

Photo Suit Professional

(Version 4.0)



FOR WINDOWS 9x/NT/ME/2000/XP

PHOTOSUIT.COM

(User Manual)

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Introduction:

Congratulations on your purchase of Photo Suit 4.0 Professional. The new Photo Suit 4.0 is full of useful features that you will enjoy at a fraction of the cost as compared to other leading image editing software available in the market.

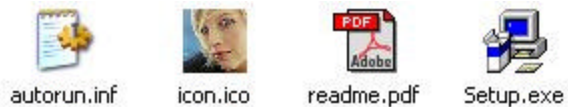
This information manual is easy to read as well as to the point explanation of important features and procedures. We have not used any technical terms so that a layman can also understand and use Photo Suit effectively to its fullest powers. The same goes for the software itself. We have designed user friendly menus and tool boxes with one click operations on your finger tips.

Installation:

Photo Suit 4.0 comes as a web downloadable zip file called "photosuit_full.zip". The 7 days trial version file name is "photosuit_trial.zip". You will need an unzip utility. If you don't have one, please download winzip from www.winzip.com to un-compress the files.

Once you uncompress the downloaded zip file, you will see the following 4 files.

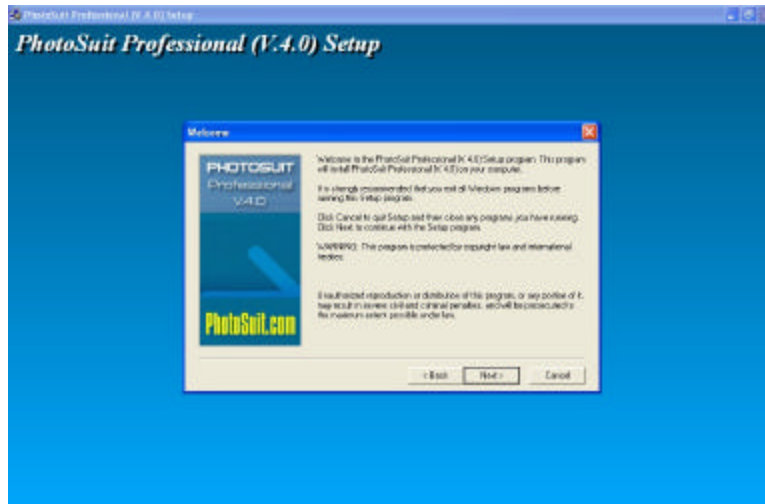
- 1) autorun.inf
- 2) icon.ico
- 3) readme.pdf
- 4) setup.exe



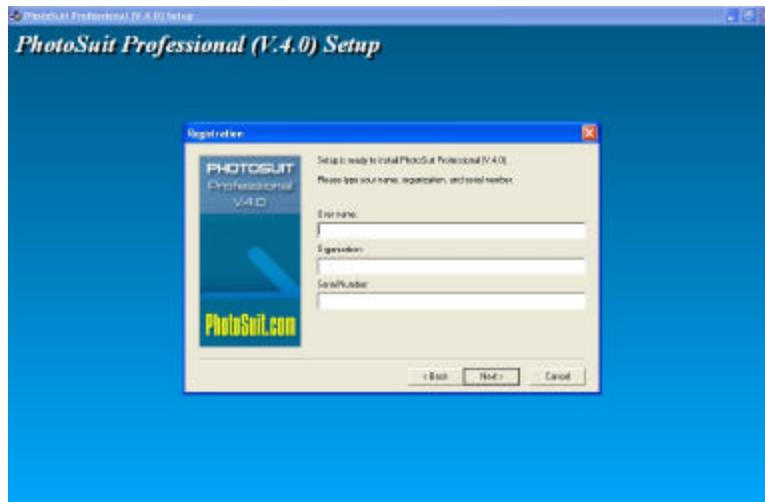
Double click on "Setup.exe" file or run it. The install program will start. You will see the following splash screen.



Hit "Next" on the previous splash screen. The following Welcome screen will appear.

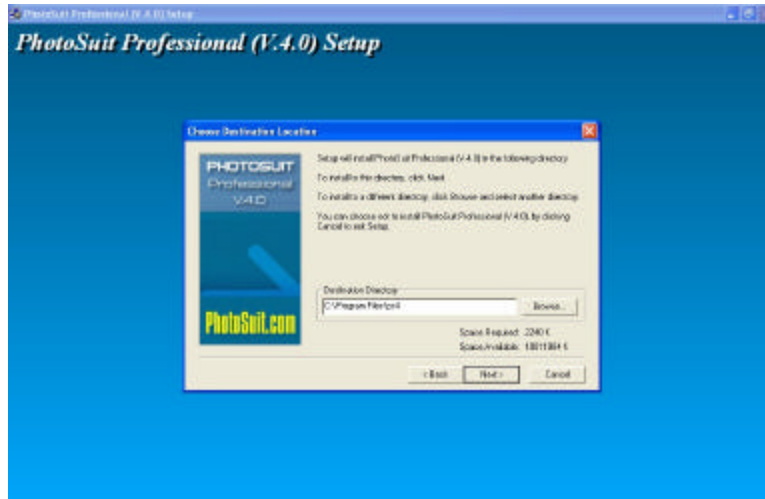


Hit "Next". The following registration screen will appear.

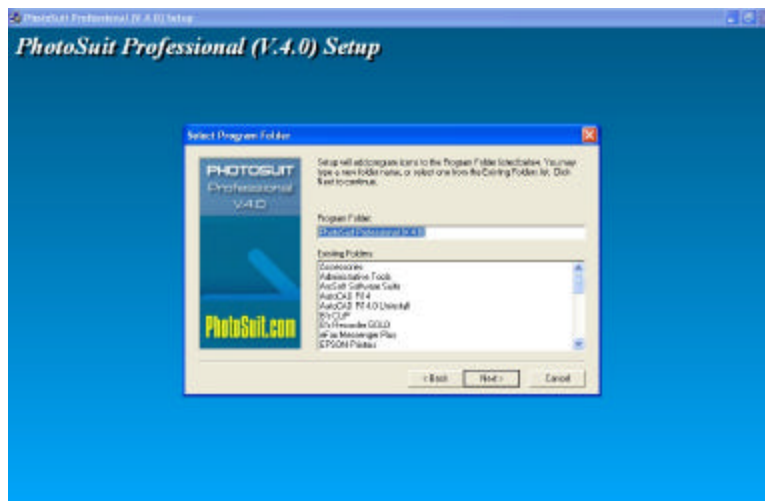


If you purchased full version of Photo Suit 4.0, you should have received an email containing your license number. Please enter your name, organization and license number issued by PhotoSuit.com. The following screen will appear. Here, you can select the destination folder where you want to install Photo Suit. By default, it will be installed at c:\Program Files\ps4\ folder.

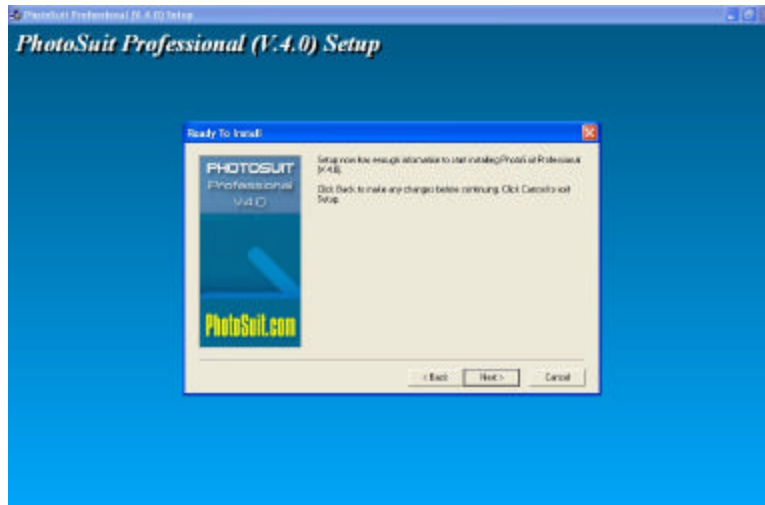
Hit "Next".



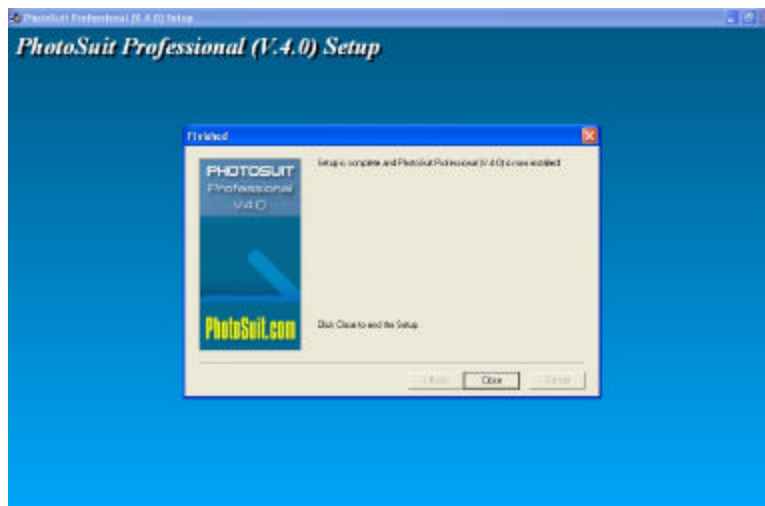
Hit "Next". The following screen will appear. Here you can change the name of the program group. The default program group is PhotoSuit Professional (4.0).



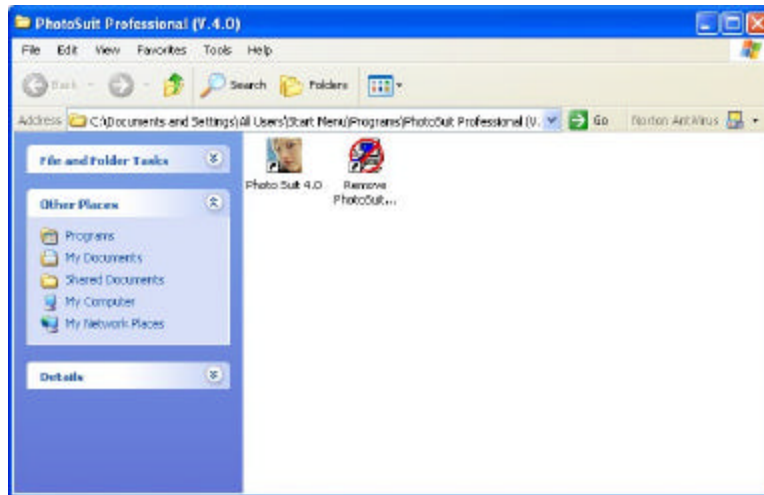
Hit "Next". You will get the following screen.



Hit "Next". You will get the following "Finish Install" Message.

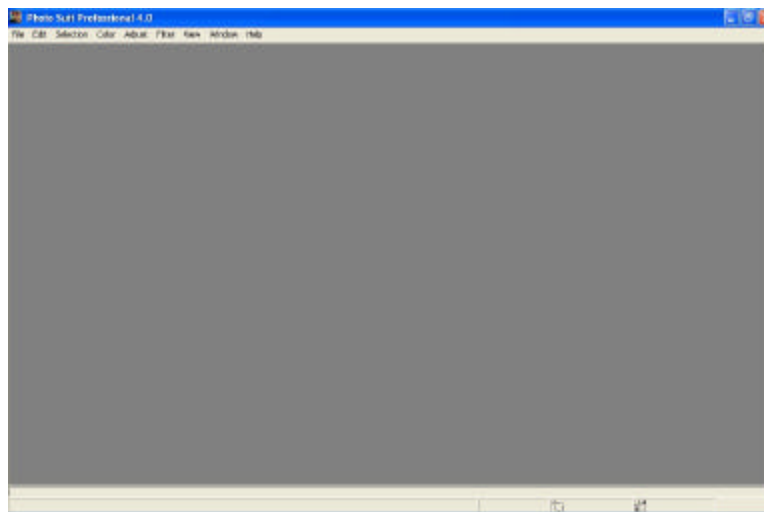


Hit "Close". The installation is complete. You will notice a new program group with 2 icons, as shown below.

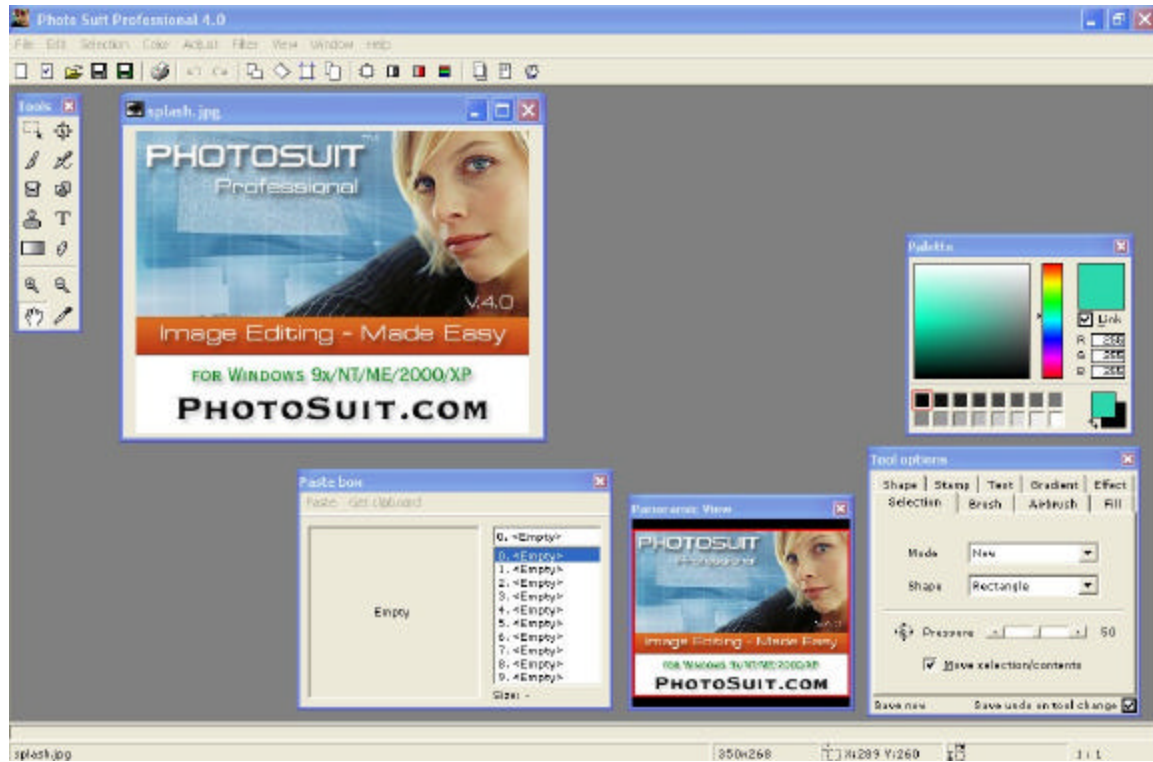


Double click the Photo Suit 4.0 shortcut, and the program will start.

