

Slice™

user
manual

Dustwallow® Slice™ User Manual



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Note: Portions of this user manual were written while the application was in version 1.4.4 . As a result, some texts and images may differ slightly from the version you are using

~ Copyright Information ~



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Programming, 'Instant Texture!' system,
'Instant Diagonal!' system, 'Instant Merge' system, art
and design - Ognian Ivanov
Translation - Dimitar Atanassof and Stanislav Gladkih

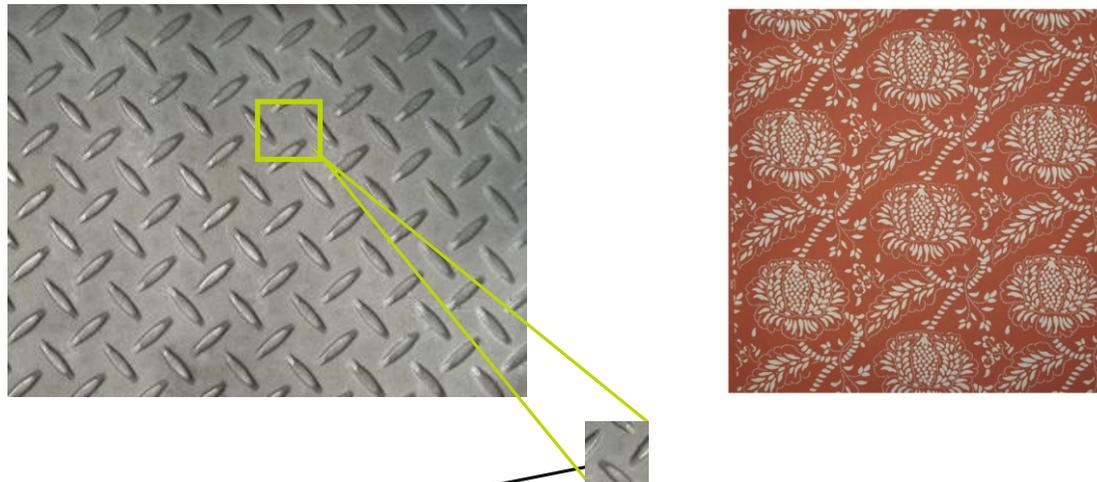
~ Selection tool ~

'Dws Slice'(or just 'Slice') is a professional real-time seamless texture generator. Slice supports all common image file types like: *.png,*.bmp, *.gif,*.jpg and other.

With 'Slice' you can simply drag a selection anywhere on a picture and then the program will automatically tile the selected area. There are three modes for generating texture patterns - 'Default'(selection tool), 'Instant Texture' and 'Instant Diagonal'.

Default method simply tiles the selected region without applying any retouch.

Default texture generator is useful for extracting texture elements from an image that is already built from a texture pattern, just like this two pictures down here:



this is the texture element that builds the first picture

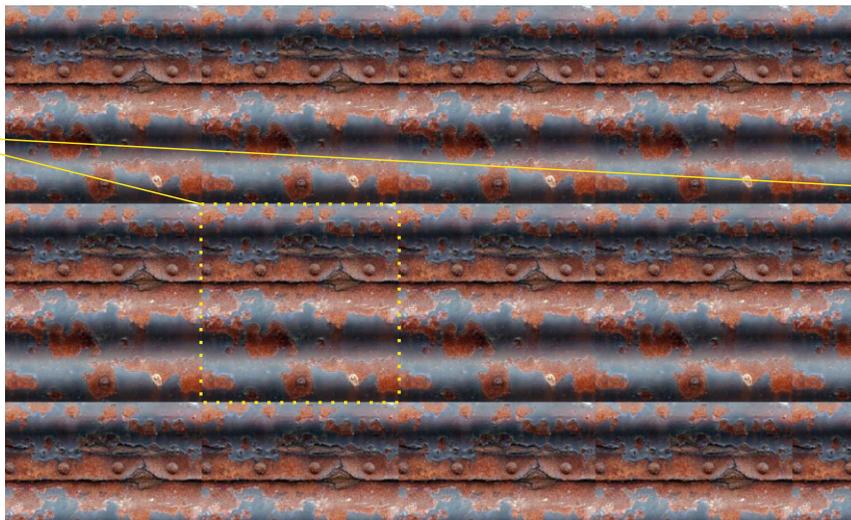
~ 'Instant Texture' generator ~

'Instant Texture' method can make seamless texture patterns from almost every picture in a blink of an eye! 'Instant Texture' comes in two modes: standard and 2x2. 2x2 mode is adding more elements to the generated pattern.

