

# GizmoMask Help Version 2.0.0

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Figure 1: **GizmoMask** Version 2.00

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# 1 What is the use of **GizmoMask** ?

This program is an utility for creating images and their masks in jpg format and images containing their mask in png format. This utility allows you then to build images with a transparent area, such as you need for your icons.

Using images in the formats:

- **jpg, bmp, gif, png, pct, tiff.**

Compared to version 1.1.5, the program has been completely rewritten and has a completely re-designed interface.

**GizmoMask** can generate square images and masks in different sizes:

- 14 Pictures in format **.jpg** (16x16, 29x29, 32x32, 48x48, 50x50, 57x57, 58x58, 64x64, 72x72, 96x96, 114x114, 128x128, 256x256 et 512x512 pixels).
- 14 Pictures as masks in format **.jpg** (16x16, 29x29, 32x32, 48x48, 50x50, 57x57, 58x58, 64x64, 72x72, 96x96, 114x114, 128x128, 256x256 et 512x512 pixels).
- 14 Pictures in format **.png** containing their mask (16x16, 29x29, 32x32, 48x48, 50x50, 57x57, 58x58, 64x64, 72x72, 96x96, 114x114, 128x128, 256x256 et 512x512 pixels).
- These images and these masks can be used by other programs to create your icons for Mac or Windows.

## 1.1 What is new in version 2.00 ?

- Add floodfill.
- Add color substitution.
- Add Quickhelp.
- Adaptation to Lion (bug correction of the color picker).
- Adding the opening of recent files.
- Adding the vignetting.
- Adding the mirror effect.
- Adding the color substitution in the image.

**Floodfill** You choose a start color and all neabooring colors (in the tolerance interval[??]) are becoming transparent or replaced by the substitution color.

**Quickhelp** By clicking on the button Quickhelp, an animation inform you about each tool function.

# 2 How to use **GizmoMask** ?

## 2.1 Preferences choice

When you open **GizmoMask** , you discover a window as shown in figure [3]. Note that by using the menu **GizmoMask**→**Preferences** you have access to the Preferences dialog (see figure [2])where you may choose the language of the interface:

- Automatic: select the language of the system if it's french, english or german.
- English.
- French.
- German.

The Preferences allows you also to choose the option *check for updates at start*.



Figure 2: The Preference dialog

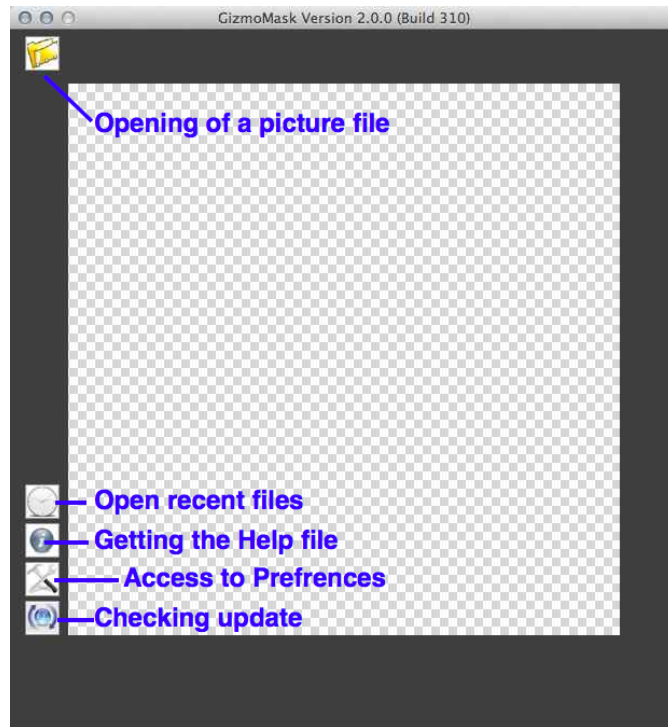


Figure 3: The main window at start.

## 2.2 Opening and cropping of a picture.

The first thing to do is to open a picture clicking on the button Opening a picture file (see figure [3]). The image you loads is not necessarily a square. So you have to crop this image(see figure [4]). To do that, you can drag the corner of the cropping square (see figure [4]) to select the relevant part of the picture. You can also drag the cropping square with the mouse. When the cropping is OK, *click on the **Cropping button***.