You will see the following program window. By default, the tool bar and tool boxes are not enabled. You can enable to toolbar and tool boxes from "View" Menu.



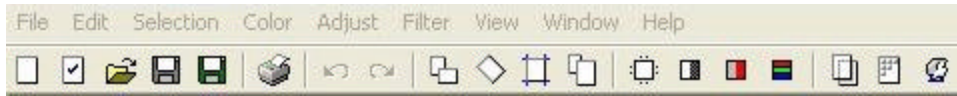
If you enable all toolboxes and the toolbar, the window will look something like the one shown below.



Congratulations. You have successfully installed Photo Suit 4.0.

Proceed further to learn how to use various features of the program.

The Tool Bar & Menu Bar

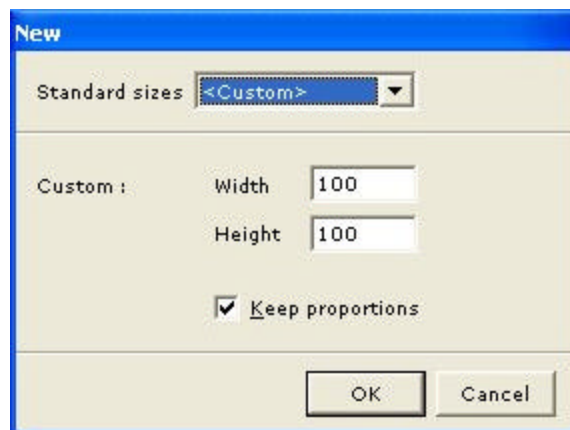


The File Menu

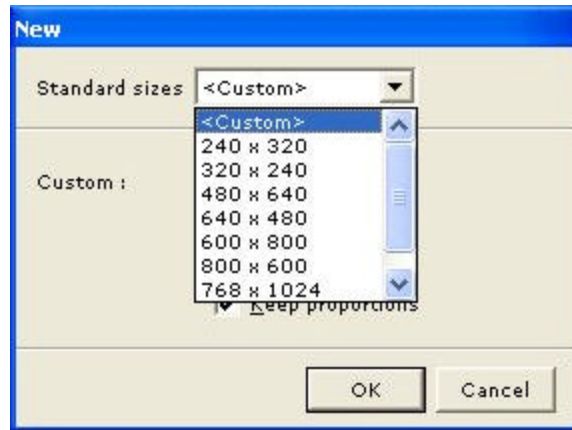
File - New



With the "New" Command, you can create a blank workspace. There are some Standard Sizes provided for convenience.

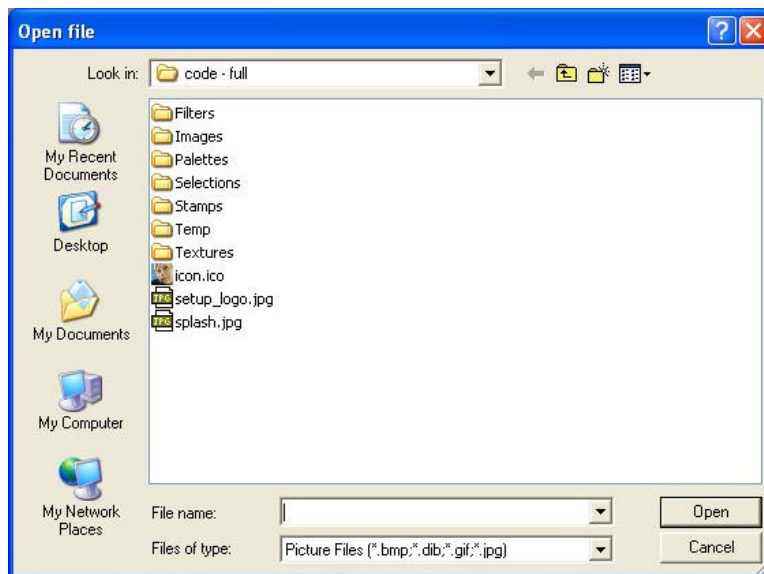


Please see the drop down menu below to see Standard Sizes. Of you select 240 x 320, and Hit "OK", it will create a new blank image of size 340x320 pixels.



File – Open (Ctrl+O)

This command can be used to open an existing image file for editing. Please note the Open Dialog Box below. In File of type, it shows only bmp, dib, jpg, and gif files. Advanced interpolation of the software allows it to recognize files, which are not of these types. For instance, if you open and .ico (Icon File), PhotoSuit will open that file without any problem.



File – Close (Ctrl+F4)

This command can be used to close an open file.

File – Save (Ctrl+S)

This command will save the active window image. By default, it saves in .bmp format.

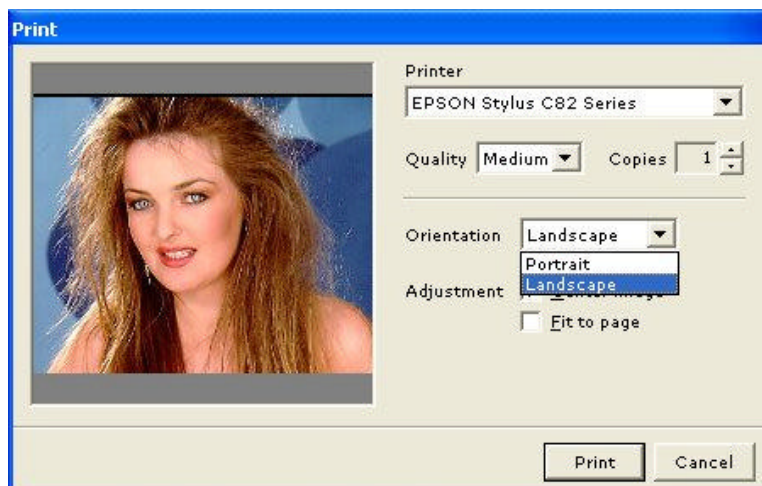
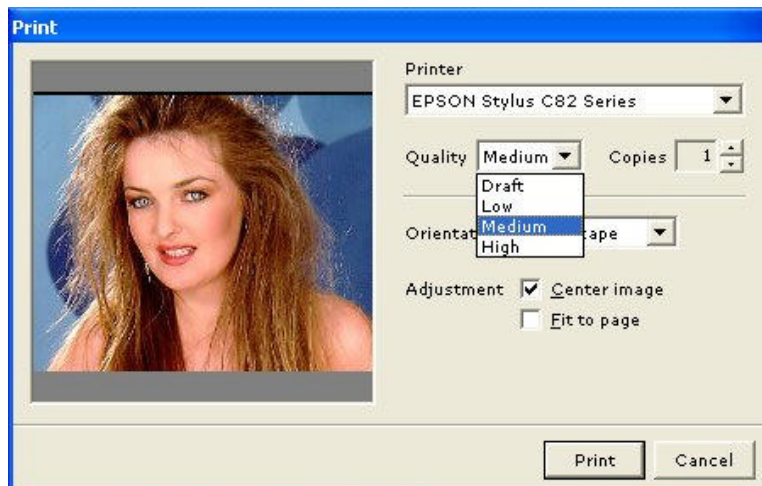
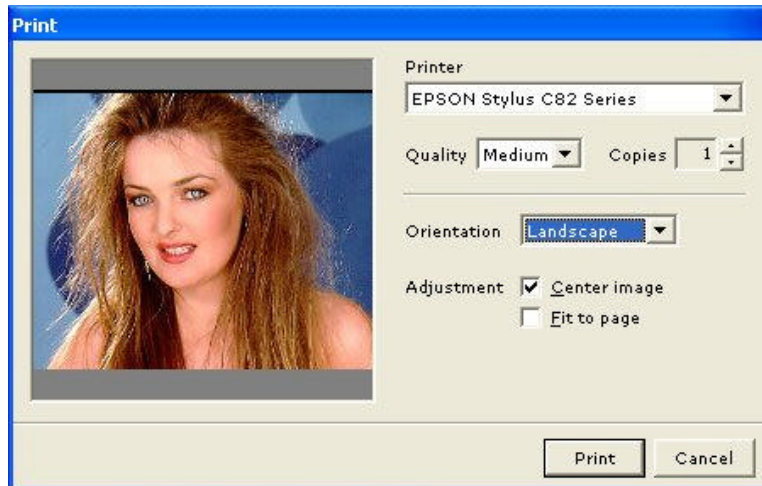
File – Save as

This command will give you the following dialog box. You can change the name of the file, if you want to save it as another copy.



File – Print (Ctrl+P)

This will open a Print Dialog Box as shown below. From this box, various options including printer, image quality, paper orientation, number of copies and adjustments can be selected or changed.



File – Exit (Ctrl+Q)

Closes the program.

Edit Menu



Edit – Undo (Ctrl+Z)

This command does undo to the previous command. PhotoSuit 4.0 supports unlimited UNDO and REDO Options.

Edit – Redo (Ctrl+Y)

This command performs redo action on the previous action.

Edit – Create new copy

This command creates a new copy of the image which is currently open and active.

Edit – Copy to clipboard

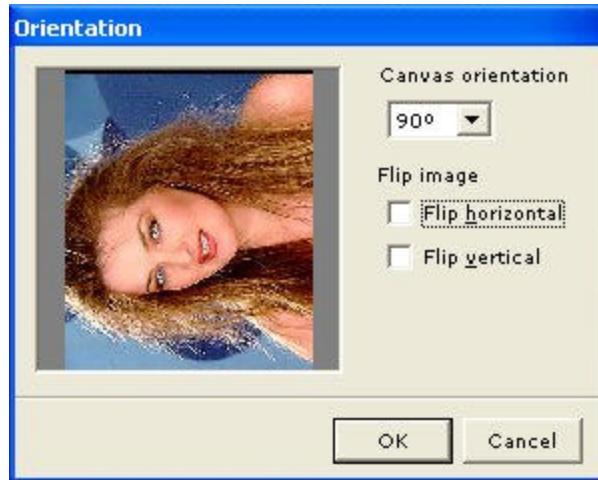
This command copies the entire active image to clipboard.

Edit – Create from clipboard (Ctrl+B)

It creates a new image from clipboard.

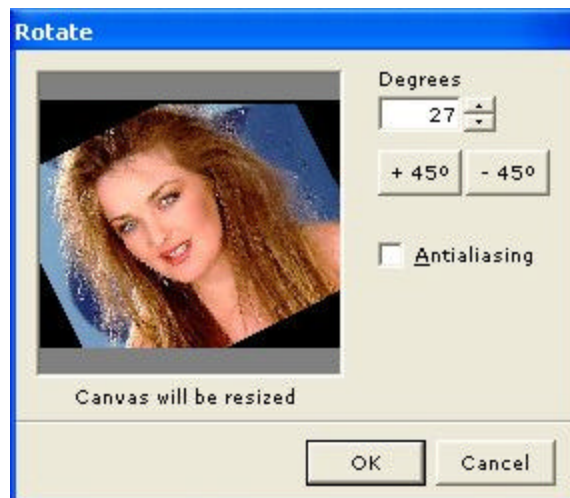
Edit – Orientation

This command is used to adjust Canvas Orientation. The image can be Flopped horizontal or vertical.



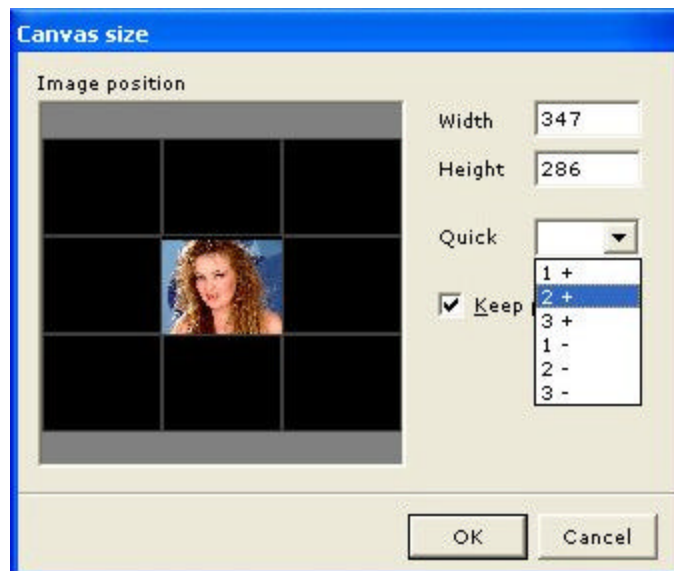
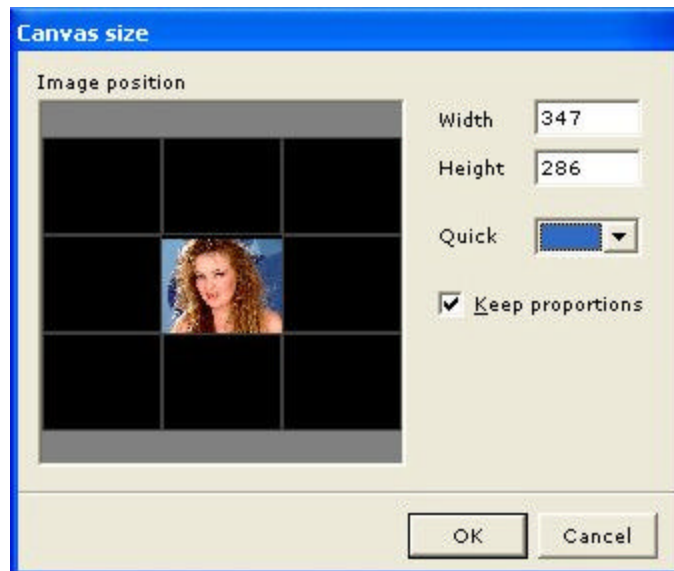
Edit - Rotate

This command rotates the image from 0 degrees to 360 degrees. Antialiasing option is provided for image enhancement. The canvas is not rotated with the image, but its size is adjusted accordingly after rotation.



