

NCH Software

DrawPad Graphic Design Software

This user guide has been created for use with
DrawPad Graphic Design Software Version 7.xx

Technical Support

If you have difficulties using DrawPad Graphic Design Software please read the applicable topic before requesting support. If your problem is not covered in this user guide please view the up-to-date DrawPad Graphic Design Software Online Technical Support at

www.nchsoftware.com/drawpad/support.html.

If that does not solve your problem, you can contact us using the technical support contacts listed on that page.

Software Suggestions

If you have any suggestions for improvements to DrawPad Graphic Design Software, or suggestions for other related software that you might need, please post it on our Suggestions page at www.nch.com.au/suggestions/index.html.

Many of our software projects have been undertaken after suggestions from users like you. You get a free upgrade if we follow your suggestion.

DrawPad Graphic Design Software

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About DrawPad

Introduction

DrawPad is an easy to use program for drawing and designing images. With DrawPad you can easily create vector graphics from your artwork and save in multiple formats.

DrawPad is designed to be quick and easy, while providing powerful features such as non-destructive and layer based editing.

Supported File Formats

Open and load variety of image and graphic file formats such as .jpg, .gif, .tiff, .png, .bmp, .ico, .pdf, and .svg.

Save and export your projects to different formats such as .psd, .pdf, .eps, .svg, .jpg, .png, .bmp and .ico.

You can always continue working on your projects by saving it as DrawPad project file (.drp).

System Requirements

Windows XP / Vista / 7 / 8 / 10

NCH Software Suite

This is a useful way to browse all the software available from NCH Software

You can see a set of products by type like Audio, Video and so on and view the product. From there you can try out the product and it will download and install it for you to trial. If you already have the product installed then you can click "Run It Now" and the program will be launched for you.

There is also a list of features for products in the category. Click on a feature, such as "Edit a Video File", to install a product with that ability.

Search

Search our website for products matching any keywords you type.

See more of our software

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See the latest discounts we are offering for purchasing our products.

Flickr Authorization

DrawPad can make it easy and convenient to upload your photos or videos to Flickr. However, it needs your permission before you use it.

If you click the **Authorize...** button, the Flickr website will open in your web browser. If the Flickr website shows a login page, please log in. The website will then ask if you want to link DrawPad to your Flickr account. Please click **OK, I'll authorize it**. The website will then show a nine digit verification code. Please type or copy and paste the code from the website into DrawPad and click **Continue**.

Flickr Authorization

If DrawPad has the authorization of a Flickr's user, the **Authorize...** button will be disabled and the **Remove Authorization** button will be enabled so that you can delete the authorization. Otherwise, you click the **Authorize...** button to authorize DrawPad for uploading photos or videos to Flickr.

Google Authorization Process on Windows XP and Vista

Extra steps are required to give DrawPad authorization to upload to Google Drive and/or YouTube when running on Windows XP or Windows Vista:

1. Click **Authorize...** in the **Authorization** dialog.
2. In the web page that opens, sign in to your Google account, if required.
3. Confirm that you authorize DrawPad to access the requested features.
4. Copy the **Authorization Code** provided by Google and paste it in the **Authorization confirm** dialog in DrawPad.
5. Click **Ready** to confirm that authorization is complete.

Software License Terms

Our goal is for every user to have a successful experience with our software. We offer it to you on the basis that you accept our End User License Agreement (EULA).

This EULA limits our liability and is governed by an arbitration agreement and venue agreement. Please read below as these terms affect your rights.

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8. Choice of Law. If you reside in the United States, your relationship is with NCH Software, Inc, a United States company, and this agreement is governed by the laws and courts of Colorado. If you reside anywhere in the world outside of the United States, your relationship is with NCH Software Pty Ltd, an Australian company, and this agreement is governed by the laws and courts of the Australian Capital Territory. Such courts have continuing and exclusive jurisdiction over any dispute between you and us, regardless of the nature of the dispute.
9. U.S. Customers Only: Arbitration Agreement and Class Action Waiver: PLEASE READ THIS CAREFULLY. IT MAY AFFECT YOUR RIGHTS.

If you reside in the United States, NCH Software and you agree to arbitrate all disputes and claims between us. This agreement to arbitrate is intended to be broadly interpreted. References to "NCH" "you," and "us" include our respective subsidiaries, affiliates, agents, employees, predecessors in interest, successors, and assigns. This arbitration agreement does not preclude you from bringing issues to the attention of U.S. federal, state, or local agencies. Such agencies can, if the law allows, seek relief against us on your behalf. This Agreement evidences a transaction in interstate commerce, and thus the Federal Arbitration Act governs the interpretation and enforcement of this provision. This arbitration provision shall survive termination of this Agreement.

A party who intends to seek arbitration must first send to the other, by certified mail, a written Notice of Dispute ("Notice"). The Notice to NCH should be addressed to:

Legal Department
NCH Software, Inc.
6120 Greenwood Plaza Blvd, Ste 120
Greenwood Village CO, 80111
USA

("Notice Address"). The Notice must (a) describe the nature and basis of the claim or dispute; and (b) set forth the specific relief sought ("Demand"). If NCH and you do not reach an agreement to resolve the claim within 30 days after the Notice is received, you or NCH may commence an arbitration proceeding. The amount of any settlement offer made by NCH or you shall not be disclosed to the arbitrator.

A. The arbitration will be governed by the Commercial Arbitration Rules and the Supplementary Procedures for Consumer Related Disputes (collectively, "AAA Rules") of the American Arbitration Association ("AAA"), as modified by this Agreement, and will be administered by the AAA. The AAA Rules are available online at adr.org, by calling the AAA at 1-800-778-7879, or by writing to the Notice Address. The arbitrator is bound by the terms of this Agreement. All issues are for the arbitrator to decide, including issues relating to the scope and enforceability of the arbitration provision. Unless NCH and you agree otherwise, any arbitration hearings will take place in Greenwood Village Colorado. If your claim is for \$10,000 or less, we agree that you may choose whether the arbitration will be conducted solely on the basis of documents submitted to the arbitrator, through a telephonic hearing, or by an in-person hearing as established by the AAA Rules. If your claim exceeds \$10,000, the right to a hearing will be determined by the AAA Rules. Regardless of the manner in which the arbitration is conducted, the arbitrator shall issue a reasoned written decision. NCH will pay all AAA filing, administration, and arbitrator fees for any arbitration initiated in accordance with the notice requirements above. If, however, the arbitrator finds that either the substance of your claim or the relief sought in the Demand is frivolous or brought for an improper purpose then the payment of all such fees will be governed by the AAA Rules. In such case, you agree to reimburse NCH for all monies previously disbursed by it that are otherwise your obligation to pay under the AAA Rules. In addition, if you initiate an arbitration in which you seek more than \$75,000 in damages, the payment of these fees will be governed by the AAA rules.