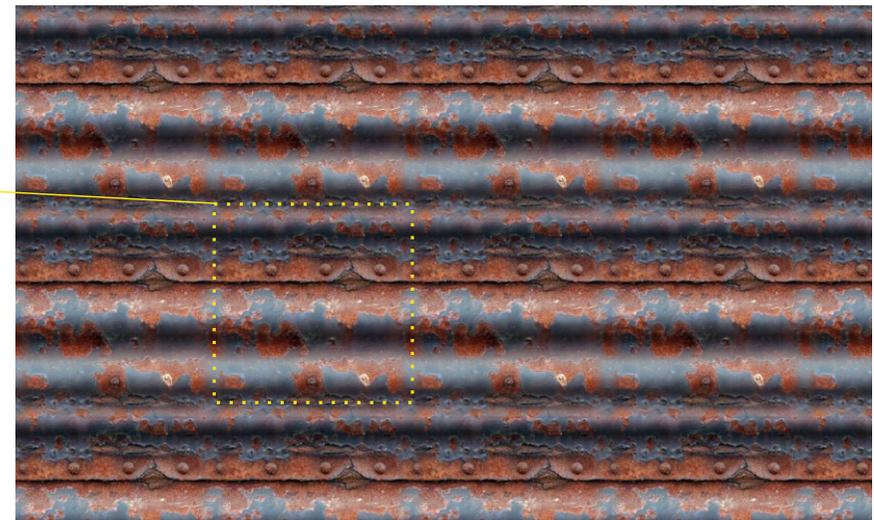
Source image:



Without 'Instant Texture' method:



Generated texture using 'Instant Texture' method:



When dealing with images consisted of non-concrete elements, such as tree bark, grass, stucco wall... use 'Instant Texture', but if you work with complex texture patterns such as decorative friezes, metal grates, or other images that contain many repetitive and very clear elements - use the default method, or try with 'Instant Texture' in 2x2 mode.

~ 'Instant Texture' in '2x2' mode ~

As we said before '2x2' mode is adding more elements to the generated texture pattern. In its nature '2x2' imitates both 'Default' and 'Instant Texture' generators and that's why it can be useful in their fields of purpose. Take a look at this example here:

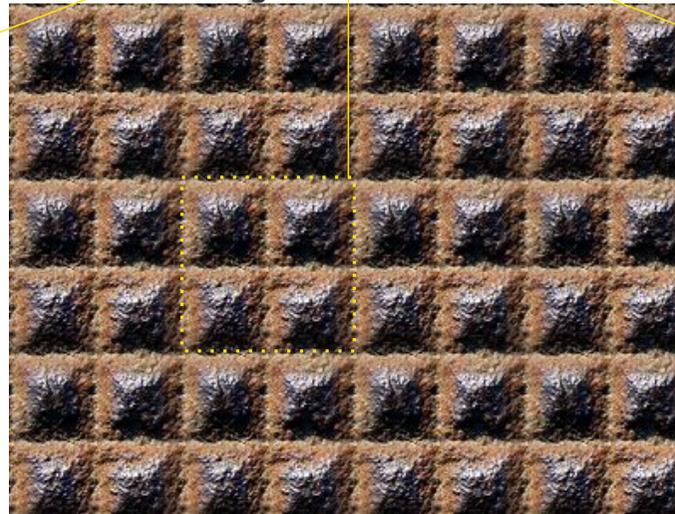
Source image:



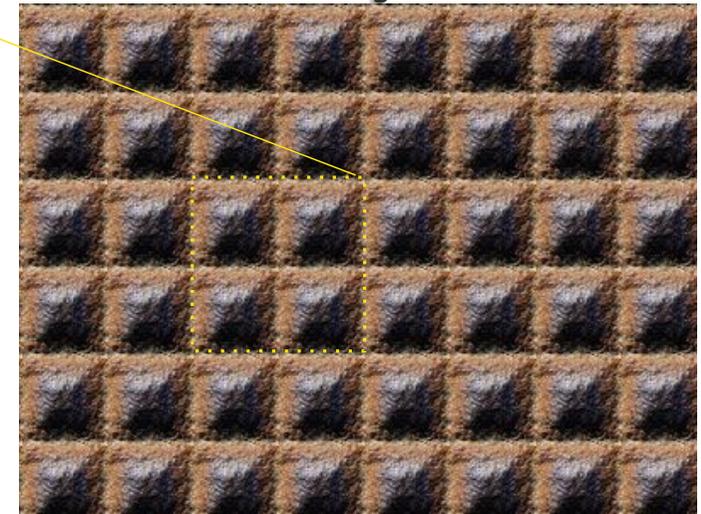
Generated using 'default' method(no seam retouch applied):