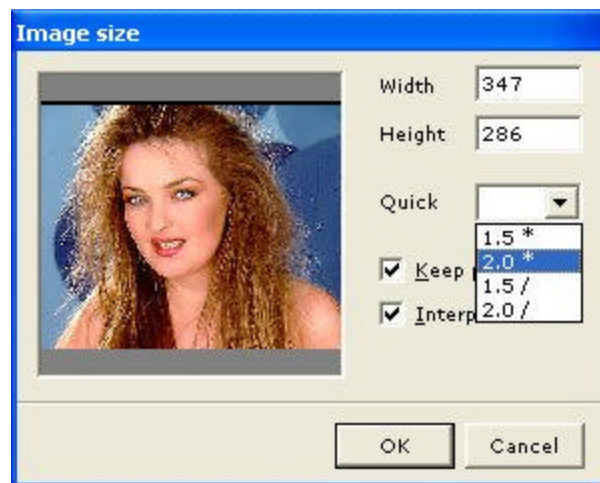
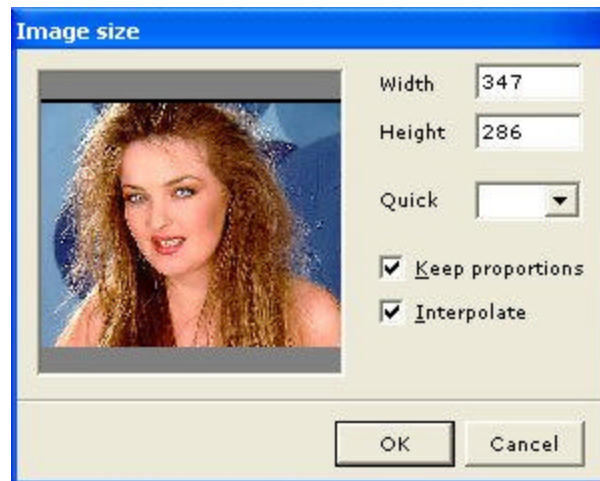
Edit – Canvas Size

This command can change the canvas size. A quick drop down menu is provided. By using which the canvas size can be increased or decreased instantly.



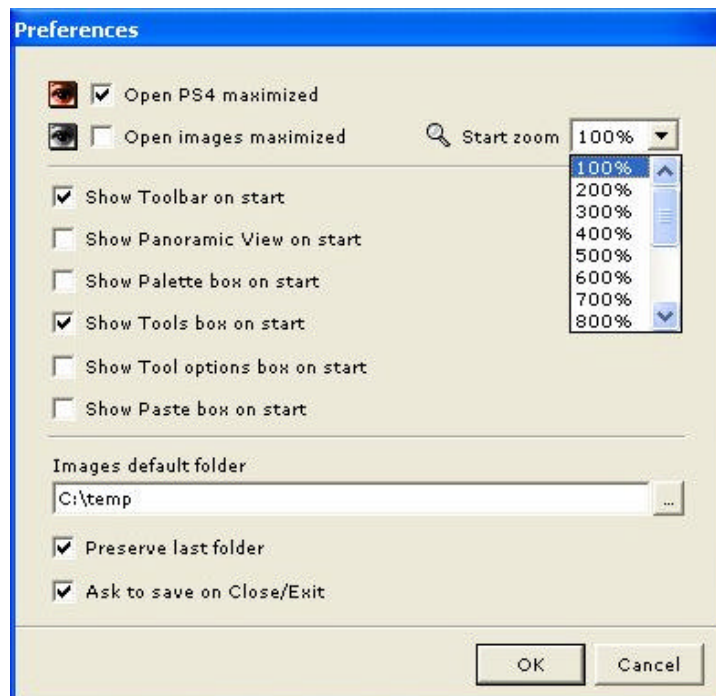
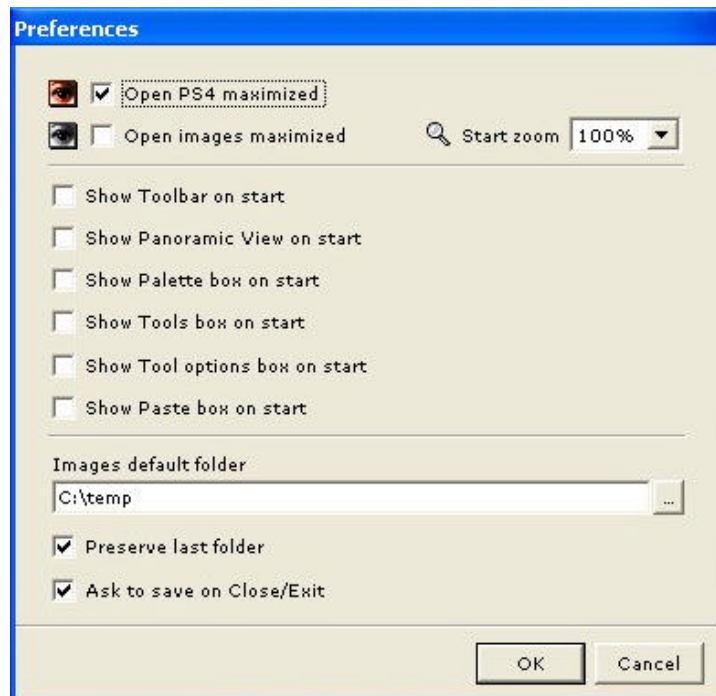
Edit – Image size

It changes image size. A quick menu allows to change the size instantly.



Edit – Preferences

Here certain preferences can be changed and stored. Once you setup the preferences, the program keeps the settings.



Selection Menu

| Selection | |
|-----------|--------|
| All | Ctrl+A |
| Nothing | Ctrl+N |
| Invert | Ctrl+I |
| Load ... | |
| Save ... | |
| Cut | |
| Copy | |
| Paste | |
| Crop | |

Selection – All (Ctrl+A)

Selects complete active image.

Selection – Nothing (Ctrl+N)

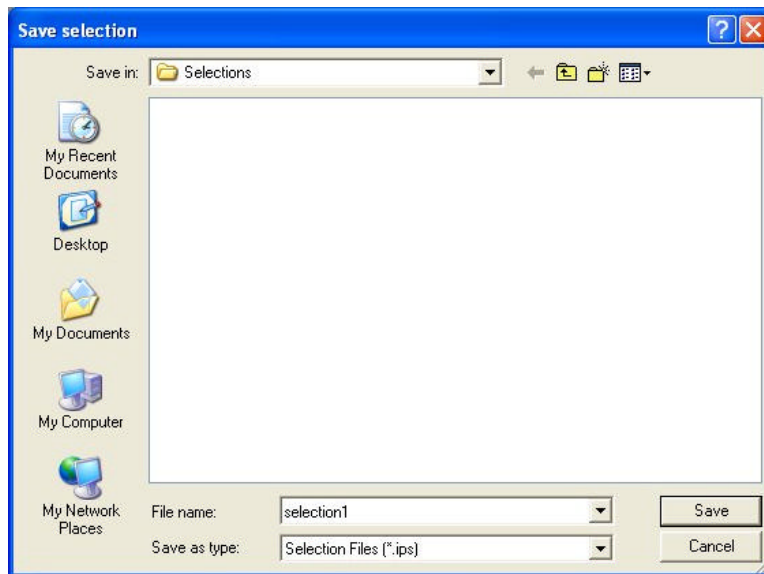
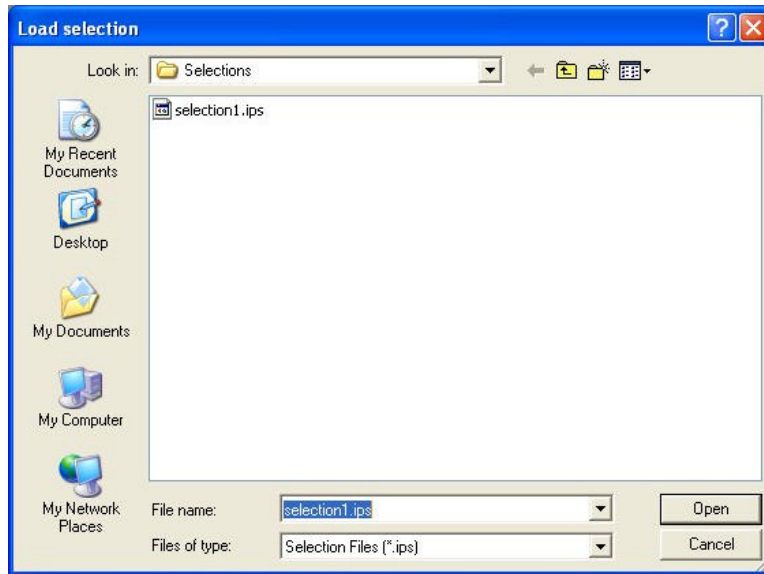
De-selects everything.

Selection – Invert (Ctrl+I)

This command inverts the selection.

Selection – Load

Selections can be stored in the form of .ips files. If you have already saved a selection, you can load it when needed.



Selection – Cut (Ctrl+X)

The selected part of the image is cut from the canvas.

Selection – Copy (Ctrl+C)

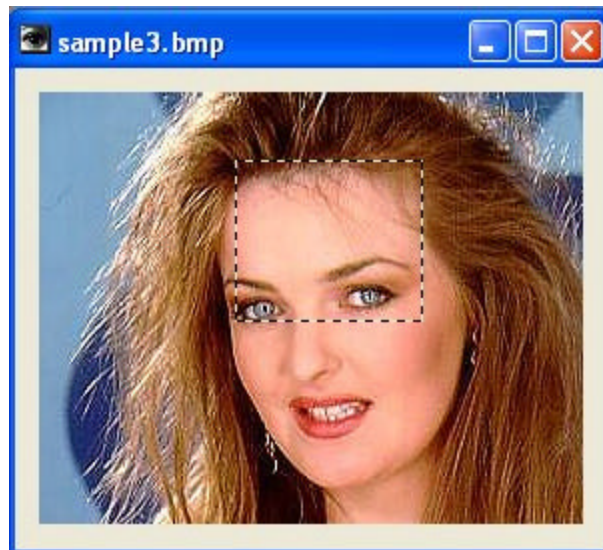
The selected part of the image is copied into the clipboard. Clipboard contents can be viewed by looking at the "Paste Box". Paste Box can be enabled or disabled from View Menu. See Next Page.

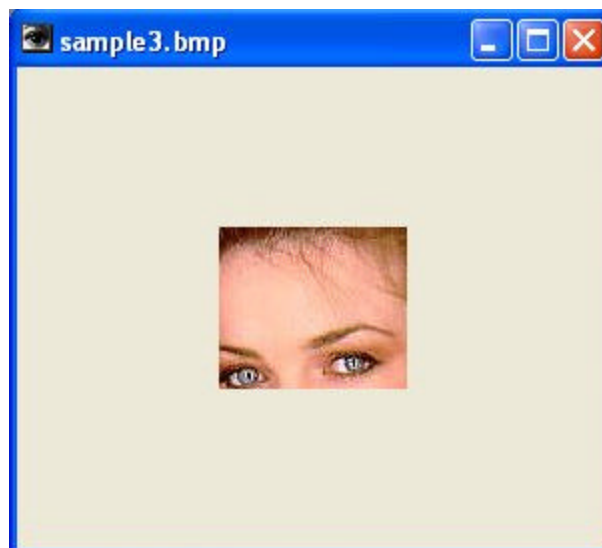
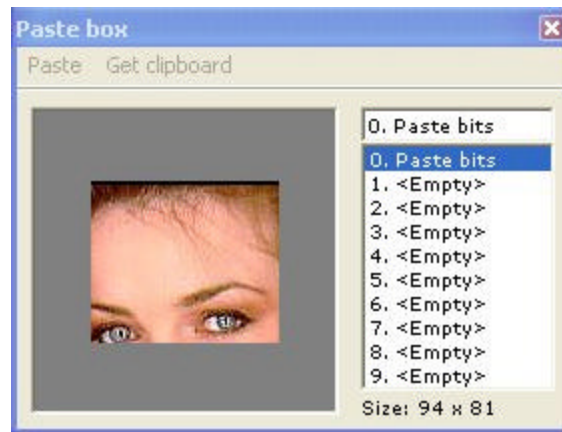
Selection – Paste (Ctrl+V)

The image or a part of image can be pasted anywhere from clipboard. Remember, you can view the clipboard contents, by looking at Paste Box.

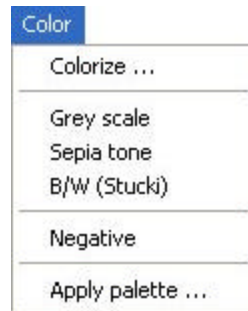
Selection – Crop

When you want to take a certain part of the image and drop the rest, it is called cropping. The following images explain the selection, copy and Crop Process.



