

Chapter 3 Operation Panel

Richpeace Textile and Fashion Design System V3.0 the operation panel (Figure 3-1) is used to help monitor and edit images.

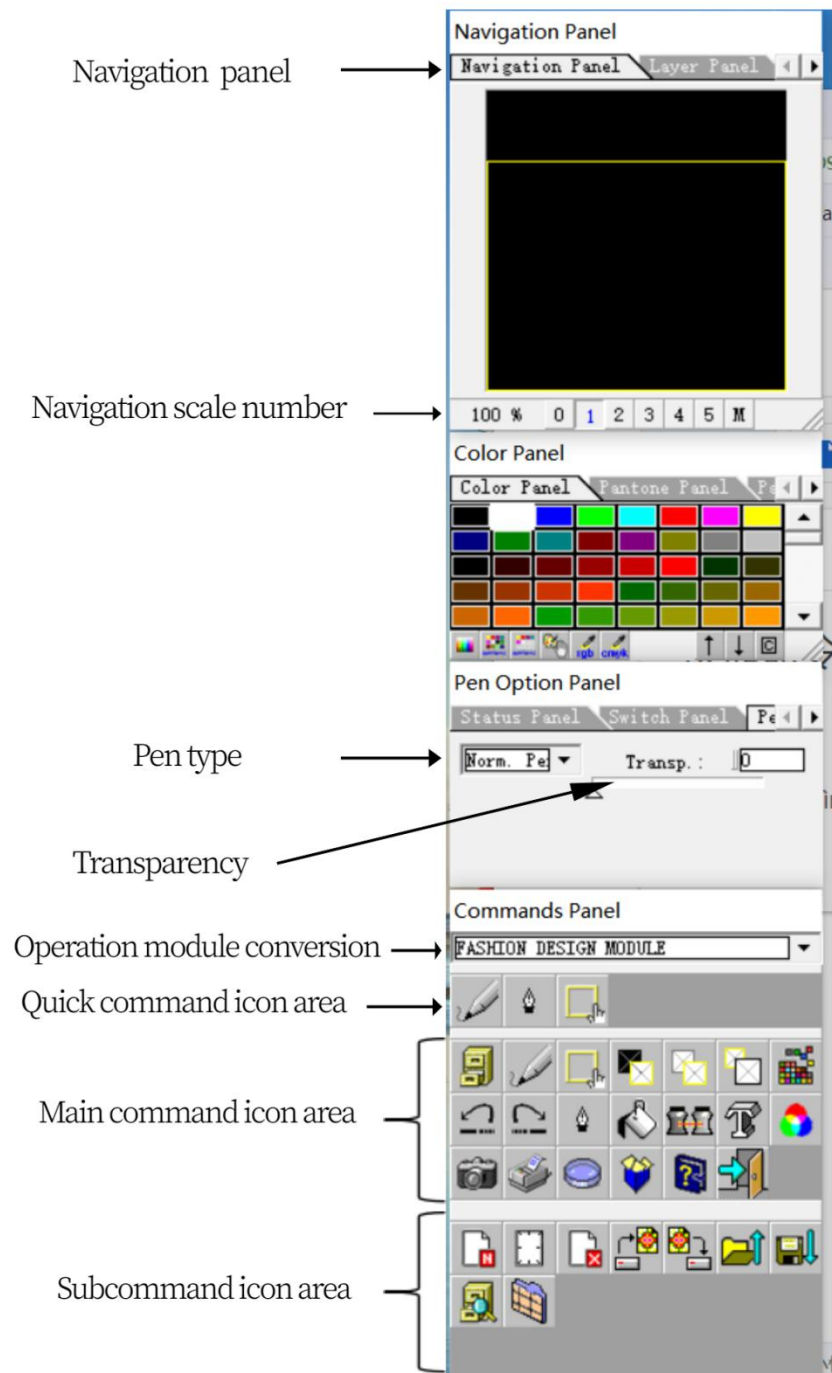


Figure 3-1 Operation Panel

3-1 Navigator:

The navigator is divided into two parts: the navigation area and the Navigation scale number (Figure 3-2).