Generated using 'Instant Texture' method:



Generated using '2x2' mode:

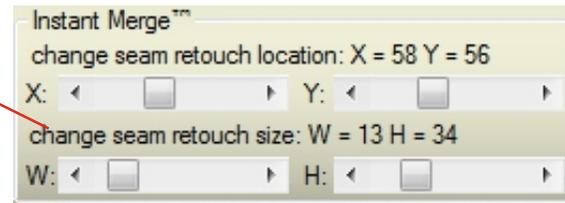


~ 'Instant Merge' ~

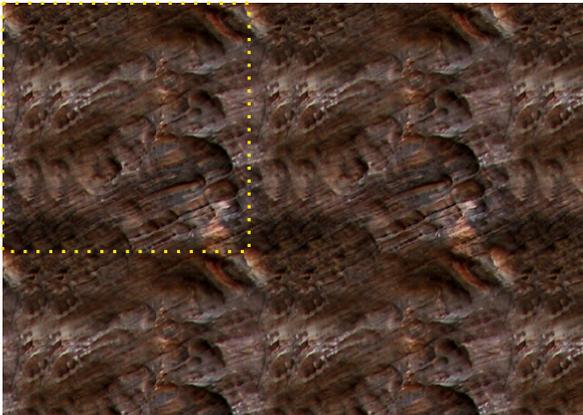
'Instant Merge' texture generator is designed for retouching the texture seams separately on X and Y. It is highly adjustable and easy to use method that adapts to multiple image types.

See the short examples here:

'Instant Merge' control panel



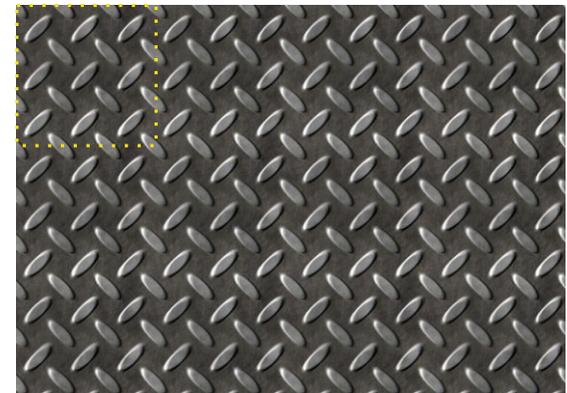
rock wall:



tree bark:



iron floor:



The working of 'Instant Merge' seam retouching system is strongly connected with the source image proportions, that's why the 'Instant Merge' will calibrate it's scrollbars range each time you change the selection size. This means that you won't be able to use the old seam retouch settings like you can do in the other generators in 'DWs Slice'- if you've made changes with the size of the selection - the program will set all values to ' 0 ' .

~ 'Instant Diagonal' texture generator ~

The third texture generator - 'Instant Diagonal', creates seamless diagonal textures from images built of stripes, such as wooden floors or wooden beams. Diagonal texture generator is very useful for making backgrounds for internet sites or multi-media presentations.