Then you have access to the workspace (see figure [5]) where you have the necessary tools to perform the masking of your picture:

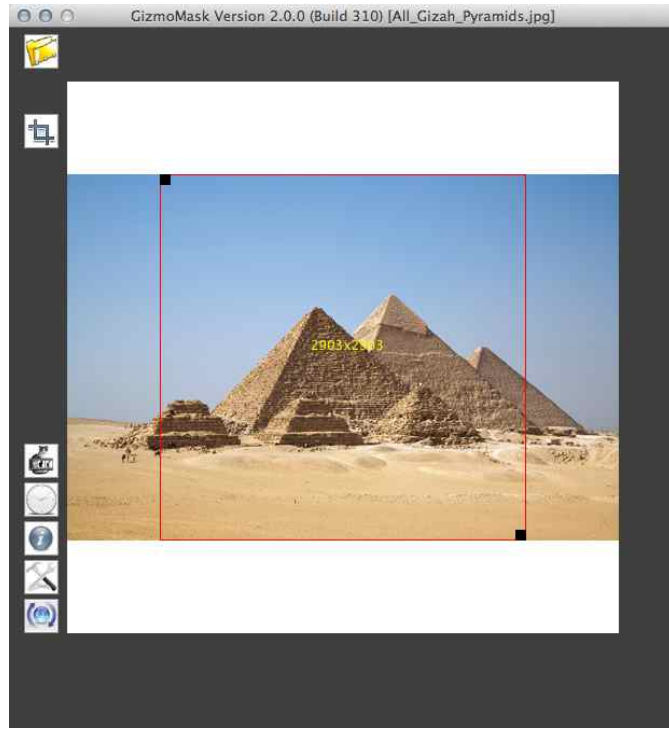


Figure 4: The main window when a picture is loaded. Note at center (in yellow) the actual size of the picture that will fit in a 512x512 pixels square.

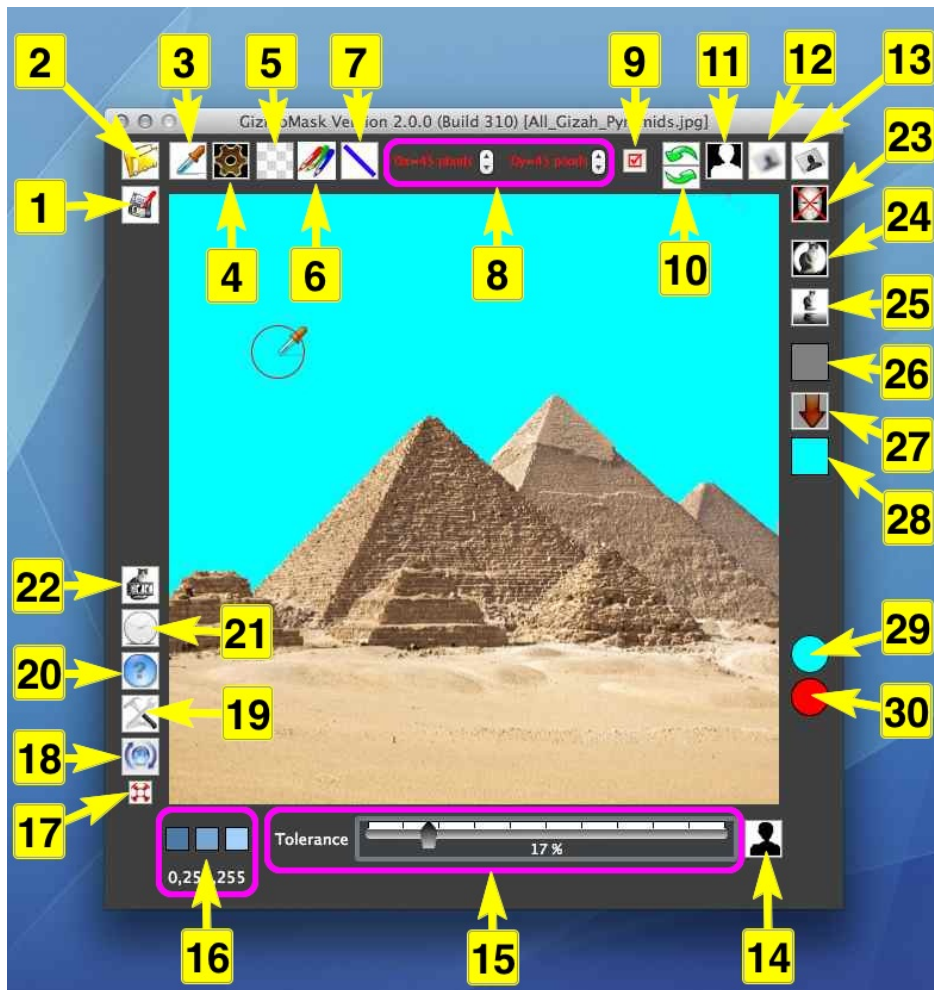


Figure 5: The workspace.