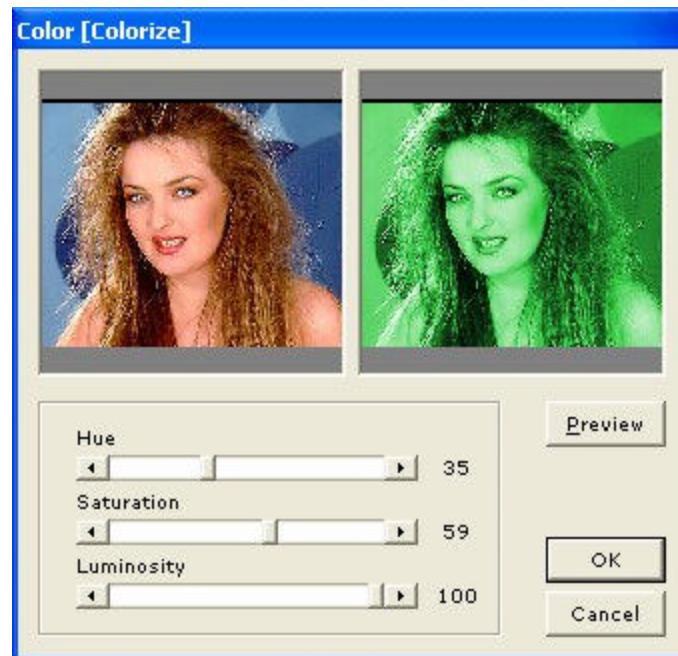


Color Menu

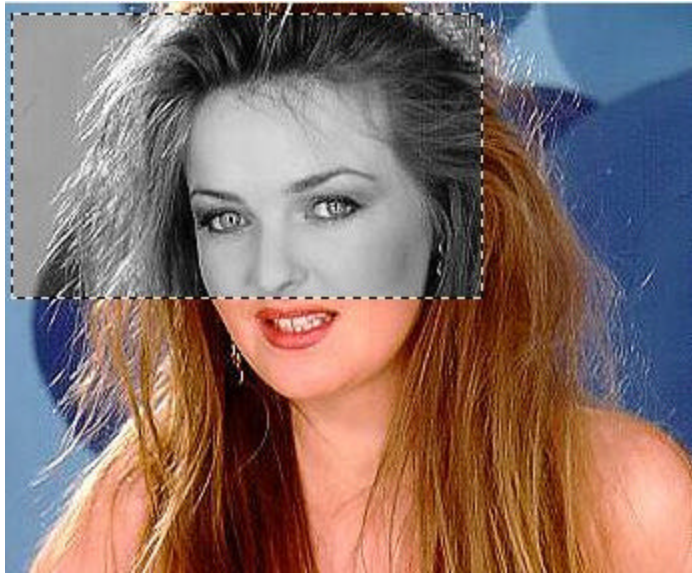


Color – Colorize

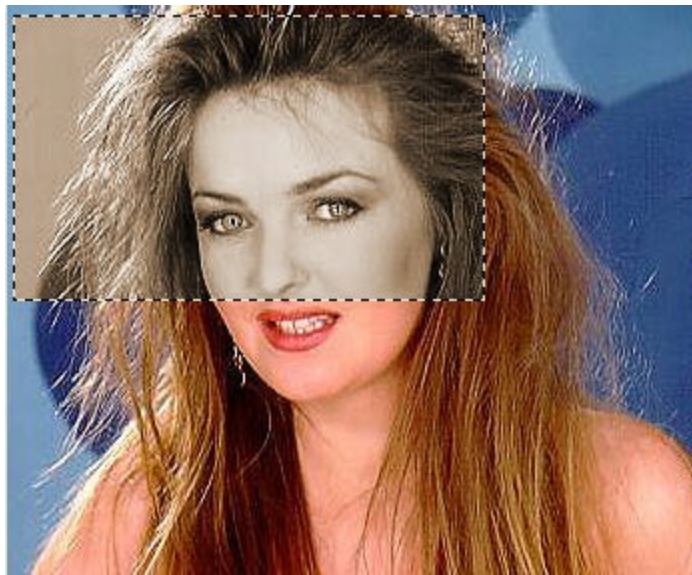
With Colorize tool, the Hue, Saturation and Luminosity of the entire image or a selection of the image can be changed. After adjusting these values, click "Preview", to see the changes applied to the actual image. If you cancel, the change will not be applied.



Color – Grey scale



Color – Sepia tone



Color – B/W (Stucki)

This command changes the entire image or selection to black and white image. A black and white image is different from grey scale image. A grey scale image may have various tones or shades of black, grey and white colors. However a B/W image has only 2 colors – Black and White.

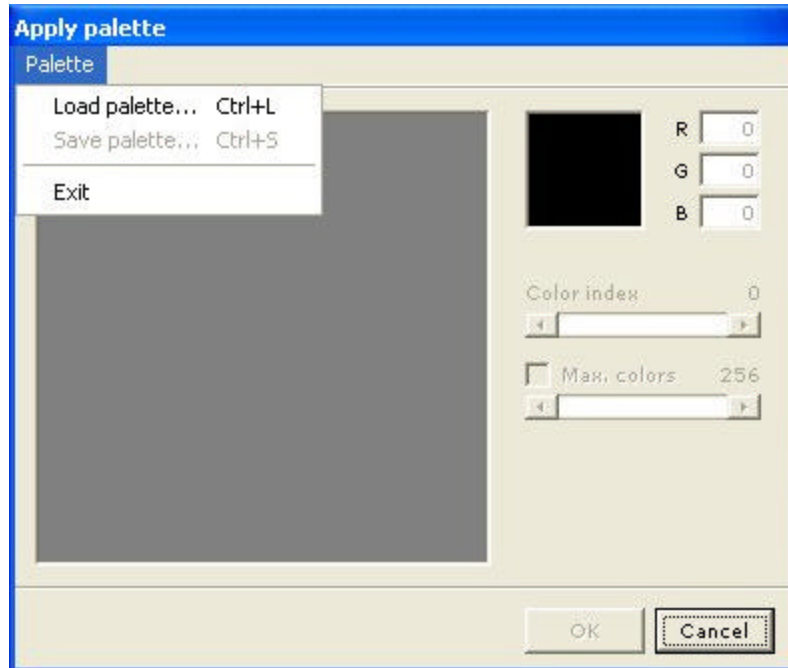


Color - Negative

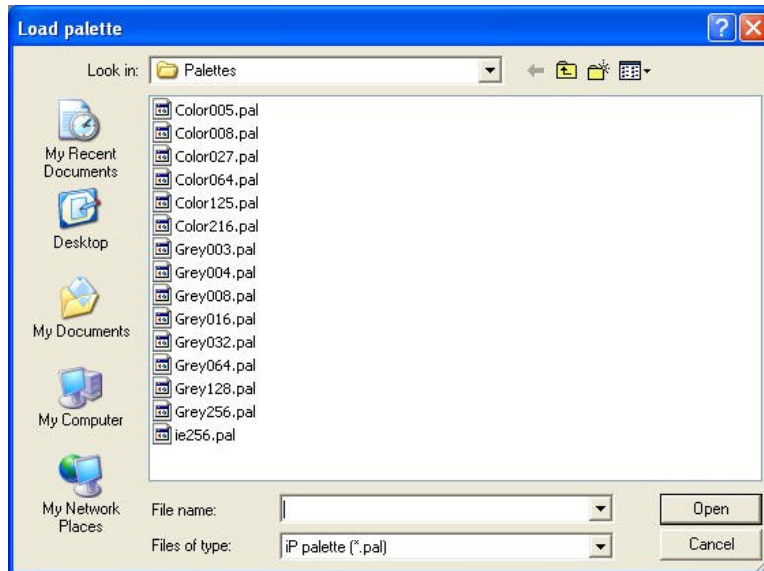


Color – Apply palette

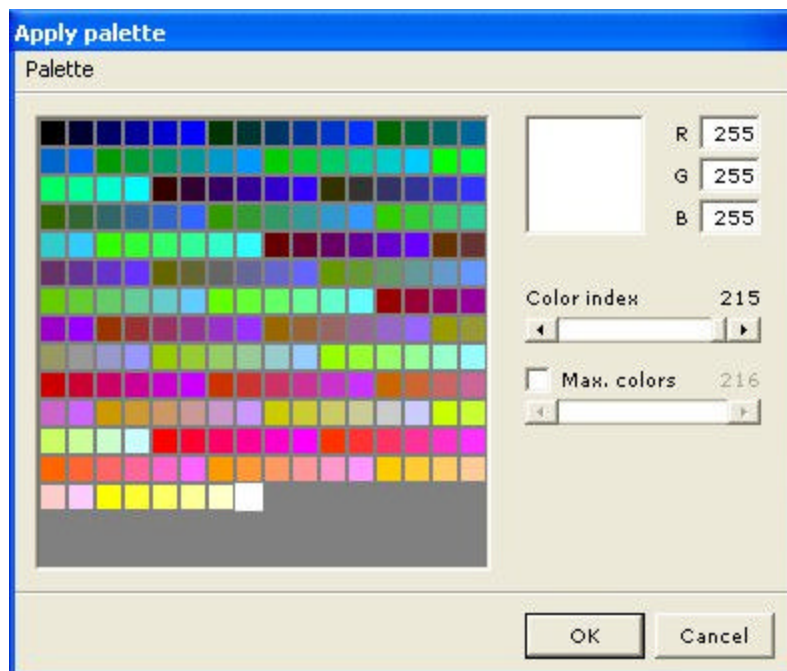
Every image has a color palette. A color palette is collection of colors which are used in a particular image. Palettes can be stores, or edited. Usually .pal extension is used with palette files. Some ready made palettes are supplied with PhotoSuit. You can load an existing palette with Load palette command.



Load palette dialog box will open. You can see various palettes available. Choose the palette that you want to load and hit "Open".

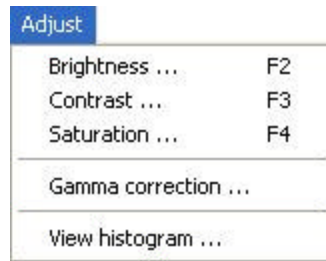


A Color 215 palette may look like this.



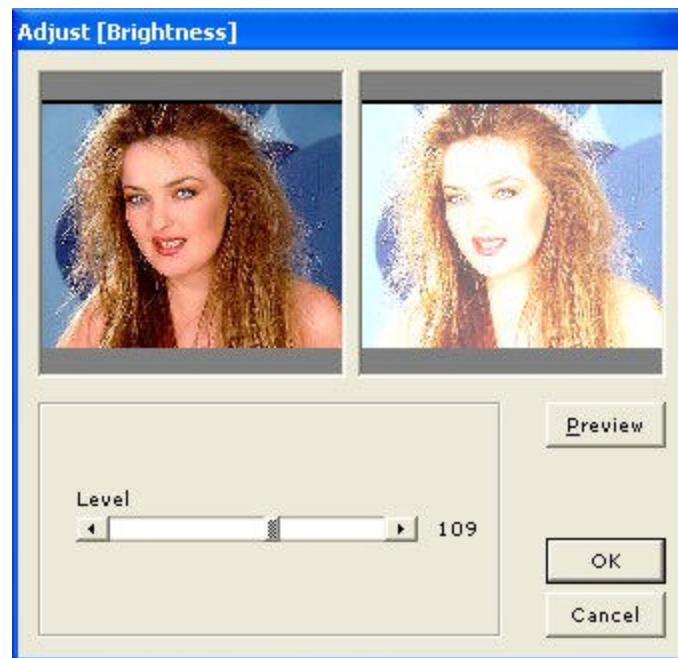
You can change it, add colors and then save it back.

Adjust Menu



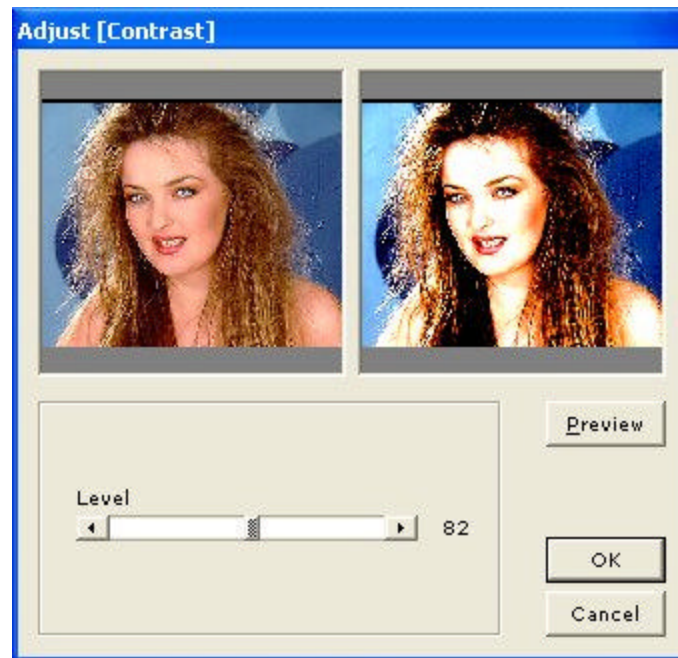
Adjust – Brightness (F2)

It changes the brightness of the entire image or selection.



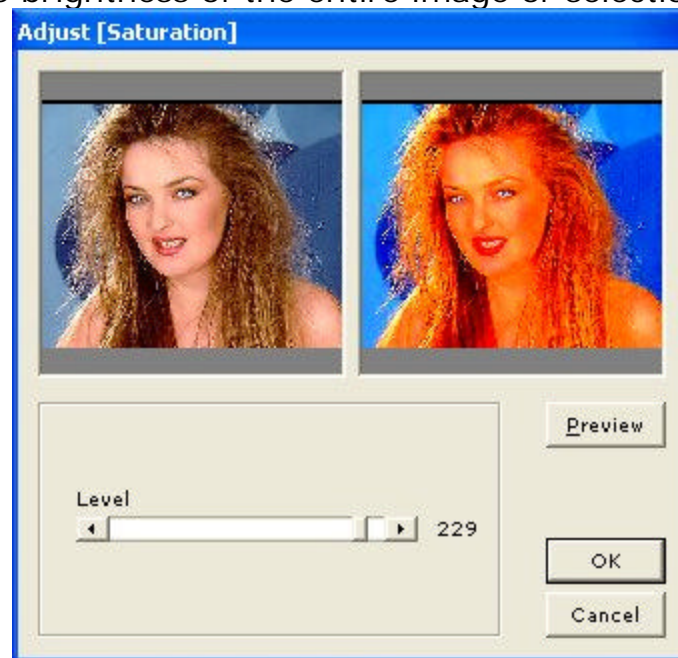
Adjust – Contrast (F3)

It changes the contrast of the entire image or selection.



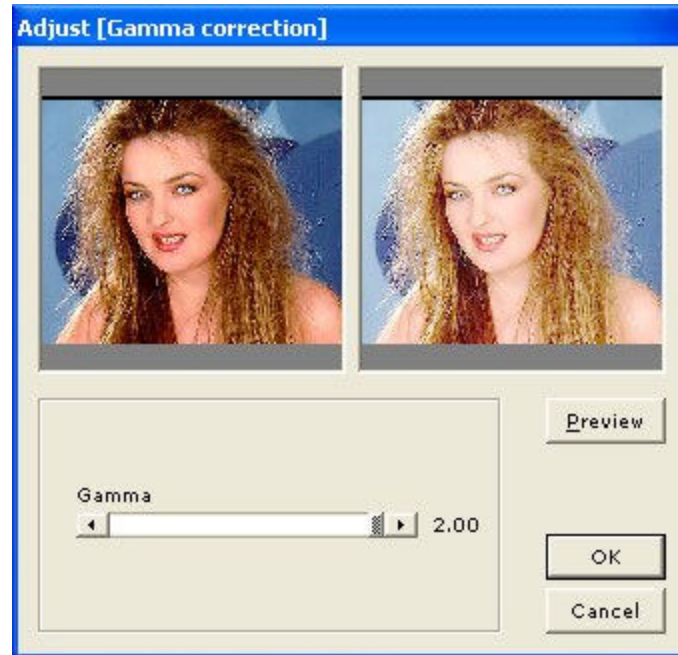
Adjust – Brightness (F4)

It changes the brightness of the entire image or selection.