+ 'Instant Diagonal' =

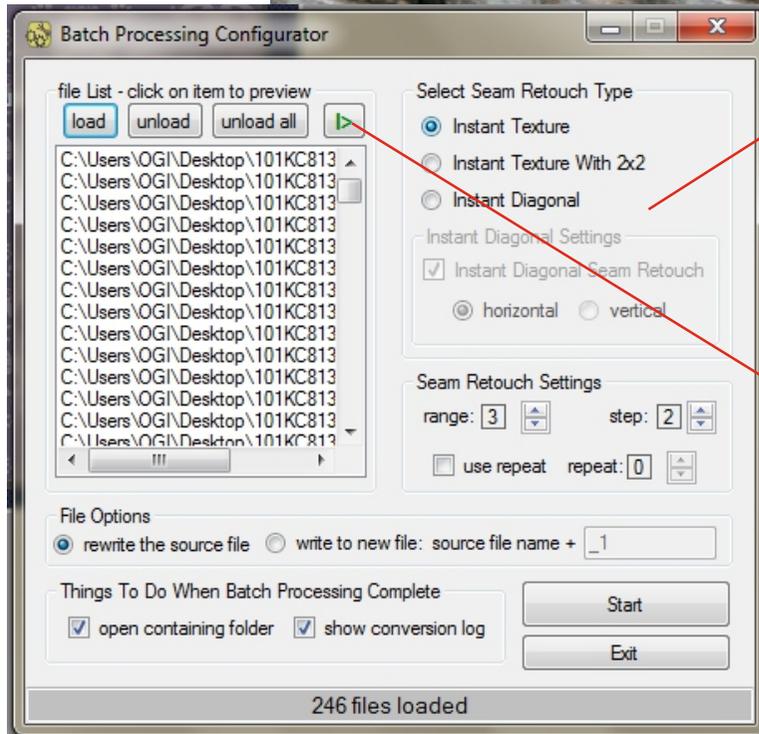


+ 'Instant Diagonal' =



~ Batch Processing ~

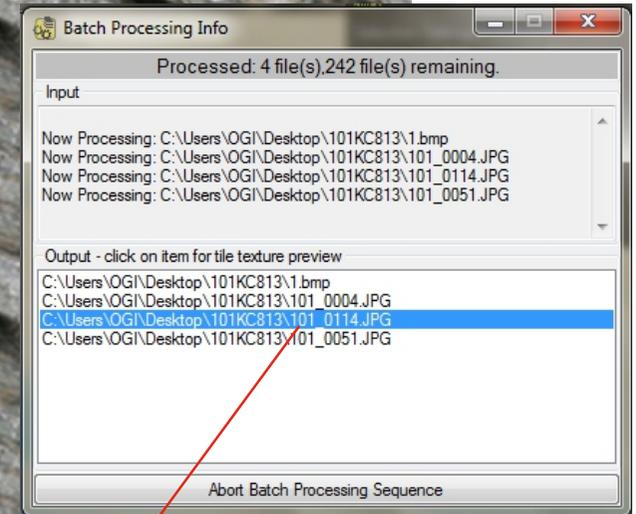
Convert multiple image files to textures with the 'Batch Processing' function! Just go to: **File > Batch Processing**, select the texture generator, load you'r images and press the 'Start' button.



List of texture generators available.

NOTE THAT 'INSTANT MERGE' IS NOT INCLUDED DUE TO ITS STRONGLY INDIVIDUAL SETTINGS FOR EACH IMAGE SIZE!

Select a file from the file list, then click this button to generate texture preview in the background.

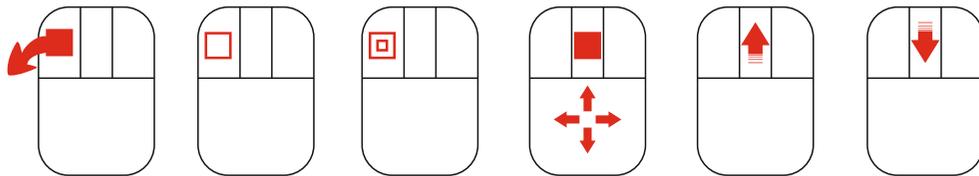


The 'Batch Processing' function is working on a background process that is separated from the main program, this allows you to continue your work with 'Slice' while the 'Batch Processing' function is converting you'r images into textures. You can also click on an output item to preview the generated texture pattern - slice will tile the pattern to it's texture preview background

~ Icons And Labels ~

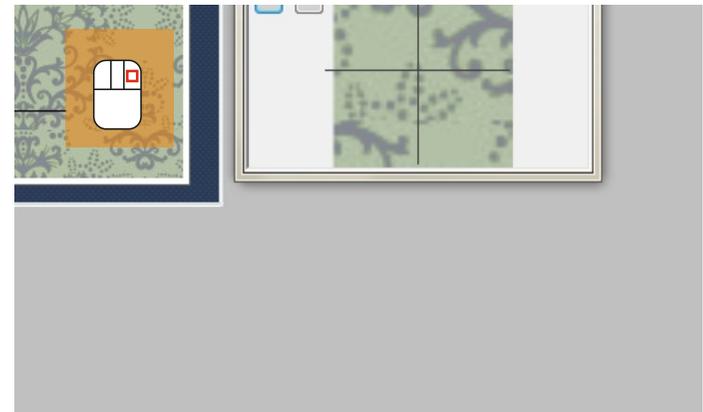
In this manual we will use the following icons and labels to describe some actions:

The position of the red square indicates which mouse button should be pressed:



- = single click on the current button
- ◻ = double click on the current button
- = hold down the current button
- ⬆⬇⬆⬆ = move mouse(usually used in combination with 'hold')
- ↶■ = Drag and drop
- ⬇ = Roll the mouse wheel backward
- ⬆ = Roll the mouse wheel forward

The orange highlighted zone indicates where the current action applies - in the example on the picture below the action is single right click with the mouse on an image box:



= Attention

~ Keyboard Keys ~

O = Open Image File(PNG, BMP, GIF, JPG...)
L = Open Dws Slice Protected File(SLC)
Ctrl + V = Get Image From Windows Clipboard
Ctrl + I = Get Image From Dws Slice Cache
Ctrl + S = Save Image As BMP
Ctrl + T = Save Image As Dws Slice Protected File(SLC)
Ctrl + C = Send Generated Texture Pattern To Windows Clipboard
Ctrl + E = Send Generated Texture Pattern To Dws Slice Cache
P = Send Generated Texture Pattern to Microsoft Paint*
S = Send Generated Texture Pattern to Adobe Photoshop*
Shift = Hold down 'Shift' key to Activate 'Clone Region Tool'
Shift + Z = Undo 'Clone Region Tool'
Shift + Y = Redo 'Clone Region Tool'
Shift + A = Increase brush size of the 'Clone Region Tool'
Shift + S = Decrease brush size of the 'Clone Region Tool'
N = Turn On\Off 'Instant Texture' generator
2 = Turn On\Off 2x2 texture generating mode
D = Turn On\Off 'Instant Diagonal' Texture generator
M = Turn On\Off 'Instant Merge' Texture generator
Y = Activate/Deactivate Hybrid texture generating mode
F9 = Open 'Batch Processing' configurator window
Q = Add currently generated texture pattern into quick launch bar
Up Arrow = Zoom Texture In

Down Arrow = Zoom Texture Out
Ctrl + R = Crop Selection
Ctrl + A = Select All
H = Hide Selection
Ctrl + Z = Undo
Ctrl + Y = Redo
1 = Reset texture zoom level
G = Show/Hide Grid
F8 = Program Settings
Space Bar = Tile generated pattern in full screen
+ = Increase the size of seam retouch
- = Decrease the size of seam retouch
Ctrl and + = Increase seam retouch thickness
Ctrl and - = Decrease seam retouch thickness
W = Create rectangle filled with currently generated texture pattern then save it
U = Dock/Undock Tools
F = Filters
Ctrl + N = Create New Image
Esc = Reset all values in instant menu
Ctrl = Hold down to make square selections with the mouse
3 = 3D texture tile preview

* Microsoft Paint is distributing free with Microsoft Windows Operating systems.

* 'Send to Photoshop' feature requires CS2 or higher Photoshop version installed on your computer.

~ Quick Launch ~

'Quick Launch' feature enables you to add shortcuts to programs or image files that you use most commonly.

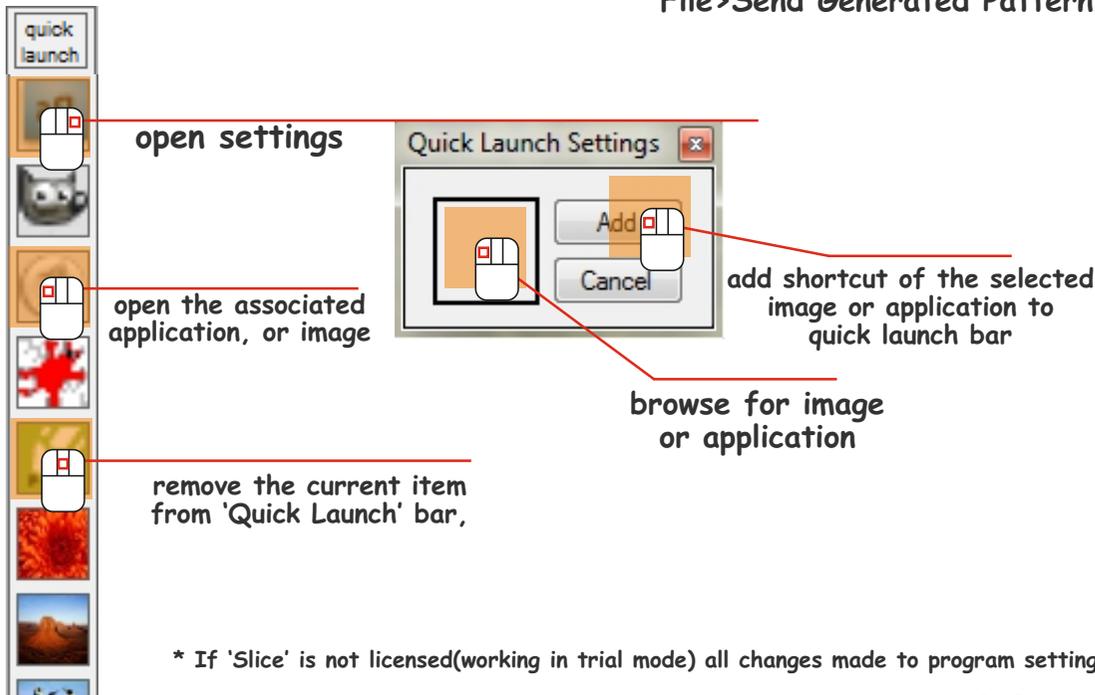
1 - Beneath the 'Quick Launch button' there is set of 10 gray buttons. Right click on any of them to add shortcut.

