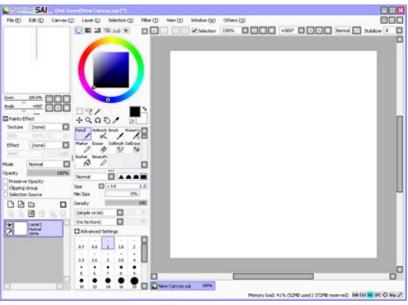


About PaintTool SAI

PaintTool SAI is high quality and lightweight painting software, fully digitizer suprovide easy and stable operation, this software make digital art more enjoyable as



Details:

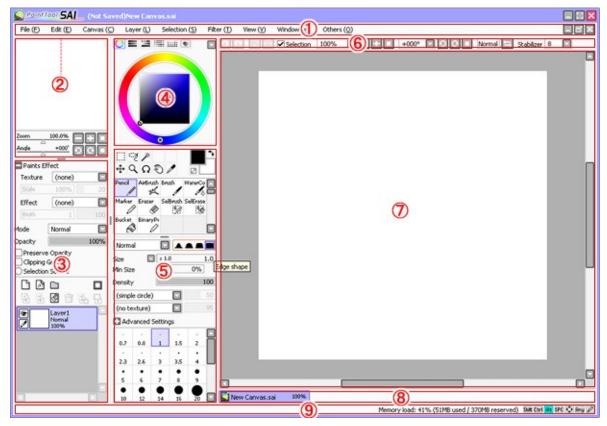
- Fully digitizer support wi
- Amazing anti-aliased drav
- Highly accurate composit
- Simple but powerful user
- Fully support Intel MMX
- Data protection function t bugs.

Minii				
OS	Windows 9			
CPU	Pentium 45			
	Windows 9			
Memory	Windows 2			
	Windows 2			
	Windows \			
HDD	512MB fre			
Graphics Card	Resolution			
Input Device	Wintab cor			

Acknowledgement

- This program include libpng(www.libpng.org) for PNG support.
- We learn much from IJG library(www.ijg.org) to implement JPEG support.

We fully wish to express our gratitude and respects to the predecessor's effort.



1. Menu Bar

This is standard application menu bar.

2. Navigator

The navigator controls the workspace view scrolling/zooming/rotation.

3. Layer Panel

The layer panel controls each layer settings.

4. Color Panel

The color panel provide drawing color selection in many ways.

5. Tool Panel

The tool panel shows tool listings and settings.

6. Quick Bar

The quick bar provide some useful buttons as shortcut.

In this panel, you can quickly access undo/redo, selection manipulation, workspace zooming/rotation/flipping, and stabilizer settings.

7. Workspace View

The workspace view shows current working canvas.

8. View Bar

The view bar controls each view selection.

9. Status Bar

The status bar reports some useful informations in current status.

New

This function creates new canvas, maximum limitation for the new canvas is affected by workspace settings.

Open

This function opens existing file as canvas, maximum limitation for the canvas is affected by workspace settings.

Create from Clipboard

This function reads from clipboard image as canvas, maximum limitation for the canvas is affected by workspace settings.

Open Recent

This function opens recent used files as canvas, maximum limitation for the canvas is affected by workspace settings.

Save

This function stores the canvas to image file, if the filename isn't specified yet for current canvas, the save dialog will be shown.

Save as

This function stores the canvas to file with different name. Only when save function is completed successfully, saving temporary file is renamed as selected filename, so if saving is failed by some reason there are no affection for existing files.

Export as

This function stores the canvas to file in selected image format, and the editing filename isn't modified.

Always Use File Viewer

This function toggles to use of the file viewer in file reading and writing.

Open by File Viewer

This function opens existing file as canvas with the file viewer, maximum limitation for the canvas is affected by workspace settings.

Save by File Viewer

This function stores the canvas to file with the file viewer.

Close

This function closes the current editing canvas.

Exit

This function quits the application.

File Viewer Operations

Currently the file viewer doesn't support keyboard operation. You can check functions on each buttons with tooltip and mouse operation is like below.

Folder tree :

- Left clicking : Select folder
- Left dragging : Move file/folder
- Left dragging + SHIFT or CTRL key : Copy file/folder
- Right dragging : Copy file/folder

Bookmark:

- Left clicking : Select folder
- Left dragging : Change bookmark order

File view:

- Left clicking : Select file
- Right clicking : Show context menu
- Left double-clicking : Open file/folder
- CTRL + Left clicking : Select multiple files/folders
- SHIFT + Left clicking : Sequentially select files/folders
- Left dragging : Move file/folder
- Left dragging + SHIFT or CTRL key : Copy file/folder

- Right dragging : Copy file/folder

The thumbnail file will be created in following folder.
X:\Documents and Settings\All Users\Application Data\SYSTEMAX
Software Development\SAI\thumbnail

Undo

Single step undo in editing histories.

Redo

Single step redo in editing histories.

Copy

This function copy selected image to clipboard in normal layer, or copy strokes that have selected CPs to clipboard in linework layer.

Cut

This function cut selected image to clipboard in normal layer, or cut strokes that have selected CPs to clipboard in linework layer.

Paste

This function create new layer from stored image or strokes in clipboard.