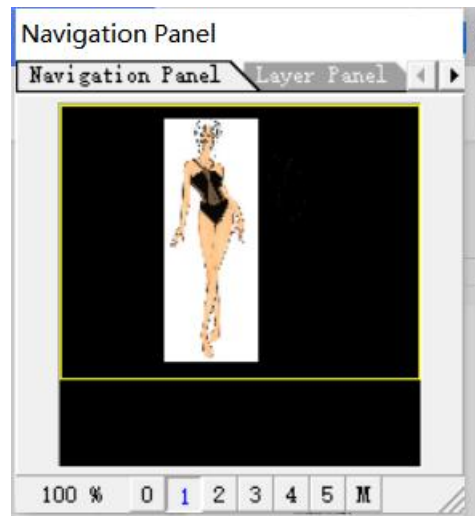


Figure 3-2 navigator

1. In the navigation panel, except for the navigation scale number "0", the other scale numbers are displayed as part of the entire drawing workspace. There is a yellow rectangle in the navigation area called the navigator. The part in the navigator is the part displayed in the current drawing work area window. Drag the navigator and the content displayed on the screen will change accordingly. Position the cursor in the navigator, you can press the arrow keys on the keyboard to view a part of the view, or move the cursor to the navigator and click the left button to view the view.
2. The navigation scale number is to zoom and display the drawing work area window proportionally. In the navigation scale number column, the displayed zoom percentage percentage is indicated. The current scale number is displayed as the embedded font size, and the color changes from black to blue. It indicates that the window displays the current zoom value.

■The steps for zooming in are as follows:

- ① Press the desired scale number (including the options in the drop-down list at the button "M").
- ② Move the cursor to the drawing work area, a green dashed square appears under the cursor.
- ③ Position the green dashed square on the area to be zoomed in/out, and click with the left mouse button.

3-2 layer panel:

Click the layer panel on the operation panel or click the layer panel in the view submenu command item, the layer panel becomes the current panel (Figure 3-3).



Figure 3-3 layer panel



All the layers in the current document are listed in the layer panel. Start from the top layer and arrange them in order on the layer panel. You can use the scroll bar or resize the panel to view the remaining layers. To select a layer, move the cursor and click on the layer to activate it.

1. Understanding layers:

Imagine the layers as acetate paper, one of which is stacked on top of the rest of the paper. If there is no image on the layer, you can see the layer underneath. After all the layers is the background layer, each image is on a separate layer. All layers in the document have the same resolution, the same command group, and the same module.



3-4 Layer diagram

In Figure 3-4, the "hat" layer is the top layer, and the  displayed is the current layer. Can switch between each other. For example: To set the layer named "Bow Tie" as the current layer, move the cursor to the white part of the "Bow Tie" layer and click with the left mouse button. The "bow tie" layer is displayed as the current layer in dark blue, and then the "bow tie" layer is placed on the top layer by moving the button to complete the settings of the current layer. Move to the "hat" layer and click  to turn off the "hat" layer.

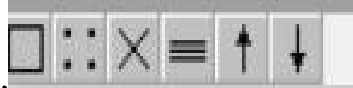
The transparent area on the layer allows you to see the layer underneath (Figure 3-5), and the transparent area is a black background.




Figure 3-5 Transparent layer


2.Edit layer:

The Richpeace Textile and Fashion Design System V3.0 system allows you to create multiple layers in an image, but your computer configuration will limit the number of layers.



At the bottom of the layer panel,  is the layer command icon. When the mouse is placed on the icon, it will display Show tool tips.

■ Add layers:

Click the  add layer command icon to pop up the add layer dialog box (Figure 3-6), in the "Layer Name" Place a name for the new layer. After naming, click "OK" to finish adding layers. The newly added layer appears below the current layer.

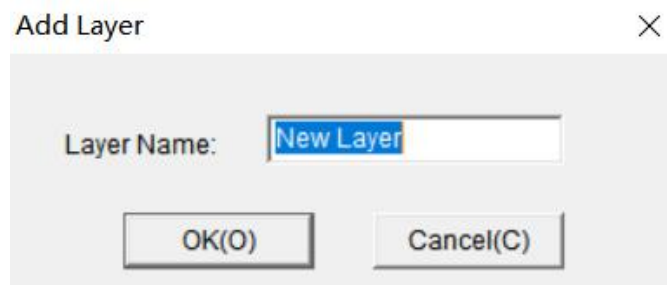



Figure 3-6 Add layer dialog box

■ Edit layer

Click the  Edit layer command icon to modify the selected layer name (Figure 3-7).