2 - Choose wheter to add a program - *.EXE file, or to add an Image file, such as *.PNG or *.BMP file.

3 - In order to edit the generated texture pattern with a program from you'r quick launch list do this:
left click on the program shortcut - this action will send the generated texture pattern into Windows clipboard,
and then will start the program that selected shortcut refer to, now you can paste inside the started program
you'r texture.

4 - If you click on image shortcut 'Slice' will automaticaly load the image that quick launch shortcut refer to.
Note that 'Slice' will remember only the program shortcuts, next time you load 'Slice' all image
shortcuts will be gone.

You can also add the currently generated pattern to quick launch bar by pressin 'Q' key or by going to:
File>Send Generated Pattern To>Quck Launch



Before exit, 'Slice' automatically saves the 'Quick Launch' bar icons and paths into file named: 'Shortcuts.sls'. Shortcuts.sls is stored always into 'Slice' directory, if you move, change or delete this file all saved shortcuts won't load next time you start the program.*

* If 'Slice' is not licensed(working in trial mode) all changes made to program settings and quick launch bar won't be saved when you close the program!

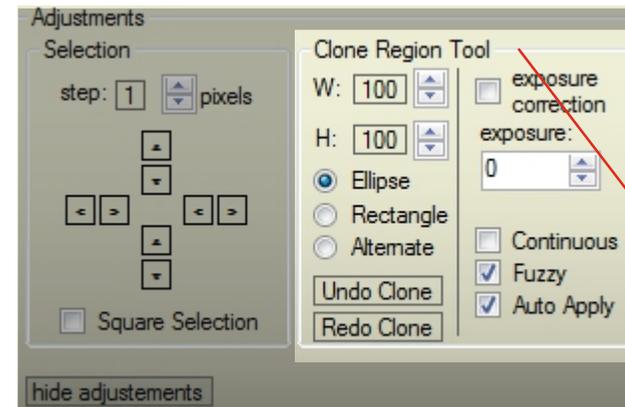
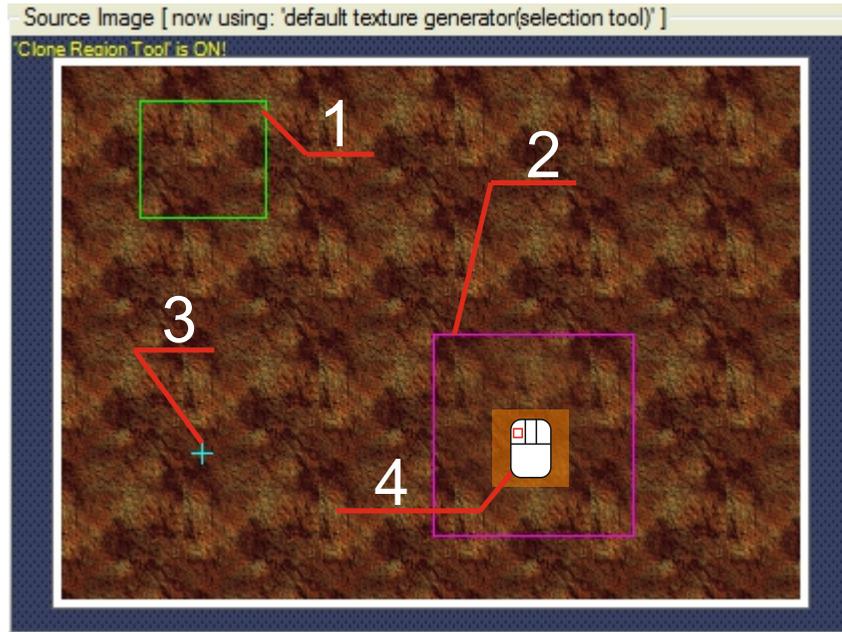
~ Basic Program Interface ~

The screenshot shows a software interface with a menu bar (File, Edit, View, Help, About), a toolbar with buttons like 'Instant Texture!', 'Repeat', and 'Instant Merge!', and a main canvas area. The canvas displays a source image with a selection box and various mouse icons indicating actions. On the right, there are panels for 'Tools Selection' and 'Clone Region Tool' with various options and sliders. A 'Magnifier' window is also visible. The status bar at the bottom shows coordinates and selection size.