B. The arbitrator may award declaratory or injunctive relief only in favor of the individual party seeking relief and only to the extent necessary to provide relief warranted by that party's individual claim. **YOU AND NCH AGREE THAT EACH MAY BRING CLAIMS AGAINST THE OTHER ONLY IN YOUR OR ITS INDIVIDUAL CAPACITY, AND NOT AS A PLAINTIFF OR CLASS MEMBER IN ANY PURPORTED CLASS OR REPRESENTATIVE PROCEEDING.** Further, unless both you and NCH agree otherwise, the arbitrator may not consolidate more than one person's claims, and may not otherwise preside over any form of a representative or class proceeding. If this specific provision is found to be unenforceable, then the entirety of this arbitration provision shall be null and void.

C. Notwithstanding any provision in this Agreement to the contrary, we agree that if NCH makes any future change to this arbitration provision (other than a change to the Notice Address) you may reject any such change by sending us written notice within 30 days of the change to the Arbitration Notice Address provided above. By rejecting any future change, you are agreeing that you will arbitrate any dispute between us in accordance with the language of this provision.

D. To opt out of this Arbitration Agreement and class action waiver send an Opt Out notice to the Notice Address stating "I am electing to opt out of the Arbitration Agreement and class action waiver contained in the Legal Terms applicable to my purchase of an NCH product." Your Opt Out Notice must include the date and proof of purchase. The Opt Out Notice must be postmarked no later than thirty (30) days after the date of purchase. A separate Opt Out Notice must be sent for each product purchased.

General - Information Panel

Information Panel In general, this panel gives the information of the current point where mouse is pointing to and basic properties of the object that is currently selected.

The following set of fields gets updated everytime the mouse moves in the canvas or if something was selected, resized, or moved.

Mouse Position (x, y)

Displays the current x and y coordinates of where the mouse points using top left of the canvas as point (0, 0).

Selected Object Details (x, y) width x height

Gives the selected object's current x and y coordinates in the canvas and its dimensions in pixels.

Mouse Position Color

Displays the color details of the pixel where mouse is currently pointing to.

Color details includes **Red**, **Green** and **Blue** values, color in **Hexadecimal format**(#ffffff), **Hue**, **Saturation** and **Value**.

General - Color Picker

Color Picker The Color Picker allows you to select the colors used for drawing. In general, the stroke will apply to the border/outline of elements, or to elements that are simply drawn on the image. The fill color is used for filling elements, as well as determining background colors and adding stops to gradients. To change a color, simply click on the corresponding button in the color picker to open the [Color Chooser dialog](#). There is a button between the stroke and fill that will allow you to swap the colors between the two.

Additional Options

The Stroke and Fill buttons both have optional drop down menus that give you the options of removing the fill/stroke, as well as copying one from the other. The Fill button also will let you select a pattern to fill some elements with using the Fill Pattern Selection dialog. Both Stroke and Fill buttons will also allow you to create a gradient color as stroke or fill

Fill Pattern Selection dialog

It is used to select one of the provided patterns or by loading your own image by clicking it's Browse button. The pattern will be applied for filling up elements created as well as text fill.

Stroke/Fill With a Gradient Option

In this option, you can create your own gradient color using the controls available in the colorpicker panel's [gradient section](#)

General - Color Chooser Dialog

Color Chooser Dialog The color picker is divided into multiple parts, with several ways available to choose a color.

Visually Adjusting Color

The top half of the dialog consists of 2 colored boxes, one that lets you pick any point in a 256 x 256 square and the other that works as a long slider. Which colors are displayed in these two boxes depends on which radio button is selected (see below), but in all cases the position of the slider will change the colors available in the square box. Which ever point is selected in that square box is the selected color.

Adjusting by RGB or HSV

Underneath the square colored box, there is a series of 6 options (1 each for hue, saturation, value, red, green, and blue) that each contains a radio button, a slider, and an up-down number control. If one of the 3 HSV radio buttons is selected, that value will be represented by the visual slider (see above) while the other two values will be the axes of the square color box. The controls work the same way if one of the RGB radio buttons is selected. You can also adjust these values with the sliders provided next to the labels, as well as the up/down controls next to the sliders. Any adjustment of these values will update the visual controls, and any adjustment of those visual controls will update these values.

Selected Color

The selected color is displayed to the right of the RGB and HSV controls. The box is split diagonally, with the upper left section labeled New (the color you are creating), and the bottom right section labeled Current (the color that already exists, and will continue to be selected if you Cancel the dialog). Beneath that is the Hex Value of the selected color (you can also enter any valid hex value there to update the selected color). There is an eyedropper button to the right of the selected color that will allow you to set the selected color by sampling anywhere on the desktop.

Opacity

There is an opacity slider underneath the selected color that lets you set the transparency (the alpha channel value in 32 bit color) of the selected color. There is a checkered pattern drawn underneath the selected color so that you can see the effects of the chosen opacity.

User-defined Color Palette

At the bottom of the dialog you will find a series of 12 colored rectangles alongside a button titled Set to Swatch. These comprise the user-defined color palette, and allow you create and save (these will persist even when DrawPad is closed) your own custom colors. To set a swatch's color, first select that swatch by clicking it. Then choose your desired color, and finally click the Set to Swatch button. You can then load any of the saved colors by simply clicking on that swatch.

General - Layer List

Layer List The Layer List appears on the lower right side of the screen, and allows you to view and interact with all the layers that make up the current project.

What is a Layer

Layers are a way to subdivide the content that makes up an image, to make organization easier. Think of a layer as a transparent piece of canvas that you can draw on, and each layer is stacked on top of the others to make up the overall image. The layer that is selected in the Layer List is the layer that content gets added to when you draw in the image with a tool.

Manipulating Layers

You can rename layers by clicking on the name, and typing the new name. You can also change the order of layers by clicking on a layer and dragging it to a different location in the layer list.

On the left side of each layer entry is a toggle button that will let you display a list of all the elements in that layer. When this list is open, you can select any of those elements by clicking it on the list (this is an easy way to select an element that is "hidden" beneath another, larger element). If you double click an element, it will select that element and any adjacent elements that are of the same type. Any selected elements will be highlighted in this list.

Each layer entry also has its own visibility and lock controls right beside the layer name. Toggling visibility will hide/show all of the layer's elements in canvas, while lock control will lock/unlock the layer from editing.

Layer List Controls

Add This adds a new blank layer to the top of the layer list.

Delete

This deletes the currently selected layer, so long as there is more than one layer in the image.

Duplicate

This creates a copy of the currently selected layer (and all the elements in it) and adds it to the top of the layer list.

Merge Layer Down

This will merge the selected layer with the layer below it in the layer list.