## 2.3 Tools list.

Creating or modifying the mask or the picture can be done with the the following tools:

- **Button (1)**. Save your work.
- **Button (2)**. Open a picture.
- **Button (3)**. Color picker. You enable/disable the color picker by clicking on this button. If you move the color picker across the picture, it is accompanied by a circle or a rectangle corresponding to the shape and size of the masking tool (see boutons 7 et 8). **The cool picker is working in different modes depending on button 6.**

- **Erase picture Mode** (icon [Eraser](#))

When clicking in the picture with the color picker, you define the color to be masked. With the help of the tolerance slider (15) you define the color interval which will be masked. If you click on **button (14)**, *all selected color of the whole picture* will be masked. *If you do a right click or Ctrl+Click with the mouse*, only the region defined by the masking tool around de color picker will be affected if you use the contextual menu.

By a right-click (Ctrl+Click) in the picture with the color picker, you have access to a contextual menu:



Figure 6: Contextual menu of the color picker in the **Erase picture Mode**. *The color bucket correspond to floodfill[1.1] action starting from the local color.*

- **Erase mask Mode** (icone [negative eraser](#)). By a right-click (Ctrl+Click) in the picture with the color picker, you have access to a contextual menu:

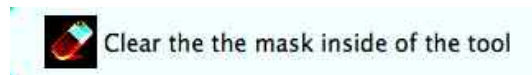


Figure 7: Contextual menu of the color picker in the **Erase mask Mode**.

- **Paint Mode** (icône [Colored pen](#)).By a right-click (Ctrl+Click) in the picture with the color picker, you have access to a contextual menu:

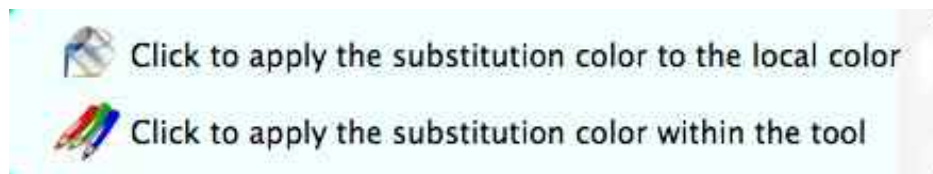


Figure 8: Contextual menu of the color picker in **Paint Mode**. *The color bucket correspond to floodfill[1.1] action starting from the local color if the color to change is not defined by **button 26***

- **Button (4)**. **Enable/Disable** the masking tools.
- **Button (5)**. Color of the transparent background. Clicking on this button allow you to choose the color representing the mask in your workspace. *If you abort the choice in the color dialog*, the mask will be represented by a pattern of gray and white squares (default color).

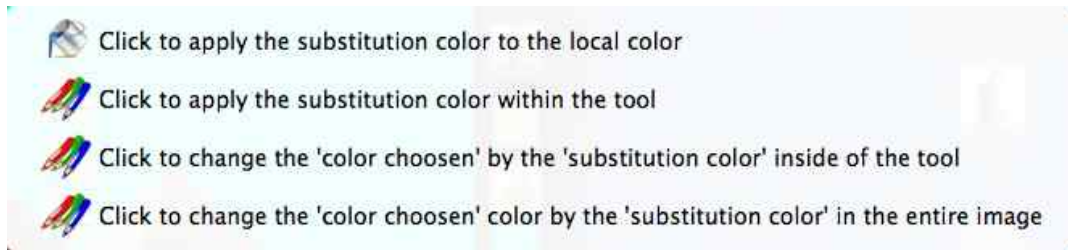


Figure 9: Contextual menu of the color picker in **Paint Mode**. *The color bucket correspond to floodfill[1.1] action starting from the local color if the color to change is defined by **button 26***

- **Button (6)**. The tools are working in modes:
- Erase picture Mode (icone [Eraser](#))
- Erase mask Mode (icone [negativ Eraser](#))
- Paint Mode (change the color) (icône [Color pen](#))
- **Button (6)**. The making tools erase the picture ([Eraser](#)) or the mask ([Negativ eraser](#)). In contrast to the color picker tool, the masking tools don't take into account a selected color: *it's a manual process* like with an eraser, useful to finish a mask or in case of a complex picture.
- **You choose among these modes by a contextuel menu. To access at thes menu do a right-click (Ctrl-Click) on button 6:**



Figure 10: Contextual menu of **button 6**.