Annotations:

- activate 'Instant Texture' mode.
- ! sample image !
- hold down the left button on the canvas and move mouse to make a selection
- HINT: For images like this use 'Default' (current) texture generator!
- Canvas(source image window)
- hold down the middle button on the canvas and move the mouse around to change the location of 'Source Image Window'
- to open files you can also drag and drop them to the 'Source Image' picture box
- hold down the left button on the selection markers and move to resize the selection
- single right click on the background (also press 'H') to show/hide selection
- single right click on the background to show/hide grid
- single left click on the background to show/hide all controls
- Roll backward to zoom out the texture, roll forward to zoom in
- status bar
- Mouse Location = X:312 Y:239 | Selection Location = X:21 Y:11 | Selection Size = W:0 H:0
- fine size adjustments for selection
- preview of the generated texture pattern:
 - left mouse click = save pattern as *.bmp
 - right mouse click = save pattern as *.slc
 - middle mouse click = save pattern as rectangle filled with texture
- Tools Selection:
 - step: 1 pixel/s
 - square, move
- Clone Region Tool:
 - W: 100, H: 100
 - brightness correction: 0
 - Elipse, Rectangle, Alternate
 - Undo Clone, Redo Clone
 - Continuous, Fuzzy Edge, Auto Apply
- Shaders, original image, dock tools
- Magnifier: current pixel: [displayed image]
- Background Canvas, or just "Background"
- Normal and Bump map generators

~ Clone Region Tool ~



Options for the 'Clone Region Tool'

1

The green rectangle shows the selected area for the texture generator

3

The blue cross shows the source area for the clone region tool. Hold down 'Shift' key and single right click on the source image to select clone region!

2

This pink rectangle shows the brush size of the 'Clone Region Tool' In order to increase the brush size: press 'A' key while holding down 'Shift' key, if you want to decrease the brush size just press 'S' key while holding down 'Shift' key

4

single left click on the source image while holding down 'Shift' key to apply the selected region on the new area

List of all key combinations for 'Clone Region Tool':

Shift = Hold down 'Shift' key in order to use 'Clone Region Tool'

Shift + Z = Undo 'Clone Region Tool'

Shift + Y = Redo 'Clone Region Tool'

Shift + A = Increase brush size of the 'Clone Region Tool'

Shift + S = Decrease brush size of the 'Clone Region Tool'

~ Useful Program Menus ~

Fix Low System Performance:

If you experience low system performance you can turn off the 'real-time' texture generating by going to Edit>Real Time Texture Generating\On

Create New Image:

You can create new image by pressing Ctrl + N, or just go to: File > New

Choose fill method from 'Fill With' menu, the new image can be filled with solid color, image, texture or with vertical stripes. Vertical stripes are very useful for the 'Instant Diagonal' texture generator.

Send Generated Pattern:

Dws Slice Cache is reserved place in the Slice program memory where you can put generated texture patterns - you can use it as a secondary 'Clipboard' space but what you put in there is accessible only from Slice program. For sending data to 'Slice' cache just go to:

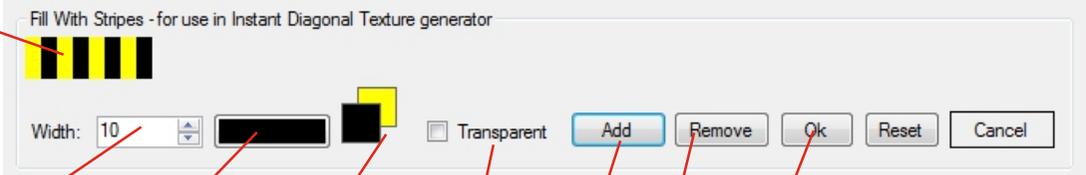
File > Send Generated Pattern To > Dws Slice Cache or just press 'Ctrl + E'

For sending data to Windows Clipboard just press 'Ctrl + C', or go to File > Send Generated Pattern To Windows Clipboard. You can also send the pattern into MS Paint(if the program is available in the current version of Windows) or into 'Quick Launch' bar as well.