Copy by Selection

This function copy selected image to the clipboard, only for normal layer. The selection rectangle is considered as bounding size for clipping image.

Change Resolution

This function changes canvas resolution.

[Constrain Pixel Size] Option	Affection
OFF	- If the [pixel width] or [pixel height] is changed, the [width] and [height] are also adjusted automatically If the [width] or [height] is changed, the [pixel width] and [pixel height] are also adjusted automatically If the [resolution] is changed and the unit of the width and height is inch/cm/mm, the [pixel width] and [pixel height] are also adjusted automatically If the [resolution] is changed and the unit of the width and height is pixel, the [width] and [height] (inch/cm/mm) are also adjusted automatically. If the canvas pixel size changed, original image will be stretched.
ON	The canvas pixel size is locked, - If the width or height is changed, the resolution is also adjusted automatically. - If the resolution is changed, the width and height are also adjusted automatically.

Change Size

This function changes canvas pixel size without any image stretching.

Crop by Selection

This function crops the canvas by selection bounding rectangle.

Flip Horizontally

This function flips the canvas horizontally.

Flip Vertically

This function flips the canvas vertically.

Rotate 90° Counter-clockwise

This function rotates the canvas 90 degree in counter clockwise.

Rotate 90° Clockwise

This function rotates the canvas 90 degree in clockwise.

New Layer

This function creates new normal layer.

New Linework Layer

This function creates new linework layer.

New Layer Set

This function creates new layer set.

Copy

This function duplicates selected layer/layer set.

Delete

This function removes selected layer or layer set.

Erase

This function clear the image on selected layer. If selection is exists, only selected region is affected.

Transfer Down

This function transfer the image on current layer to under layer, current layer become empty.

Merge Down

This function combine the image on current layer to under layer, current layer will be merged to under layer.

If layer set is selected, this function combine all of their layers to single layer.

Merge Visible Layers

This function combine all visible layers to single layer, hidden layers aren't affected.

Flatten Image

This function combine all layers to single layer.

Fill

This function fills current layer by drawing color. If selection is exists, only selected region is affected.

Rasterize Linework Layer

This function convert linework layer to normal layer, only work in linework layer.

Reset Pressure Info on All CPs

This function reset stroke pressure as 100%, only work in linework layer.

Luminance to Transparency

This function convert intensity of normal layer to opacity. more bright pixels become more transparent, and more dark pixels become more opaque. This is useful to convert the scanned sketch to opaque layer.

Transform

This function transforms current layer. If selection or floating is exist, single layer is affected. If layer set or moving group is selected, each layers are affected.

Flip Horizontally

This function flips current layer horizontally. If layer set or moving group is selected, each layers are affected.

Flip Vertically

This function flips current layer vertically. If layer set or moving group is selected, each layers are affected.

Rotate 90° Counter-clockwise

This function rotates current layer 90 degree in counter clockwise. If layer set or moving group is selected, each layers are affected.

Rotate 90° Clockwise

This function rotates current layer 90 degree in clockwise. If layer set or moving

group is selected, each layers are affected.

Rename

This function renames the selected layer.

Clear

This function set selection as empty.

Invert

This function inverts selection region.

Show

This function toggles show/hide selection region.

Increment

This function expands selected region by 1pix.

Select CPs in Selection

This function selects control points in selection region, only work in linework layer.

Select Strokes in Selection

This function selects strokes that intersect with selection region, only work in linework layer.

Clear CP Selection

This function clears selected control points or strokes, only work in linework layer.

Select All

This function set all of canvas as selection in normal layer, or select all strokes in linework layer.

Hue and Saturation

This function adjust hue, saturation and luminosity on selected image.

Brightness and Contrast

This function adjust brightness and contrast on selected image.

New

This function creates new view for the current canvas.

Close

This function closes current view.

Close All

This function closes all views.

Zoom In

This function zooms in current view.

Zoom Out

This function zooms out current view.

Flip Horizontally

This function flips horizontally in current view.

Rotate 90° Counter-clockwise

This function rotates 90 degrees in counter clockwise in current view.

Rotate 90° Clockwise

This function rotates 90 degrees in clockwise in current view.

Non-scaled

This function set view zoom factor as 100% in current view.

Reset Translation

This function set canvas entire visible in current view.

Reset Rotation

This function set view rotation as 0 degrees(no rotation).

Select View from List

This function provides view selection listings, and you can select current view from this listings.

Color Wheel

This function toggles show/hide the color wheel.

RGB Slider

This function toggles show/hide the RGB sliders.

HSV Slider

This function toggles show/hide the HSV sliders.

Color Mixer

This function toggles show/hide the color mixer.

Swatches

This function toggles show/hide the swatches.

Scratchpad

This function toggles show/hide the scratchpad.

Navigator

This function toggles show/hide the navigator.

Quick Bar

This function toggles show/hide the quick bar.

View Selector

This function toggles show/hide the view selector.

Status Bar

This function toggles show/hide the status bar.

Cursor Show Brush Size

This function toggles show/hide circle cursor in brush tools.

Use Dot Cursor

This function toggles triangle/dot shape cursor in brush tools.

Hide Command Panels

This function toggles show/hide the command panels.

Full Screen

This function toggles normal/fullscreen display mode.