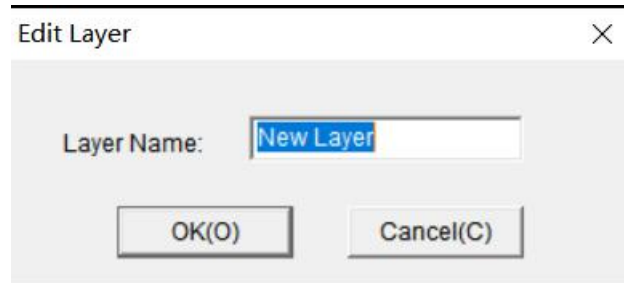


Figure 3-7 Edit layer dialog box

■ Delete layer:



Clicking the  Delete Layer command icon will delete the current layer. Before deleting, the system will remind Do you really want to delete the layer (Figure 3-8), click "Yes" to delete the layer.



Figure 3-8 Delete layer

■ merge layers:

During the operation of layers, it is sometimes necessary to merge layers. Press and hold the Ctrl key, move the cursor to the layer you want to merge, and click the layer with the left mouse button. Dark blue is displayed to

indicate that the layer is merged. Select it, and then click  the Merge Layer command icon to pop up the Merge Layer dialog box (Figure 3-9), click “Yes” to complete the layer merging.

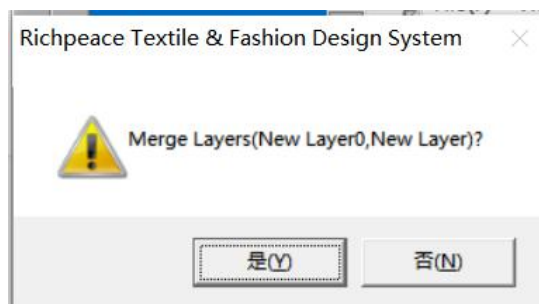




Figure 3-9 Merge Layers dialog

■ Move layer:

You can also move the layer by moving the button, and the position of each layer can be replaced by the operation of moving the layer, so that the combination of clothing pictures can achieve the best effect.

Click the layer up  command icon to move the current layer up; click the layer down  command icon to move the current layer down.

3. Use layer effects:

Richpeace Textile and Fashion Design System V3.0 system includes a large number of image effects that can be applied to layers, including blur, sharpen, rotate and emboss.

When a layer effect is applied, the image effect is linked into the layer content. When moving or editing layer content, layer effects are changed accordingly.

Figure 3-10 is through the image effect on the background layer, so that the font in the new layer has a better effect.



Figure 3-10 layer effects

§3-3 History panel:

Actions on the history panel allow you to jump to any state in which an image was created in the current session. Each time you make a change to an image, the new state of the image is added to the history panel (Figure 3-11). When operating on an image, each state is listed separately in the history panel with the name and time of its operation. You can then select any state and just click with the left mouse button. The image is restored to the state it was in when the change was first applied, and you can start working from that state.

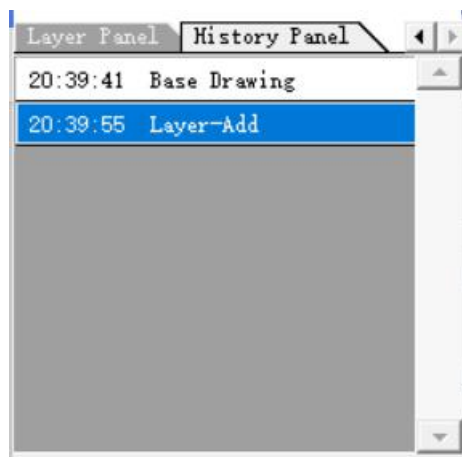


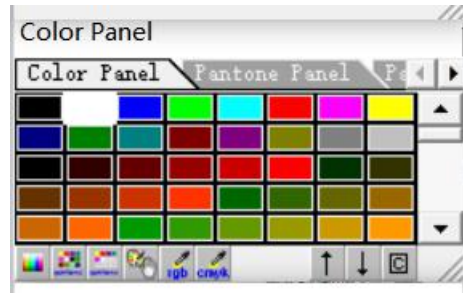
Figure 3-11 History panel

※**Note:** The following guidelines can help you use the History panel:

- ① System-wide changes, such as changes to panels, color settings, actions, and presets, not to images Changes to an operation will not be recorded in the history panel.
- ② The history panel will list the status of each operation.
- ③ After closing and reopening the document, all the states in the previous session are cleared from the history panel.
- ④ The states in the history panel are recorded from the top down, that is to say, the initial operation state is at the top of the list, and the latest state is at the bottom.
- ⑤ Each state listed has the name of the command used to change the image. Selecting a state and then changing the image removes all states after it.
- ⑥ If you select a state and then change the image, erasing all subsequent states, you can use the "Undo" command to revert the last change and restore the erased state.

§3-4 Color panel:

There are a total of 256 colors in the color panel, sorted in the color box according to the number 0-255, 8 color boxes per row (Figure 3-12)



(Figure 3-12) color panel

Here's how to select a color from the Color panel:

1. Since only a part of the color panel is displayed on the screen, you need to drag the scroll bar of the color panel to search for the color.
2. If the desired color is found, click the left button of the mouse on the color box to confirm, and the selected color will be highlighted with high brightness.
3. Get the color:
 - ①The desired color can also be obtained through the color command. The specific operation method will be explained in detail later, which is omitted here.
 - ②Get from the image: In the drawing work area, move the cursor to the desired color on the image, hold down the shortcut key "C", and click the desired color with the left mouse button. The acquired color replaces the current color on the color panel and is highlighted.
4. Modify the color system color: the cursor stays on the color block for a moment to pop up a panel (Figure 3-13).

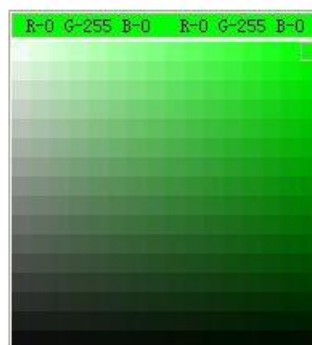


Figure 3-13 Modify color




5. Shortcut button (Figure 3-14).



Figure 3-14 Shortcut button

Same as §4-14 Color corresponding command operation.

6. Operation button:

- ①  Read color library: read color library file.
- ②  Save color library: save the color library file.
- ③  Name Color: Modify the color name and color code.

※**Note:** When exiting Richpeace Textile and Fashion Design System V3.0 system , the system automatically remembers all the colors in the color panel of the current document. When entering Richpeace Textile and Fashion Design System V3.0 system again, the color in the color panel is still the same as last time. All colors on exit.

§3-5 Pantone Panel:

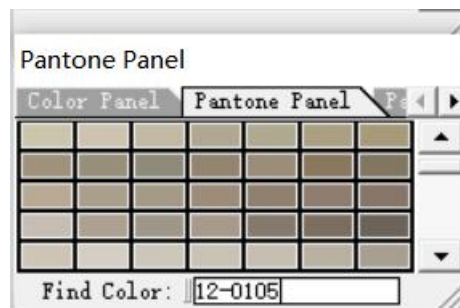


Figure 3-15 Pantone Color Panel

1. Displays the Pantone library .
2. Find the Pantone color.

§3-6 Pattern panel:

The pattern size provided by the pattern panel is $\leq 100 \times 100$ pixels.

In the pattern panel, click the selected pattern with the left mouse button, the selected pattern is represented by a red rectangle (Figure 3-16), at this time, hold down the left mouse button on the selected pattern, and then drag it to the drawing area to apply.

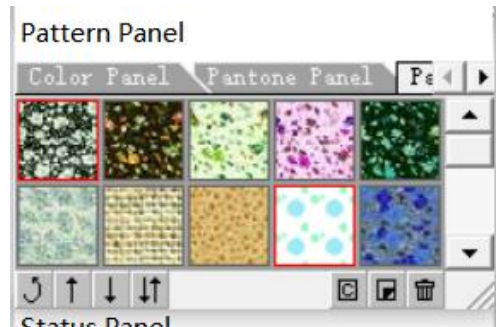



Figure 3-16 Pattern panel

At the bottom of the pattern panel are the pattern command



icons ,Displays a tooltip when the mouse is over the icon.

