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# SegaPainter Ver. 1.11: ReadMe



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- Introduction
- Precautions
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- Work Screen

## ■ Introduction

The SegaPainter reads multiple image data saved in PICT, DGT2 and other formats and can be used for editing purposes as most standard paint tools.

The edited data can be saved as objects and played as simple animation.

The data can also be displayed in real-time on a regular TV monitor via a target box.

## ■ Precautions

The SegaPainter requires only 4 MB for startup; however, may require a larger temporary memory during use. Use this application only after securing enough Macintosh memory.

## ■ Restrictions

The following SEGA development target boxes work with the SegaPainter:

1. SATURN Target Model-S Graphics Box



2. SATURN Cartridge Development System (abbr. CartDev)

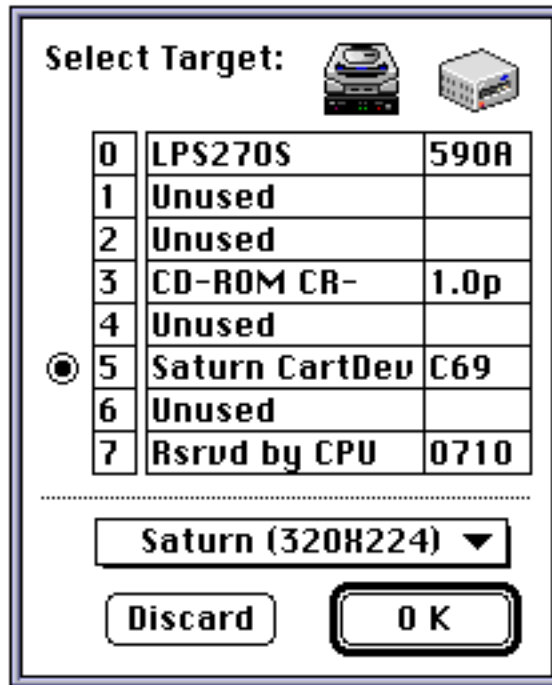


Please refer to the target manuals for precautions when connecting the target box.

## ■ Startup Screen

The screen below is displayed when the application is started up with the target box connected.

Select the target box to connect and click "OK".



The TV screen size can be modified.

- ❖ SATURN (320 x 224): displayed in 320 dots x 224 dots.
- ❖ SATURN (352 x 224): displayed in 352 dots x 224 dots.
- ❖ SATURN (320 x 240): displayed in 320 dots x 240 dots.
- ❖ SATURN (352 x 240): displayed in 352 dots x 240 dots.

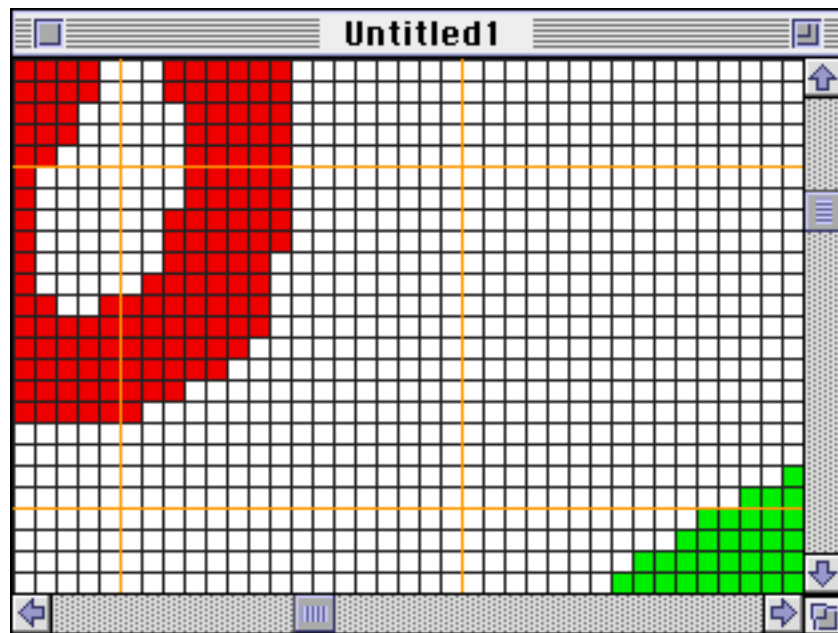
## ■ Work Screen

Various windows are displayed in the SegaPainter.

### ● File (Paint, Edit) Window

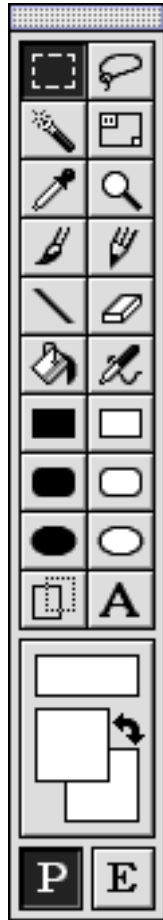
Multiple displays are possible in the standard windows for drawing and editing. The edits made in a window are saved as a file.

The File window has two separate layers used for different processes: a paint layer and edit layer. Use the paint layer as any standard paint tool. Use the edit layer to select objects (patterns) to register in animation. The user may switch between the two layers during the editing process and the edits made in the layers are related.



- **Tool Palette**

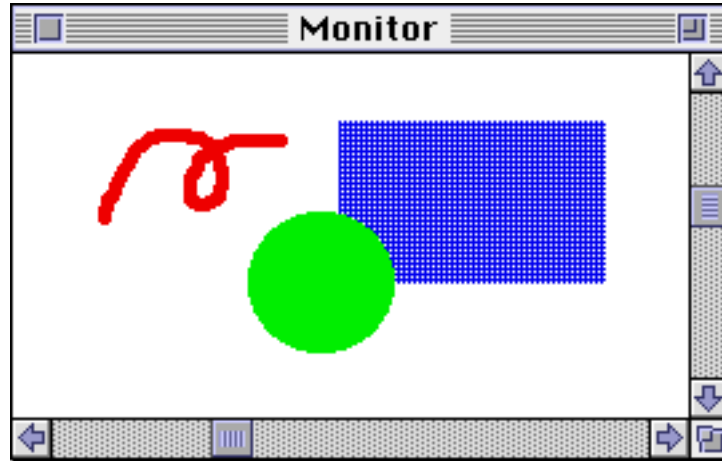
Selects the editing function used in a window. Refer to *SegaPainter:Tool Palette* for further details.



- **Monitor Window**

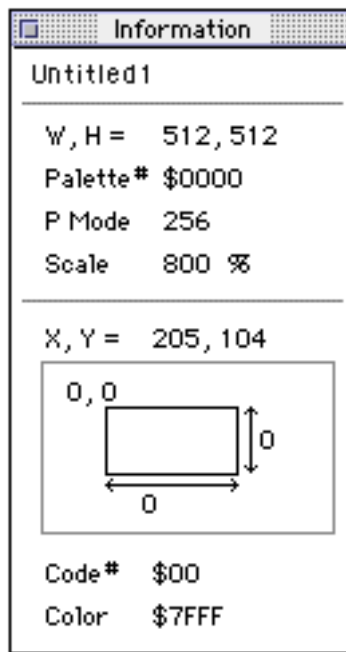
Simulates the target monitor. Displays the image in the active window.

The animation is displayed in the window below.



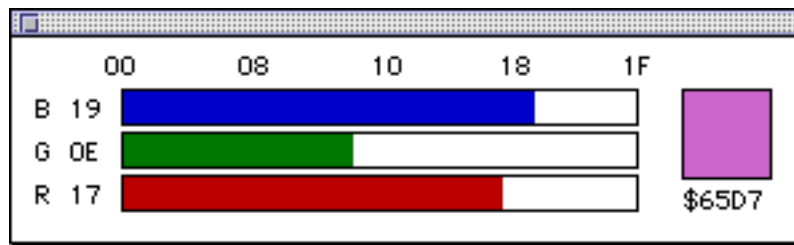
- **Information Window**

Displays information about the active window.



- **Color Picker Window**

Displays the SEGA Color Picker.



- **Color Palette Window**

Displays the palette table for the active window. The foreground color is highlighted.

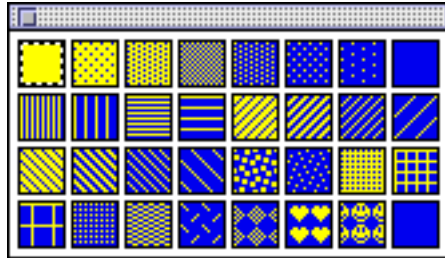
Refer to the *SegaPainter Menu* for further details.



- **Pattern Palette**

Displays the pattern that is currently set. The pattern that is currently selected (current pattern) is highlighted.

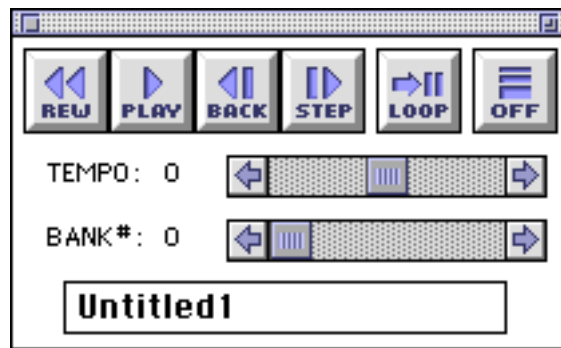
Refer to the *SegaPainter: Menu* for further details.



- **Animation Panel**

This window controls the animation.

Refer to the *SegaPainter: Animation* for further details.

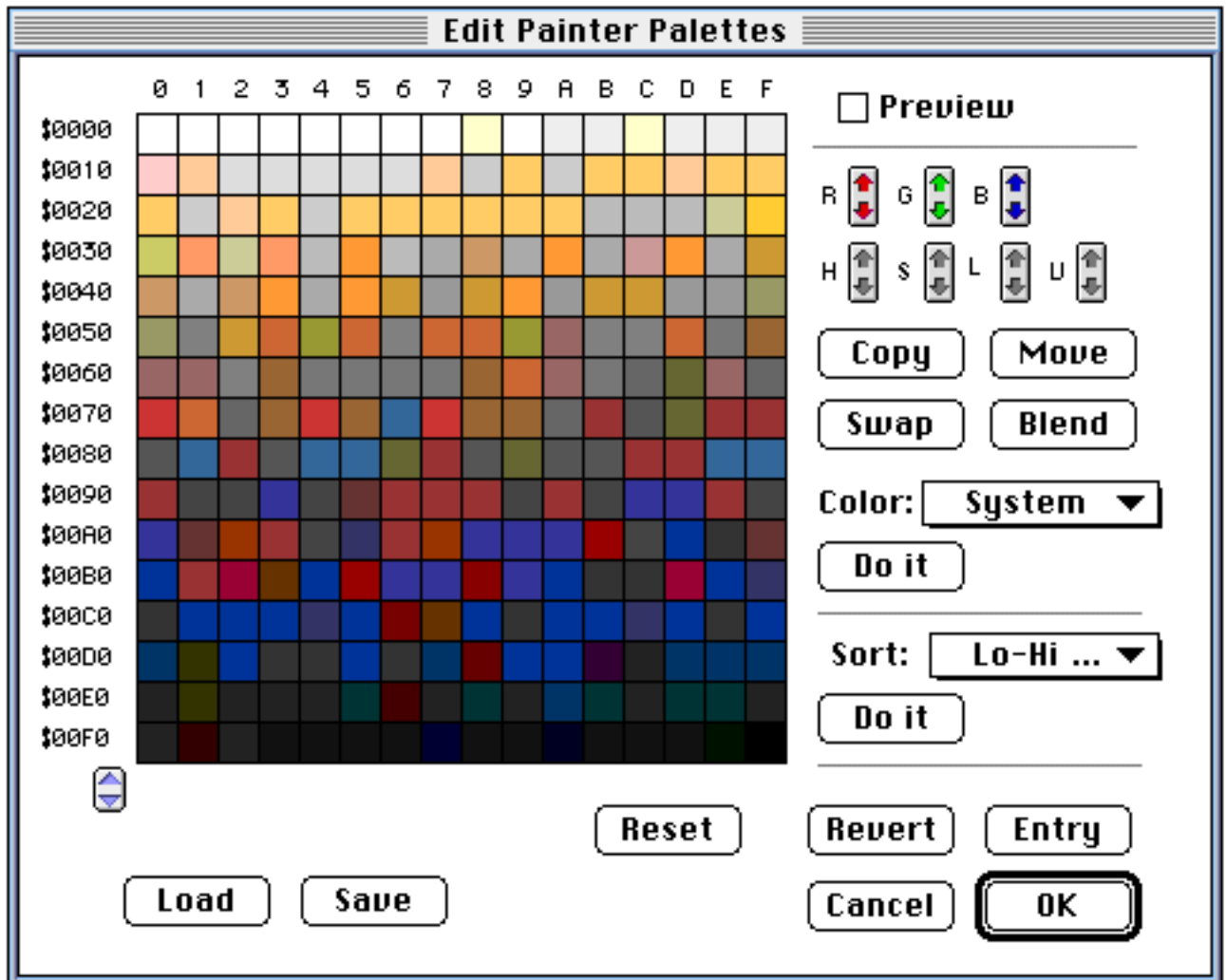




- **Edit Painter Palettes Window**

This window is used for color editing.

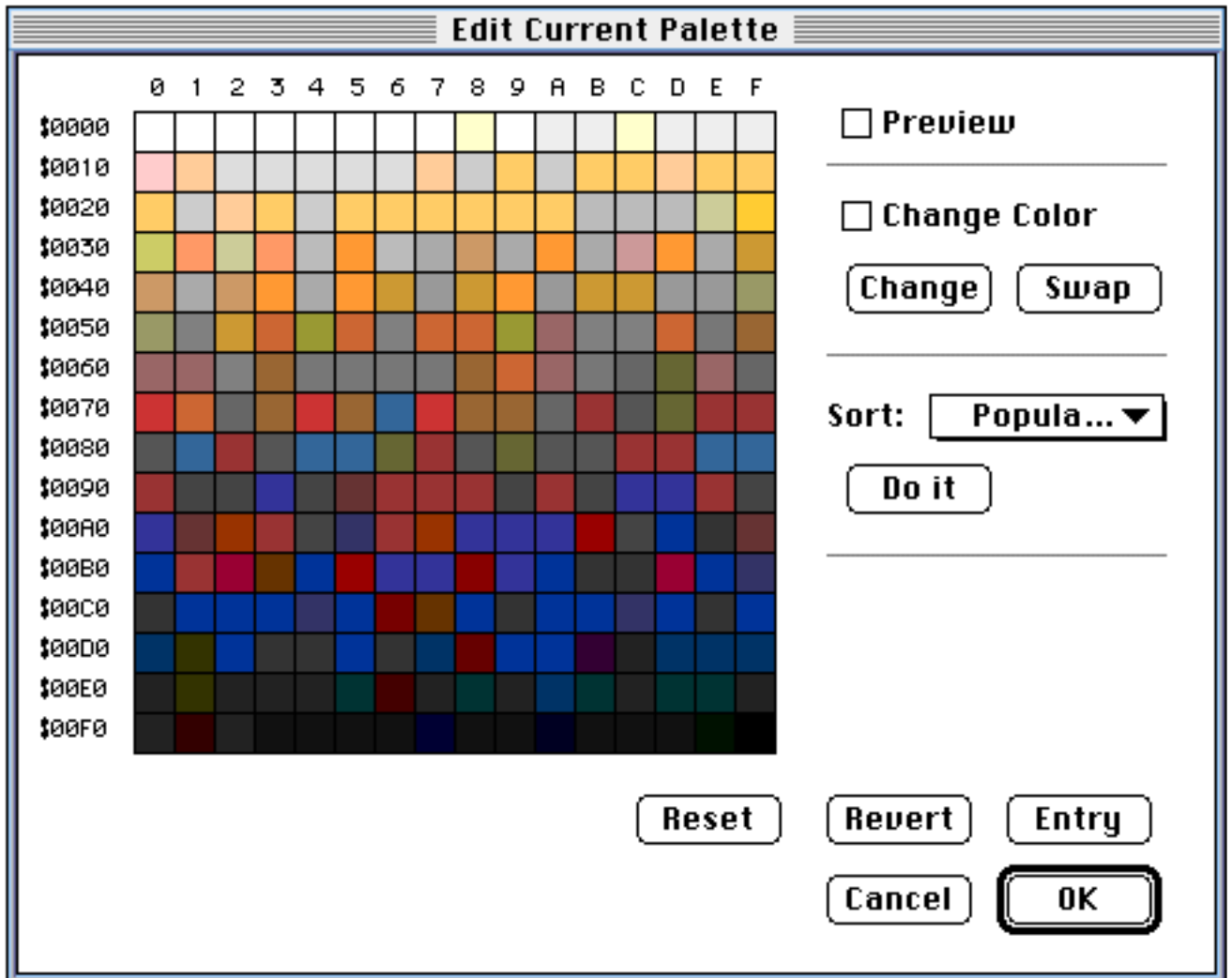
Refer to the *SegaPainter Palette/Color* for further details.