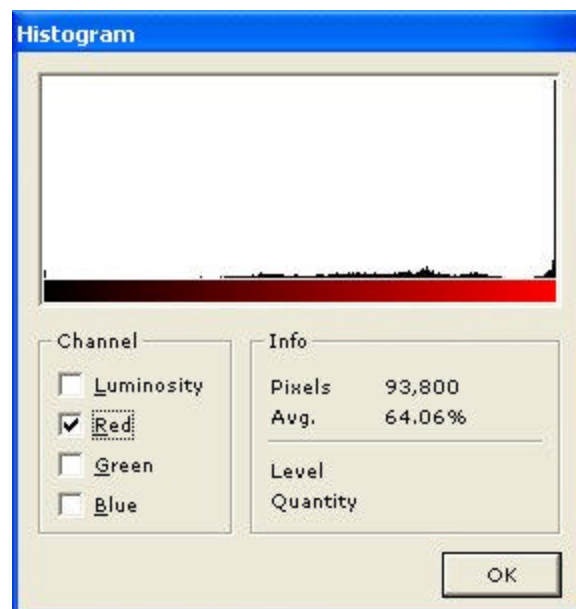
Adjust – Gamma correction

It adjusts gamma correction of the entire image or selection.



Adjust – View histogram

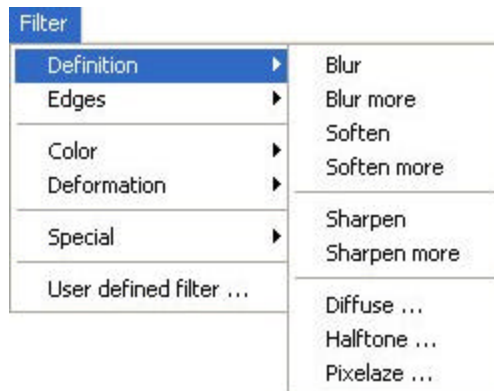
It shows the image histogram.