Show Layer Panel to Right

This function toggles placement rightside/leftside for navigator and layer panels.

Show Color and Tool to Right

This function toggles placement rightside/leftside for color and tool panels.

Reset All Window Positions

This function resets all floating windows and dialogs as initial location.

Help Topics

This function shows help topics.

Keyboard Shortcuts

This function shows shortcut key assignment dialog.

Options

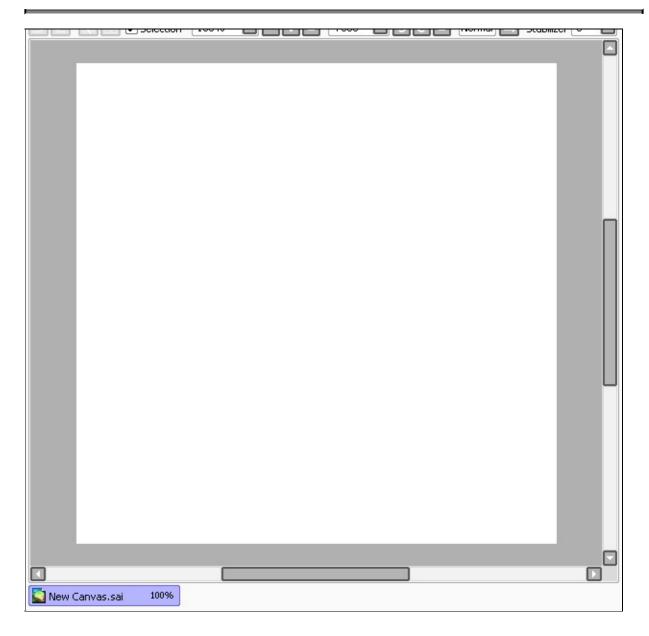
This function shows option dialog.

System ID

This function shows PC specific ID information for downloading the digital certificate for software license.

Version Info

This function shows version information of PaintTool SAI.



The workspace view shows current working canvas.

Quick Bar



[A] Editting History Operations

Undo/Redo functions.

[B] Selection Manipulations

Clear/Invert/Show/Hide Selection functions.

[C] Workspace Zooming

Set Zoom Factor, Zoom In/Out/Reset functions.

[D] Workspace Rotation

Set Rotation, Rotate CCW/CW/Reset functions.

[E] Workspace Flipping

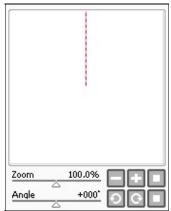
This shows horizontal flipping state of workspace view and the right button toggles this state.

[F] Stabilizer Settings

Stabilizer settings for digitizer input.

The navigator controls the workspace view scrolling/zooming/rotation.

Canvas Thumbnail



The red rectangle means display area for current workspace view.

By dragging this thumbnails, you can scroll view.

Zooming Factor

This controls view zooming by slider.

The rightside buttons are ordered from left zoom out, zoom in, reset zooming.

Rotation Angle

This controls view rotation by slider.

The rightside buttons are ordered from left rotate CCW, rotate CW, reset rotation.

The layer panel controls layer selection and some settings for each layer.

+/-Paints Effect (show/hide with clicking)

Texture

You can select layer texture like canvas paper.

To control affection amount you can use the slider below this.

Effect

You can select layer effects like artistic materials, currently only 'Fringe' effect is supported.

To control affection amount you can use the slider below this.

[Fringe] effect

This effect make fringe on edge of opacity like watercolor paintings.

Example usage :

1. Create layerset like below

[Layer Set] ← With texture (watercolor, drawing paper etc.)

[Layer 1] ← Multiply mode, with Fringe effect [Layer 2]

- 2. Draw to [Layer 1] with brush or water color tool.
- Select brush edge shape on right edge (harder shape)
- Select density as about 100
- Set blending and dilution about 50 and set presistence about 80

This setting looks more likely.

3. Combine [Layer 1] to [Layer 2] by transfer down command.

Repeat step 2 & 3 gives like watercolor painting effect, please adjust parameters suiting your favorite.

Notice for using Texture & Effect options:

- If the layer with texture or effect options is combined, texture and effect will directly painted to combined layer.
- These options is directly painted to layer pixels in PSD export.
- Texture on layer set is not exported to PSD format.

Mode Set layer composition mode.

Mode	Effect	PSD Import/Export
Normal	Normal composition mode	O Normal
Multiply	Composition mode with smaller RGB value affect more darken result.	O Multiply
Screen	O Screen	
Luminosity	Composition mode with larger RGB value affect more lighten result, this effect is similar to linear dodge mode in Photoshop, but coloring affect more strongly in this mode.	Δ Linear Dodge

Shade	Composition mode with smaller RGB value affect more shadowing result.	Δ Linear Burn
Overlay	If the RGB values are larger than 50% this affect as screen, and if the RGB values are smaller than 50% this affect as multiply composition mode. If the RGB values are just (50%, 50%, 50%) the composition result is same as normal composition mode.	O Overlay
Lumi & Shade	If the RGB values are larger than 50% this affect as luminosity, and if the RGB values are smaller than 50% this affect as shade composition mode. If the RGB values are just (50%, 50%, 50%) the composition result looks nothing.	Δ Linear Light
Binary Color	Each RGB values are translated to binary color, layer opacity is used as thresold for binary translation.	× Normal

Paints Effect

Texture Scale

Effect

Width

Mode

Opacity

Preserve Opacity
Clipping Group
Selection Source

(none)

(none)

Normal

Layer1 Normal 100% 100%

Note for [PSD Import/Export] compatibility.