- **Edit Current Palette Window**

This window is used to edit the palette for the selected File window.

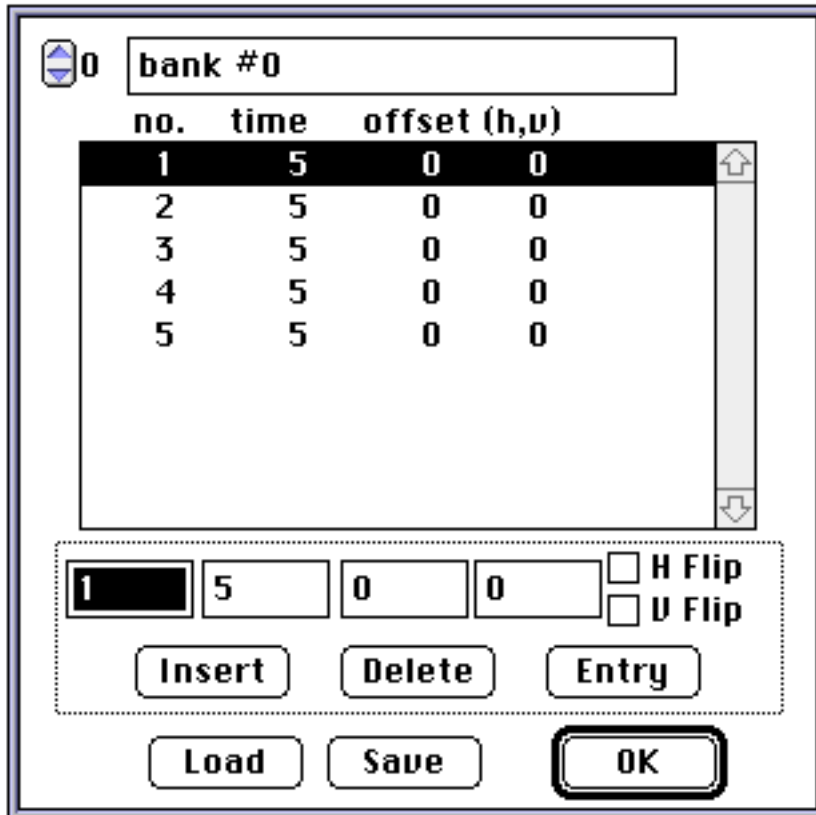
Refer to *SegaPainter: Palette /Color* for further details.



- **Registration Animation Window**

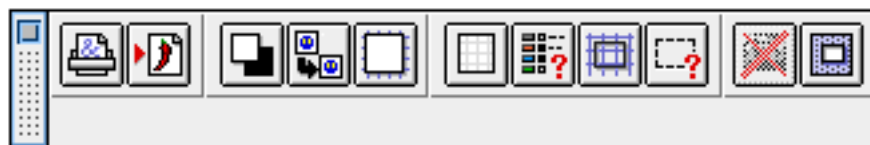
Used to save objects that are played as simple animation.

Refer to *SegaPainter: Animation* for further details.



- **Icon Bar**

This icon bar displays various SegaPainter functions. Place the cursor on the buttons to display simple function descriptions.



# SegaPainter: Menu



## ■ Index

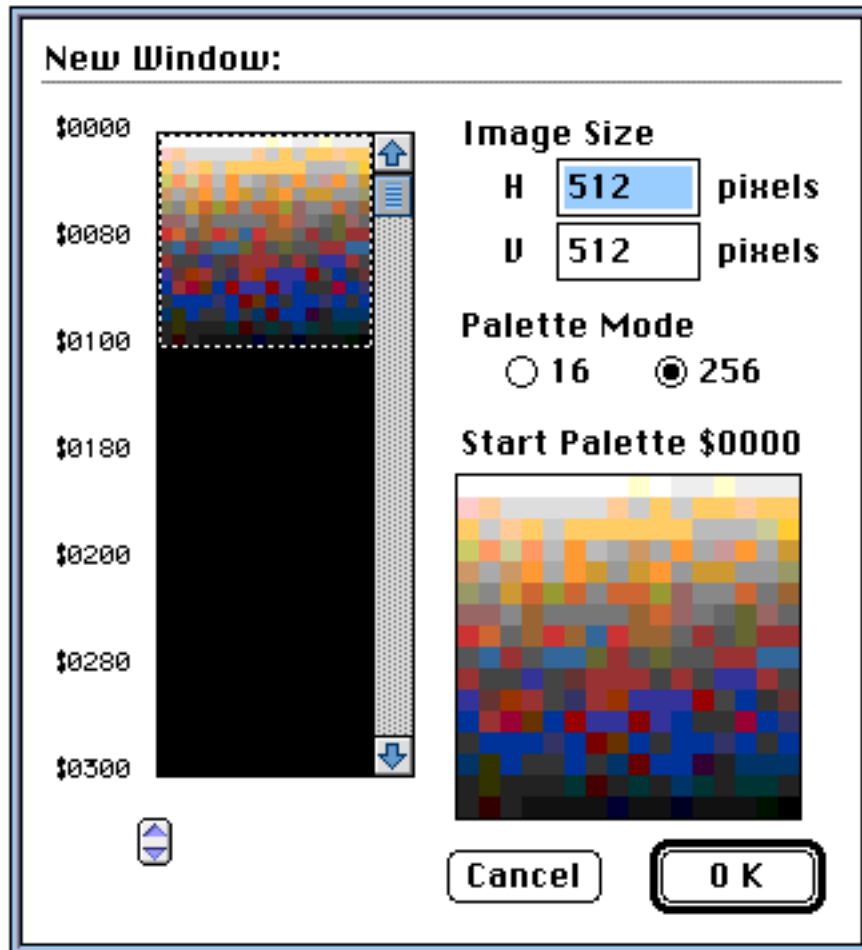
- File Menu
- Edit Menu
- Image Menu
- Option Menu
- Special Menu
- Window Menu

## ■ File Menu

Manages input and output of files. Use this menu to print and quit the application.

### ● New CommandN

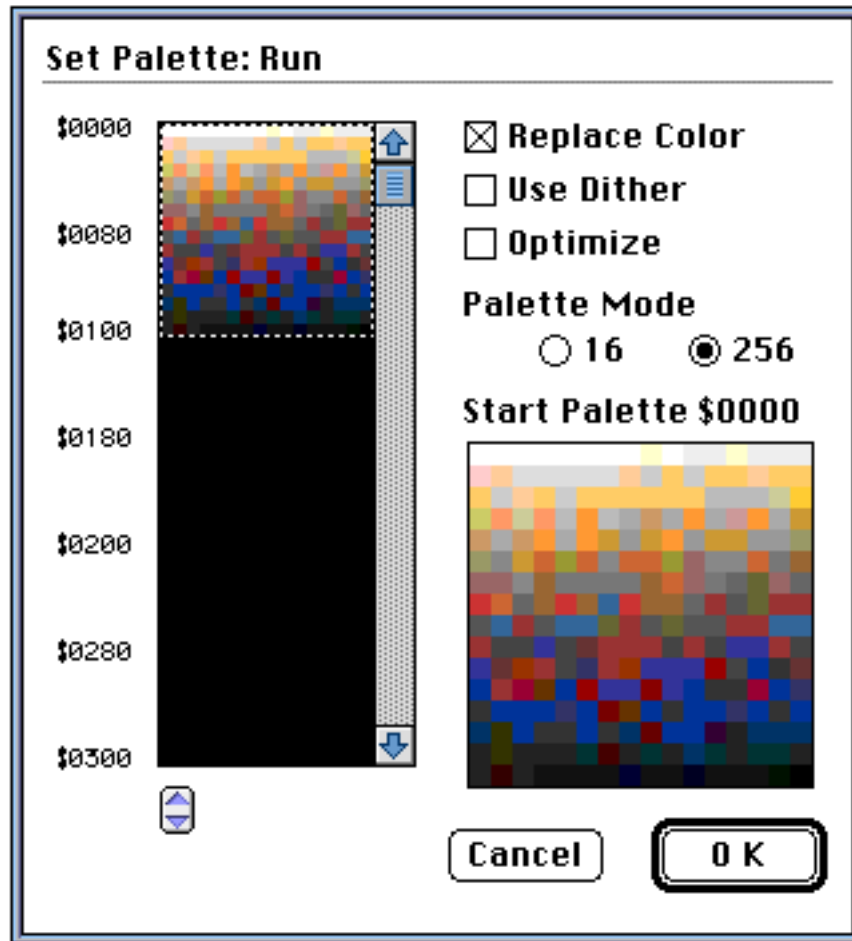
Displays the following dialog box and opens a new file.



- ❖ **Color List:** Specify a palette for the new file.
- ❖ **Image Size:** Input the image size.
- ❖ **Palette Mode:** Select 16-color or 256-color palette mode.

- **Open CommandO**

Opens an existing file.



- ❖ **Color List:** Assigns a palette to a file.
- ❖ **Replace Color:** Replaces the color palette of a file with that selected on the list.
- ❖ **Use Dither:** Use to fade colors.
- ❖ **Optimize:** This is an effective option when the palette is not replaced. The file image is optimized by using the selected palette before the file is opened.
- ❖ **Palette Mode:** Select 16- or 256-color palette mode. The colors are compressed if the mode selected here differs from that of the selected file.

\*When opening a file saved in SegaPainter, the palette and palette mode that was most recently edited is assigned automatically.

- **Close CommandW**

Closes the active file.

- **Save CommandS**

Saves the active file in the same file under the same name.

- **Save as**

Saves the active file under a different name and file.

- **Export**

Automatically saves objects set in the active window.

- **Page setup**

Sets various conditions for printing.

- **Print**

Prints files.

- **Quit CommandQ**

Ends the current SegaPainter session.

## ■ **Edit Menu**

Makes edits based on the Macintosh, such as redo, copy and paste. This menu can also be used to adjust the selected area.

- **Undo CommandZ**

Cancels the most recent edit made. Also, reinstates the edit canceled by the Undo function.

- **Cut CommandX**

Saves the image in the selected area to the clipboard. The original image is shaded using the background color.

- **Copy CommandC**

Saves the image in the selected area to the clipboard.

- **Paste CommandV**

Pastes the image saved on the clipboard to the active file. The pasted image can be moved freely (the image is in a floating state).

- **Delete: delete key**

Shades the image in the selection with the background color.

- **Select All CommandA**

Selects all areas.

- **De-Select Command**

Cancels the selected area.

- **Inverse**

Inverts between the selected area and the non-selected area.

- **Expand**

Enlarges the selected area by 1 pixel.

- **Recall Selection**

Calls saved selections.

- **Remember**

Records the current selection.

- **Composition**

Adjusts the image to be pasted or the floating image to the original image.

## ■ **Image Menu**

Modifies the size or shape of images.

- **Mirror**

Flips the selected area. The resulting flipped image is in a floating state.

- ◆ **H Flip:** Flips an image horizontally.

- ◆ **V Flip:** Flips an image vertically.

- **Rotate**

Rotates the selected image around its center. The resulting rotated image is in a floating state.

- ◆ **+90°:** Rotates an image 90° counter-clockwise.

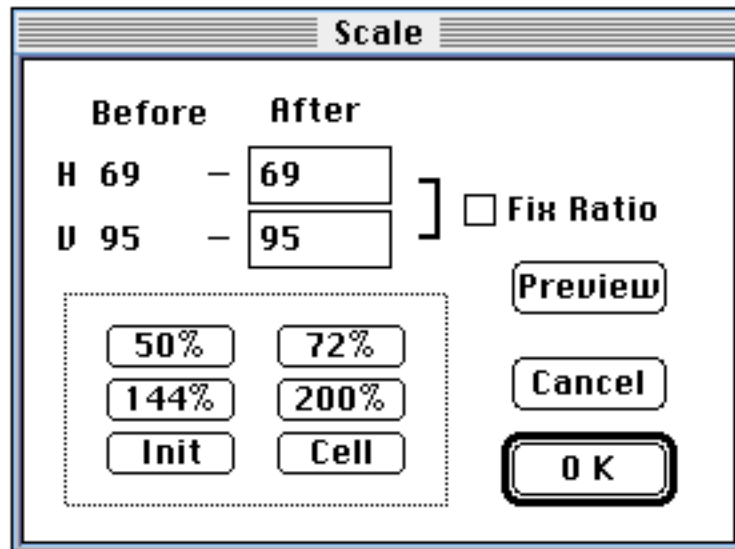
- ◆ **-90°:** Rotates an image 90° clockwise.

- ◆ **Free:** Input the angle of rotation to rotate image.



- **Scale**

Input the desired size to enlarge or reduce the image. The image is scaled from the center. The resulting scaled image is in a floating state.



- ◆ **After:** Enter the desired image size.
  - **Fix Ratio:** The original vertical/horizontal ratio is automatically maintained when only one dimension is changed.
- ◆ **50%:**
- ◆ **72%:**
- ◆ **144%:**
- ◆ **200%:** Scales according to the percentage specified while maintaining the original vertical/horizontal ratio.
- ◆ **Init:** Reverts the image to the size it was before scaling.
- ◆ **Cell:** Adjusts the resulting image to have a horizontal size that is a multiple of 8 pixels.
- ◆ **Preview:** Displays preview of the scaling only when the image size is entered manually.

- **Special transformation**

Maps an image located inside a 4 point area into another 4 point area. The cursor changes into the shape of the area that will be filled when "Special transformation" is selected. Select the original image by clicking on 4 points in the file window. Then, set the desired shape by clicking 4 more points and the results of the transformation will be displayed.

- **Plug-in**

Selects a function added as a plug-in module.

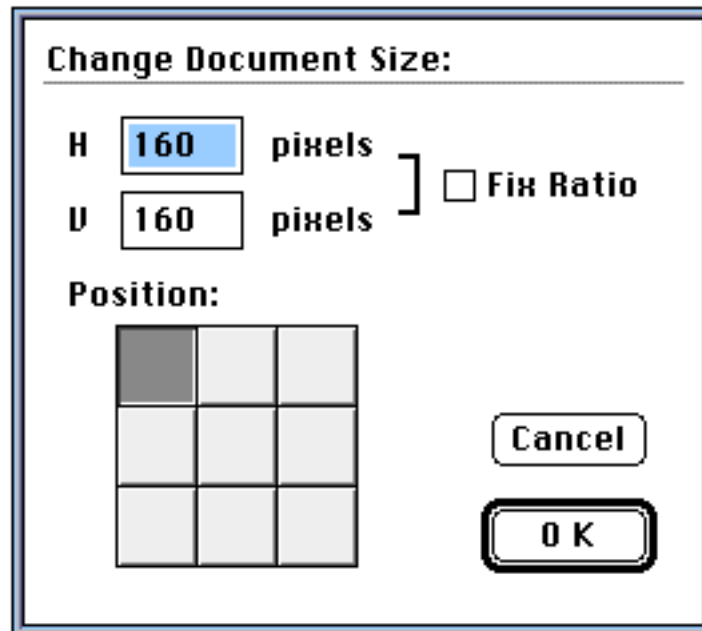
For further details regarding the functions and operation of each module, refer to the respective documentation.

## ■ Option Menu

Sets file display settings and various editing functions. Also modifies file size, color, and palette data.

- **Resize Document**

Modifies the active file size.