Filter Menu



Filter – Definition Menu



Filter - Definition – Blur



Before Applying Filter



After Applying "Blur" Filter

Filter – Definition - Blur more



Before Applying Filter



After Applying "Blur more" Filter

Filter - Definition - Soften



Before Applying Filter



After Applying "Soften" Filter

Filter - Definition – Soften more



Before Applying Filter



After Applying "Soften more" Filter

Filter – Definition – Sharpen / Sharpen more

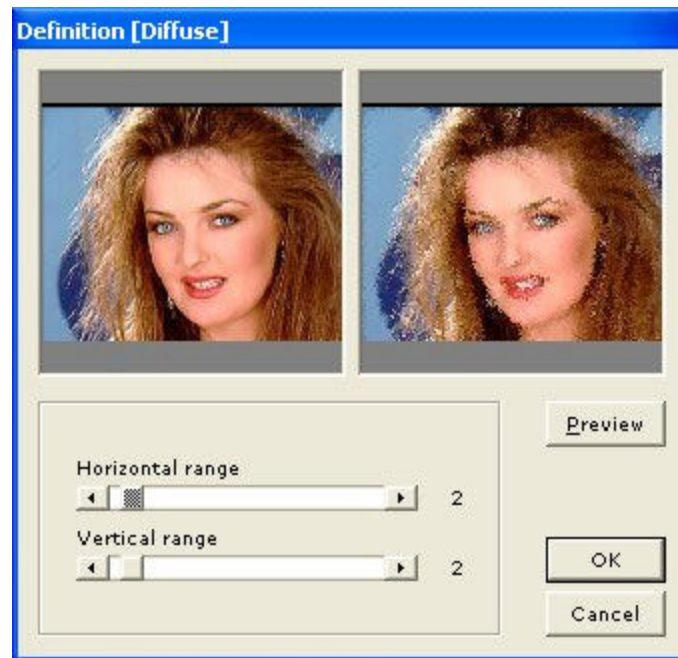


Before Applying Filter

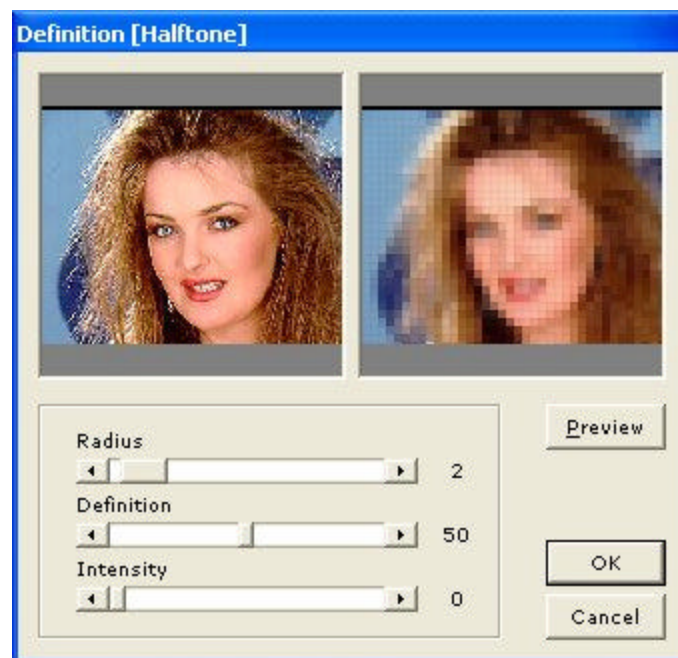


After Applying "Sharpen more" Filter

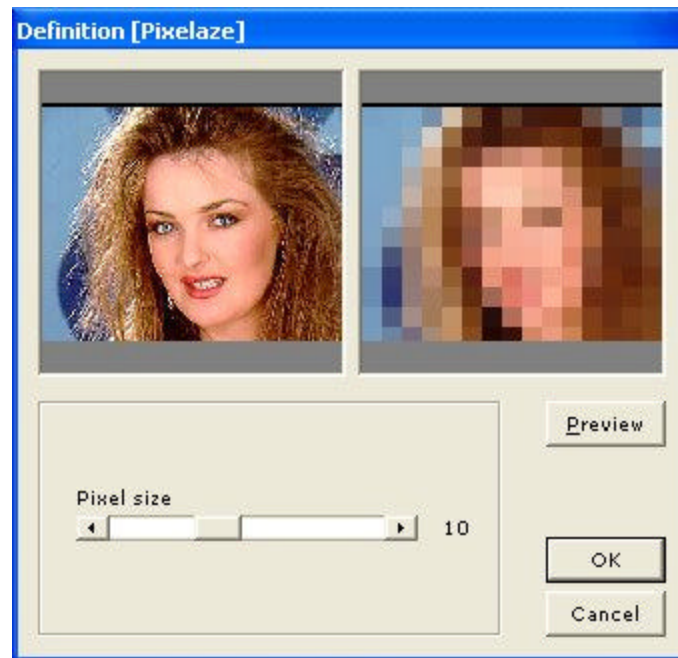
Filter – Definition – Diffuse



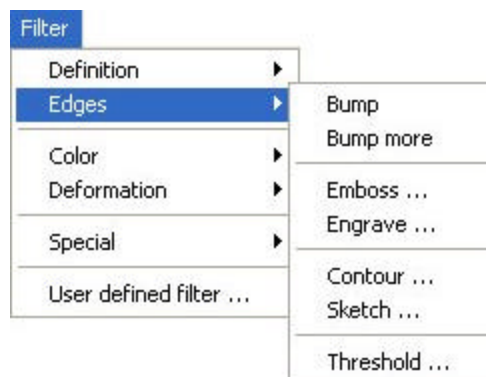
Filter – Definition – Halftone



Filter – Definition – Pixelaze



Filter – Edges Menu



Filter – Edges – Bump / Bump more

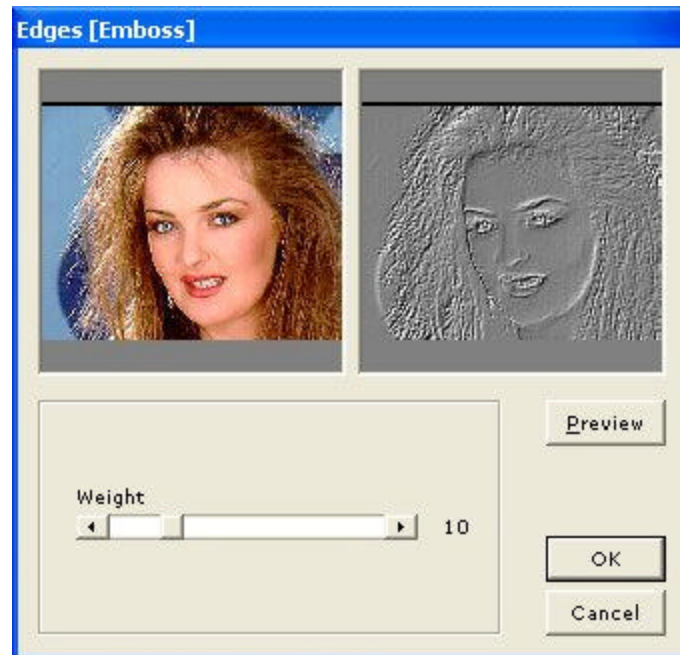


Before Applying Filter

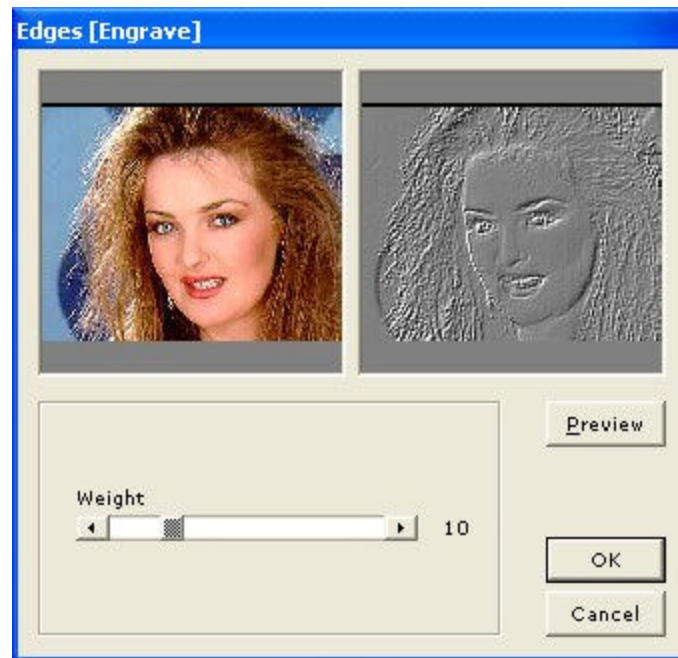


After Applying "Bump more" Filter

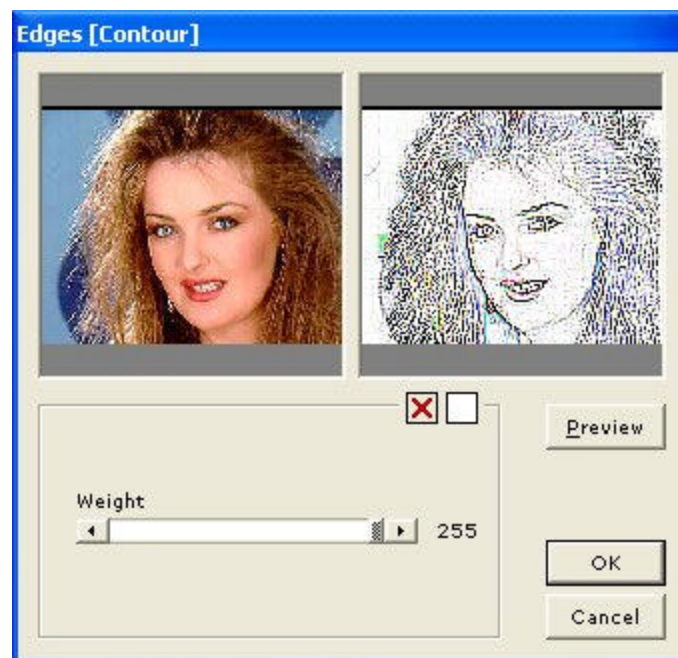
Filter – Edges – Emboss



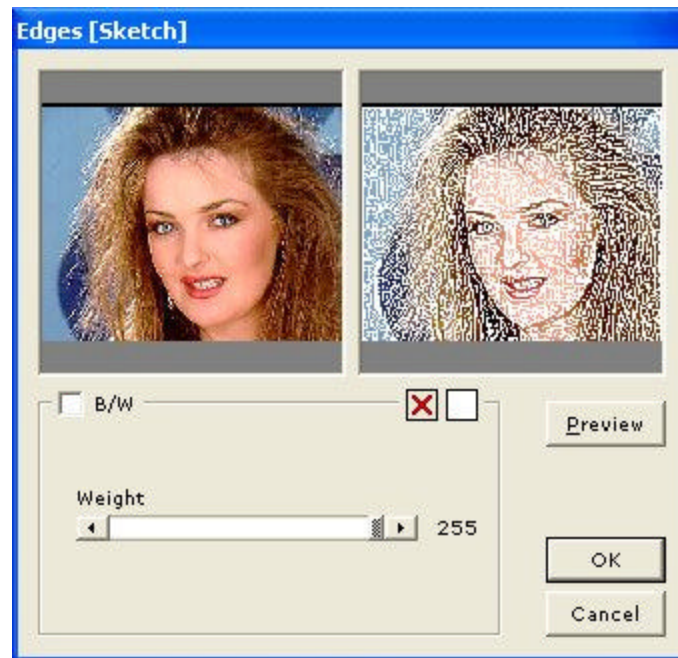
Filter – Edges – Engrave



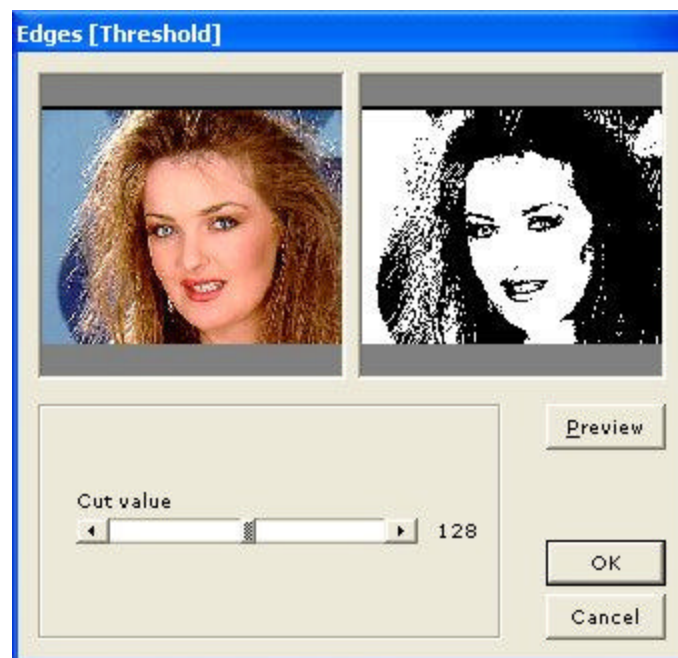
Filter – Edges – Contour



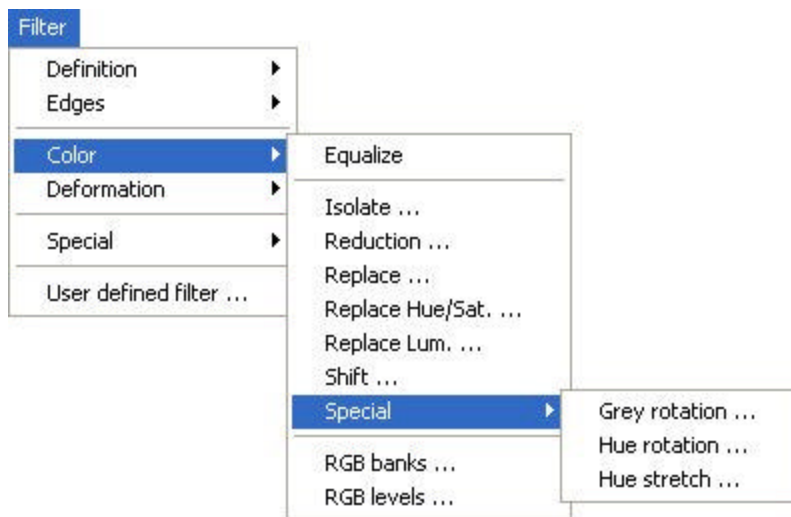
Filter – Edges – Sketch



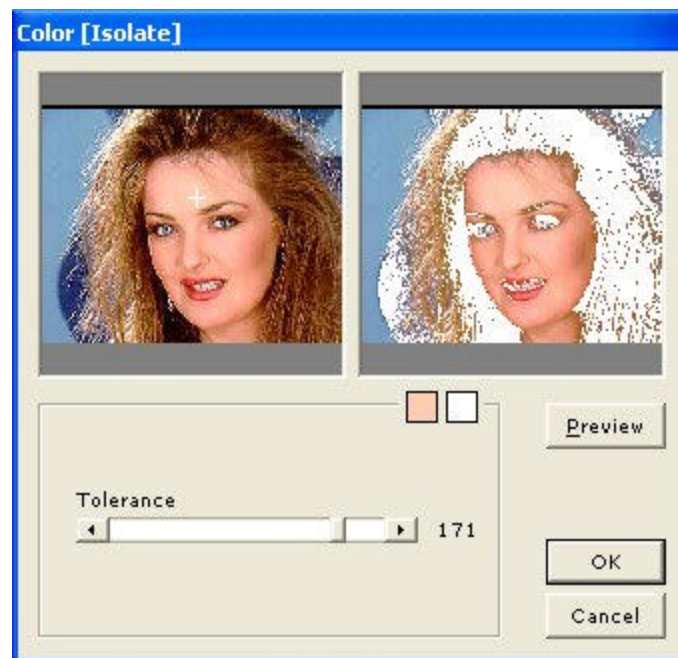
Filter – Edges – Threshold



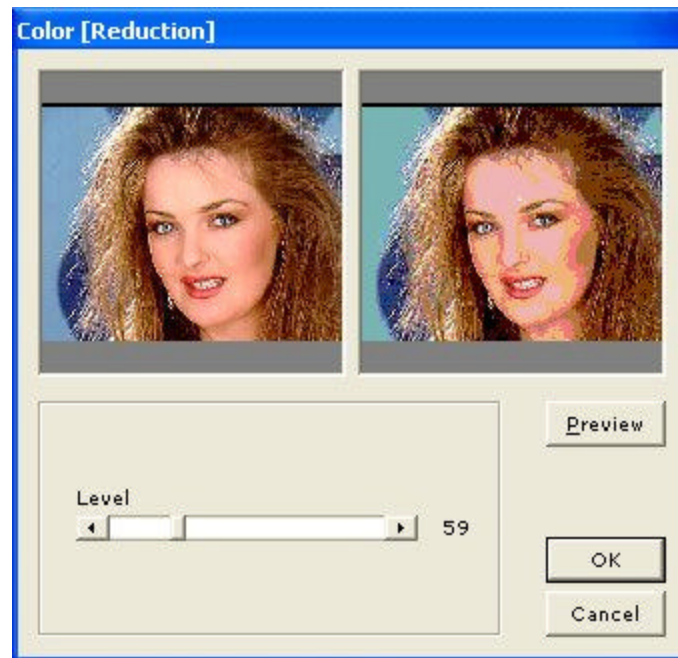
Filter – Color Menu



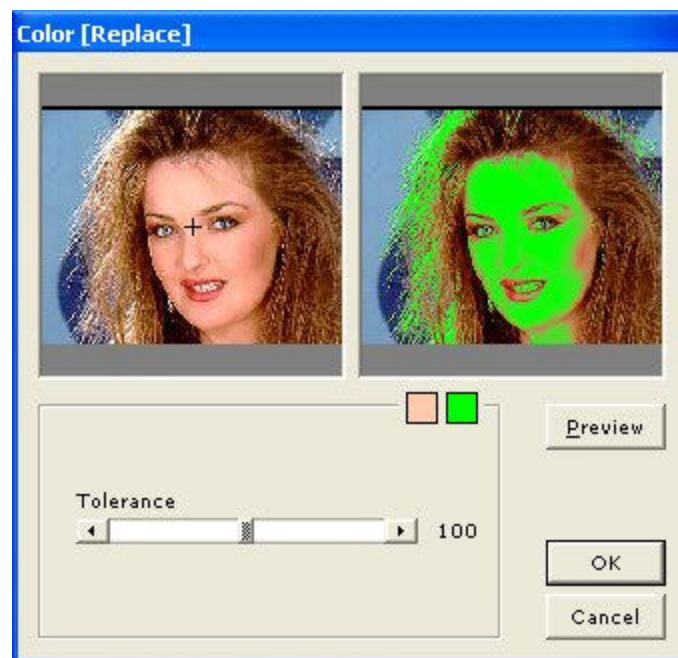
Filter – Color – Isolate



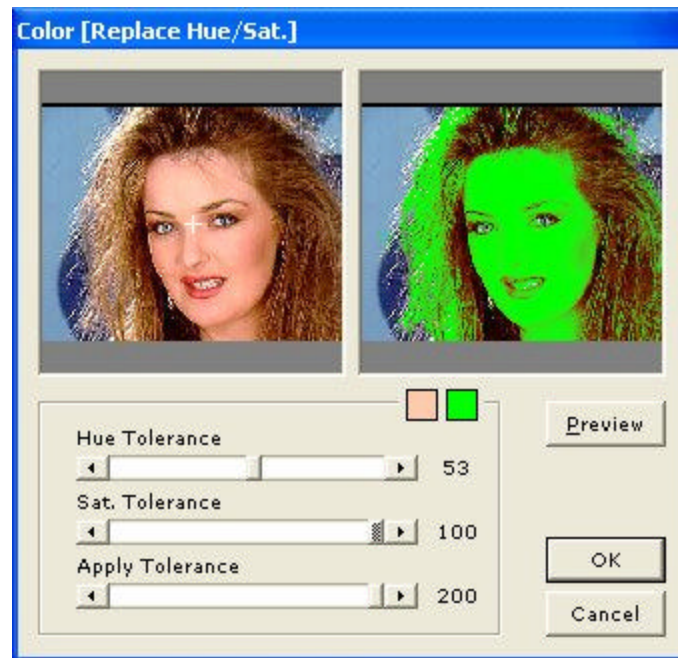
Filter – Color – Reduction



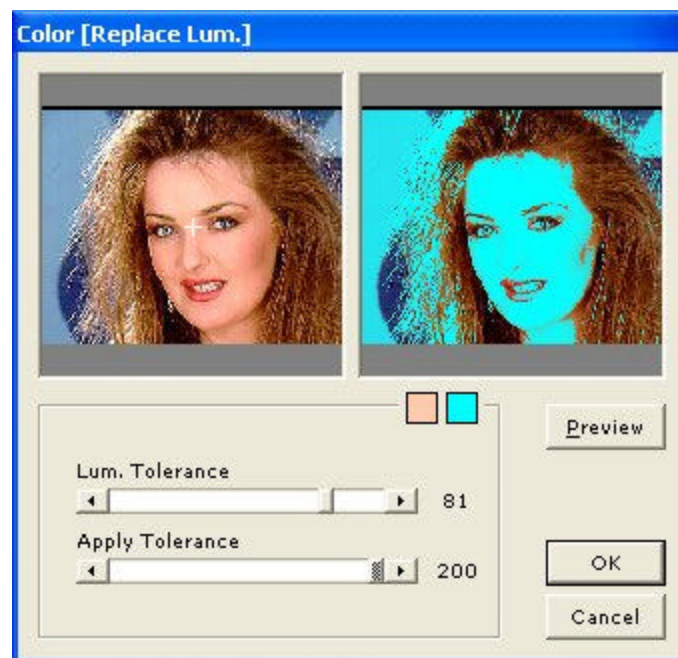
Filter – Color – Replace



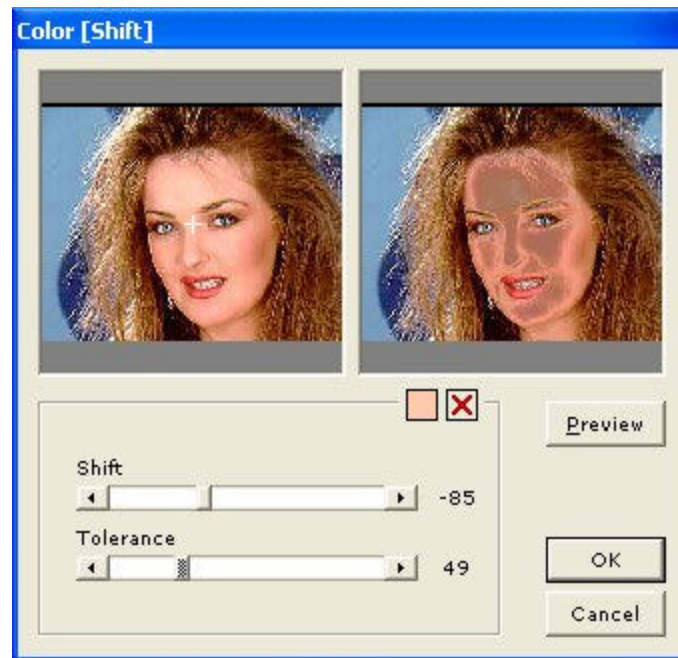
Filter – Color – Replace (Hue/Sat.)



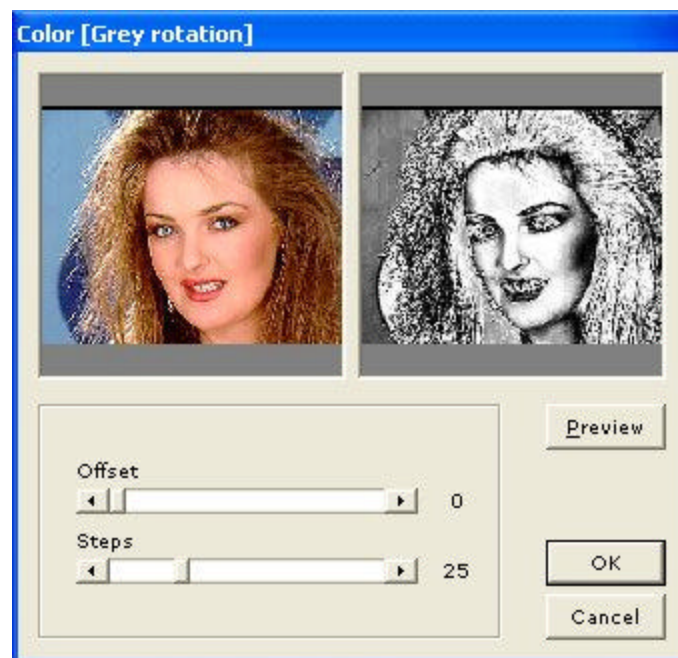
Filter – Color - Replace Lum.