О	PSD import/export with written mode, you can get same result.
Δ	PSD import/export with written mode, but result will

	be a bit different from original image.
×	No compatibility in PSD import/export, the result is different from original image.

Opacity

This controls layer opacity with slider.

Preserve Opacity

Toggles keeping or not each pixel's opacity in brush / fill tools.

Clipping Group

Set the layer is clipped by under layer's opacity.

Selection Source

Set the layer as selection source for Bucket and Magic Wand tools.

Layer List

The region of bottom of this panel is layer list, you can select working layer in this list, and this panel provide short cut buttons for layer creation etc.

The eye icon toggles each layer is visible/invisible. You can set layers as moving group with clicking the box below eye icon, red pin icon shows moving group is enabled, moving and transformation and filtering current layer affect moving group layer too.

Mouse operations for layer list

Clicking layer thumbnail	Layer editting mode (only when layer has layer mask)
Clicking layer mask thumbnail	Layer mask editting mode (only when layer has layer mask)

Double clicking	Change layer name
Ctrl + clicking thumbnail	Create selection by layer opacity
Shift + Ctrl + clicking thumbnail	Add selection by layer opacity
Ctrl + Alt + clicking thumbnail	Subtract selection by layer opacity
Shift + Ctrl + Alt + clicking thumbnail	Create selection by intersection of layer opacity and current selection
Ctrl + clicking eye icon	Mark layer as target for shortcut commands 'Show/Hide Marked Parent Layer Set' and 'Show Marked Parent Layer Set Lone'
Alt + clicking eye icon	Show only selected layer lone
Dragging eye icon	Bulk selection for show/hide layer
Dragging pin icon	Bulk selection for moving group

Shortcut buttons on layer list

 $G\ H\ I\ J\ K\ L$

					
					A Create new normal layer
					B Create new linework layer
					C Create new layer set
					F Create layer mask
A	В	C		F	· ·
					G Transfer down
	>€ ¥		*		H Merge down

I Clear layer

J Delete layer

Apply layer mask

K Merge down layer and mask individually

The color panel provide drawing color selection in many ways.

1. Display toggles for each pickers

This toggles displaying ON/OFF for each pickers.

2. HSV mode selector

In this menu, you can select color mode for color wheel and HSV sliders.

V-HSV	This mode is similar to standard HSV mode but keep color transitions more naturally in V-value is decreased.			
HSL	Standard HSL color mode			
HSV	Standard HSV color mode			

3. Color Wheel

The color wheel provide to select hue with wheel, and colors from square region.

4. RGB Sliders

Color sliders with with red, green and blue levels.

5. HSV Sliders

Color sliders with hue, saturation and value levels.

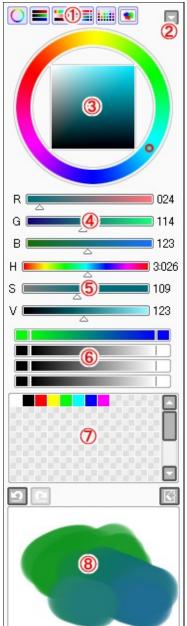
6. Color Mixer

Selector from gradient of mixing two colors.

7. Swatches

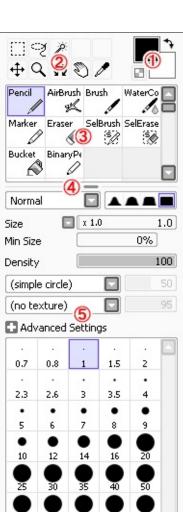
You can select and store your favorite colors in the swatches.

Clicking	Color select
SHIFT + Clicking	Put color
CTRL + Dragging	



Right Dragging	Move color	
Right clicking	Swatches menu	

8. ScratchpadSmall color blending canvas by brush drawing and pick blended colors with syringe.



The tool panel shows tool listings and settings.

1. Drawing Color

This panel shows drawing primary/secondly colors. You can exchange primary/secondly color by clicking the upper right arrow icon.

The under left checker button toggles normal/transparent color.

2. Common Tools

These tools can be use with both normal/vector layer. You can change tool shortcut key by double clicking these icon.

3. Custom Tool Tray

The custom tool tray contains user customized brush like tools, you can create each tools that have your favorite setting as presets.

-		
Operation	Function	
Clicking	Select Tool	
Double Clicking	Show Tool Config Dialog	
Right Clicking	Show Tool Creation Menu	
CTRL+Dragging	Move Tool	
Right Dragging	Move or Duplicate Tool	

4. Size Grip for Custom Tool Tray

For adjusting vertical size of custom tool tray.

5. Tool Parameters

Tool specific parameters for selected tool.

1. Drawing Mode

Select drawing composition mode.

_	
Normal	Drawing color changes gradually to selected color, this is standard painting mode almost all paint software.
Vivid	Drawing color become more vividly.
II 1665 I	Drawing color become more deeply and darkly.
Multiply	Drawing color changes gradually to multiply of selected color and the canvas color.