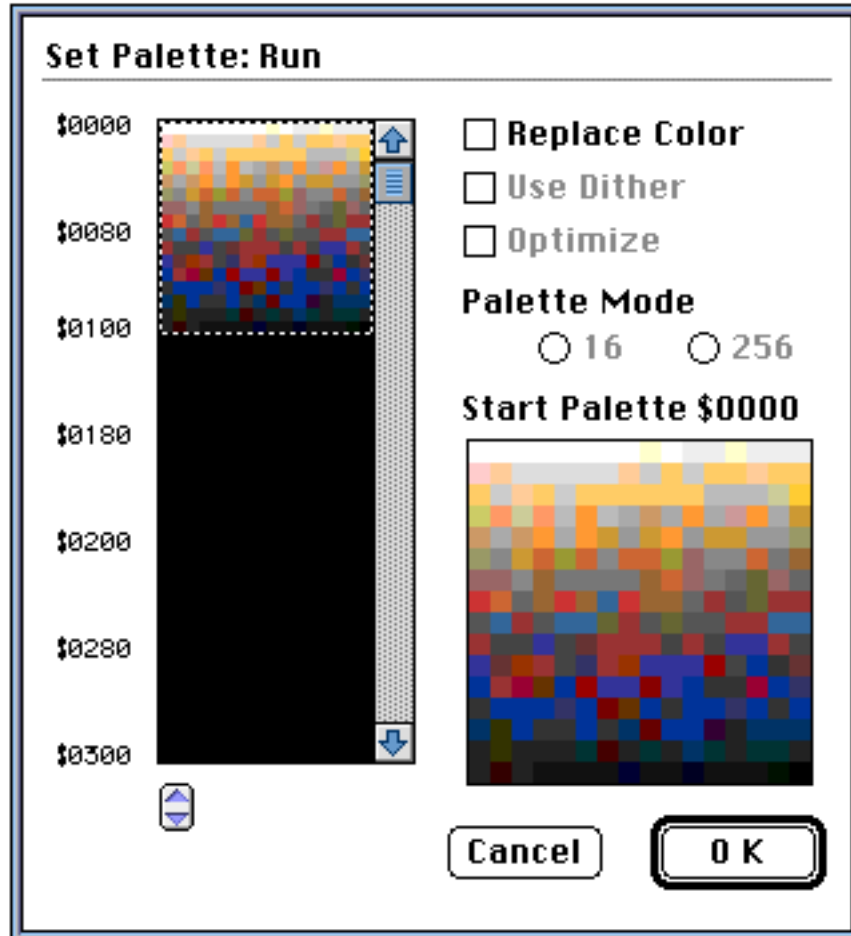


- ◆ **V:**

- ◆ **H:** Input the desired file size.

- o **Fix Ratio:** The original vertical/horizontal ratio is automatically maintained when one dimension is changed.

- ◆ **Position:** Select the position at which to display the image data after modifying the size of the file.
- **Switch Palette**  
Changes the active standard palette.



Click on an area of the color list to change. This will set the Start Palette.

- **Replace Color:** Check this box off to place the prior palette data into the selected palette position.
- **Current Palette**  
Edits the palette information of the image in a selected area.  
For further details, refer to *SegaPainter: Palette/ Color*.
- **Painter Palettes**  
Edits the color palette information managed by the SegaPainter.  
For further details, refer to *SegaPainter: Palette/ Color*.

- **Zoom**

Specifies the magnification of an image.

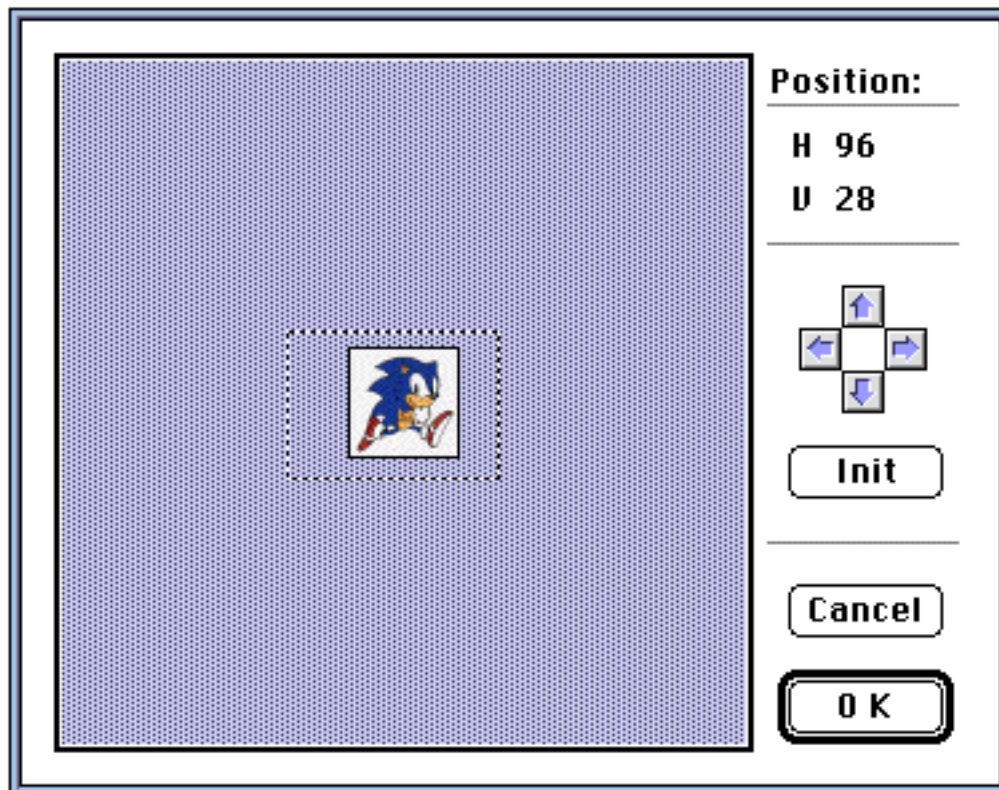
- ◆ **x1 Command1:** same size display.
- ◆ **x2 Command2:** magnified 2 times.
- ◆ **x4 Command4:** magnified 4 times.
- ◆ **x8 Command8:** magnified 8 times.

- **Show Grid CommandG**

Displays uniform grids on the active file.

- **Monitor Position**

Specifies the display position of the active file in the monitor window.



Specify the display position by dragging the outline of the monitor.

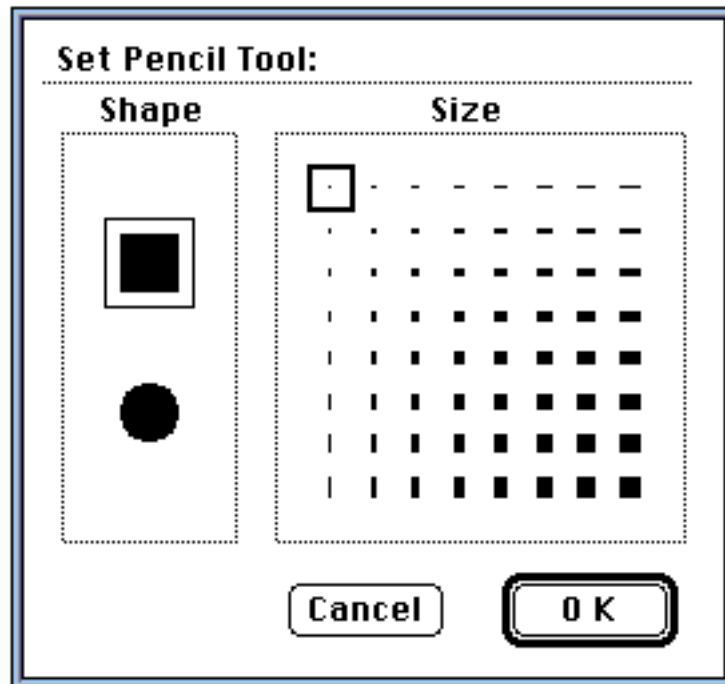
- ◆ **Cursor button:** click the buttons to move the monitor outline vertically and horizontally.
- ◆ **Init:** Initializes the display position at coordinate (0,0) of the image data.

- **Set Up**

Sets each tool from the tool palette or menu functions.

- ◆ **Pencil Tool**

Sets the shape and size of the pencil tool.

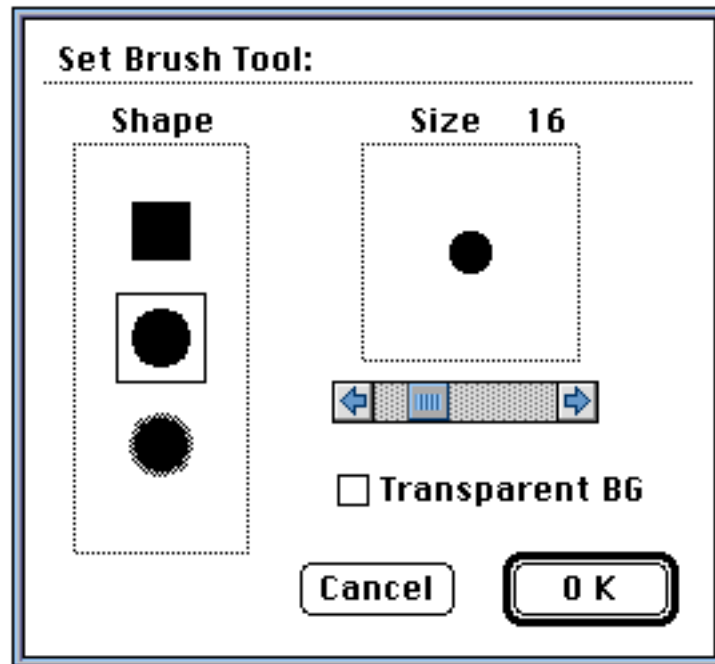


- ❖ Shape: Select the shape of the pencil tool.

- ❖ Size: Select the size of the pencil.

◆ **Brush Tool**

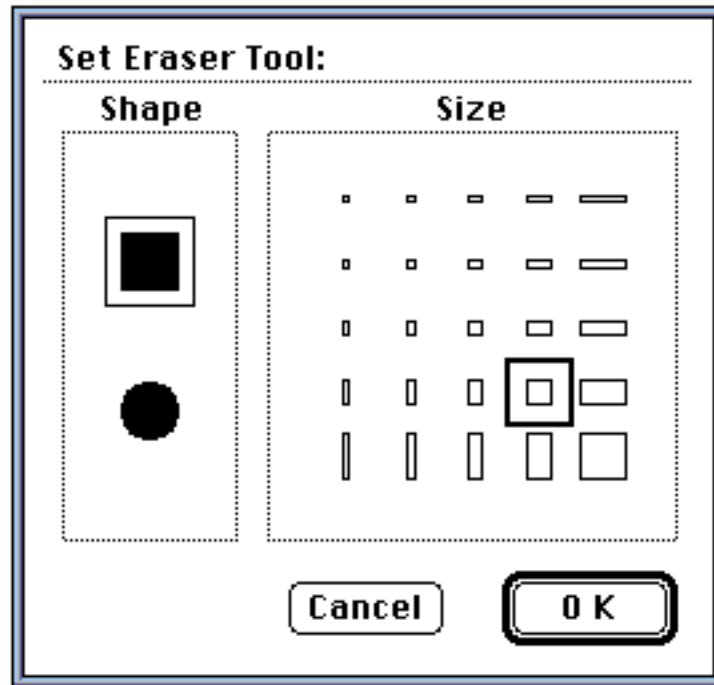
Sets the shape and size of the brush tool.



- ❖ Shape: Select the shape of the brush.
- ❖ Size: Select the brush size.
- ❖ Transparent BG: Draws a transparent background.

◆ **Eraser Tool**

Sets the shape and size of the eraser tool.

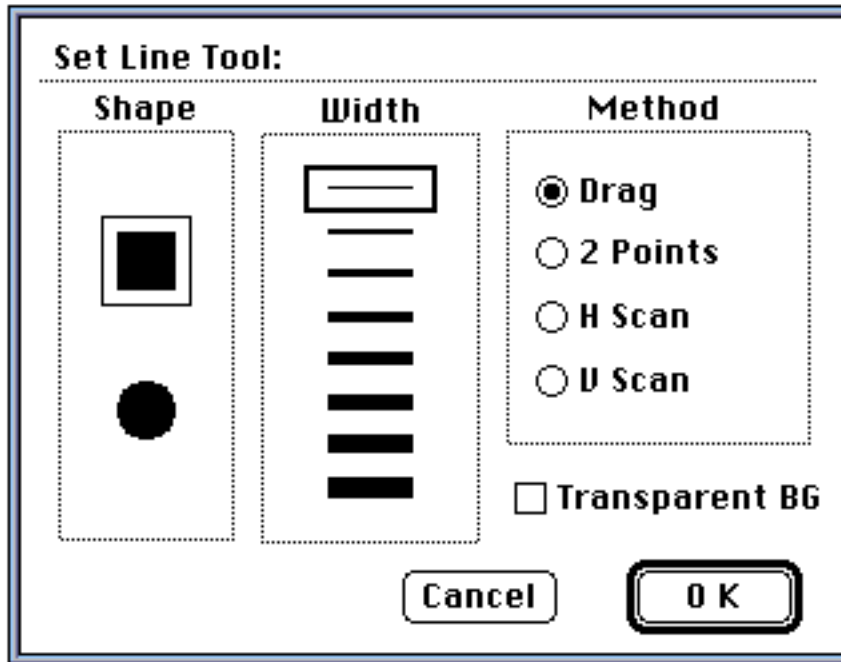


❖ Shape: Select the shape of the eraser.

❖ Size: Select the size of the eraser.

◆ **Line Tool**

Sets the width of the line tool and the draw method.

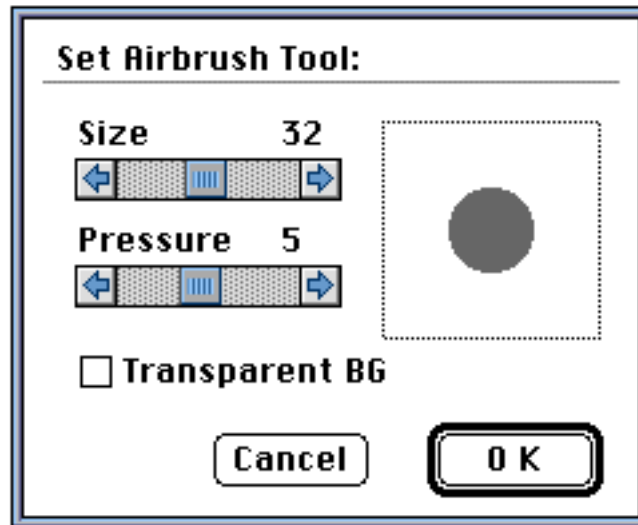


- ❖ Shape: Select the shape of the line.
- ❖ Width: Select the thickness of the line.
- ❖ Method: Select the method used to specify the draw method.
  - Drag: Draws a line between the start and end of drag.
  - 2 points: Draws a line between two clicked points.
  - H Scan: Draws a horizontal line through the area adjacent to and that has the same palette code as the point clicked.
  - V Scan: Draws a vertical line through the area adjacent to and that has the same palette code as the point clicked.
- ❖ Transparent BG: Draws a transparent background.



◆ **Airbrush Tool**

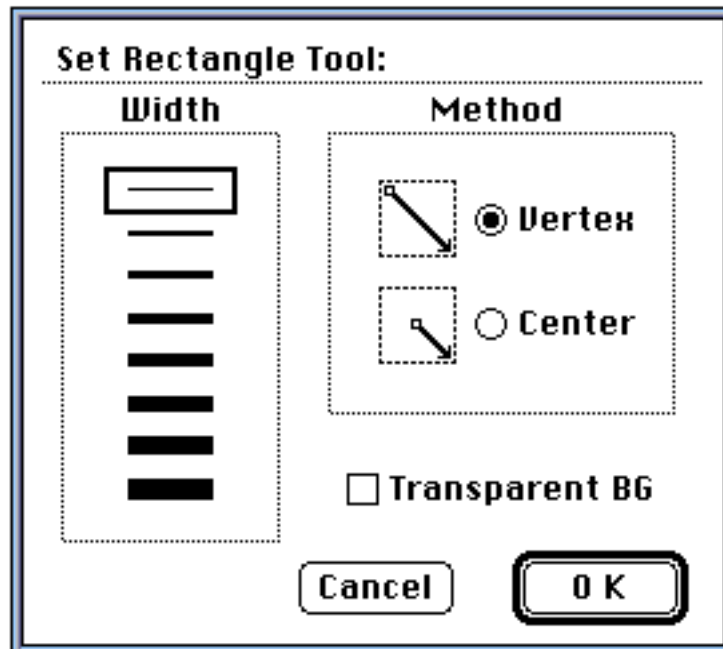
Sets the size and pressure of the airbrush tool.