Layer Opacity

A trackbar control to adjust the currently selected layer's opacity.

General - Selected Objects

Selected Objects When an object is selected, either through the select tool or because it was just created, a frame will appear around that object. This frame, or widget, allows you to modify the shape that you just finished drawing.

All objects in DrawPad can be moved around by using the left mouse button to click and drag the objects around. You can also resize the objects by dragging one of the handles located on the corners of the widget. In both cases, the mouse cursor should change to indicate what action you are about to perform.

Rotation

Several object types have widgets that will allow you to rotate the object. Drag the rotate handle to rotate the object (the widget will show you a rectangular frame that indicates the new position as you drag the handle).

Aligning Elements

If you select multiple elements, then the Alignment options in the Select menu become available. You can choose to align the selected elements vertically or horizontally, and which side of the elements you want to align.

General - Cut, Copy, Paste

Cut (Ctrl + X), **Copy** (Ctrl + C), **Paste** (Ctrl + V) Whenever you cut or copy a selected object, not only is an image of that element copied to the clipboard (allowing you to paste it into any other application), the element itself is copied to the clipboard. This allows you to paste that element back into DrawPad, and then continue to modify any settings (fill colors, gradients, shadows, etc.) of the newly pasted element.

Copy and Paste Effects

When you have an element selected, right clicking that element gives you the option to either Copy Effects, or Paste Effects. Copy Effects lets you copy all the styles/effects that apply to that element, including fill color, gradients, shadows, bevel/emboss, and inner/outer glow. Any of those attributes will be copied, and when attempting to Paste Effects all (or as many are applicable to the targeted element) will be applied to that element.

General - Undo / Redo

Use **Edit** -> **Undo** (or Ctrl+Z) to undo the most recently performed action. Undo can be used several times in a row to undo progressively older actions.

Use **Edit** -> **Redo** (or Ctrl+Y) to redo an undo action.

General - Merge Layer Down

Merge Layer Down The Merge feature allows you to combine 2 layers (and all the elements in them) into a single layer. It also will preserve the order of each element, so if one element is "on top" of another, it will stay that way after the layers are merged.

To merge 2 layers, they must be adjacent to each other. Select the topmost layer, and then select **Edit -> Merge Layer Down**. The 2 layers will then be combined into a single layer, retaining the name of the bottom layer.

General - Rulers

Enable Rulers Select View -> Enable Rulers to toggle the ruler display along the top and left sides of your images. It will use your choice of Default Units for displaying measurements.

Ruler Units

To change the type of units displayed by the ruler, change the Default Units setting in the [Options dialog](#).

Using adjustable guides

Guides allow you to align content to specific positions on the canvas. You can adjust their position by simply dragging them across the ruler (rulers must be enabled to use guides). If Snapping is enabled in the [Options dialog](#), then content will automatically snap to the guide when you drag it close by.

Creation

To create a guide, simply click on the ruler. The guide will appear, and you can adjust its position by dragging.

Removal

To remove a guide, simply drag it past the visible edge of the canvas. If you are zoomed in too far to see the canvas edge, simply dragging it past the visible portion of the canvas will remove it.

General - Stroke Editing

Stroke Editing Whenever you select any of the elements created by a drawing tool (pen, pencil, marker, etc.), you have the option available to "Allow Line Editing". If you enable this option you will have the ability to edit the stroke by manipulating the points that make up the stroke as well as the control points that control the strength, and direction of the curve.

Points

When you first select a stroke and enable line editing, you will see a series of small squares running along the line, connected by a series of lines. These are the points that make up the stroke. You can click and drag any of these points to reposition them. You can also right click on one if you wish to delete it.

Bezier Control Points

The strokes you draw are rendered as bezier curves, which gives you the opportunity to not only edit the points that make up the stroke, but also the ability to control the amount and direction of the curve between 2 points on the stroke. Whenever you select one of the points on the line (one of the squares), it will be highlighted, and 2 circular points will appear connected to it. These are the bezier control points. Drag them around to see how they can control the curve.

General - Touchpad Compatibility

Touchpad Compatibility DrawPad is capable of supporting devices that have pressure sensitive touchpads (digitizers). If you are using DrawPad with a PC that has a pressure capable touchscreen or other touch/stylus controlled input device, you can enable this feature through the [Options dialog](#).

When you draw strokes with the [pen tool](#) using a touchpad that is pressure sensitive, the thickness of your stroke will vary according to how hard you press. Maximum pressure will result in a stroke 50% larger than the specified width, while minimum pressure will result in a stroke that is 50% smaller than the specified width.

General - Fullscreen View

Fullscreen View Displays the current project image in fullscreen.

This option can be found at the menu bar's **View > View Fullscreen** option. To exit or close fullscreen view, just press **Esc key** or click the **close button** at the top right corner of the window.

General - Shortcuts

Tools and Options

New Project
Open File
Save Project
Save Project As
Cut
Copy
Paste
Undo
Redo
Zoom In
Zoom Out
Select All
Close Project
Remove Selection
Show Menu Options
Bevel and Emboss
Drop Shadow
Inner Glow
Outer Glow
Rectangular Selection
Elliptical Selection
Lasso
Wand
Insert Image
Insert Clipart
Crop Tool
Resize Image
Resize Canvas
Align Horizontal
Align Vertical
Convert Element to Path
Convert Path to another Path
Text and Curved Text content selection
Selection Tool
Delete
Add Element to Selection
Remove Element from Selection
View Fullscreen
Pencil
Marker
Crayon
Spray
Brush
Pen
Distort Tool
Fill Tool
Text Tool

Shortcut Keys

Ctrl + N
Ctrl + O
Ctrl + S
Ctrl + Shift + S
Ctrl + X
Ctrl + C
Ctrl + V
Ctrl + Z
Ctrl + Y
Ctrl + Num+
Ctrl + Num-
Ctrl + A
Ctrl + W
Ctrl + D
Alt
Alt + B
Alt + V
Alt + N
Alt + M
Alt + J
Alt + K
Alt + L
Alt + W
Alt + I
Alt + C
Alt + Q
Alt + Z
Alt + X
Alt + R
Alt + T
Alt + O
Alt + P
Shift + Home, End or Arrow keys
Esc
Delete
Ctrl + Left Click
Alt + Left Click
F11
P
M
C
R
H
Q
D
F
T

Curved Text Tool	U
Eyedropper	Y
Eraser	E
Star	S
Triangle	I
Circle	O
Polygon	N
Rectangle	A
Ellipse	J
Polyline	K
Line	L
Bubble	B
Bezier Tool	Z
Increment brush size] or }
Reduce brush size	[or {
Help page	F1
Exit/Close Application	Alt + F4

Tools - Select

Select Tool The select tool allows you to select an already existing item so that you can perform further actions on that item.