■ System Pattern

Click the  system pattern command icon, a prompt dialog box will pop up (Figure 3-17), select "Yes" to replace all the patterns in the current pattern panel with the system default patterns.

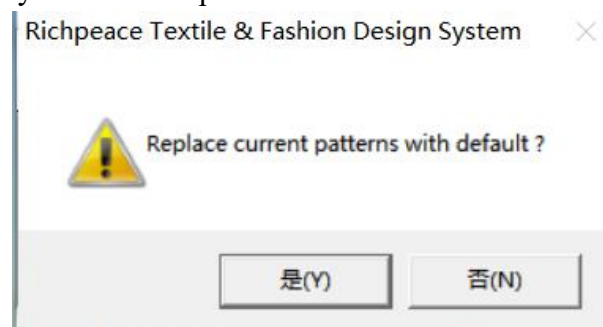



Figure 3-17 System Pattern Dialog Box

■ Read pattern:

Click  command icon to import patterns, and a pattern loading dialog box will pop up (Figure 3-18), select the desired pattern file to open, and the patterns in the file will be added to the pattern panel.

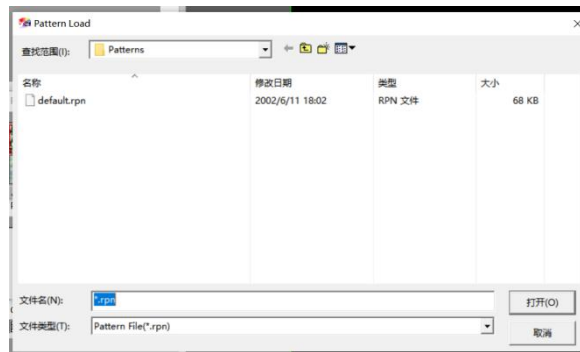



Figure 3-18 Pattern Loading Dialog Box

■ Save pattern:

Click  Save Pattern command icon to pop up the pattern save dialog box (Figure 3-19).

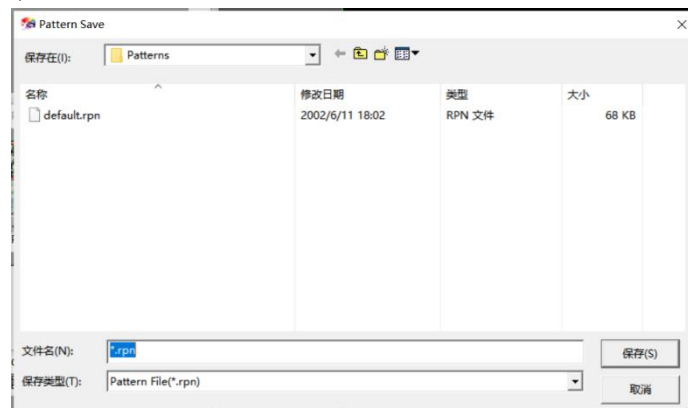



Figure 3-19 Pattern save dialog

Name the current pattern panel to be saved at "File name", click "Save", Preservation of the front pattern panel.

■ Swap Patterns:

Click  command icon to exchange patterns, and the pattern loading dialog box will pop up (Figure 3-20).

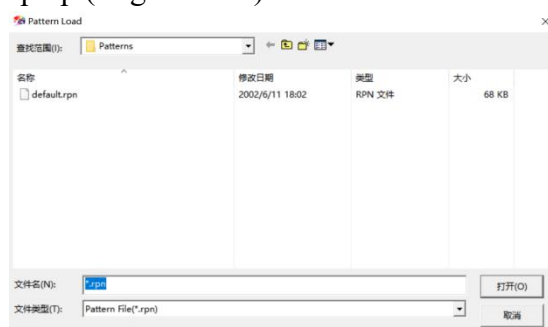


Figure 3-20 Pattern Loading Dialog Box

Select the pattern file to be loaded and click "Open". At this point, the Exchange Pattern dialog box will pop up (Figure 3-21). Click "Yes" and all the patterns on the Patterns panel are replaced with these loaded patterns.