- ❖ Size: Use the scroll bar to select the airbrush size.
- ❖ Pressure: Use the scroll bar to select the airbrush pressure.
- ❖ Transparent BG: Draws a transparent background.

◆ **Rectangle Tool**

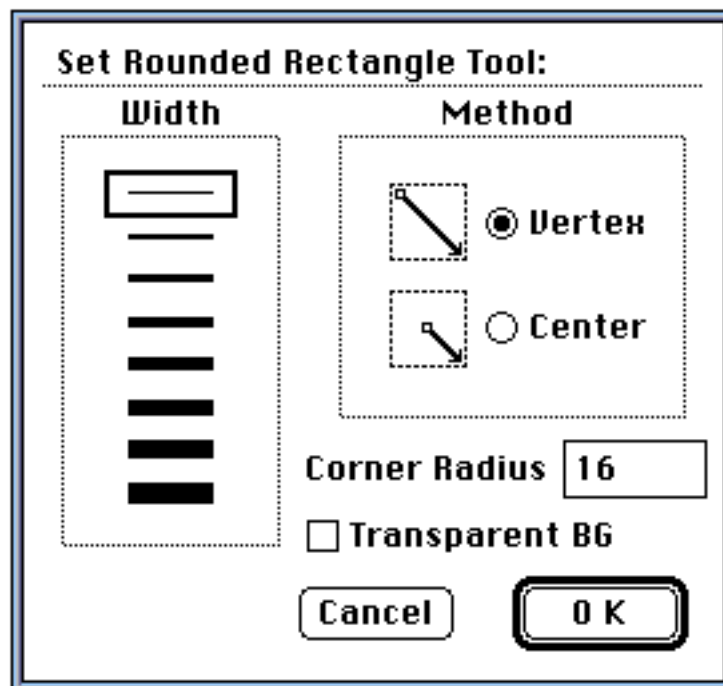
Sets the width and draw method of the rectangle tool and the rectangle fill-in tool.



- ❖ Width: Select the width of the rectangle. This setting does not affect the fill-in rectangle tool.
- ❖ Method: Select the draw method.
  - Vertex: The start and end of drag become vertices of the rectangle.
  - Center: The start of drag becomes the center and the end becomes a vertex of the rectangle.
- ❖ Transparent BG: Draws a transparent background.

◆ **Rounded Rectangle Tool**

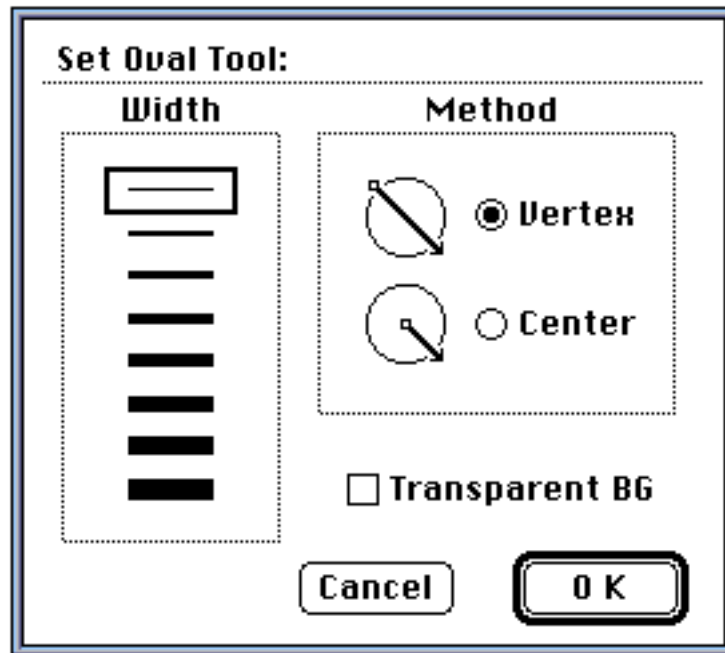
Sets the width and draw method of the rounded rectangle tool and the rounded rectangle fill-in tool.



- ❖ Width: Select the width of the rounded rectangle. This setting does not affect the fill-in rounded rectangle tool.
- ❖ Method: Select the draw method.
  - Vertex: The start and end of drag become points on the rounded rectangle.
  - Center: The start of drag becomes the center and the end of drag becomes a point on the rounded rectangle.
- ❖ Transparent BG: Draws a transparent background.

◆ **Oval Tool**

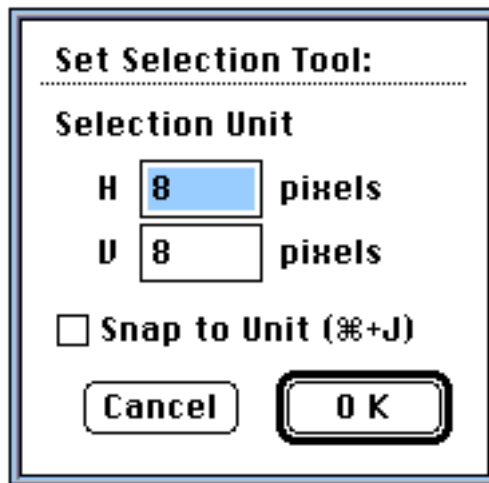
Sets the width and draw method for the oval tool and the oval fill-in tool.



- ❖ Width: Select the width of the oval. This setting does not affect the fill-in oval tool.
- ❖ Method: Select the draw method.
  - Vertex: The start and end of drag become points on the oval.
  - Center: The start of drag becomes the center and the end of drag becomes a point on the oval.
- ❖ Transparent BG: Draws a transparent background.

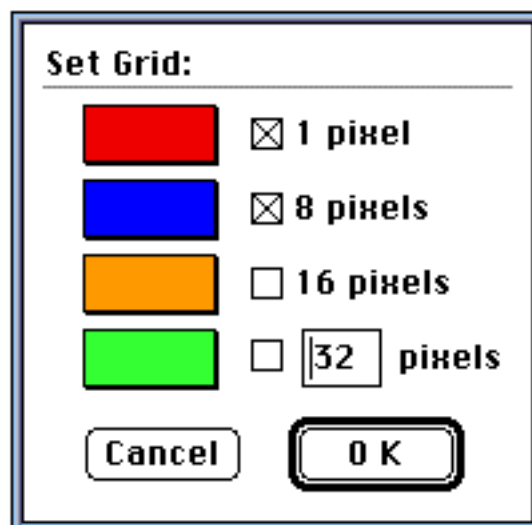
◆ **Selection Tool**

Use this tool to set the selection tool unit.



- ❖ Selection unit: Specify the selection size to snap to.
- ❖ Snap to Unit: Check this box off to snap to the specified selection size. The assigned key command is Command+J.

◆ **Grid**



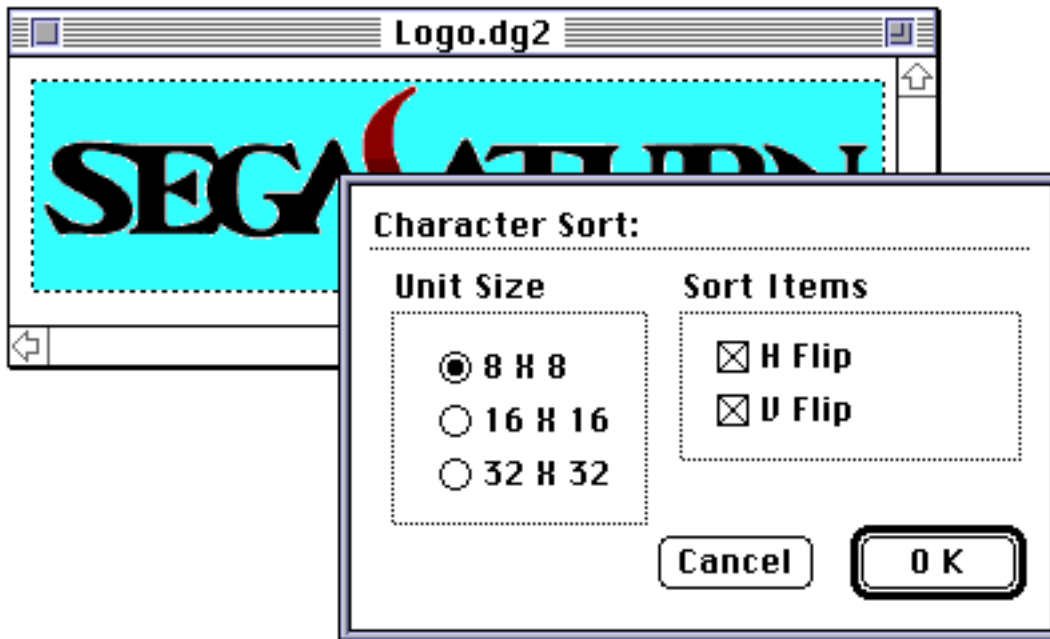
- o 1 pixel:
- o 8 pixels:
- o 16 pixels: Displays grids in the selected unit size.
- o ? pixels: Displays grids having the specified unit size.

To modify the grid color for each grid size, click on the color box area to call the color picker.

## ■ Special Menu

### ● Character Sort

Merges image data in uniform character units (image in a fixed area) and calculates the number of characters.



- ❖ Unit Size: Specify the character size used as the sort unit.
- ❖ Sort Items: Used when flip is checked off as one of the sort criteria.

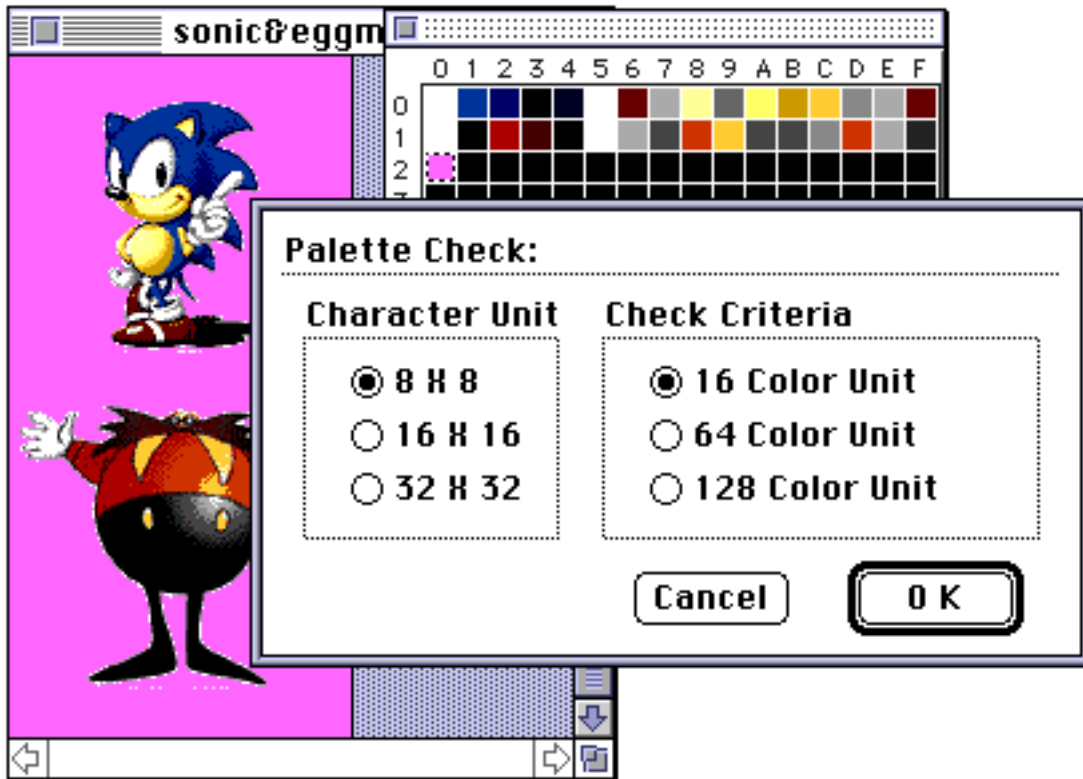
A new file window is automatically generated and the result of sort is displayed as follows.



The number of characters that remain after sort is displayed in the title bar. Also, the merged characters are filled in with the background color.

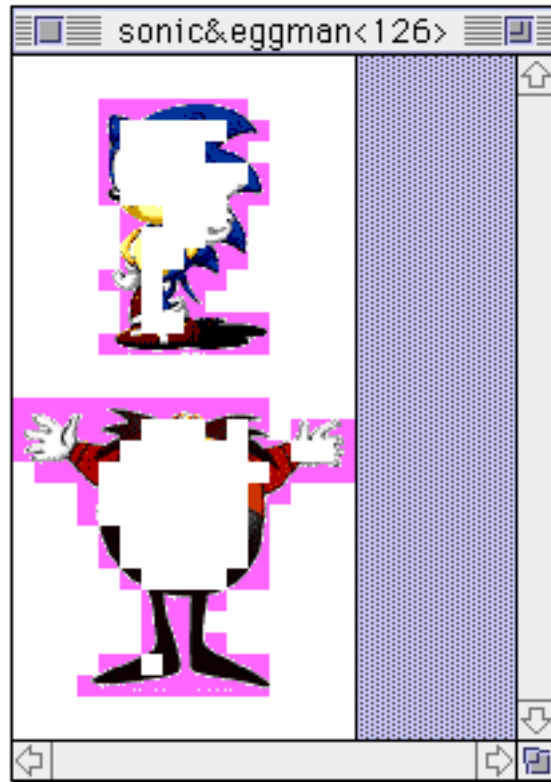
- **Palette Check**

Checks to make sure that only the standard colors are used in the color palette of the character.



- ❖ Character Unit: Specify the character size.
- ❖ Check Criteria: Specify the palette to check.

A new file window is automatically generated and the check results are displayed as follows.



The number of characters that remain after checking is displayed in the title bar. Also, the characters in the check criteria are filled in with the background color.

- **Select Object**

Specify an object number to select the appropriate object.

- **Set Object Number**

Changes the object number of the selected object to the specified number.

- **Save Animation**

Generates an animation data table.

Refer to *SegaPainter: Animation* for further details.

- **Target SW**

Used to temporarily cut or resume communication with a connected target box .

- **Tone Animation**

Executes color change animation.

Refer to *SegaPainter: Animation* for further details.

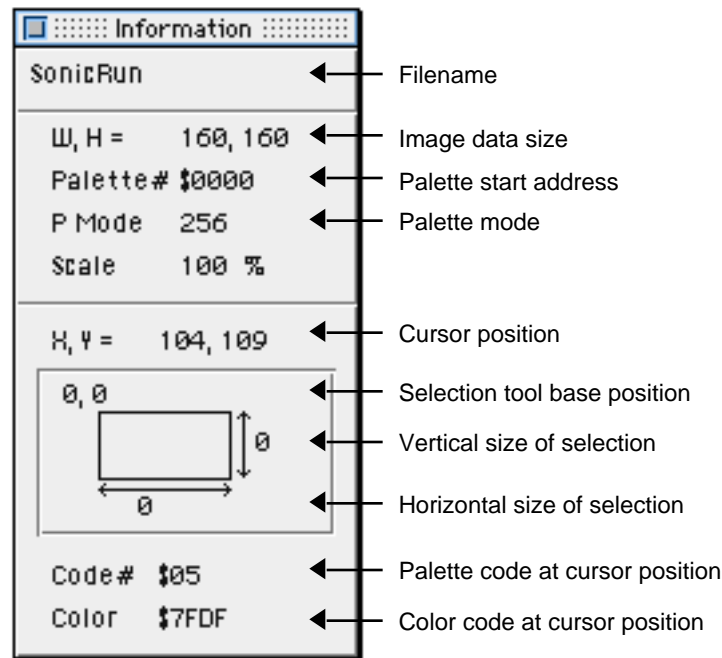
## ■ Window Menu

### ● Monitor

Displays the Monitor window. If the window is already displayed, this function activates it.

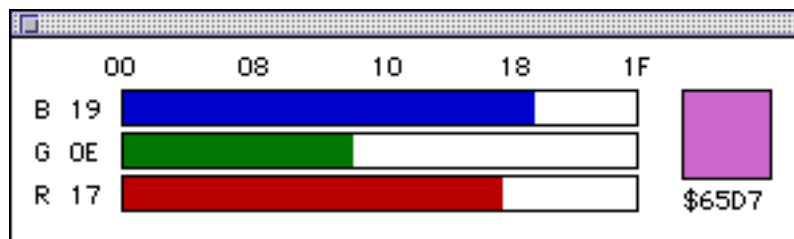
### ● Get Info Command

Displays the Information window.