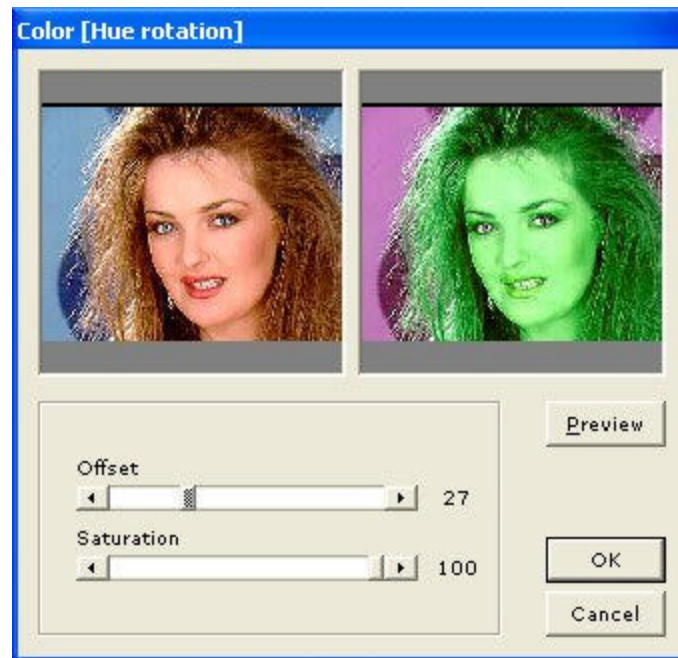
Filter – Color – Shift



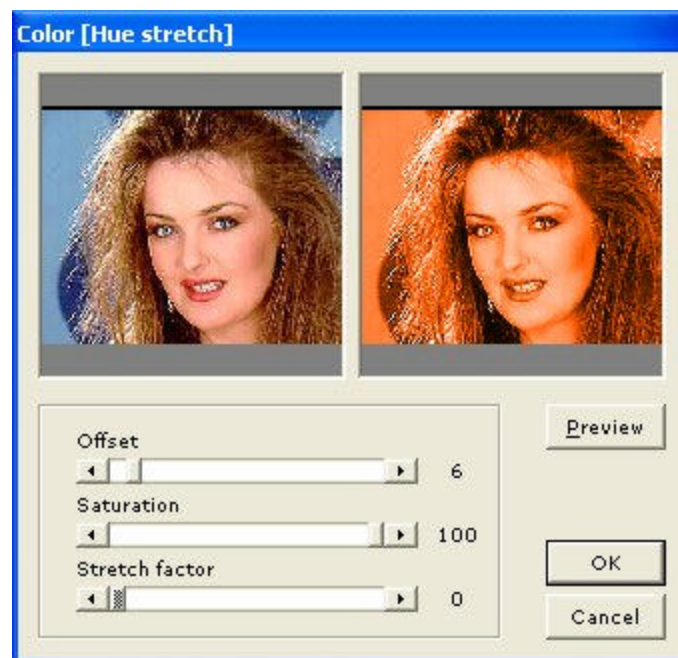
Filter – Color – Grey rotation



Filter – Color – Hue Rotation



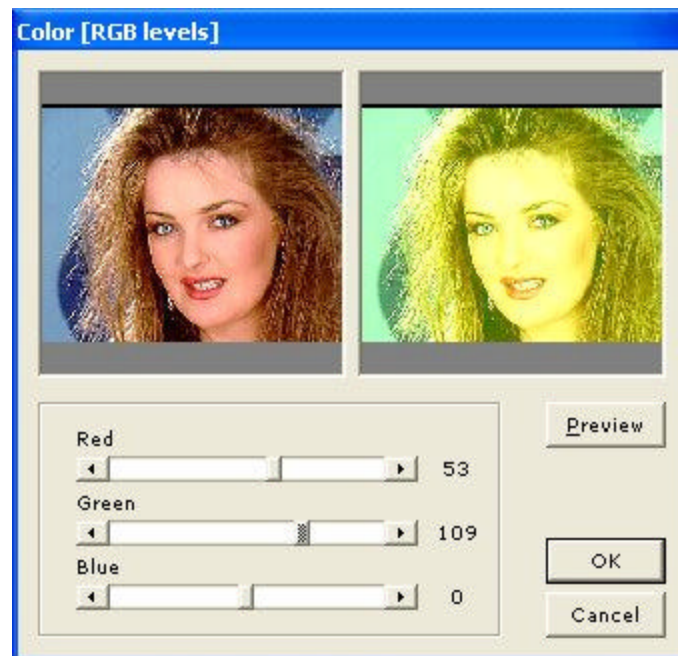
Filter – Color – Hue stretch



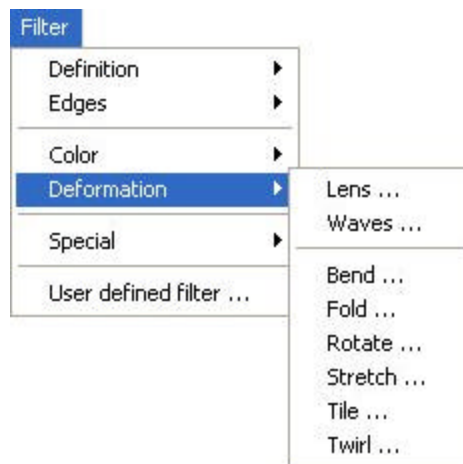
Filter – Color – RGB banks



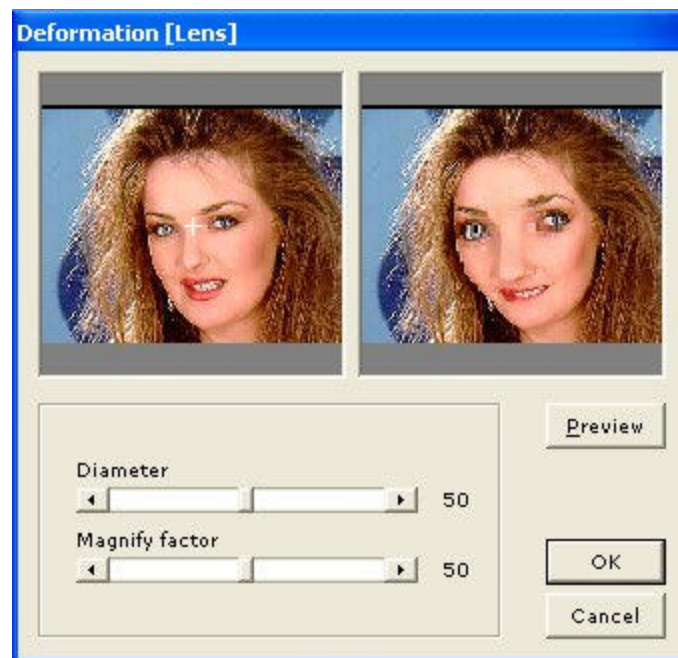
Filter – Color – RGB levels



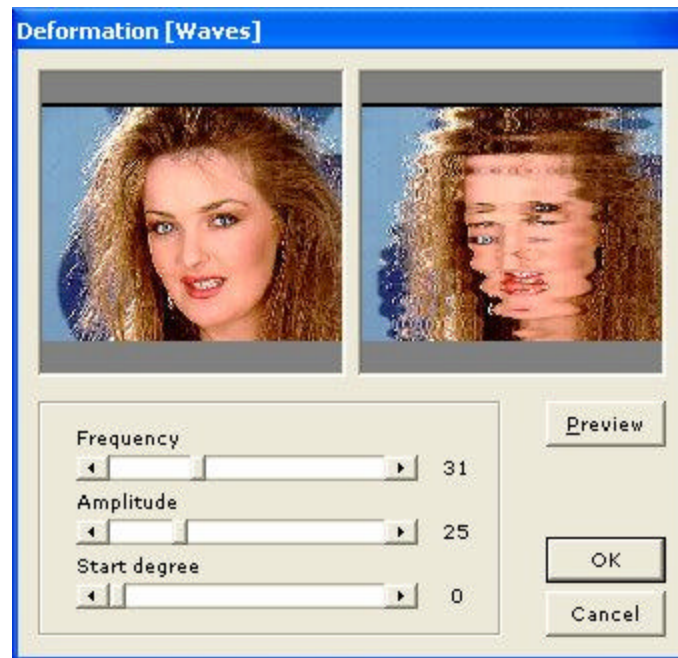
Filter – Deformation Menu



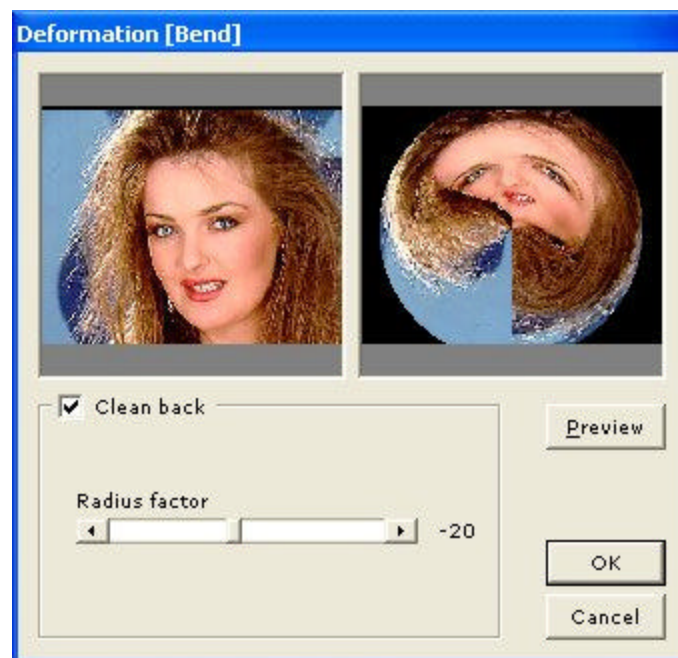
Filter – Deformation – Lens



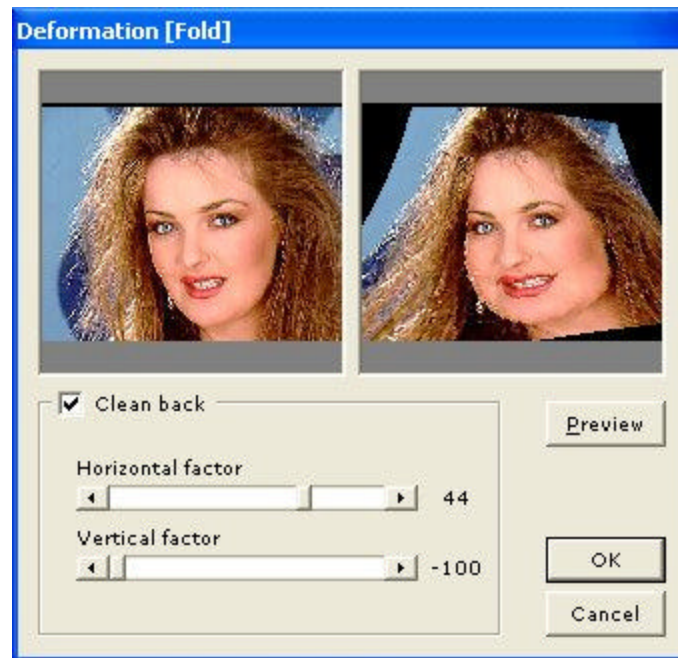
Filter – Deformation – Waves



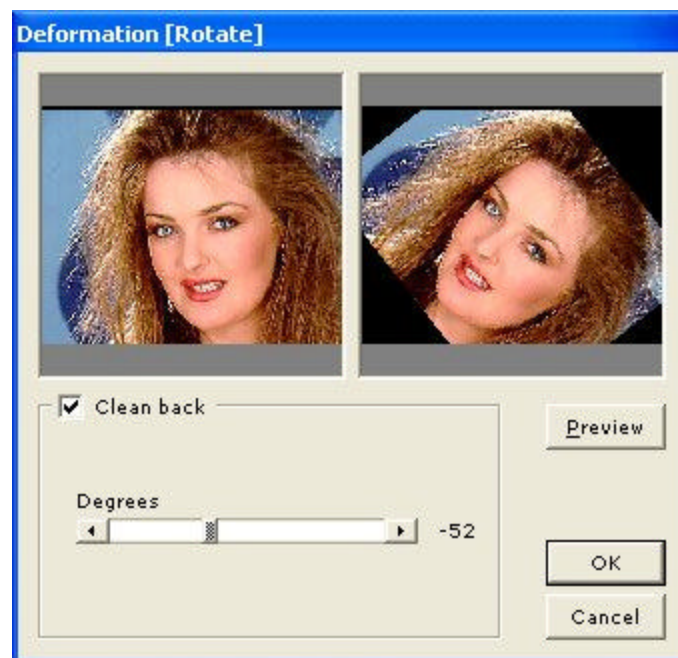
Filter – Deformation – Bend



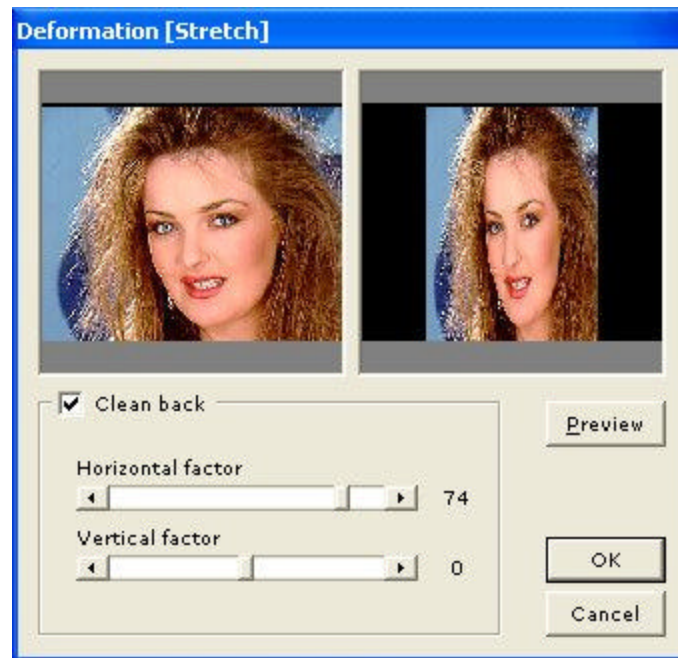
Filter – Deformation – Fold



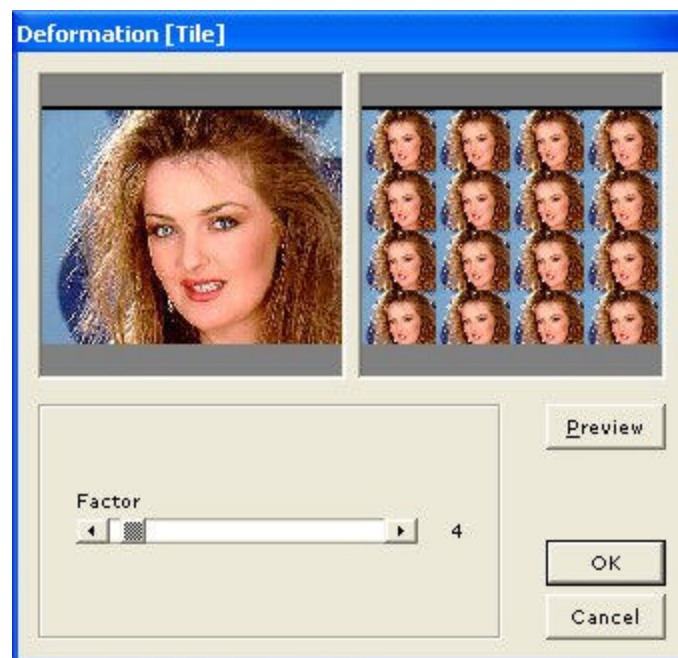
Filter – Deformation – Rotate



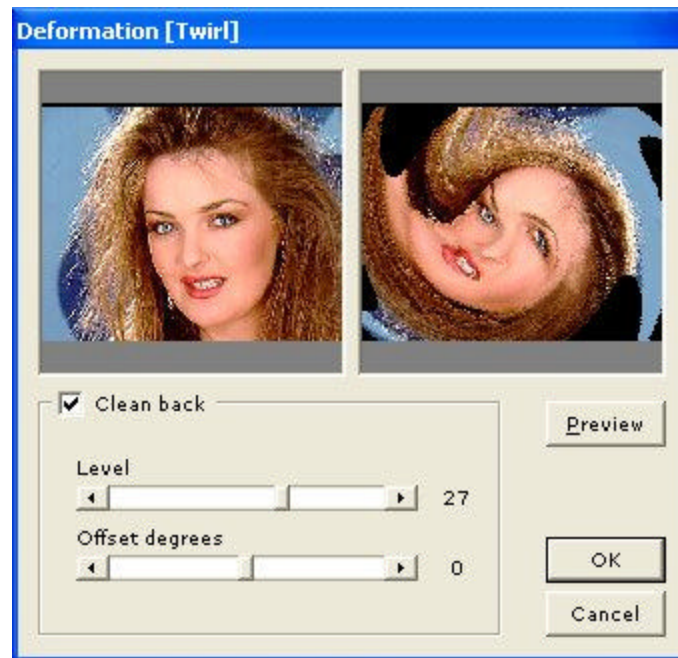
Filter – Deformation – Stretch



Filter – Deformation – Tile



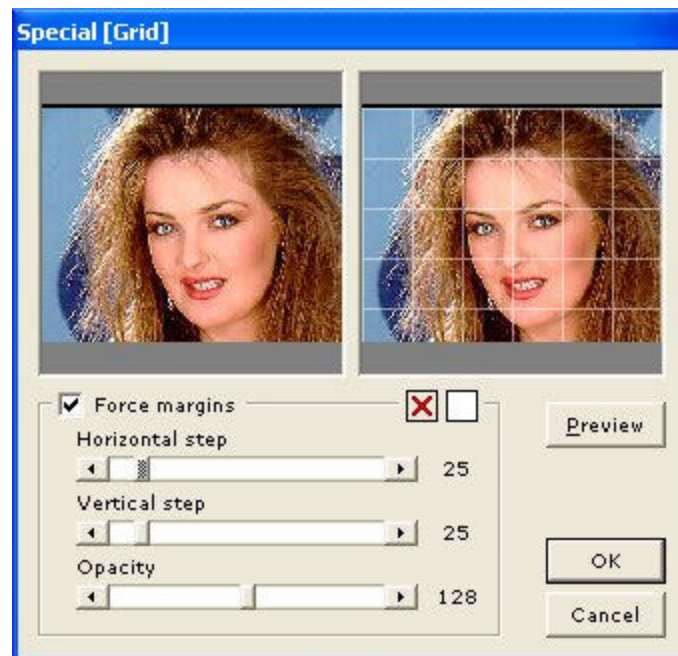
Filter – Deformation – Twirl



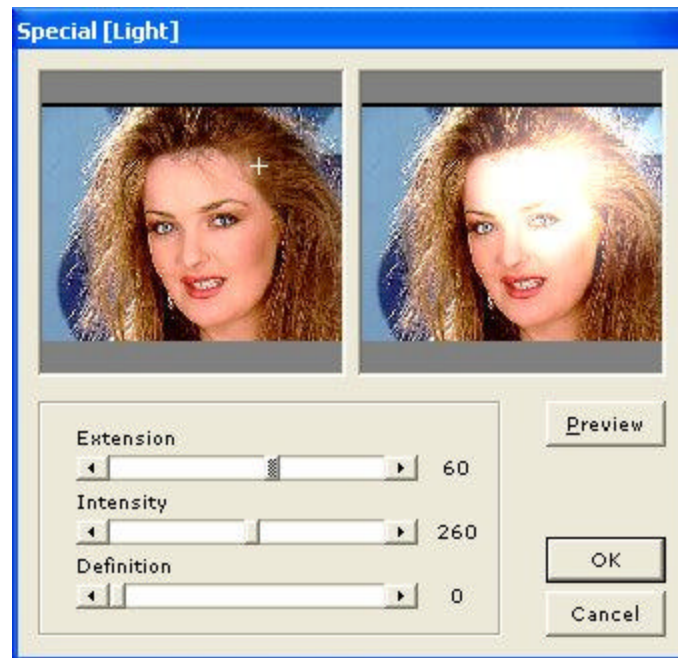
Filter – Special Menu



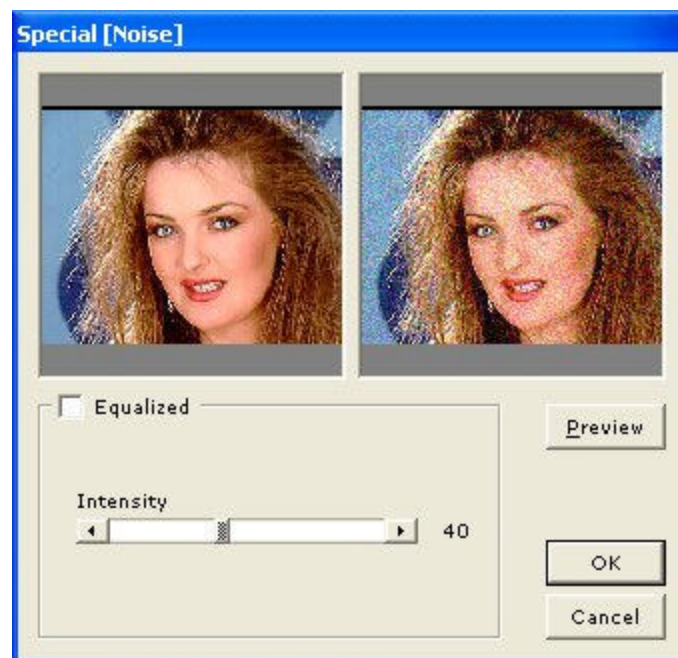
Filter – Special – Add grid



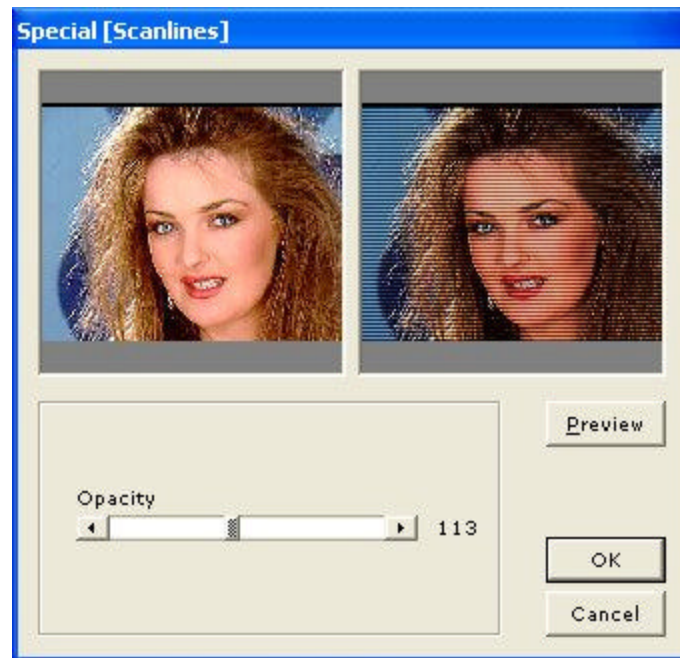
Filter – Special – Add light



Filter – Special – Add noise



Filter – Special – Add scanlines



Filter – Special – Dissolve



Before Applying Filter



After Applying Filter

Filter – Special – Minimum Rank – 4N Pixel



Before Applying Filter