When the select tool is selected, hovering the mouse over elements in the currently selected layer will show an outline of those elements. Clicking will then select that element. Once selected, any applicable property panels will appear, and will display the current options for that element. Changing any of those options will then change the selected element.

You can hold down the Ctrl key to allow you to select multiple elements from the current layer. Once multiple items are selected, moving will move them all as a group and resizing will also resize all the selected items. If you hold down the Alt key while you have multiple elements selected, you can remove items from that selection by clicking on them. You can also use Ctrl + D key to deselect or remove current selection.

The [Layer List](#) can also be used to select items.

You can also delete selected items, move them around, resize them, and copy/cut them.

Tools - Area Selection Tools

Area Selection The area selection tools (lasso, rectangular, elliptical, and magic wand), allow you to create a selection of a certain area of the image (unlike the Select tool, which only selects specific elements). You can then use these selections to create new filled elements (from the context menu), or to cut/copy the existing content.

Switching between any of these tools will maintain the current selection, though switching to other tools may remove the selection (see next paragraph). If a selection already exists, you can add to it by holding the Ctrl key while drawing another selection. You can also remove from an existing selection by holding the Alt key while drawing another selection.

If you switch to any of the path based drawing tools (Pencil, Pen, Marker, etc.), any selections you have drawn will be maintained, and will be used to limit the drawing area (only points inside that selection will be recorded).

Lasso Tool: Allows you to draw a free form selection.

Rectangular Selection Tool: Draws a rectangular selection.

Elliptical Selection Tool: Draws an elliptical selection.

Magic Wand Tool: Selects all adjacent area of a similar color (the threshold option determines how closely the color must match).

Select Inverse Tool: Inverts the current selection in the canvas.

Tools - Rectangle

Rectangle Tool The rectangle tool allows you to draw a rectangle. Simply click and hold down the mouse, drag until you get the size rectangle you want, then release the mouse button.

The stroke width option allows you to specify how thick of a border you want for the rectangle, while the current Stroke Color will be used for the color of the rectangle's border.

Elements drawn with the Rectangle tool can be filled with either a solid color or a gradient.

You can also apply a drop shadow to rectangle elements, as well as bevel/emboss them, or add a glow to it.

Tools - Line

Line Tool The line tool allows you to draw a straight line. Simply click and hold down the mouse, drag until you get the line you want, then release the mouse button.

The line width option allows you to specify how thick the line should be, while the current Stroke Color will be used for the color of the line.

Tools - Poly Line

Poly Line Tool The line tool allows you to draw a freeform series of connected lines. Simply click each location where you wish to have a line endpoint. When you're finished, you can either double click at the last position, or click the Create Element button. If you make a mistake and wish to start over, the Remove Points button will remove all existing points. Once you are done, a Pen element is created and selected, and you can adjust any other options (such as line width, fill, etc.).

Tools - Polygon

Polygon Tool The Polygon tool allows you to draw a polygon. Simply click and hold down the mouse, drag until you get the size polygon you want, then release the mouse button.

The stroke width option the thickness of the polygon border, while the current Stroke Color will be used for the color of the polygon's border. The **Number of Sides** option lets you set how many sides you want the polygon to have (up to 10 sides).

Elements drawn with the Polygon tool can be filled with either a solid color or a gradient. You can also apply a drop shadow to polygon elements, as well as bevel/emboss them, or add a glow to it.

Tools - Eyedropper

Eyedropper Tool The Eyedropper tool allows you to set the stroke color by clicking the mouse on an area of the desired color. Simply select the eyedropper tool, then click the mouse anywhere on the computer screen that has your desired color. Once you've selected your color, the Select tool will be selected.

You can click on other windows/applications to select a color with the eyedropper, but do realize that clicking the mouse on other applications may cause them to use that mouse click.

Tools - Ellipse

Ellipse Tool The Ellipse tool allows you to draw a circle or ellipse. Simply click and hold down the mouse, drag until you get the size ellipse you want, then release the mouse button.

The stroke width option allows you to specify how thick of a border you want, while the current Stroke Color will be used for the color of the ellipse's border.

Elements drawn with the Ellipse tool can be filled with either a solid color or a gradient. You can also apply a drop shadow to ellipse elements, as well as bevel/emboss them, or add a glow to it.

Tools - Triangle

Triangle Tool The Triangle tool allows you to draw a right triangle (as opposed to the isosceles triangles produced by the polygon tool). Simply click and hold down the mouse, drag until you get the size triangle you want, then release the mouse button. The corner where the mouse was released will be the location of the right angle of the triangle.

The stroke width option allows you to specify how thick of a border you want, while the current Stroke Color will be used for the color of the triangle's border.

Elements drawn with the triangle tool can be filled with either a solid color or a gradient. You can also apply a drop shadow to triangle elements, as well as bevel/emboss them, or add a glow to it.

Tools - Circle

Circle Tool The Circle tool allows you to draw a perfect circle. Simply click and hold down the mouse, drag until you get the size circle you want, then release the mouse button.

The stroke width option allows you to specify how thick of a border you want, while the current Stroke Color will be used for the color of the circle's border.

Elements drawn with the Circle tool can be filled with either a solid color or a gradient. You can also apply a drop shadow to circle elements, as well as bevel/emboss them, or add a glow to it.

Tools - Speech Bubble Tool

Speech Bubbles The Speech Bubble Tool allows you to create speech bubbles with several different callout options (the thing that points towards the speaker). The stroke width specifies the thickness of the bubble's border in pixels.

The Callout Position option determines which side of the bubble the callout drops down from (left or right). The Callout Direction option indicates which direction the callout is facing (regardless of its position).

When you complete drawing your Speech Bubble, it will be created as a Pen Element. This gives you the freedom to adjust it further if you desire (by manipulating the resulting bezier points, for example). It is also selected automatically so you can fine tune its position.

Tools - Star Tool

Star Tool The stroke width option allows you to specify how thick of a border you want, while the current Stroke Color will be used for the color of the star's border.

When you complete drawing your Star element, it will be created as a Pen Element. This gives you the freedom to adjust it further if you desire (by manipulating the resulting bezier points, for example). The element will not be selected after creation, so that you can continue to draw further Stars.

Tools - Frame

Frame Tool The Frame tool allows you to insert a frame image on your current project. This will create its own layer on top of all your current layers.

You can also change the inserted frame image using the frame panel options. To open the frame panel, simply select the frame image in the canvas or find it in the [Layer List](#)

Tools - Watermark

Watermark Tool This tool allows you to add an image with the watermark effect on your current project. This will create a new layer for your image on top of your current layers. Watermark image element after being added, can be customized too.

Customize the image with the watermark options panel controls. To do this, simply select the watermark element by clicking it in the [Layer List](#). Use the panel to adjust your image size, transparency and alignment.