### ● Color Picker

Displays the Color Picker window.



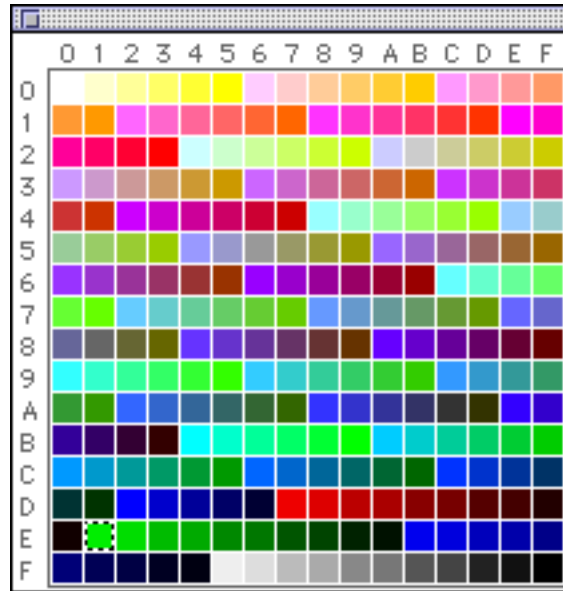
Modifies the color codes of the selected palette.

Click or drag the color bar of each color bar to change the RGB value.



- **Color Palette**

Displays the Color Palette.

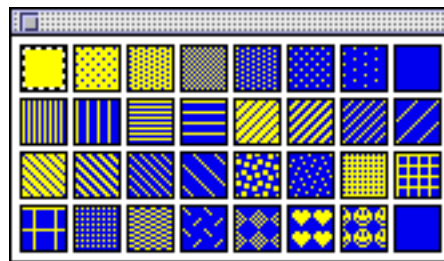


Click on a color to select a foreground color.

Double-click on a color to call the color picker and modify the color code.

- **Pattern Palette**

Displays the Pattern Palette.



Click on a pattern to select a pattern

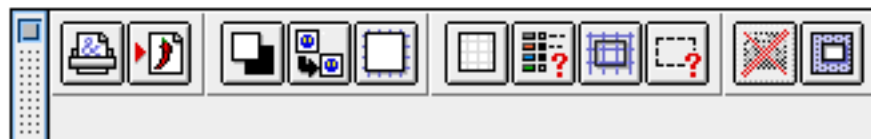
- **Animation Panel**

Displays the Animation Panel.

Refer to *SegaPainter: Animation* for further details.

- **Icon Bar**

Displays the Icon Bar.



❖ **Print**



Prints files.

❖ **Save**



Saves files.

❖ **Transparent BG...OFF->ON**



Sets or cancels a transparent background when pasting image data.

❖ **Optimize Image...OFF->ON**



Sets or cancels the optimization of color information when pasting image data.

❖ **Show Grid When Move...OFF->ON**



Sets or cancels a grid when dragging a floating image.

❖ **Grid...OFF->ON**



Sets or cancels a grid display.

❖ **Set Grid**



Sets grid.

❖ **Snap to Selection Unit...OFF->ON**



Snaps to or cancels snap to a selection unit.

❖ **Set Selection Tool**



Sets the selection tool.

❖ **Target SW...OFF->ON**



Disconnects or reconnects communication with a target. (This button cannot be used when a target is not connected.)

❖ **Monitor Position**



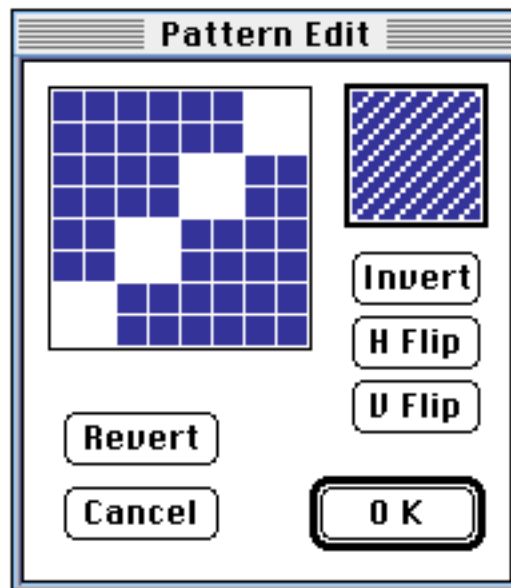
Used to specify the display position of the active file on the monitor. (This button cannot be used when a target is not connected.)

● **Edit pattern**

Displays the Pattern Edit window.

The pattern that is currently selected can be edited.

To edit a particular pattern, select that pattern from the Pattern palette.



Click and drag in the edit area to edit in pixel units.

- ❖ **Invert:** Switches pixel setting between ON and OFF.
- ❖ **H Flip:** Flips the entire pattern horizontally.
- ❖ **V Flip:** Flips the entire pattern vertically.
- ❖ **Revert:** Reverts to the original pattern without the edits.

● **Document**

Select one file that is currently open.

# SegaPainter: Tool Palette

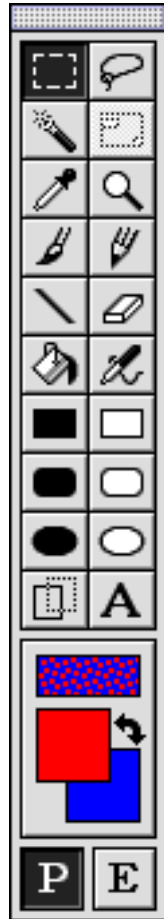


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- About the Tool Palette
- Selection tools
- Object Tool
- Drawing tools
- Special Tools
- Box

## ■ About the Tool Palette

The basic operations of the SegaPainter tool palette is similar to operations of standard graphic applications.



## ■ Selection tools

- Rectangle selection tool



Drag: Selects a rectangular area.

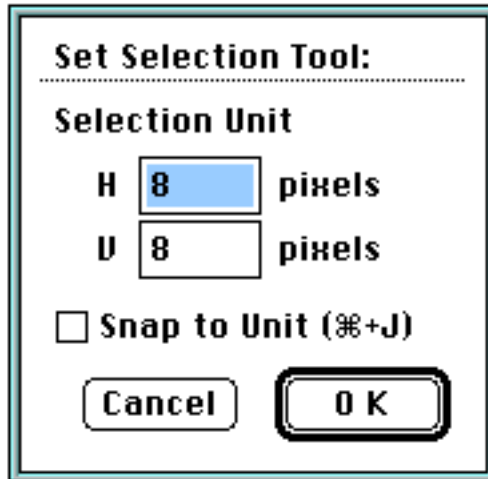
Click: Cancels a selection.

Shift (hold down) + drag: Selects a square area.

Control + ?? + drag: In addition to the function above, the selection area snaps to the specified size.

Option + Shift + Command + drag: Functions as a drag and drop tool (described later).

Double-click icon: Displays selection settings.



- ❖ Selection Unit: Specifies the selection size to snap to.
- ❖ Snap to Unit: Check this box off to snap to the specified selection size. The assigned key command is Command+J.

- **Rectangle selection tool (for Edit Current Palette window and Edit Painter Palettes window)**

Drag: Selects a rectangular area.

Click: Cancels a selection.

- **Lasso (freeform selection) tool**



Drag: Selects a freeform area.

Click: Cancels a selection.

Option+click: Selects a polygonal area.

Control+??+drag: In addition to the function above, the selection area snaps to the specified size.

Double-click icon: Displays selection settings.

- **Automatic selection tool**



Click: Selects the area adjacent to the point clicked that has the same color (palette code).

Option + click: Selects areas that have the same color (palette code) as the point clicked.

- ◆ **Manipulating selected areas**

The following key commands are available for selected areas:

Shift + drag: Adds a selection

Command + drag: Cancels a selection

Shift + Command + drag: Selects a shared area

- ◆ **Functions after selections are made**

The following key commands are available for selected areas:

Drag: Moves the image in the selection. The original location of the image is filled with the background color.

Option + drag: Copies the image in the selection. The original image is left as is.

Click: Enters the image that is currently being moved or copied.

Option + Command + drag: Moves the boundary of the selected area.

- **Object Tool**

- **Object tool**



Drag: Adds an object.

Control + ?? + drag: In addition to the function above, the selection area snaps to the specified size.

Double-click icon: Displays selection settings.

Click: Selects an object.

◆ **Functions after selections are made**

The following key commands are available for selected areas:

Drag: Moves the selected object.

Drag control point: Resizes the selected object.

Option + drag: Adds an object that is the same size as the selected object.

■ **Drawing Tools**

◆ **Masking the drawing area**

The drawing tool can only be used within the selection (the drawing area is masked by the selection).

● **Eyedropper tool**



Click: Click on a color (palette code) to set the foreground color.

Option + click: Click on a color (palette code) to set the background color.

Command + click: Click on a color to change the foreground color (palette code) of an image to another color.

● **Eyedropper tool (in the Edit Painter Palettes window)**

Click: Displays that color in the color picker.

● **Magnifying glass tool**



Click: Doubles the image size with the point clicked as the center.

Option + click: Reduces an image by half with the point clicked as the center.

Double-click the icon: Displays an image to scale.



- **Brush tool**



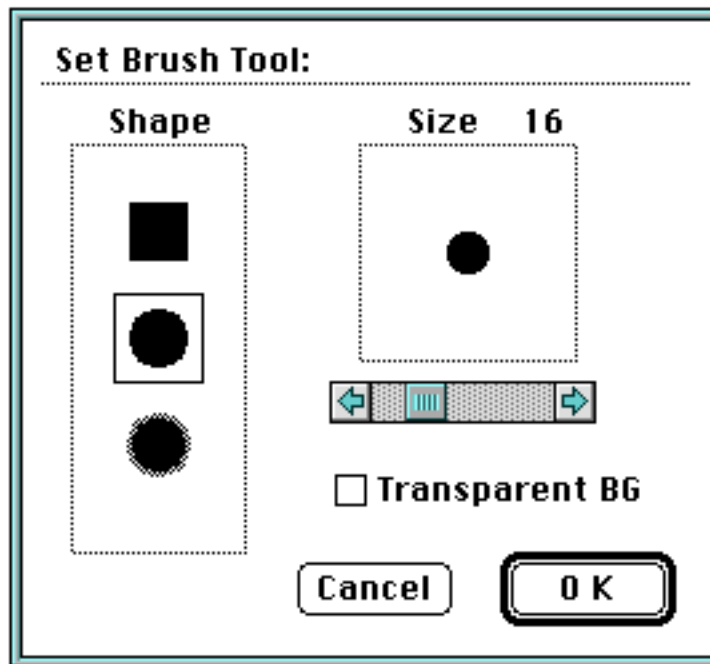
Drag: Draws freeform curves with a pattern.

Shift + click: Draws a line, using a pattern, from the point last clicked.

Option + click: Functions as the eyedropper tool. Sets the foreground color.

Shift + Option + click: Functions as the eyedropper tool. Sets the background color.

Double-click the icon: Displays the brush tool settings.



- ❖ Shape: Select the shape of the brush.
- ❖ Size: Set the size of the brush using the scroll bar.
- ❖ Transparent BG: Check the box off to draw a transparent background.

- **Pencil tool**



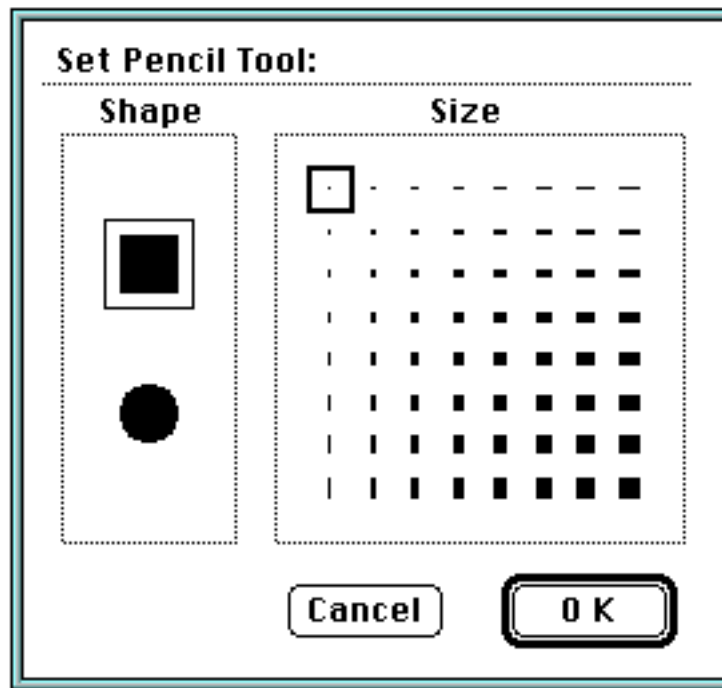
Drag: Draws freeform curves using the foreground color.

Shift + click: Draws a line, using the foreground color, from the point last clicked.

Option + click: Functions as the eyedropper tool. Sets the foreground color.

Shift + Option + click: Functions as the eyedropper tool. Sets the background color.

Double-click the icon: Displays the pencil tool settings.



❖ Shape: Select the shape of the pencil tool.

❖ Size: Select the pencil size.

- **Line tool**



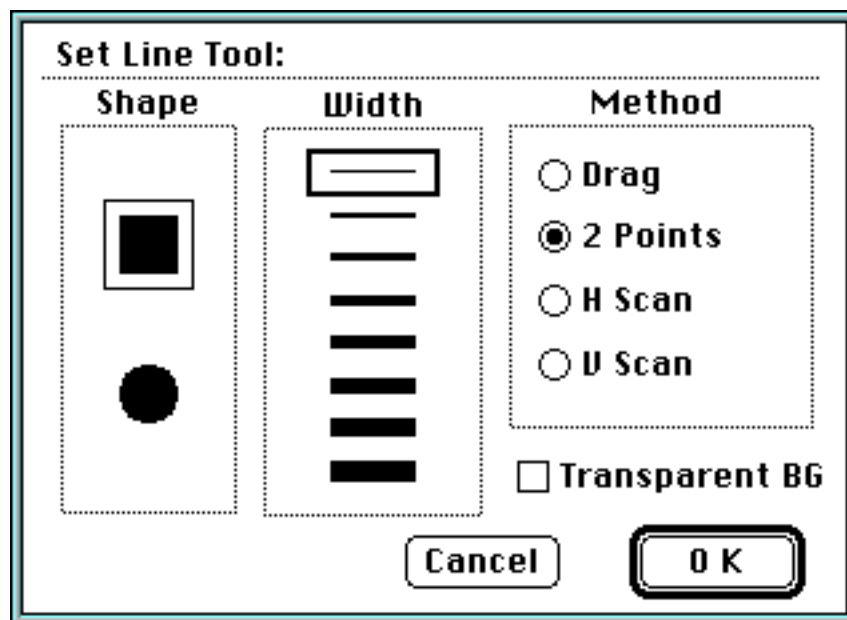
Drag: Draws a line using a pattern.

Shift + drag: Draws a horizontal, vertical, or diagonal line fixed at 45°.

Option + click: Functions as the eyedropper tool. Sets the foreground color.

Shift + Option + click: Functions as the eyedropper tool. Sets the background color.

Double-click the icon: Displays the line tool settings.



- ❖ Shape: Select the shape of the line.

- ❖ Width: Select the thickness of the line.

- ❖ Method: Select a method for specifying the draw method.

Drag: Draws a line between the start and end of drag.

2 Points: Draws a line between two clicked points.

H Scan: Draws a horizontal line through areas that are adjacent to and have the same color (palette code) as the point clicked.

V Scan: Draws a vertical line through areas that are adjacent to and have the same color (palette code) as the point clicked.

- ❖ Transparent BG: Check the box off to draw a transparent background.