2. Brush Edge Shape

Control brush edge fading shape.

3. Brush Size

Control brush size, the slider size unit can be changed by the button left side of this slider.

4. Minimum Size

Select minimum brush size in minimum pressure.

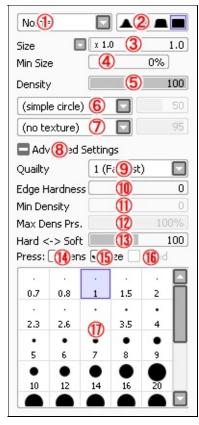
5. Brush Density

Select brush drawing density.

6. Brush Shape

Select brush circle shape, excepting [simple circle], each shape specific attribute can be controlled by the right side slider.

Name	Shape	Slider Affection
Blot	Blotted ink like shape.	
Blot &	princis biolica ilik like	Control blot amount



Noise	shape.	
Round Brush	Round painting brush like shape.	Control fiber
Flat	Flat painting brush like	thickness
Brush	shape.	

7. Brush Texture

Control the effect that brushes are affected by canvas surface grain with texture. The right side slider controls the grain strength.

8. +/- Advanced Settings

Show/Hide advanced settings described below.

9. Quality

Set drawing and blending quality, large value become more smooth but more slow.

10. Edge Hardness

Set brush edge hardness, this parameter almostly for small sized brush set more clear or more soft looks.

11. Minimum Density

Set minimum drawing density for minimum pressure.

12. Max Dens Prs.

Set maximum pressure for maximum drawing density.

13. Hard <->Soft

Adjust response for pressure support.

14. Press:Dens

Set brush density is affected by pressure, lower pressure become lower density.

15. Press:Size

Set brush size is affected by pressure, lower pressure become smaller brush.

16. Press:Blend

Set blending amount is affected by pressure, lower pressure gives more canvas color remained.

17. Brush Size Lists

You can select brush size from sample shape listings.

(*) Notice : All of tools don't always support these all parameters, some parameters aren't controllable in some tools.

This tool create rectangular selection and transform the image.

Select Layer by CTRL+LB

In default setting you can select toplevel layer on clicked position by Ctrl+Shift+Left clicking. If this checkbox is ON, you can also select by Ctrl + Left clicking.

Drag Detection Pix.

Set dragging pixel amount that considered as rectangular selection or transfering layer/selection.

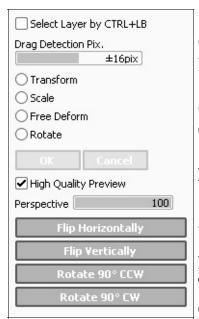
Transform / Scale / Free Deform / Rotate

Select deformation mode, if layer set or moving group is selected all of these layers are deformed.

	Transform	Scale	Free Deform	Rotate
Dragging guide border	Scale	Scale	Deform	Rotate
CTRL + Drannging guide border	Deform	Scale	Deform	Rotate
Dragging outside of the guide border	ikolale i	- none-	-none-	Rotate
Dragging inside of the guide border	Move	Move	Move	Move

with holding SHIFT key

,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		
	Handle on guide	Handle on guide
	corner	edge
Scaling	Preserve aspect ratio	-none-
Free Deform	-none-	-none-
Rotate	Rotate by 45°	Rotate by 45°



OK

Fix transformation.

Cancel

Cancel transformation.

High Quality Preview

Set toggles high quality preview ON/OFF when the guide is translated.

Perspective

This control perspective amount for non rectangular deformation.

Flip Horizontally / Flip Vertically

This flip layer or selection horizontally/vertically, if layer set or moving group is selected all of these layers are flipped.

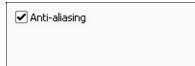
Rotate 90° CCW / Rotate 90°CW

This rotate layer or selection 90 degrees in counterclockwise/clockwise, if layer set or moving group is selected all of these layers are rotated.

Lasso Tool



This tool create selection by surrounding the area with mouse dragging.



Anti-aliasing

Apply anti-aliasing (border edge smoothing) to the selected region.

This tool detects edges/regions and automatically create selections.

Detection Mode:

- Transparency (Strict)

Select the transparent region surrounded by lines, if the pixel's transparency is in range of [Transp diff.] parameter these pixels are treated as transparent.

- Transparency (Fuzzy)

Select the transparent region surrounded by lines more fuzzyly, if the pixel's transparency is in range of [Transp diff.] parameter these pixels are treated as transparent. This mode is sometimes more useful for roughly sketched image, but if the image is too rough this may be not so enough.

- Color Difference Select the region these colors are in range of [Color diff.] parameter with the clicked pixel's color.

Target:

- Working Layer

Set current selected layer as detection target.

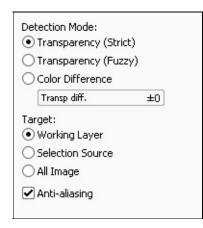
- Selection Source Set the layer with [Selection Source] option (in layer list) is checked as detection target.

All Image
 Set all layers as detection target.

Anti-aliasing

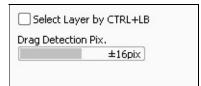
Apply anti-aliasing (border edge smoothing) to the selected region.