- **Button (7)**. Choice of the shape of the masking tools. The masking tools can have the shape of a **segment, an oval or a rectangle** whose dimensions are set by the buttons (8). With the oval or the rectangle you mask (or unmask depending of button (6)) by clicking with the mouse and dragging the tool. With the segment, clicking once define the origin and the second click the extremity, a third click define the extremity of a second segment those origin is the previous extremity. You may stop the chaining of the segments by a double click on an extremity.
- **Area (8)**. Choice of the size of the masking tools. During the adjustments by the Up/Down buttons, the shape of the tool is drawn in the center of the workspace. *By pressing the Space key, the size changes by 10 pixels steps instead of one pixel step.*
- **Button (9)**. Changes indicator.
- **Button (10)**. Buttons **Undo** and **Redo**. The number of undo and redo is not limited.
- **Button (11)**. Reverse the mask.
- **Button (12)**. **Make the mask softer**. This softening is very useful when finishing the mask.
- **Button (13)**. **Make the mask harder**.
- **Button (14)**. Launch the masking process for all the picture according to the selected color and tolerance (see **Buttons (16)**).
- **Area (15)**. Tolerance on color masking: set the min and max color(see **Buttons (16)**).
- **Area (16)**. Colors range to be masked: left min color, center selected color, right max color.

- **Button (17)**. Quickhelp (voir [1.1]).
- **Button (18)**. Checking for updates.
- **Button (19)**. Access to the Preferences.
- **Button (20)**. Access to the help (this document).
- **Button (21)**. Open a recent file.
- **Button (22)**. About.
- **Button (23)**. Clear the transparency mask.
- **Button (24)**. Vignetting the image.
- **Button (25)**. Mirror effect on the image.
- **Button (26)**. Color to change.
- **Button (27)**. Change on all the picture the color to change to the substitution color.
- **Button (28)**. Color of substitution.
- **Indicator (28)**. Color below the cursor.
- **Indicator (28)**. Authorization indicator. If the circle is red, the operation is not possible or of no use.

### 3 Examples of use.

#### 3.1 Making a color transparent automatically.

##### 3.1.1 First method (global)

- With a right-click (Ctrl+Click) on **button 6** choose the [Erase picture Mode](#).
- Possibly set the size of the tool in **area 8**.
- Click on **button 3** to activate the color picker tool.
- **With the color picker click in the picture on the color** you have selected to be transparent. **Set tolerance** in **area 15**. Click on **button 14**.
- **Result**: the chosen color become transparent *within the limits of tolerance* in all the picture.
- If the result does not suit you, return to the previous situation with the **buttons 10**.

##### 3.1.2 Second method (local diffusion (floodFill) [1.1])

- With a right-click (Ctrl+Click) on **button 6** choose the [Erase picture Mode](#).
- Possibly set the size of the tool in **area 8**.
- **Set tolerance** in **area 15**.
- Click on **button 3** to activate the color picker tool.
- **With the color picker click in the picture on the color** you have selected to be transparent.
- **In the contextual menu (right-click or Ctrl+Click)** choose [Click to erase image with the local color](#).
- **Result**: the **adjacent** colors to the chosen color become transparent *within the limits of tolerance*.
- If the result does not suit you, return to the previous situation with the **buttons 10**.

#### 3.2 Manually change the transparency.

If the area to make transparent consists of a large variation in color, automatic methods are sometimes inadequate.



### 3.2.1 Making transparent

- With a right-click (Ctrl+Click) on **button 6** choose the **Erase picture Mode**.
- Possibly set the size of the tool in **area 8**.
- Click on **button 7** to choose the shape of the tool (segment, circle or rectangular).
- Activate the tool by a click on **button 4**.
- If the chosen shape is circle or rectangular, you erase the picture by drag and drop.
- If the chosen shape is segment, a first click set the start of the segment and a second it's extremity. A third click set the extremity of the next segment and so on. To stop erasing by segments, click on **button 4** or click again on the last segment extremity.
- **Result:** the area designed by the tool is made transparent.
- If the result does not suit you, return to the previous situation with the **buttons 10**.