- **Eraser tool**



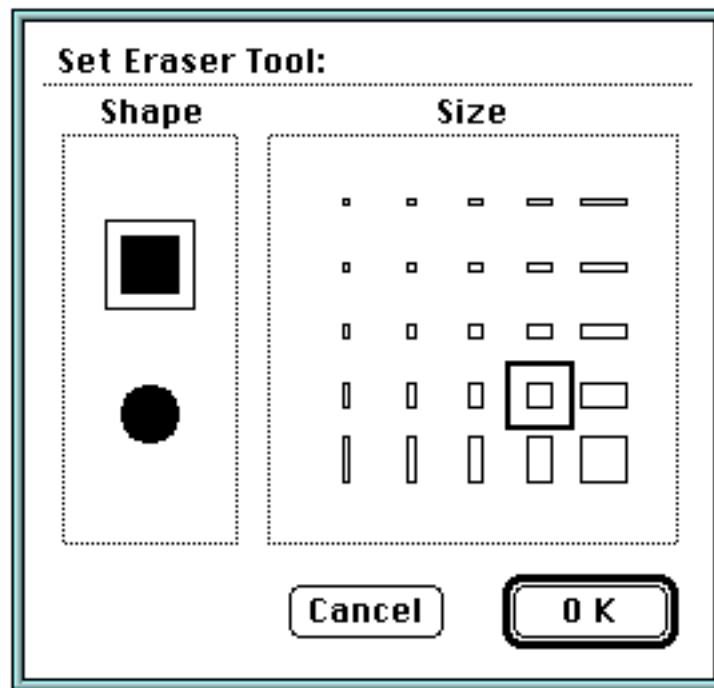
Drag: Draws freeform curves using the background color.

Shift + click: Draws a line, using the background color, from the point last clicked.

Option + click: Functions as the eyedropper tool. Sets the background color.

Option + double-click icon: Deletes the entire window using the background color.

Double-click the icon: Displays the eraser tool settings.



- ❖ Shape: Selects the shape of the eraser.

- ❖ Size: Select the eraser size.

- **Eraser tool (in the Edit Painter Palettes window)**

Drag: Deletes the color from the point clicked.

Option + double-click icon: Deletes the color from the entire palette index that is displayed (or if an area is selected, only within that area).

- **Bucket (fill-in) tool**



Click: Fills in areas that are adjacent to and have the same color (palette code) as the point clicked, with the selected pattern.

Option + click: Functions as the eyedropper tool. Sets the foreground color.

Shift + Option + click: Functions as the eyedropper tool. Sets the background color.

## ● Airbrush tool

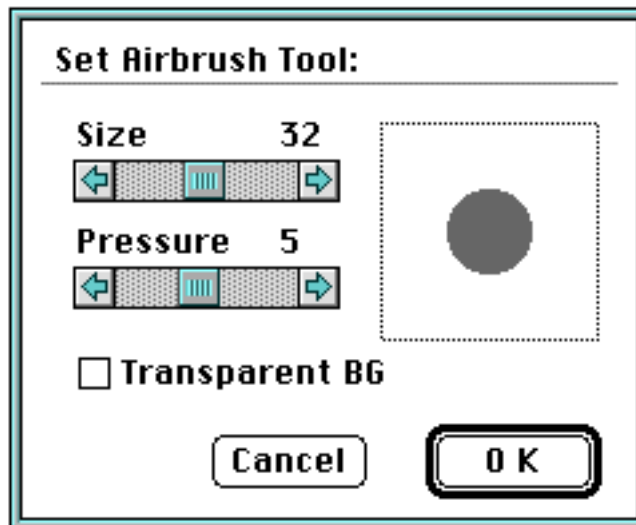


Drag: Airbrushes using patterns.

Option + click: Functions as the eyedropper tool. Sets the foreground color.

Shift + Option + click: Functions as the eyedropper tool. Sets the background color.

Double-click icon: Displays the airbrush tool settings.



- ❖ Size: Selects the airbrush size using the scroll bar.
- ❖ Pressure: Selects the airbrush pressure using the scroll bar.
- ❖ Transparent BG: Check the box off to draw a transparent background.

- **Fill-in rectangle tool**
- **Rectangle tool**



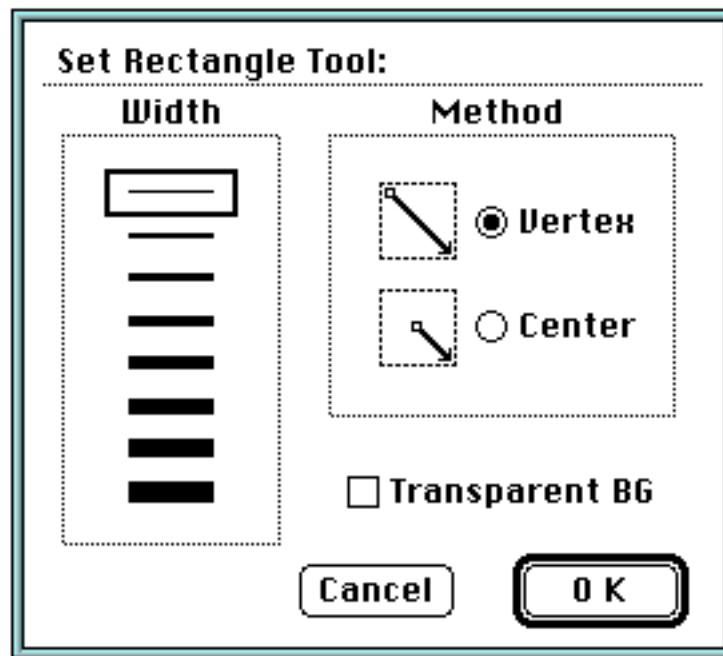
Drag: Fills-in or draws a rectangle using a pattern.

Shift + drag: Fills-in or draws a square using a pattern.

Option + click: Functions as the eyedropper tool. Sets the foreground color.

Shift + Option + click: Functions as the eyedropper tool. Sets the background color.

Double-click icon: Displays the rectangle tool settings.



❖ Width: Select the width of the rectangle. This setting does not affect the fill-in rectangle tool.

❖ Method: Select the draw method.

Vertex: The start and end points of drag become vertices of the rectangle.

Center: The starting point of drag becomes the center and the ending point a vertex of the rectangle.

❖ Transparent BG: Check the box off to draw a transparent background.

- **Rounded rectangle fill-in tool**

- **Rounded rectangle tool**



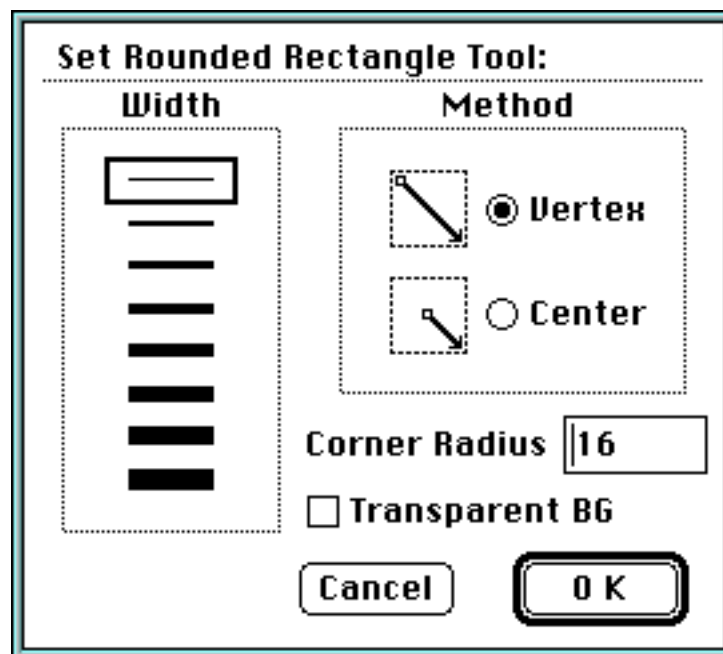
Drag: Fills-in or draws a rounded rectangle with a pattern.

Shift + drag: Fills-in or draws a rounded square with a pattern.

Option + click: Functions as the eyedropper tool. Sets the foreground color.

Shift + Option + click: Functions as the eyedropper tool. Sets the background color.

Double-click icon: Displays the rounded rectangle tool settings.



- ❖ Width: Select the width of the rounded rectangle. This setting does not affect the fill-in rounded rectangle tool.

- ❖ Method: Select the draw method.

Vertex: Draws a rounded rectangle that can be inscribed in a rectangle. The vertices of this rectangle are at the start and end of drag.

Center: Draws a rounded rectangle that can be inscribed in a rectangle. The start point of drag is the center and the end point is a vertex of this rectangle.

- ❖ Corner Radius: Specify the corner radius.

- ❖ Transparent BG: Check the box off to draw a transparent background.

- **Oval fill-in tool**
- **Oval tool**



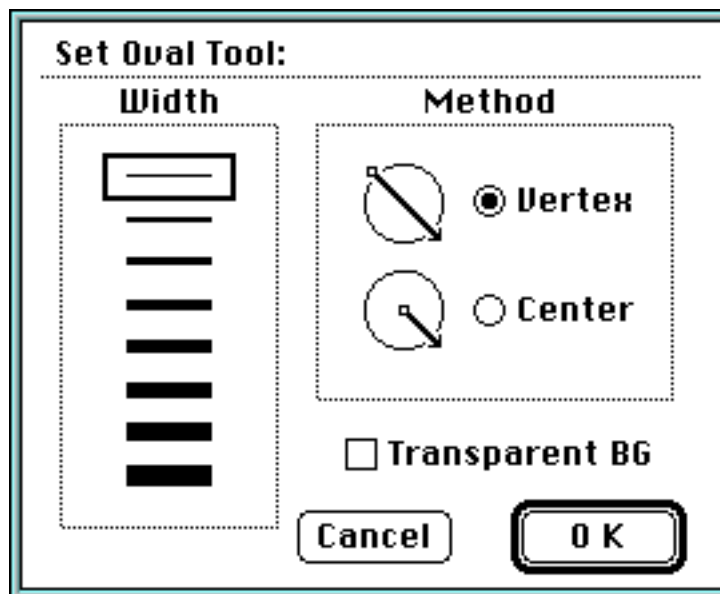
Drag: Fills-in or draws an oval with a pattern.

Shift + drag: Fills-in or draws a circle with a pattern.

Option + click: Functions as the eyedropper tool. Sets the foreground color.

Shift + Option + click: Functions as the eyedropper tool. Sets the background color.

Double-click icon: Displays the oval tool settings.



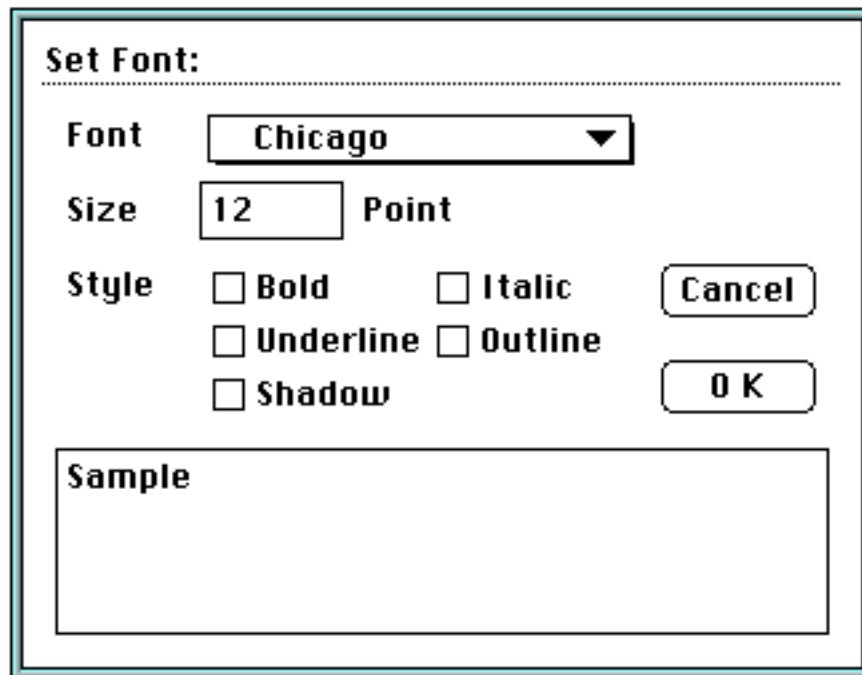
- ❖ Width: Select the thickness of the oval. This setting does not affect the fill-in oval tool.
- ❖ Method: Select the method of specifying the draw method.
  - Vertex: Draws a rounded rectangle that can be inscribed in a rectangle. The vertices of this rectangle are at the start and end of drag.
  - Center: Draws a rounded rectangle that can be inscribed in a rectangle. The start point of drag is the center and the end point is a vertex of this rectangle.
- ❖ Transparent BG: Check the box off to draw a transparent background.



- **Font tool**



Click: Displays a font setting dialog box. Also uses a pattern to draw the selected font at the point clicked.



- ❖ Font: Select the font type from the pop-up menu.
- ❖ Size: Select the font size.
- ❖ Style: Select a font style.

## ■ Special Tools

- Drag and drop tool



Drag and drops items in a window or between windows.

- ◆ **Selection in a standard window → standard window:**

Same function as copy and paste.

- ◆ **Color Palette window → standard window:**

An area in a standard window is filled in with the dragged palette code. The area adjacent to, and having the same palette code as the drop point, is filled in.

- ◆ **Color Palette window → Color Palette window:**

Sets the color code to the Color Palette window into another palette code.

- ◆ **Color Palette window → Color Picker window:**

Sets the color code in the Color Palette window into the Color Picker window.

- ◆ **The color box of the Color Picker window → Color Palette window:**

Sets the color in the Color Picker window to a palette code in the Color Palette window.

- ◆ **Edit Current Palette window → Edit Current Palette window:**

- ◆ **Edit Painter Palettes window → Edit Painter Palettes window:**

Sets the dragged color code into a palette code in the Edit Current or Painter Palettes window.

- ◆ **Edit Current Palette window → Color Palette window:**

- ◆ **Edit Painter Palettes window → Color Palette window:**

Sets a color code in the Edit Current or Painter Palettes window into a palette code in the Color Palette window.

- ◆ **Color Palette window → Edit Current Palette window:**

- ◆ **Color Palette window → Edit Painter Palettes window:**

Sets a color code in the Color Palette window into a palette code in the Edit Current or Painter Palettes window.

◆ **Edit Current Palette window → Color Picker window:**

◆ **Edit Painter Palettes window → Color Picker window:**

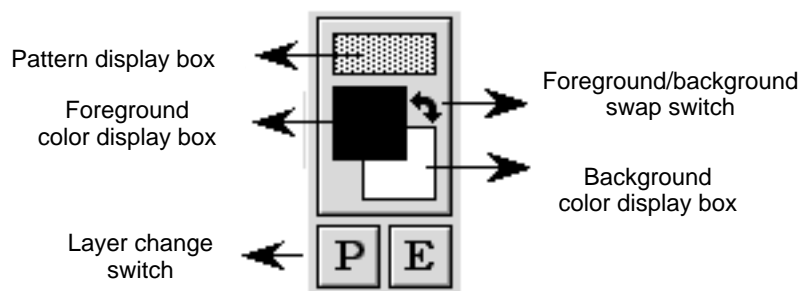
Sets a color code from the Edit Current or Painter Palettes window into the color picker box.

◆ **The color box of the Color Picker window → Edit Current Palette window:**

◆ **The color box of the Color Picker window → Edit Painter Palettes window:**

Sets the color that is in the color picker, into a palette code.

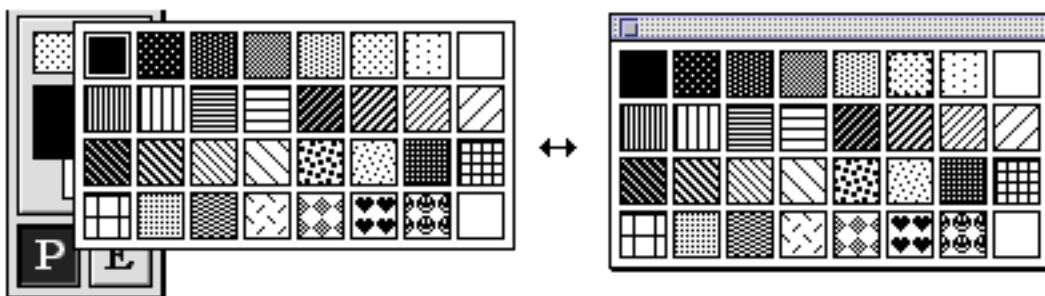
## ■ **Box**



### ● **Pattern display box**

Select a pattern from the pop-up menu.

The palette can be torn off and made into a floating window (pattern window).