Use **Image Scale** control to resize your image, sizing the image is based on your current project dimensions, setting it to 100% will occupy the whole project size.

Transparency control lets you adjust the image opacity, use the slider to how much you want your image to be transparent or opaque.

Usually watermark images are positioned at the center of the page or project, but you can always change it using the **Alignment** control. This control will let you position your image to whichever side or corner you would want it to be.

Last but not the least, is the **Manual Positioning** control. This option when enabled, will let you directly modify the image you've added. Use the widget controls around the image to **manually Resize** , **Move** or even **Rotate** your watermark image.

Tools - Crop

Crop Tool The Crop tool allows you to crop the existing image to a new size by clicking and dragging out a rectangle. After doing that, the crop panel displays the new image's dimensions, and then gives you the choice to either proceed with the crop, or cancel it and leave the image the way it was.

Tools - Text

Text Tool The Text tool allows you to create an element that contains formatted text. When first selected, a text box will be automatically created for you (you can resize/move it as you wish). The tool also allows you to drag out a text box if you wish. To enter text, simply type the text in the text box. If you wish to move the text box, click and drag in the gray frame that surrounds the text itself.

Formatting Text

The Font Size option allows you to specify the pixel size of the text. There are also buttons provided to allow for left, right, or center alignment.

Styling Text

Some standard text options are provided, such as bold, italic and underline. Multiple formats are supported in one text element, you can select a portion of the text and change any option (except for alignment) for just that selection. Elements drawn with the text tool can have a drop shadow applied to them, and you can also bevel/emboss them.

Resizing Text Boxes

There are 2 buttons at the bottom of the text control panel, titled "Resize Bounds" and "Distort Text"

Resize Bounds

This will allow you to change the bounds that contains your text, without changing the size/shape of the text/font itself. This will affect how word wrapping occurs if your text is too big to fit on one line. If your total amount of text contains more lines that could fit in your resized bounds, the excess will simply be cropped away.

Distort Text

This will allow you to distort/stretch the text itself. Word wrapping and line placement will not be affected by the resizing. Instead, the text/font itself will be stretched so that it can fit within the box. No cropping will occur with this option when the text is resized smaller.

Tools - Curved Text

Curved Text Tool The Curved Text Tool allows you to draw text that follows a path on the screen, instead of being confined to a rectangular text box which forms paragraphs of text, like the regular **Text Tool**. You can apply multiple styles to your curved text, and you can manipulate the curve after creation to adjust the display of the text.

Drawing the Curve

When you first select the Curved Text Tool, it will appear as if nothing has happened. That is because you must first draw a path before you can start typing your text. Draw a path for your text to follow, and when you are done the element will be created. At that point you may begin typing, or you can edit the curve if you'd like.

Editing the curve

Editing the curve is very similar to the process used for the **Bezier Tool**. You can use the frame around the curve to move the entire curve. You can select the points along the curve (squares) and move them. Selecting a point will also display the bezier control points (circles) that can then be moved. As much text as possible will be displayed along the length of the curve, but any text beyond what fits will not (it won't be deleted, just not displayed).

Tip: While the text is warped to try and fit it on the curve without overlapping, this isn't always possible with very tight bends in the curve. Larger font sizes make the issue more likely. If you are encountering a situation where certain characters are overlapping, try to smooth out any sharp bends in the curve or reduce the font size.

Typing the Text

After you've drawn the curve, you can start typing to add text. The cursor will be initially placed at the beginning of the curve and continue to the end. For example, if you draw a horizontal line from right to left then the text will start upside down underneath the right side of the line. If you want the text on top of the line, you would have to draw from left to right.

Styling the Text

The main differences between this and the regular text tool, with regards to text styling, are the absence of alignment and spacing options and the addition of the ability to apply a fill and stroke to the text. As you type, you can change any text option (or stroke/fill colors) and continue typing with the new styles without changing any existing text. You can also highlight any existing text and then change any styles for that highlighted block.

Tools - Eraser

Eraser Tool The Eraser tool allows you to erase part of an image. Erasing takes place on the selected layer, and will erase any content that is on that current layer.

Tools - Custom Brush

Custom Brush Tool The Custom Brush Tool allows you to create your own brush, and adjust all the properties used during the drawing of a brush stroke. After selecting the tool, the Edit Brush Style button will open the Custom Brush Editor dialog to allow you to create a new brush, or edit properties of the current brush.

Custom Brush Editor

Test Surface

On the left side of the dialog is a small surface where you can test your settings by drawing some sample strokes. Changing a setting will clear the surface, and the Clear Test Surface button will allow you to manually clear the surface.

Brush Selection

An image selection list allows you to select from any of the saved brushes.

The Load Custom Image button will allow you to select an image to use as a stamp to create your own brush with. In most cases, an image with a transparent background will create the best results.

The Load Brush Pack button loads .arb brush pack files created for Photoshop. These are commonly available online. DrawPad is able to load most of these, however, some versions are not supported.

The Use Stroke Color checkbox will allow you to replace all the colors in the image with the current Stroke Color. Only transparent pixels will be unchanged.

Brush Radius

This is the radius of the brush in pixels.

Valid values range from 1 - 250 pixels.

Roundness

This is the ratio of width to height. A value of 100 leaves the brush as it is (perfectly round), while a value of zero will flatten the brush into a horizontal line.

Valid values range from 0 - 100.

Spacing

This is distance between each step (where a stamp is drawn) of the stroke. The value is a percentage of the brush size. A value of 100 means that each new stamp will start after the previous has ended. A value of 50 would have each new stamp start in the middle of the previous one.

Valid values range from 1 - 100.

Rotation

Stamp rotation in degrees.

Valid values range from 0 - 360.

Flip Vertically and Flip Horizontally

When enabled, these checkboxes will flip the stamp image.

Count

This is how many stamps are drawn at each step along the path. Without a partially transparent stamp, or Jitter Scatter, you will not notice any difference in the stroke.

Count Fade

For values greater than 0, this will decrease the count at each step until it reaches 1. This value is how many steps until the count reaches 1. So if this value is 10 and the count is 10, the first step would have 10 stamps, the second would have 9 stamps, the third would have 8 stamps, and so on.

Jitter Scatter

Randomly adjusts the position of the stamp at each step. This value is a percentage of the brush size, so a value of 100 would allow a stamp to be one entire diameter away from the normal location of the stamp.

Valid values range from 0 - 100.

Jitter Rotation

Randomly rotates the stamp placed at each step. This value is in degrees of rotation, and the rotation could be either clockwise or counter-clockwise.

Valid values range from 0 - 180.

Jitter Count

Randomly adjusts the Count at each step. This value is the maximum percentage of the Count that is placed at each step. So with a Count of 10, and a Jitter Count of 100, the number of stamps at each step will be somewhere between 1 and 10.