Edit Program Settings:
Program Settings - open this window from: File > Program Settings or just press 'F8' key

Edit Colors:
image color adjustments will let you edit image RGB channels and more - open it from: Edit > Image Color Adjustments

Vertical Stripes Generator:



The screenshot shows the 'Fill With Stripes' dialog box. It has a title bar that reads 'Fill With Stripes - for use in Instant Diagonal Texture generator'. Inside, there is a 'Stripe Bar' showing a pattern of vertical stripes. Below the bar is a 'Width' field set to '10'. To the right of the width field is a color selection area with a black square and a yellow square. There is a 'Transparent' checkbox. At the bottom are buttons for 'Add', 'Remove', 'Ok', 'Reset', and 'Cancel'. Red lines with text labels point to various parts of the dialog:

- Stripe Bar
- Stripes width
- Click here to change stripe color
- Color switch
- Use transparent color
- Add stripe to the stripe bar
- Trim region from the stripe bar(from right to left according to stripe width)
- Create image

 Before exit Dws Slice automatically saves all changes made in the 'settings' menu in file named: 'Settings.sls', moving, changing, or deleting this file will reset the program settings to it's defaults.*

~ Technical Support and System Requirements ~

System Requirements:

- Minimum:

CPU: Pentium 4 - 1.5 Ghz or Equivalent

MEMORY: 500 MB DDR

Free Disk Space: 50 MB

Display: 1024 x 768 high color, 32-bit

OS: Windows XP, Windows Server 2003, Windows Server 2008

Environment: .NET Framework 3.5 SP1 or later,
DirectX runtime library

- Recommended:

CPU: Dual Core CPU - 1.5 Ghz or higher

MEMORY: 1 GB DDR2 or more

Free Disk Space: 50 MB

Display: 1024 x 768 high color, 32-bit

OS: Windows Vista, Windows 7, or later

Environment: .NET Framework 3.5 SP1 or later,
DirectX runtime library

Technical Support:

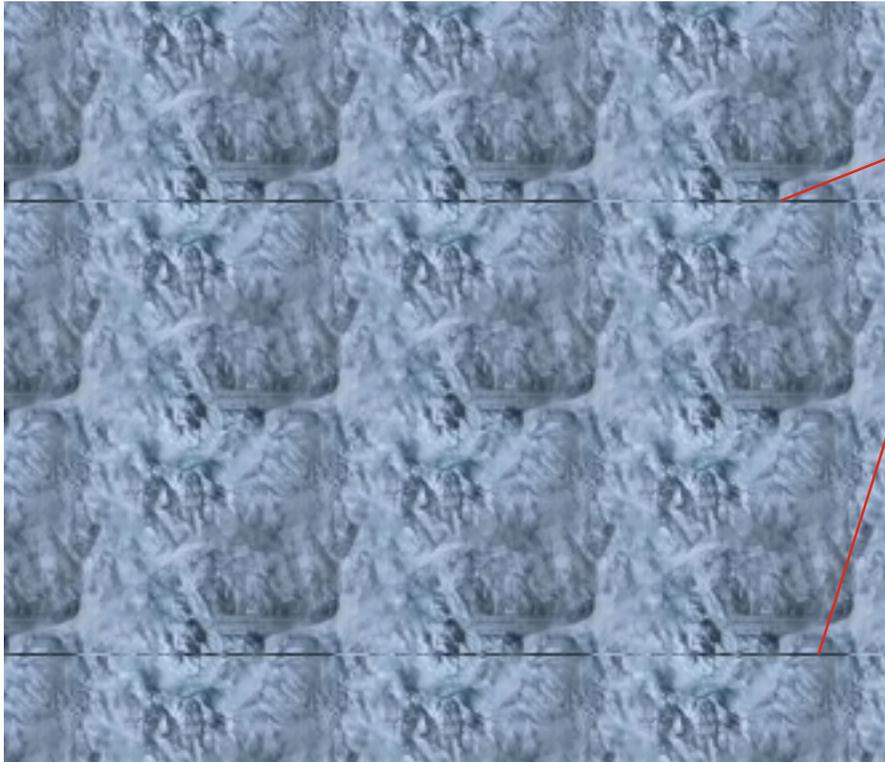
If you experience problems, or If you have any questions about 'Dws Slice' write to us on:

support@dws-slice.com

For more information, updates and free stuff visit us on: dws-slice.com

~ Known Issues ~

Sometimes when switching 2x2 mode on, Slice can't retouch one of the horizontal seams correctly. This issue* is caused by the proportions of the selection. When retouching the seams Slice divides the selection into several pieces. The height of each piece must be even number, otherwise Slice can't retouch the seam correctly. This issue appears mostly when the user is switching 2x2 mode on. In order to remove the seam just press once the 'Repeat' button from the 'Instant Toolbar' :



the visible seam issue

the 'Repeat' button - click on it to remove the 'visible seam' issue



*the visible seam issue is fixed for versions 1.4.2 and higher, but anyway if this problem occurs just follow the instructions above.

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