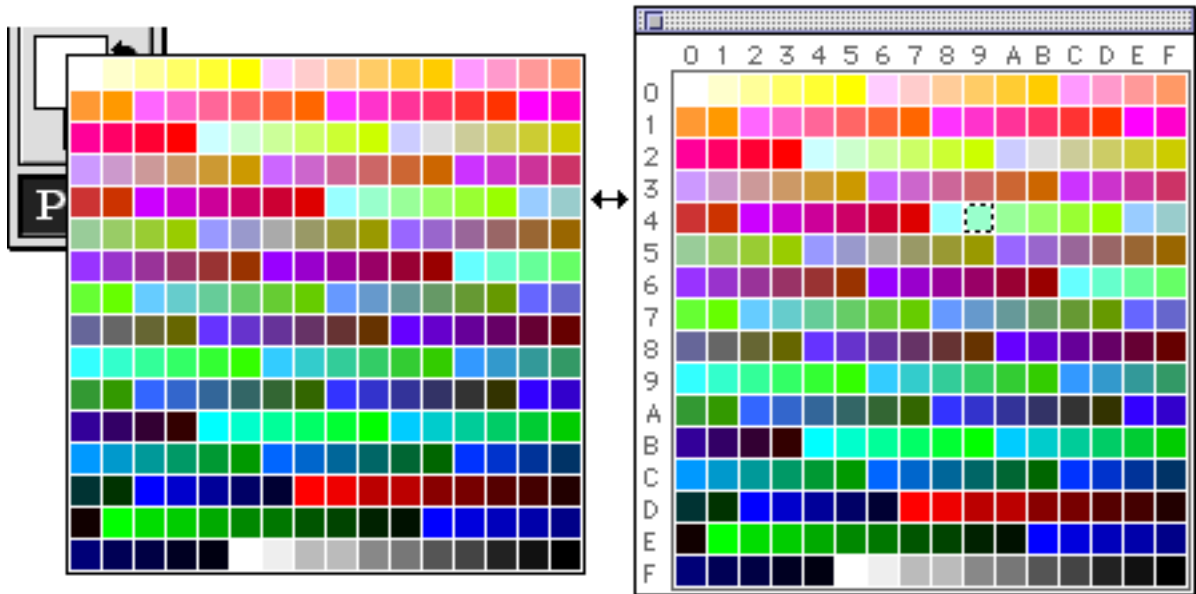


### ● **Foreground color display box**

### ● **Background color display box**

Select the foreground or background from the pop-up palette.

The palette can be torn off and made into a floating window (Color Palette window).



- **Foreground/background swap switch**

Swaps the foreground and background colors.

- **Layer change switch**

Switches between the paint layer and edit layer.

The edit layer is used to register animation data. (See *SegaPainter: Animation* for further information).

## SegaPainter: Palette/Color



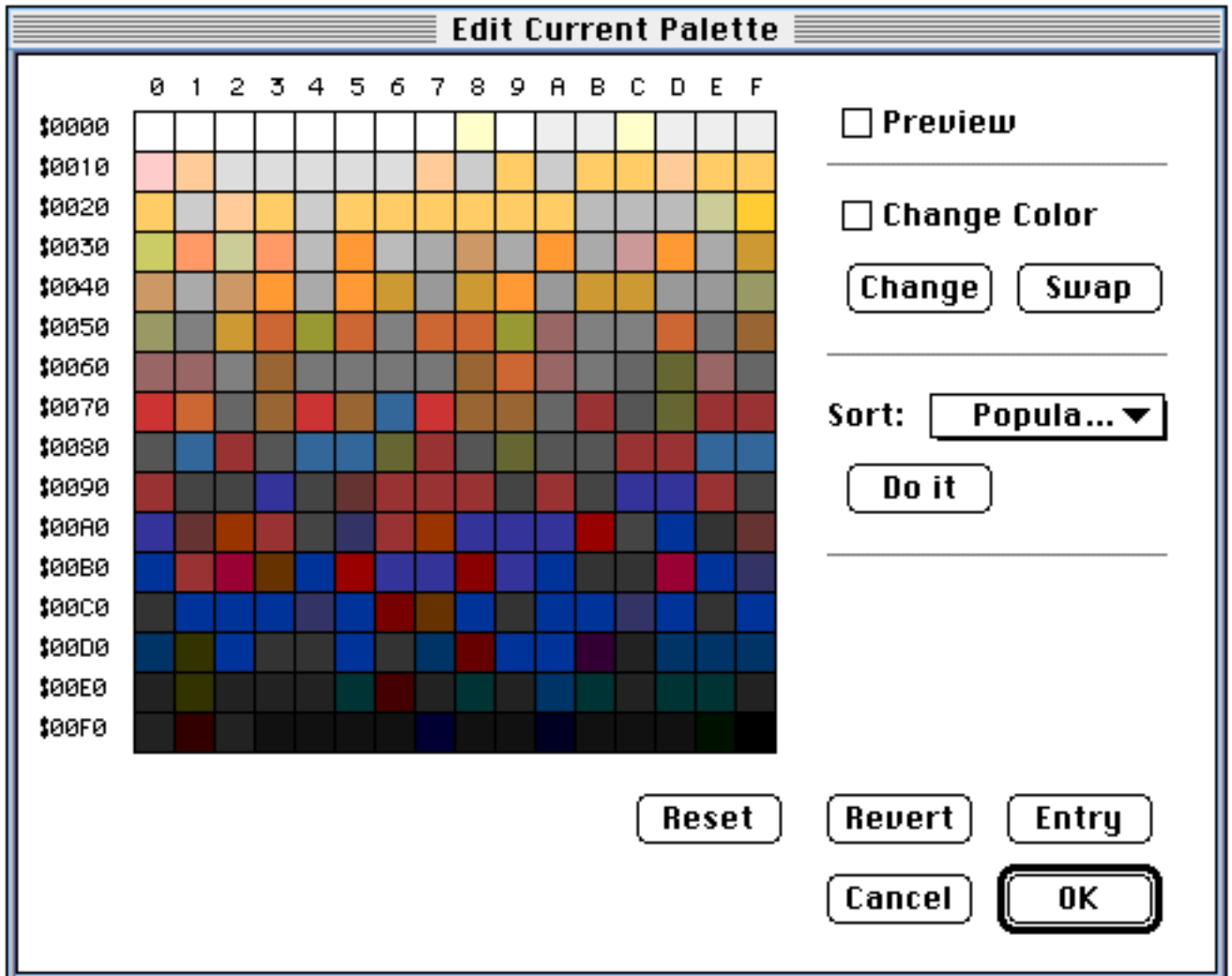
### ■ Index

- Editing the Current Palette
- Palette Editing Tools
- Edit Color
- Color Editing Tool

## ■ Editing the Current Palette

Select "Current Palette" from the Options menu to edit the current palette .

Only the images in the active file (if an area is selected, only the image in that selection) are edited.



### Preview

Displays the selected File window using the edited palette. This is done before the changes are entered.

### Change Color

Edits a palette number and color during the following:

- ❖ **Change:** Specifies the selected palette number as the copy source. Click on the copy destination to replace with the selected palette code.

❖ **Swap:** Specifies the selected palette number as the swap source. Click on the swap destination to swap the palette codes.

● **Sort**

Click "Do it" to sort a palette.

If an area is selected on the displayed color table, sort is limited to that selection only.

If an area is selected on the active File window, only the palette codes in that selection are sorted.

❖ **Popularity:** Sorts palettes according to the frequency used (high to low).

❖ **Unused-Remove:** Sorts palettes according to the colors used.

❖ **Duplicates-Remove:** Sorts and removes duplicate colors.

Press the command (⌘) key to move palettes up and eliminate any spaces that may be left.

❖ **Lo-Hi Brightness:** Sorts palettes in increasing order of brightness.

❖ **Hi-Lo Brightness:** Sorts palettes in decreasing order of brightness.

❖ **Used/Unused:** Sorts colors that are in use in the beginning of the palette and those that are not towards the end.

● **Reset**

Restores the active palette and the related File window to the condition before editing. All work is deleted.

● **Revert**

Restores the active palette and the File window to the condition last saved. All work is deleted.

● **Entry**

Changes and saves the palette and files according to the current editing work done.

● **Cancel**

Ends palette editing; deletes all work to that point.

● **OK**

Ends palette editing after changing and saving the palette and file according to the current editing work.

## ■ Palette Editing Tools

The available palette editing tools are described below.

### Selection Tool

- **Rectangle selection tool**



**Drag:** Selects a rectangular area.

**Click:** Cancels the selection.

### Special Tool

- **Drag and drop tool**



- ❖ **Edit Current Palette window → Edit Current Palette window:**

Sets the dragged color code into a palette code in another Edit Current Palette window.

- ❖ **Edit Current Palette window → Color Palette window:**

Sets a color code in the Edit Current Palette window into a palette code in the Color Palette window.

- ❖ **Edit Current Palette window → Color Picker window:**

Sets a color code from the Edit Current Palette window into the color picker box.

- ❖ **Color Palette window → Edit Current Palette window:**

Sets a color code in the Color Palette window into a palette code in the Edit Current Palette window.

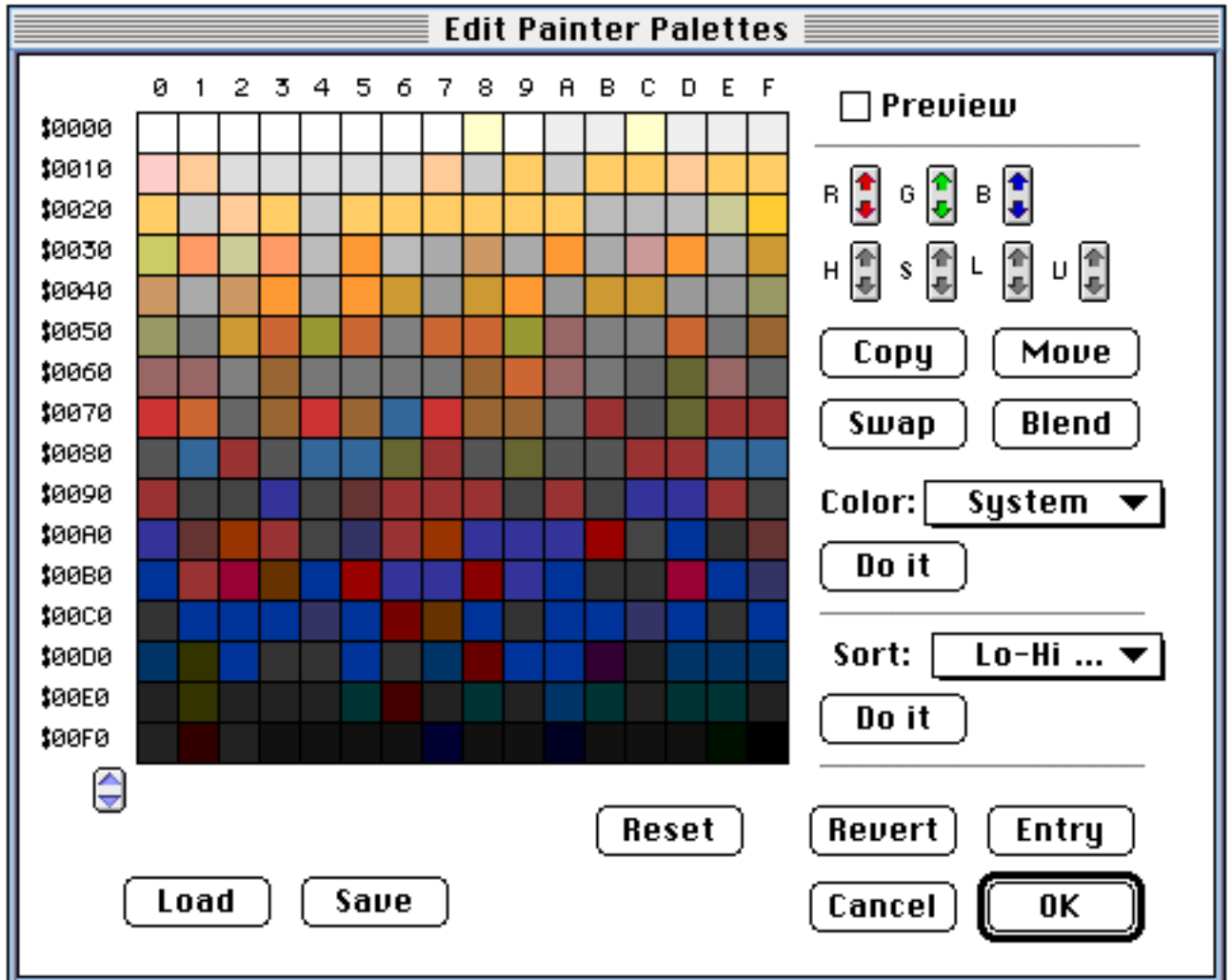
- ❖ **The color box of the Color Picker window → Edit Current Palette window:**

Sets the color that is in the color picker, into a palette code.



## ■ Color Editing

Select "Painter Palettes" from the Option menu to edit the color palette information maintained by the SegaPainter.



### ❑ Preview

Displays the selected File window using the edited palette. This is done before the changes are entered.

### ● RGB color, HSL color, V (intensity) buttons

Adjusts the RGB, HSL, and V values in a selection.

Click the up arrow for a larger value and the down arrow for a smaller value.

- ❖ R: the intensity of red
- ❖ G: the intensity of green

- ❖ **B:** the intensity of blue
- ❖ **H:** hue
- ❖ **S:** chroma
- ❖ **L:** brightness
- ❖ **V:** intensity

- **Copy**

Designates the selected color as the copy source. Click on the desired location to paste the color code.

- **Move**

Designates the selected area as the source. Click on the location to move that color code. The colors in the original selection are deleted.

- **Swap**

Specifies an area as the swap source. Click on another location to swap the color codes.

- **Blend**

Grades the first and last colors in the selection.

- **Color**

Click the Color button to modify the colors.

- ❖ **System:** Sets the colors in the selected area as the system palette color.
- ❖ **Invert:** Inverts the colors in the selected area.
- ❖ **Right Shift:** Shifts each color in the selection one over to the right.
- ❖ **Left Shift:** Shifts each color in the selection one over to the left.
- ❖ **R←→G:** Swaps the R and G values in the selection.
- ❖ **G←→B:** Swaps the G and B values in the selection.
- ❖ **B←→R:** Swaps the B and R values in the selection.
- ❖ **Rotate:** Swaps the vertical and horizontal color arrangement.

- **Sort**

Click the "Do it" button to sort the palette.

- ❖ **Lo-Hi Brightness:** Sorts the palette in the selection in increasing brightness.
- ❖ **Hi-Lo Brightness:** Sorts the palette in the selection in decreasing brightness.

❖ **Duplicates-Remove:** Deletes overlapping color codes colors from selected palettes.

● **Load**

Reads files in Photoshop CLUT format.

The data is read into one index of the palette that is currently being edited.

● **Save**

Saves the palette that is currently being edited (one index worth) in Photoshop CLUT format.

● **Reset**

Resets the active color table and File window to the state before any edits were made. Deletes all work made.

● **Revert**

Reverts the active color table and File window to that last saved. Deletes all work that is not saved.

● **Entry**

Enters the edits made in the color table and the edited file.

● **Cancel**

Ends color editing without saving current work.

● **OK**

Ends color editing after saving changes to the color table and edited file.

## ■ **Color Editing Tool**

The following are selection tools available during color editing.

### **Selection Tool**

○ **Rectangle selection tool**



Drag: Selects a rectangular area.

Click: Cancels a selection.

### **Drawing Tools**

○ **Eyedropper tool**



Click: Displays the selected color in the color picker.

○ **Eraser tool**



Drag: Deletes the color that is clicked.

Option + double-click icon: Deletes all of the colors displayed in the palette (or if an area is selected, in the selection only).

**Special Tool**

○ **Drag and drop tool**



❖ **Edit Painter Palettes window→Edit Painter Palettes window:**

Sets the dragged color code into a palette code in another Edit Painter Palettes window.

❖ **Edit Painter Palettes window→Color Palette window:**

Sets the dragged color code into a palette code in the Color Palette window.

❖ **Edit Painter Palettes window→Color Picker window:**

Sets the edited color of the color picker in the dragged color code.

❖ **Color Palette window→Edit Painter Palettes window:**

Sets a color code in the Color Palette window into a palette code in the Edit Painter Palettes window.