Valid values range from 0 - 100. A value of 0 will disable this option.

Jitter Size

Randomly adjusts the size of the stamp at each step. This value is a percentage of the brush size, which is the maximum amount that the size will be increased or decreased. With a Radius of 50 with Jitter Size of 50, the stamp size could be anywhere from 50 - 150. With a Jitter Size of 100, the stamp size could be 0 - 200.

Valid values range from 0 - 100. A value of 0 will disable this option.

Scatter Horizontally/Vertically/All Directions

Lets you decide to scatter only horizontally, only vertically, or in any direction.

Pressure Sensitivity

If you have a pressure sensitive touchpad connected and enabled, this will allow you to select which option can be controlled by your drawing pressure.

Radius: Light pressure will result in a smaller radius, while higher pressure will result in a larger radius, up to the specified Brush Radius.

Spacing: Light pressure will result in smaller spacing, while higher pressure will result in more spacing, up to the specified Spacing.

Count: Light pressure will result in fewer stamps at each step, while higher pressure will result in more stamps at each step, up to the specified Count.

Count Jitter: Light pressure will result in less count jitter (each step will be have closer to Count number of stamps), while higher pressure will result in more jitter, up to the specified Jitter Count.

Scatter Jitter: Light pressure will result in less scattering, while higher pressure will result in more scattering, up to the specified Jitter Scatter.

Size Jitter: Light pressure will result in a smaller adjustment to the size, while higher pressure will result in more adjustment of the size, up to the specified Jitter Size.

Rotation Jitter: Light pressure will result in fewer degrees of random rotation, while higher pressure will result in more rotation, up to the specified Jitter Rotation.

Tools - Pencil

Pencil Tool The pencil tool allows you to draw on the screen and produce a pencil-like stroke.

The current Stroke Color will be the color of the drawn path.

The Brush Size option allows you to specify how wide of a stroke is drawn.

The Smoothing option allows you to control how much automatic smoothing is applied to any paths drawn. Maximum smoothing will remove many points in an attempt to make a very smooth curve (at the expense of accuracy). Minimum smoothing will leave all points in the path, preserving accuracy (what you draw is what you get).

The widget for pencil elements also allows you to modify the shape of the stroke after you have completed it.

Tools - Brush

Brush Tool The Brush tool allows you to draw on the screen and produce brush-like stroke. The current Stroke Color will be the color of the drawn path.

The Brush Size option allows you to specify how wide of a stroke is drawn. The Softness option determines how sharp-edged the stroke will be; higher values will appear softer. The opacity option lets you make the brush stroke appear transparent.

The Smoothing option allows you to control how much automatic smoothing is applied to any paths drawn. Maximum smoothing will remove many points in an attempt to make a very smooth curve (at the expense of accuracy). Minimum smoothing will leave all points in the path, preserving accuracy (what you draw is what you get).

The widget for brush elements also allows you to modify the shape of the stroke after you have completed it.

Tools - Spray Paint

Spray Paint Tool The spray paint tool allows you to draw on the screen and produce a splattered, spray can inspired stroke. The current Stroke Color will be the color of the drawn path. The opacity option lets you make the brush stroke appear transparent.

The Brush Size option allows you to specify how wide of a stroke is drawn.

The Smoothing option allows you to control how much automatic smoothing is applied to any paths drawn. Maximum smoothing will remove many points in an attempt to make a very smooth curve (at the expense of accuracy). Minimum smoothing will leave all points in the path, preserving accuracy (what you draw is what you get).

The widget for spray paint elements also allows you to modify the shape of the stroke after you have completed it.

Tools - Marker

Marker Tool The marker tool allows you to draw on the screen and produce a hard-edged, partially transparent stroke. The current Stroke Color will be the color of the drawn path.

The Brush Size option allows you to specify how wide of a stroke is drawn.

The Smoothing option allows you to control how much automatic smoothing is applied to any paths drawn. Maximum smoothing will remove many points in an attempt to make a very smooth curve (at the expense of accuracy). Minimum smoothing will leave all points in the path, preserving accuracy (what you draw is what you get).

The widget for marker elements also allows you to modify the shape of the stroke after you have completed it.

Tools - Pen

Pen Tool The pen tool allows you to draw on the screen and produce one of several different pen strokes. The box at the bottom of the panel shows you the shape and name of each style of stroke that's available. The current Stroke Color will be the color of the drawn path.

The Brush Size option allows you to specify how wide of a stroke is drawn.

The Smoothing option allows you to control how much automatic smoothing is applied to any paths drawn. Maximum smoothing will remove many points in an attempt to make a very smooth curve (at the expense of accuracy). Minimum smoothing will leave all points in the path, preserving accuracy (what you draw is what you get).

Elements drawn with the Pen tool can be filled with either a solid color or a gradient. You can also apply a drop shadow to pen elements, as well as bevel/emboss them.

The widget for pen elements also allows you to modify the shape of the stroke after you have completed it.

Tools - Crayon

Crayon Tool The crayon tool allows you to draw on the screen and produce a crayon stroke.

The current Stroke Color will be the color of the drawn path.

The Brush Size option allows you to specify how wide of a stroke is drawn.

The Smoothing option allows you to control how much automatic smoothing is applied to any paths drawn. Maximum smoothing will remove many points in an attempt to make a very smooth curve (at the expense of accuracy). Minimum smoothing will leave all points in the path, preserving accuracy (what you draw is what you get).

The widget for crayon elements also allows you to modify the shape of the stroke after you have completed it.

Tools - Pixel Brush

Pixel Brush Tool The pixel brush tool allows you to draw on the screen a pixel accurate stroke. This is the perfect tool if you are trying to create an icon image. The current Stroke Color will be the color of the drawn path.

The Brush Size option allows you to specify how wide of a stroke is drawn.

You can either draw or erase an existing pixel in the canvas by toggling the Draw and Erase buttons found in the Pixel Brush Options panel

The widget for pixel brush elements allows you to modify the selected pixels in an existing stroke.

Pixel selection

You can select drawn pixel by clicking it. You can also select multiple pixels by pressing Ctrl key and clicking each pixels you want to select.

Tools - Bezier Curve

Bezier Curve The bezier tool allows you to create curves with the highest possible precision, by manually selecting the points, and the bezier control points that determine how "curvy" the path is.

After selecting this tool, simply click to create the first point of the curve. Each point you create will be connected to the previously placed point in the order they were created. If you press and hold the mouse button down, the point will be placed where you first pressed the button while the position of the control points will be determined by the position of the cursor when you release the mouse button.

You can move any point that's already been placed by dragging it to a new position (the bezier points will maintain the same relative positioning), and after selecting a previously placed point (click to select it) you can individually adjust the bezier points also. You may delete a point at any time by right clicking on it to show the context menu, or by using the Remove Points option in the panel to clear all points.