This tool transfer layers or selections.





Select Layer by CTRL+LB

In default setting you can select toplevel layer on clicked position by Ctrl+Shift+Left clicking. If this checkbox is ON, you can also select by Ctrl + Left clicking.

Drag Detection Pix.

Set dragging pixel amount that considered as rectangular selection or transfering layer/selection.

This tool controls view zooming in/out with mouse operations.

Zoom In

Set tool mode as zoom in, by clicking screen view will be zoomed in.

✓ Zoom In • Zoom Out Zoom Drag: • with Zoom In with Zoom Out Drag Detection Pix. ±16pix

Zoom Out

Set tool mode as zoom out, by clicking screen view will be zoomed out.

Zoom Drag:

Set toggles ON/OFF zooming by dragging rectangle in each mode.

Drag Detection Pix.

Set dragging pixel amount that considered as rectangle zooming.



Rotate Tool



This tool controls view rotation with mouse operations.

Rotate view by left drag

Hand Tool



This tool controls view scrolling with mouse operations.

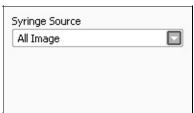
Scroll view by left drag

This tool helps to pick up the color from layer or canvas image.



Syringe Source

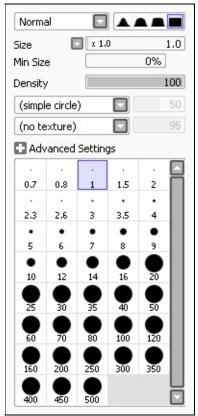
Select the target image for color picking.



- All Image Pick color from all layers combined image.

- Working Layer Pick color from selected layer in layer list, the pixel's transparency is ignored.





This tool works like pencil drawings.

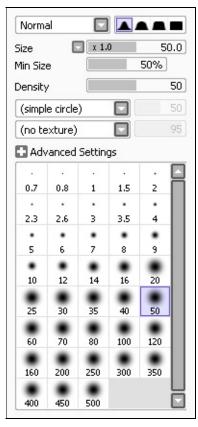
Currently this uses same algorithm with air brush tool.

Related Topics:

This tool works like air brush drawings.



Currently this uses same algorithm with pencil tool.



Related Topics:

This tool works like painting brush.

You can paint with color blending and trailing on canvas, and also it's possible to paint like thinned by water.

Specific Parameters:

Blending

Control blending amount with canvas color, larger value affect more canvas color affection.

Dilution

Effect like thinned by water, larger value becomes more transparent.

Persistence

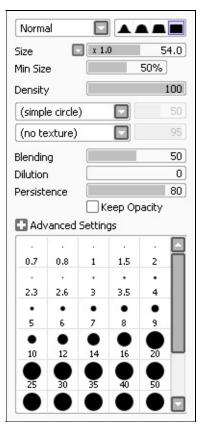
Control the bended color trailing, larger value make more color trailing.

Keep Opacity

On drawing from already drawn part to not drawn part, this try to preserve drawing opacity is not too thinned.

Related Topics:





This tool works like water painting brush.

You can paint with color blending and trailing on canvas, and also it's possible to paint like thinned by water. You can make blur with lower pressure just like water painting technique.

Specific Parameters:

Blending

Control blending amount with canvas color, larger value affect more canvas color affection.

Dilution

Effect like thinned by water, larger value becomes more transparent.

When this parameter set as 0, only in this case the drawing algorithm is changed and looks no thinned by water.

Persistence

Control the bended color trailing, larger value make more color trailing.

Keep Opacity

On drawing from already drawn part to not drawn part, this try to preserve drawing opacity is not too thinned.

Smoothing Prs.

Control the pressure range for blur effect with no colorings. To use blurring more effectively please set minimum brush size is about 50% or more.





Related Topics : Common Brush Parameters

This tool works like marker pen.

Drawn pixel's transparency is fixed and not thinned, this is like the ink soak into the paper. You can paint with color blending and trailing on canvas.

Specific Parameters:





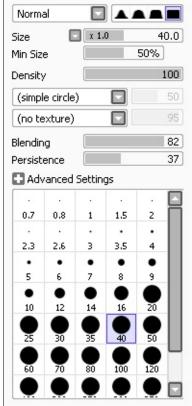


Control blending amount with canvas color, larger value affect more canvas color affection.

Persistence

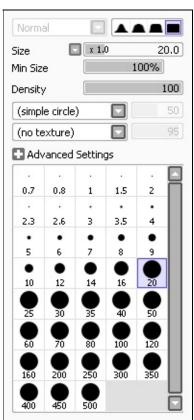
Control the bended color trailing, larger value make more color trailing.

Related Topics:





This tool always paint with transparent color, this work like eraser.



Related Topics:

This tool draws non anti-aliasing lines.

This tool not support over painting like layering colors, always drawn pixel opacity is overwritten by the [Opacity] value.

Size

Control brush size, the slider size unit can be changed by the button left side of the slider.

Legacy Pen 🖉



Select minimum brush size in minimum pressure.

Opacity

Select brush drawing opacity.

Advanced Settings

Show/Hide advanced settings described below.

Algorithm

Coarse (no	Draw by circle shape brush, the pressure
pressure)	doesn't affect any drawing result.
Accurate	The pressure affect drawing brush size.