❖ **Color box of the Color Picker window→Edit Painter Palettes window:**

Sets the color that is in the color picker, into a palette code.

# SegaPainter: Animation



## ■ Index

- Precautions
- Saving Objects
- Saving Animations
- Executing Animations
- Executing Tone Animation

## ■ Precautions

The animation function can only be used if a target is connected to the Macintosh.

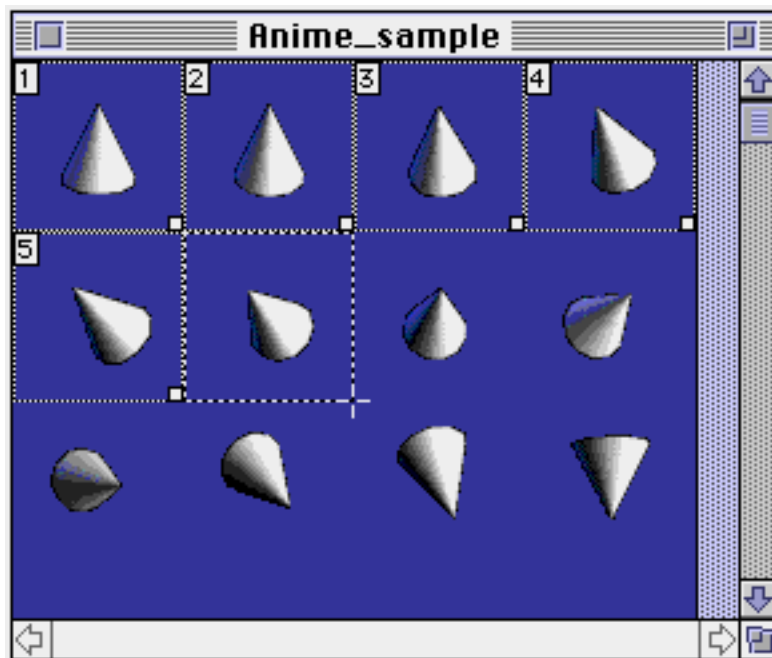
When a Model-S graphics box is connected to the Macintosh, drawing is not possible during execution of an animation.

## ■ Saving Objects

Activate the File window of the object to save as an animation and select the edit layer on the tool palette.



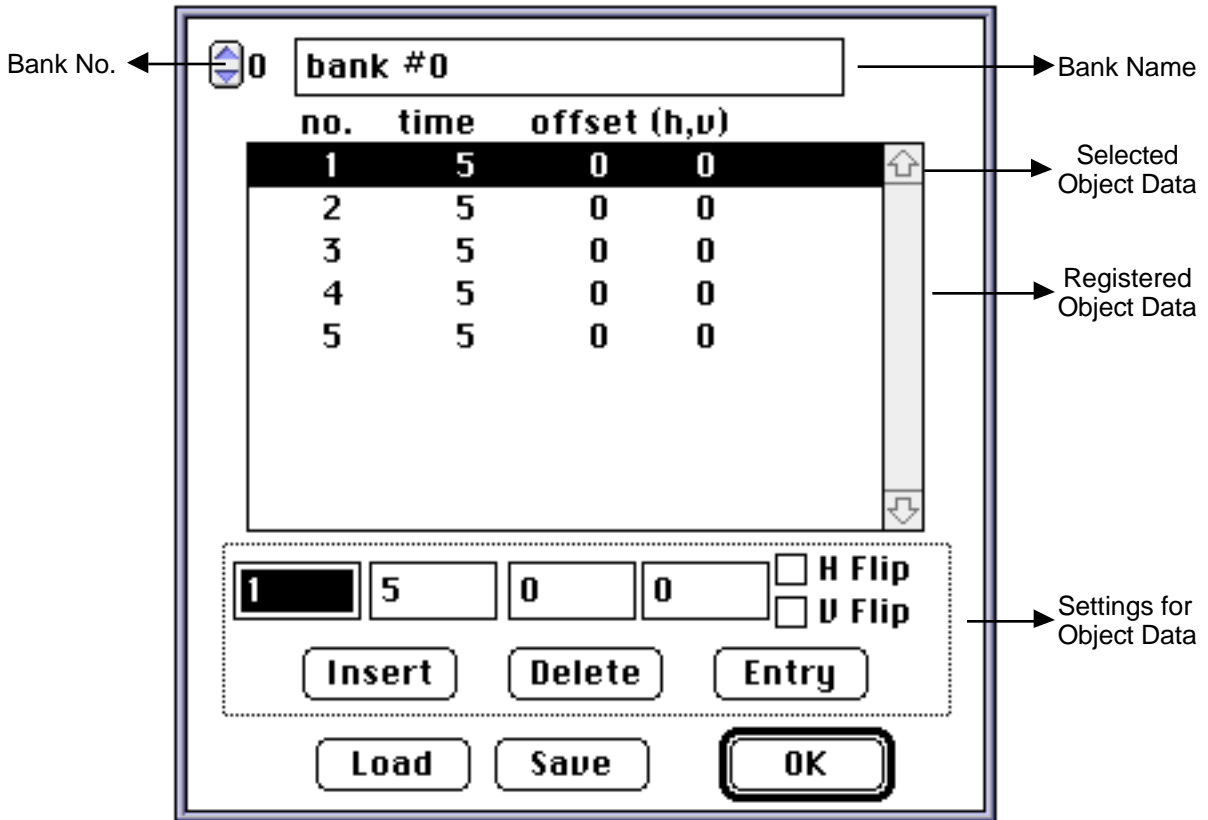
Specify an animation object by dragging on an area of the image displayed in the File window.



The object number that is assigned during save is used when saving animations. This will be discussed further later.

## ■ Saving Animations

To save an animation data table, select "Saving Animations" from the Special menu and open a dialog box.



### ● Bank

The animation data table can generate up to 16 banks.

When a bank is selected, the bank name, registered object data, etc. are displayed.

### ● Object data

Sets the values necessary for animation playback and registered as an object.

#### ◆ no.: object number

Sets the object number of the object set in the active File window.

#### ◆ time: play time

Sets the display time of the object (unit: interval=1/60 second).

- ◆ offset (h,v): play position  
Sets the position of the object in the Monitor window.
- ◆ flip:  
Set to flip an object.

- **Setting the object data**

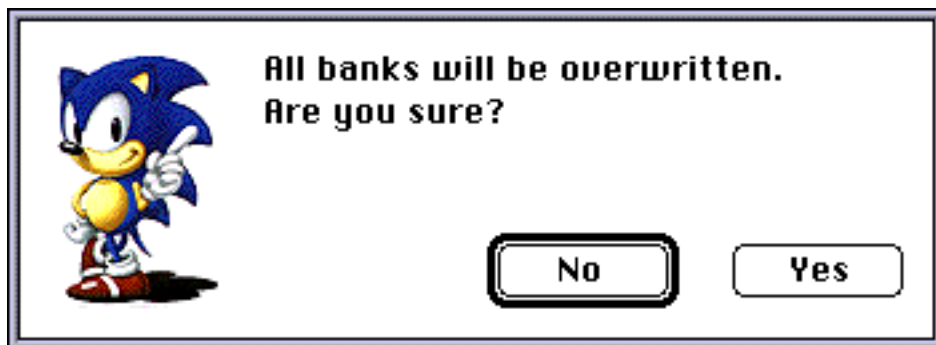
- ◆ Insert: Inserts data before the selected object data.  
If an object data is not selected, the data is added at the end of the bank.
- ◆ Delete: Deletes the selected object data.  
If an object data is not selected, data is deleted from the end of the bank.
- ◆ Entry: Enters the value of the selected object data.  
If an object data is not selected, the data is added to the end of the bank.

- **Load**

Reads animation data. Replaces the data that is currently saved.

If the read data is the size of one bank, it is loaded into the selected bank.

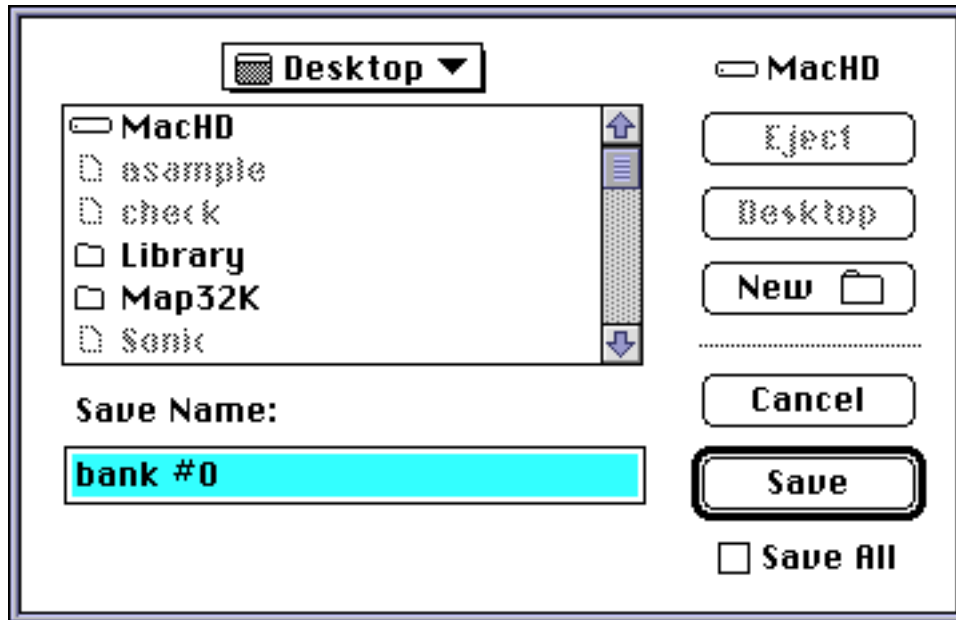
If the read data is as large as 16 banks, the following dialog box appears:





- Save

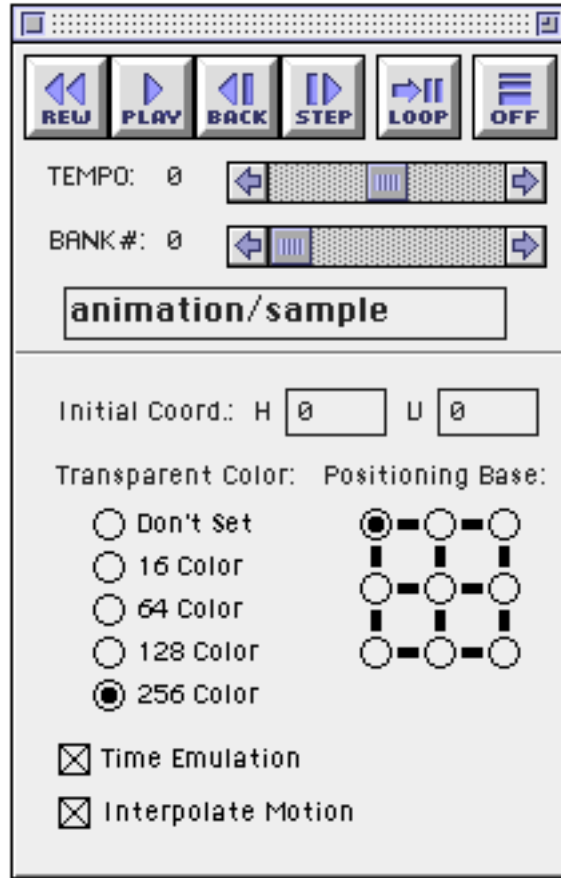
Saves animation data.



- o Save All: Check this box off to save all bank data.

## ■ Executing Animations

Select "Animation Panel" from the Window menu to open the Panel window. Click the zoom box to display the following settings.



### ● PLAY/STOP button



Plays animations on a target according to the registered object, animation data, and panel settings.

This button becomes a Stop button during playback.

### ● REWIND button



Rewinds an animation stopped during playback to the beginning.

- **STEP Playback button**



Click to display an object one step back or forward.

- **LOOP button**



Sets and cancels loop playback of animation.

- **Animation OFF button**



Deletes an animation object from the target display.

- **TEMPO**

Increases or decreases the animation playback speed. Specify the speed using the scroll bar.

- **BANK#**

Specifies the bank number of the animation data to be played.

- **Filename**

Selects a File window to be played.

Click on this item to display a pop-up list of open File windows.



- **Initial Coord**

Sets the initial coordinate at which an animation is displayed.

The offset value of the animation data is added to this value to give the position at which the object is displayed.

- **Transparent Color**

Sets and displays the 0th color in a selected palette as transparent.

- **Positioning Base**

Selects the reference point used for the display of each object.

- **Time Emulation**

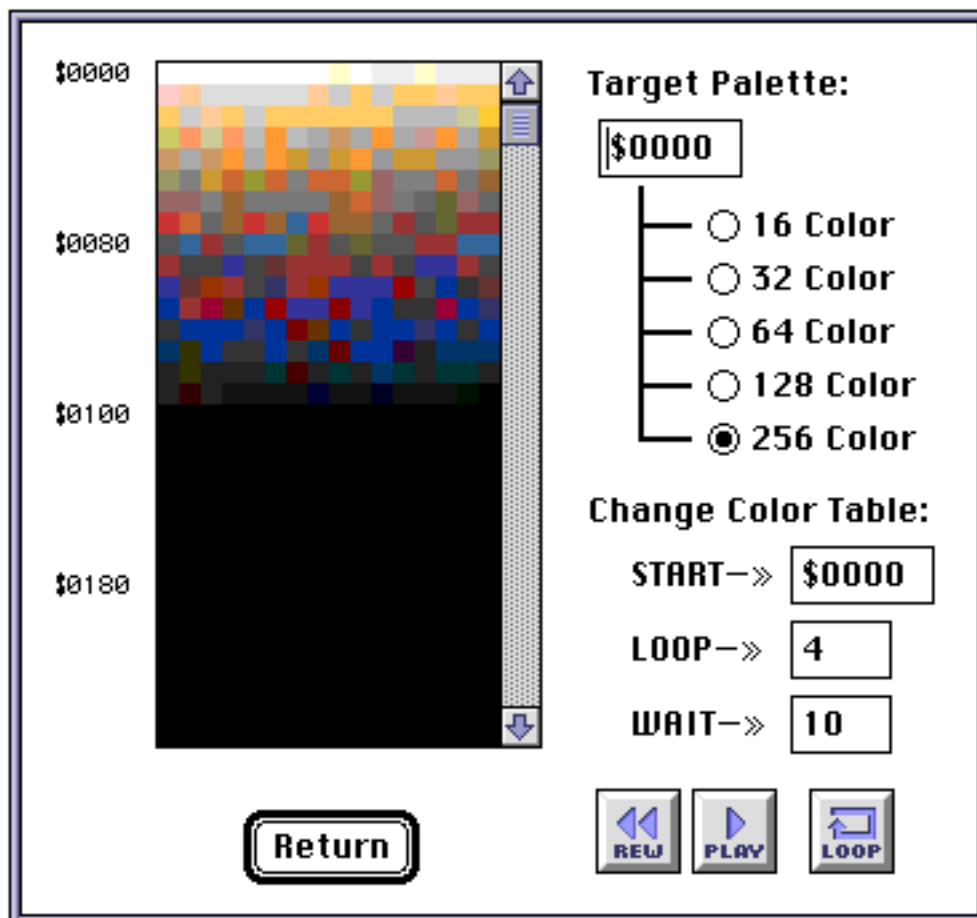
Check this option off to maintain the same total play time by cutting out some frames when processing is delayed.

- **Interpolate Motion**

Check this item off to interpolate the coordinates between two objects to be displayed.

## ■ Executing Tone Animation

To execute tone animation, select "Tone Animation" from the Special menu and open the parameter settings dialog box.



- **Target Palette**

Unit in which to change the starting address and palette of the displayed File window.

- **Change Color Table**

- ◆ **START:** Selects the start address of the palette that will be used in a tone animation.

The Start value can be selected by clicking the color list.

The palettes are modified in order beginning with the starting address specified here.

- ◆ **LOOP:** Selects the number of palettes used in a tone animation.
- ◆ **WAIT:** Selects display time for each palette change (unit: interval=1/60sec)

- **PLAY/STOP button**



Plays tone animation. This button becomes a Stop button during playback.

- **REWIND button**



This button is used when a tone animation has been stopped during playback. The start position of the tone animation is returned to the start address.

- **LOOP button**



Sets and cancels tone animation loops.