### 3.2.2 Cancel transparency

- With a right-click (Ctrl+Click) on **button 6** choose the **Erase mask Mode**.
- Possibly set the size of the tool in **area 8**.
- Click on **button 7** to choose the shape of the tool (segment, circle or rectangular).
- Activate the tool by a click on **button 4**.
- Activez l'outil par un clic sur le **bouton 4**.
- If the chosen shape is circle or rectangular, you erase the picture by drag and drop.
- If the chosen shape is segment, a first click set the start of the segment and a second it's extremity. A third click set the extremity of the next segment and so on. To stop erasing by segments, click on **button 4** or click again on the last segment extremity.
- **Result:** the area designed by the tool is made opaque.
- If the result does not suit you, return to the previous situation with the **buttons 10**.

## 3.3 Change color automatically.

You must first choose the substitution color by clicking on **bouton 28**.

### 3.3.1 Throughout the image

- Choose the color to change by clicking on **button 26**.
- **Set tolerance** in **area 15**.
- Launch the operation by clicking on **button 27**. An other to proceed is to use the color picker tool in the **Paint Mode** and to choose in the contextual menu **Click to change the 'color chosen' by the 'substitution cool' in the entire image**.
- Result: the chosen color becomes the substitution color (*within the limits of tolerance*) throughout the image.
- If the result does not suit you, return to the previous situation with the **buttons 10**.

### 3.3.2 Locally

- **Set tolerance** in **area 15**.
- With the contextual menu from **button 6**, select the **Paint Mode**.
- Choose the color to change by clicking with the color picker in the picture.
- With the contextual menu of the color picker choose **Click to apply the substitution color to the local color**.
- Result: the chosen color becomes the substitution color (*within the limits of tolerance*) in the domain adjacent to the local color.
- If the result does not suit you, return to the previous situation with the **buttons 10**.

### 3.4 Manually change a color.

To do this it suffices to proceed as to change the transparency [3.2] manually, but you have to be in **Paint Mode** selected with the contextual menu of **button 6**.

## 4 Saving your work with **GizmoMask**

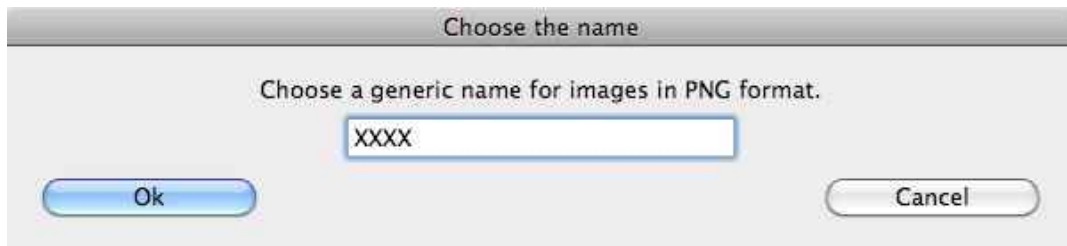


Figure 11: Choice of a generic name before save.

**GizmoMask** save your work in a folder you may select or create. This folder will contain all your pictures and mask under their generic name. If XXXX is your generic name, you will obtain in this folder:

- Icon512.jpg
- Icon512Mask.jpg
- Icon256.jpg
- Icon256Mask.jpg
- Icon128.jpg
- Icon128Mask.jpg
- Icon114.jpg
- Icon114Mask.jpg
- Icon96.jpg
- Icon96Mask.jpg
- Icon72.jpg
- Icon72Mask.jpg
- Icon64.jpg
- Icon64Mask.jpg
- Icon58.jpg
- Icon58Mask.jpg
- Icon57.jpg
- Icon57Mask.jpg
- Icon50.jpg
- Icon50Mask.jpg
- Icon48.jpg
- Icon48Mask.jpg
- Icon32.jpg
- Icon32Mask.jpg

- Icon29.jpg
- Icon29Mask.jpg
- Icon16.jpg
- Icon16Mask.jpg
- XXXX\_16x16.png
- XXXX-Small.png (29x29)
- XXXX\_32x32.png
- XXXX\_48x48.png
- XXXX-Small-50.png (50x50)
- XXXX.png (57x57)
- XXXX-Small@2x.png (58x58)
- XXXX\_64x64.png
- XXXX-72.png (72x72)
- XXXX\_96x96.png
- XXXX@2x.png (114x114)
- XXXX\_128x128.png
- XXXX\_256x256.png
- XXXX\_512x512.png