Color Picker

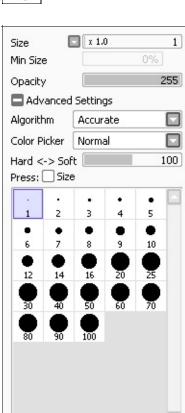
Normal	Standard color picking algorithm
	Pick both color and opacity and set picked opacity as [Opacity] parameter.

Hard <->Soft

Adjust response for pressure support.

Press: Size

Set brush size is affected by pressure, lower pressure become smaller brush.



This tool detects edges/regions and automatically fill these areas.

Detection Mode

- Transparency (Strict)

Fill the transparent region surrounded by lines, if the pixel's transparency is in range of [Transp diff.] parameter these pixels are treated as transparent.

- Transparency (Fuzzy)

Fill the transparent region surrounded by lines more fuzzyly, if the pixel's transparency is in range of [Transp diff.] parameter these pixels are treated as transparent. This mode is sometimes more useful for roughly sketched image, but if the image is too rough this may be not so enough.

- Color Difference

Fill the region these colors are in range of [Color diff.] parameter with the clicked pixel's color.

Target

- Working Layer

Set current selected layer as detection target.

- Selection Source Set the layer with [Selection Source] option (in layer

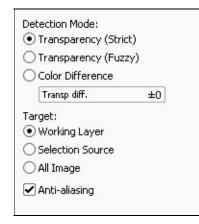
list) is checked as detection target.

All Image
 Set all layers as detection target.

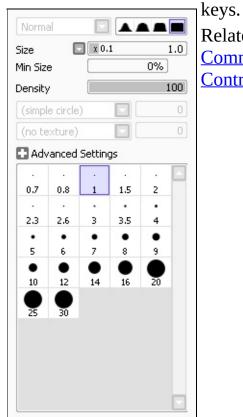
Anti-aliasing

Apply anti-aliasing (border edge smoothing) to the filled region.









This tool create linework strokes by pen drawings. This is only supported by linework layer. Additionally this tool also support the function of the control point tool with combination of Ctrl/Shift/Alt

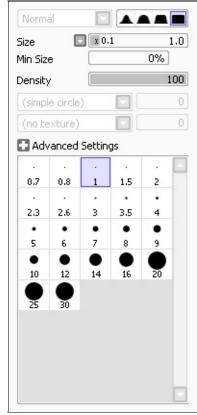
Related Topics:

Common Brush Parameters
Control Point Tool

This tool draws curves/lines in linework layer. This is only supported by linework layer.

Additionally this tool also support the function of the control point tool with combination of Ctrl/Shift/Alt keys.





Cricking	Add Control Point
Double Clicking Right Clicking Enter Esc	Fix Curve/Lines
Ctrl-Z	Undo Adding Control Point
Ctrl-Y	Redo Adding Control Point

Related Topics:

Common Brush Parameters
Control Point Tool

Control Point Tool



Edit each strokes Select / Deselect (Click CP / Curve) (Right Click - Deselect All) Translate CP (Ctrl+Drag CP - Translate) (Ctrl+Drag Curve - Add/Translate O Deform Stroke (Shift+CP / Drag Curve) O Delete CP / Curve (Alt+CP / Click Curve) O Deformation Anchor ON/OFF (Shift+Alt+Click CP) Translate Stroke (Shift+Alt+Drag Curve) Stroke Dup/Translate (Shift+Ctrl+Drag Curve) Conbine Strokes (Shift+Ctrl+Drag btw CPs) O Delete Stroke (Shift+Ctrl+Alt+Click Stroke) O Pointed / Rounded (Ctrl+Alt+CP Click) These operation is same in other linework tools

This tool support editing and modification each stroke shape. This is only supported by linework layer. Additionally this tool also extends each functions with combination of Ctrl/Shift/Alt keys.

This tool control the pressure strength by dragging control point on strokes. This is only supported by linework layer.

Additionally this tool also support the function of the control point tool with combination of Ctrl/Shift/Alt keys.

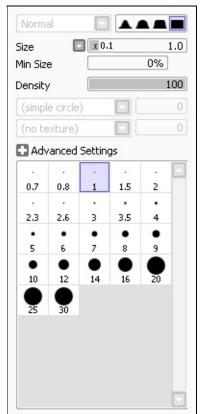
Related Topics : Control Point Tool



Adjust CP's pressure.

Drag on CP
and left direction will decrease pressure
and right direction will increase pressure





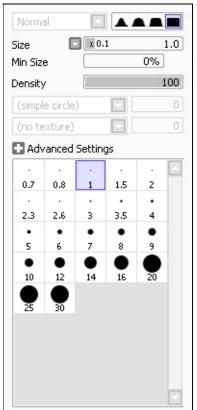
This tool works like eraser in linework layer. This is only supported by linework layer.

Additionally this tool also support the function of the control point tool with combination of Ctrl/Shift/Alt keys.

Related Topics:

Common Brush Parameters
Control Point Tool





This tool modify the line type of clicked strokes. This is only supported by linework layer.

Additionally this tool also support the function of the control point tool with combination of Ctrl/Shift/Alt keys.