When you have finished creating your curve, you can create an element by selecting one of the drawing tools from the pulldown menu in the Bezier Tool panel (underneath the layer list). Click Create Element to create the new element.

Element Options - Solid Fill

Solid Fill The Fill option lets you fill an element with a solid color that is determined by the current Fill Color. It also provides you with an option to set the level of transparency of the fill.

Element Options - Gradient

Gradient The Gradient option lets you fill an element with a gradient of your own design. The Gradient Options panel consists of two main parts. The direction picker on the left (lets you choose the direction and orientation of the gradient), and the stop selector on the right (lets you choose what colors to use and where to put them). There is also a slider to allow you to set the opacity of the gradient.

Stop Selector

This lets you choose which colors appear in your gradient. To add a color, simply click somewhere in the selector and another stop will be added (the color picker dialog will open for you to choose a color). Each stop is indicated by a small marker that appears to the right of the selector. You can select any stop by clicking on it, and the color picker dialog will open for you to change that color. You can also drag the stops around in the box to change their position. Clicking the Remove Marker button will remove the selected stop.

Linear Gradient

A linear gradient will appear in a linear fashion from one end of the element to the other. New gradients are linear by default. The direction picker will have a line with two ends; the start represented by a square, and the end represented by a triangle. Moving these around will control both the size and the direction of the gradient. The color of the start is indicated by the bottom most stop in the stop selector, while the end color is indicated by the top most stop.

Radial Gradient

If the Radial Gradient checkbox is selected, the gradient will appear in a circular fashion. The direction picker will have only a single rectangle in it, which you can click and drag to choose where in your selected element the center of the radial gradient will appear. In the stop selector, the bottom most color will be the center of the gradient, while the top most color will be the outer edge of the gradient.

Element Options - Drop Shadow

Drop Shadow The Drop Shadow option lets you add a drop shadow to the selected element. Once you've added the shadow, the Drop Shadow options panel will appear to allow you to customize the shadow.

The Edge Softness option controls how blurry the edges of the shadow will appear (higher values will appear blurrier). The Shadow Size option controls how big the shadow is relative to the element that is casting it (positive values are larger than the base element, negative values are smaller than the base element). The horizontal and vertical offset options allow you to position the shadow where you want it.

Element Options - Bevel and Emboss

Bevel and Emboss The Bevel and Emboss option lets you add a beveled (3D like) appearance to the selected element. The size slider allows you to tune the size of the effect to your liking.

Generally, a smaller size, e.g. 2, presents more obvious beveled appearance.

Element Options - Path Conversion

Element to Path When you have a rectangle, polygon, or triangle element selected, the Element to Path option becomes available. Selecting this option will convert that shape into a path (a pen element to be specific). You can then modify that in any way that you would modify a path. This option is also available by right clicking a selected shape.

Change Path Type

When you have a drawn path selected (pen, marker, etc.), you can change it to any of the other path types by using the Change Path Type option on the Effects tab of the toolbar. This is also available by right clicking a selected path element.

Element Options - Path Finder

Path Finder Options You can combine two vector object paths into one based on what you want to do using these tool options. This can be done by selecting two intersecting paths and clicking these toolbar option buttons.

Combine

Adds or combines the two selected paths to form a new single path.

Subtract

Uses the topmost path to remove the intersection area from the other path.

Intersect

Creates a new path using the intersection area of the two paths.

Element Options - Glows

Glows For either type of glow, you may select the color used by clicking on the Glow Color button. The strength slider will control how large (how far from the element's edges) the glow will be.

Inner Glow

An inner glow will create a glow that extends from the edge of the element inwards, fading as it gets away from the edge.

Outer Glow

An outer glow will create a glow that extends from the edge of the element outwards, fading further away from the element.

Element Options - Image Vectorization

Vectorizing an image When you insert an image, you have the option of using a vectorized version of that image. Because it is then represented as a collection of many paths, it will not lose detail as the size is increased in the same way that a rasterized image will. To enable, simply select the Use Vectorization of Image checkbox, and use the slider to set the detail level. The higher the level of detail, the more paths will be used in the resulting vectorization. Higher detail settings can take a very long time to calculate, especially on larger images. It is recommended to resize large images (> 1 megapixel) to a smaller size before vectorizing.

Element Options - Distort

Distort Distort allows you to move one corner of an element, independently of the other 3 corners.

When an element (most element types are supported) is selected, the Distort option becomes available. Selecting it will do two things, first it will convert that element to a Pen element.

Second, it will bring up the distortion frame which has a control point on each corner of the element. You can move any one of these control points and the entire element will stretch to fill the new bounds you create.

Element Options - Skew

Skew Skew allows you to move one side of an element independently of the opposite side. When a path based element (pen, pencil, etc.) is selected, the Skew option becomes available from the context menu. Selecting it will bring up the skew frame which has a control point on each side of the element. You can move any one of these control points and the entire element will stretch to fill the new bounds you create.

Element Options - Perspective Distortion

Perspective Distortion Perspective Distortion allows you to narrow or widen one side of an element.

When a path based element (pen, pencil, etc.) is selected, the Perspective Distortion option becomes available from the context menu. Selecting it will bring up the skew frame which has a control point on each side of the element. You can move any one of these control points and the entire element will stretch to fill the new bounds you create.

Element Options - Flip

Flip Flip options allows you to flip the currently selected drawing element to create a reflection effect.

You can either flip an element **horizontally** or **vertically** using their designated buttons in the toolbar.

Element Options - Clipart

Clipart Add clipart images to your photos with the clipart tool. To find this tool, click the Clipart icon on the Advanced tab.

Use the panel on the left to select a clipart category. When a category is selected, a list of clipart images will be displayed in the center of the dialog. Click on any image in the list to see a preview on the right side of the dialog.

When you find a clipart image you like, click the Download button. Once the image has finished loading, the clipart image will be added to the project as an Image element on the selected layer on the [Layer List](#).

Element Options - Group/Ungroup

Group/Ungroup Group or Ungroup currently selected elements.

To use this option, select multiple elements in the canvas using the [select tool](#). Then right click on the selection and choose Group or Ungroup option.

This option will allow you to edit multiple elements at once. When an element is grouped, it will always be selected with other group members, use Ungroup option to remove elements from grouping or edit them separately.

Editing Separately

Grouped elements can be edited separately without ungrouping.

Right click on the currently selected group of elements and then choose Edit option. This option will let you choose from the list of elements under this group

Dialogs - New Image

Creating a New Image

Name Type your project name here.

Units

This is what type of unit you wish to use when defining the size of the new image in this dialog.

Width and Height

Specify the width and height in your chosen units here.

Pixels Per Unit

Specify the resolution, how many pixels will fit in your chosen unit, of your new image here.