After Applying Filter

Filter – Special – Minimum Rank – 4D Pixel



Before Applying Filter



After Applying Filter

Filter – Special – Maximum Rank – 4N Pixel



Before Applying Filter



After Applying Filter

Filter – Special – Maximum Rank – 4D Pixel

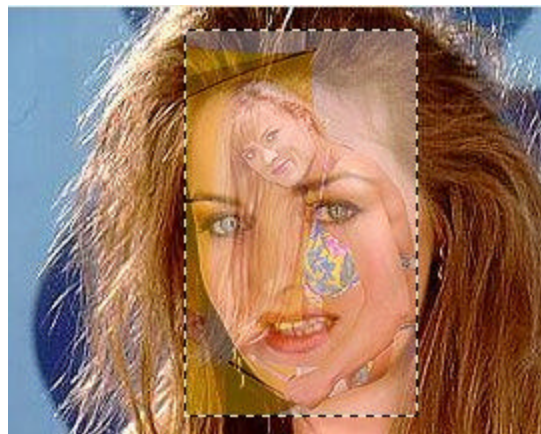
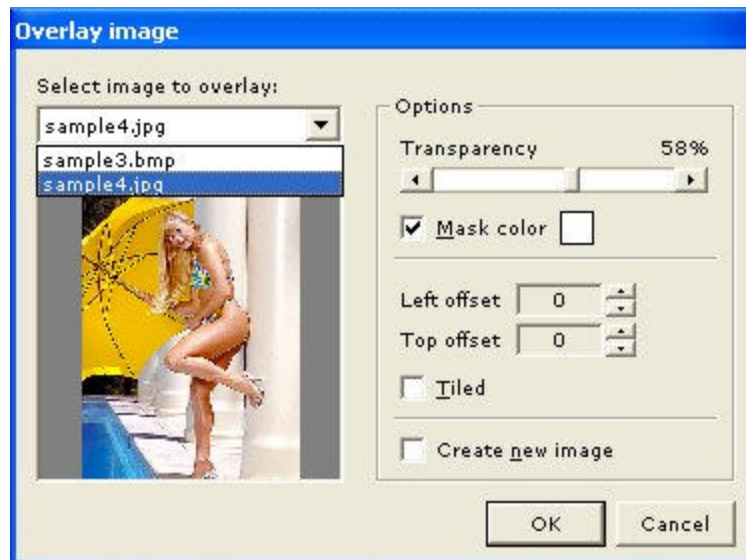


Before Applying Filter

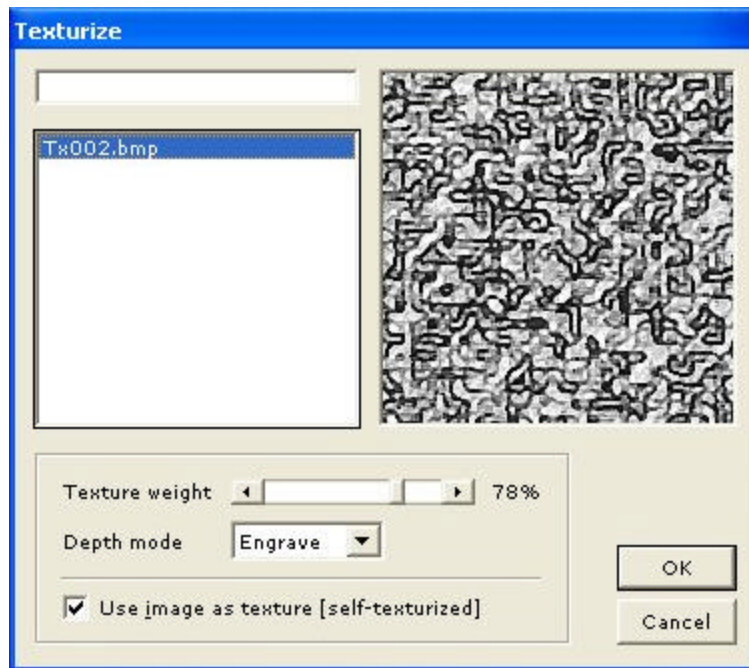


After Applying Filter

Filter – Special – Overlay Image



Filter – Special – Texturize



Before Applying Filter



After Applying Filter

Filter – User defined

By using this feature, users can define their own filters.



User filter

Filter

Based on: <None>

| | | | | |
|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 |

Weight: 1

☒ Auto

Add factors:

Red: 0

Green: 0

Blue: 0

☒ Keep margins

OK Cancel



User filter

Filter

Based on: <None>

- <None>
- Blur
- Blur more
- Soften
- Soften more
- Sharpen
- Sharpen more
- Bump [NW]

| | | | | |
|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 |

Red: 0

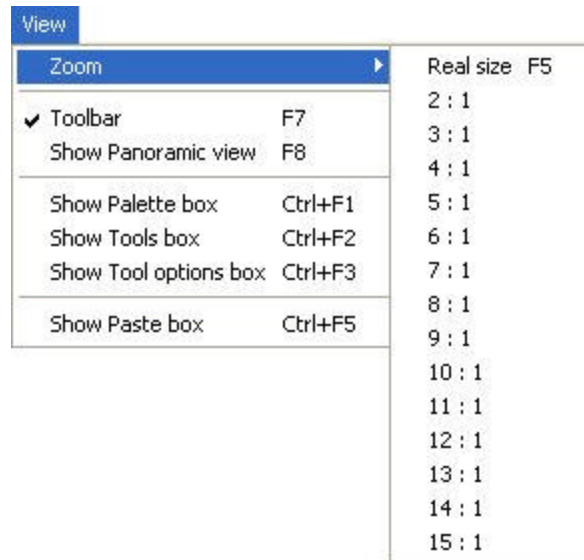
Green: 0

Blue: 0

☒ Keep margins

OK Cancel

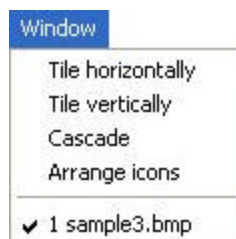
View Menu



The View Menu has zoom feature, which can be used as a magnifying glass on an image. The software provides some predefined zoom ratios from 1:1 to 1:15.

All other commands in View menu are used to turn on or off the menu bar or tool boxes.

Window Menu



Help