Related Topics:

Common Brush Parameters
Control Point Tool

This tool modify the line color to current selected color by clicking strokes. This is only supported by linework layer.

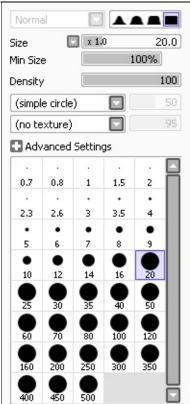
Additionally this tool also support the function of the control point tool with combination of Ctrl/Shift/Alt keys.

Related Topics : Control Point Tool



Color of clicked stroke is changed to selected color

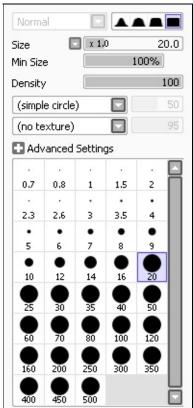




This tool create selections by brush painting, you can adjust and modify the selections more strictly than other selection tools.

Related Topics:





This tool remove selections by brush painting like eraser, you can adjust and modify the selections more strictly than other selection tools.

Related Topics:

Adding Canvas Presets

You can customize preset menu in new canvas menu by editing presetcysize.conf in SAI installation folder.

Each rows has canvas preset information like below format.

[width], [height], [resolution], [size unit], [resolution unit], "[preset name]"

The [size unit] indicates [width] and [height] item unit with these number,

0	Pixels
1	Inch
2	Centimeter
3	Millimeter

The [resolution unit] indicates [resolution] item unit with these number,

0	Pixel count per inch
1	Pixel count per inch Pixel count per centimeter

If the row begins with hyphen(-), this is shown as separator in dropdown list.

If the row begins with semicolon(;), the row is considered as comment.

Adding Paper Textures

You can add new paper textures by editing papertex.conf in SAI installation folder, maximum texture counts is up to 99.

Each rows has texture information like below format.

[texture type], [relative path for texture file]

The [texture type] has only one type like below,

This indicate grayscale BMP with same width & height, each image size must be 256/512/1024 pixels.

The relative path for texture file means texture file location and name with relative folder path from SAI installation folder.

Adding Brush Shapes

You can add new brush shapes by editing brushform.conf in SAI installation folder, maximum shape counts is up to 99.

Each rows has shape information like below format.

[shape type], [relative path for shape file]

The [shape type] has two types like below,

1	Edge	This indicate brush edge gradient. Grayscale BMP with same width & height, each image size must be 256/512/1024 pixels.
2	Bristle	This indicate bristle (brush fiber) shape. 63x63 BMP file, and each RGB(0,0,0) pixel means each fiber position, maximum limitation counts are up to 63 points.

The [relative path for shape file] means shape file location and name with relative folder path from SAI installation folder.

Adding Brush Textures

You can add new brush textures by editing brushtex.conf in SAI installation folder, maximum texture counts is up to 98.

Each rows has texture information like below format.

[texture type], [relative path for texture file]

The [texture type] has only one type like below,

This indicate grayscale BMP with same width & height, each image size must be 256/512/1024 pixels.

The [relative path for texture file] means texture file location and name with relative folder path from SAI installation folder.

About misc.ini

There is the file named misc.ini in SAI installation folder. This file is for extra configurations like below.

- Settings for some user's demand but not so general.
- Settings for counter the troubles that occurs only some user specific environments.
- Settings for early experimental futures.

These settings may be different in each version of SAI. More description for each settings are written in misc.ini, so if you want use these settings please refer them.

View		
Arrow Key	Scroll View	
SPC + Left Dragging	Scroll View	
CTRL + SPC + Left Dragging	Zoom by Rectangle Selection	
CTRL + SPC + Left Clicking	Zoom In	
CTRL + SPC + Right Clicking	Reset View Zooming	
CTRL + ALT + SPC + Left Dragging	Zoom by Rectangle Selection	
CTRL + ALT + SPC + Left Clicking	Zoom Out	
CTRL + ALT + SPC + Right Clicking	Reset View Zooming	
ALT + SPC + Left Dragging	Rotate View	
ALT + SPC + Right Clicking	Reset View Rotation	
CTRL + TAB	Select Next View	
CTRL + SHIFT + TAB	Select Previous View	
	Layer	
CTRL + Left Dragging	Move Layer or Selection	
CTRL + SHIFT + Left Dragging	Select & Move Layer	
CTRL + Arrow Key	Nudge Layer or Selection (by 1pixel unit)	
CTRL + SHIFT +	Nudge Layer or Selection (by 8pixel	

Arrow Key	unit)			
7				
Brush Tools				
[Decrease Brush Size			
]	Increase Brush Size			
0~9	Set Drawing Density			
-	Exchange Normal/Transparent Color			
X	Exchange Primary/Secondly Color			
ALT + Left Clicking	Color Picker Tool			
CTRL + ALT + Left Dragging	Change Brush Size			
Begin with SHIFT + Left Dragging	Draw straight line between last drawing point and beginning of dragging point			
	Sliders			
SHIFT + Left Dragging	Strict Adjustment for Slider			
Right Dragging	Strict Adjustment for Slider			
Tool Shift				
Holding Shortcut Key assigned to Each Tools	Temporal switch the tool during holding the shortcut key			