Background

Here you can specify whether you want the image to have a transparent background, or a background of the current *Fill Color* as the background. You can change the fill color now if you would like a different color than the current one.

Background Transparency

If you have selected to use a background color, this will let you adjust its transparency level.

Dialogs - New Banner Ad

Creating a New Banner Ad Project

Name

Type your banner project name here.

Sizes

Select from the list of preset project dimensions. The list also includes where each dimensions best fit (i.e Facebook Post, Twitter Cover, etc.)

Background Fill Type Options

Colored and Transparent Background

Choose a color from the [colorpicker](#) or choose a transparent background.

Background Gradient

Use the [gradient section](#) controls to create your own gradient as the project background.

Background Pattern

Choose from the pattern image list or browse your computer for an image to be used as pattern image, just click on the **browse** button below the image list.

Dialogs - Contract/Expand Selection

Contract Selection This dialog will allow you to make an existing selection smaller by contracting the bounds. You provide the number of pixels you wish to contract the selection by.

Expand Selection

This dialog will allow you to make an existing selection larger by expanding the bounds. You provide the number of pixels you wish to expand the selection by.

Dialogs - Options

Default Units This is the default unit that you would like DrawPad to use for measuring length.

Guide Options

Show Grid Lines

This option allows you to display grid lines across the canvas at a set interval.

Show Pixel Grid Lines

This option allows you to display grid lines across the canvas at pixel size interval. Can only be enabled when project was zoomed to minimum of 800%

Enable Automatic Snapping

Snapping will allow you to quickly and precisely place elements by automatically aligning the edges with the grid lines, or any ruler guides you may have placed.

Grid Line Increment

This is the interval (in default units) between the grid lines.

Rotation Snapping Distance

When rotating an object, it will automatically snap to 90, 180, 270, and 360 degree orientations. This option determines how close you must be to one of those values before the element will snap.

Movement/Resizing Snapping Distance

This is how far away an element can be from a guide or grid line before it snaps to it.

Touchpad Options

Use Touchpad devices

If you have any touchpad devices attached to this computer, enable this option to use them with DrawPad.

Collect input from all touchpad devices

If you want to draw from any and all input devices (mouse, touchpad, etc.), enable this option. If this option is disabled, DrawPad will only collect input from the Current Touchpad Device.

Current Touchpad Device

If you only want to collect input from one touchpad device, then select it from this drop-down list. If the device you select is pressure sensitive, you will see the message "This touchpad is pressure sensitive" displayed underneath the drop-down list.

Dialogs - Send Email

Sending an Email This dialog allows you to send an email with your current image (in the format of your choice) as an attachment.

To

Write the recipient's email address or addresses here.

Subject

This is the email's subject line.

Message

Write the body of the email here. The email will be sent in plain text, so no formatting is possible.

Image Format

Choose from .jpg, .png, .bmp and .svg of the image format that you would like to use for the attachment.

Email Settings

This opens the [Email Settings](#) dialog that lets you choose the proper settings for sending emails with DrawPad.

Dialogs - Resizing

Image Resizing There are 2 ways to resize the image: Resize Image (which will scale all the content accordingly), or Resize Canvas (which will only adjust the canvas size without scaling any content). Both of these options are in the Edit menu, and both open up similar dialogs. The following fields are the same regardless of which method you use.

Units

Select the units you would like to use for specifying the width and height.

Width

The new width of the image in your selected units.

Height

The new height of the image in your selected units.

Keep Aspect Ratio

If this is selected, your changes to one dimension will change the other so that the overall width to height ratio of the image is preserved.

Reset Button

If clicked, values set in Height and Width field will be reset to the current Image/Canvas dimensions.

The options specific to each method are listed below.

Resize Image *Pixels per Unit*

The number of pixels used to represent one of your selected units (not applicable when units are pixels).

Resize Canvas *Anchor Point*

Since resizing the canvas does not scale the elements, you can choose the anchor point that determines where the elements should be positioned in the newly resized canvas. There are buttons corresponding to 9 page positions (indicated by arrows). For example, if you make both dimensions larger and select the middle anchor point (the default), then the canvas will expand equally on all sides of the existing content. If you choose top left, then the canvas will expand to below and to the right of the existing content (everything was "anchored" to the top left of the canvas).

Dialogs - Template Wizard

Template Wizard The template wizard offers a quick way to create one of several types of projects. When it opens, you will be presented with a list of project types that you may choose from. After making your selection, select the Next button.

The next page lets you select which template style you would like to create. Select one of the options from the list, and select the Next button.

The next page is the text replacement page. You will be presented with a graphic of the project that has any text fields highlighted in a dashed box. You may select a box by clicking in it. To fill in the text you may either type in the edit field provided, or use the browse control to load a document. Once you have completed all the text fields, select the Next button.

The final page is the image replacement page (some templates may not need this page, and it will be skipped). You can select images similarly to the text replacement page, and then load an image by using the browse control below. After you are done, select the Finish button and your project will be created.

Screen References - Color Picker Dialog

Color Picker Dialog

The color picker is divided into multiple parts, with several ways available to choose a color:

Visually Adjusting Color

The top half of the dialog consists of 2 colored boxes, one that lets you pick any point in a 256 x 256 square and the other that works as a long slider. Which colors are displayed in these two boxes depends on which radio button is selected (see below), but in all cases the position of the slider will change the colors available in the square box. Which ever point is selected in that square box is the selected color.

Adjusting by RGB or HSV

Underneath the square colored box, there is a series of 6 options (1 each for hue, saturation, value, red, green, and blue) that each contains a radio button, a slider, and an up-down number control. If one of the 3 HSV radio buttons is selected, that value will be represented by the visual slider (see above) while the other two values will be the axes of the square color box. The controls work the same way if one of the RGB radio buttons is selected. You can also adjust these values with the sliders provided next to the labels, as well as the up/down controls next to the sliders. Any adjustment of these values will update the visual controls, and any adjustment of those visual controls will update these values.

Selected Color

The selected color is displayed to the right of the RGB and HSV controls. The box is split diagonally, with the upper left section labeled New (the color you are creating), and the bottom right section labeled Current (the color that already exists, and will continue to be selected if you Cancel the dialog). Beneath that is the Hex Value of the selected color (you can also enter any valid hex value there to update the selected color). There is an eyedropper button to the right of the selected color that will allow you to set the selected color by sampling anywhere on the desktop.

User-defined Color Palette

At the bottom of the dialog you will find a series of 12 colored rectangles alongside a button titled Set to Swatch. These comprise the user-defined color palette, and allow you create and save (these will persist even when DrawPad is closed) your own custom colors. To set a swatch's color, first select that swatch by clicking it. Then choose your desired color, and finally click the Set to Swatch button. You can then load any of the saved colors by simply clicking on that swatch.