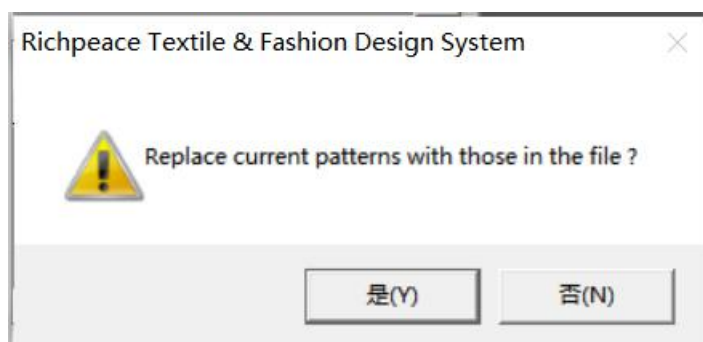



Figure 3-21 Swap Patterns dialog

■ Renamed Pattern:

Click  Renamed Pattern command icon to pop up the Named Pattern dialog box (Figure 3-22), enter a new name, and click "OK" to complete the name modification of the pattern selected on the Patterns panel.

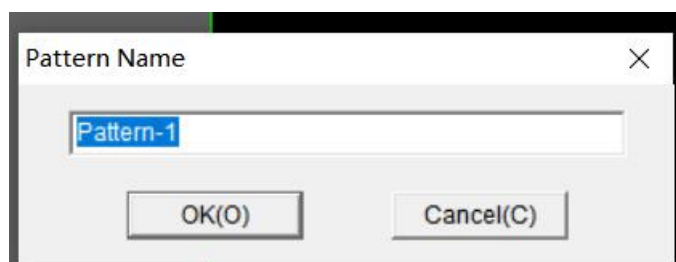


Figure 3-22 Named Pattern Dialog

■ New pattern:

After a new pattern is designed in the drawing area, use a rectangular window to select it (the window must be $\leq 100 \times 100$ pixels),



click  command icon to add a new pattern, and a new pattern dialog box will pop up (Figure 3-23).



Figure3-23 New Pattern Dialog Box

Type a name for the new pattern, click "OK", and the new pattern is added to the current pattern panel.

■ Delete pattern:

Select the unwanted pattern on the pattern panel, click  command icon to delete the pattern, and a dialog box will pop up (Figure 3-24). The dialog box reminds you if you really want to "Delete this pattern?", click "Yes", the pattern will be deleted.

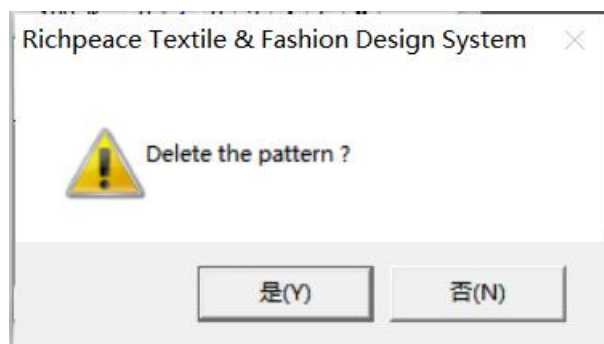


Figure3-24 Delete Pattern Dialog

※**Note:** The format of pattern files is "*.rpn".

§3-7 pen Option panel:

In the pen Option panel, you can select and change the shape and size of the brush. The changed brush will appear in the pen Option panel window, allowing you to intuitively see the size and shape of the changed pen. (Figure 3-25)

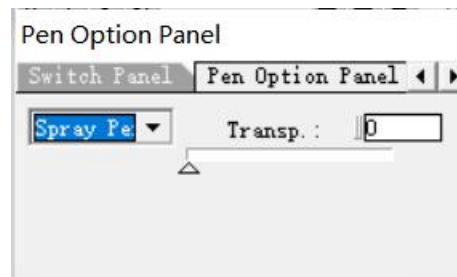


Figure 3-25 Pen panel

As shown in Figure 3-25, the current selection is a square pen, the current size is 1×1 pixel, and you can see the size and shape of the pen in the brush window.

1. To select a circular pen, move the cursor to the drop-down list box behind it. Click "▼" to display a drop-down list box, click "Circle" to change the current pen shape to a circle.

2. There are two ways to set the size of the pen: ① On the left side of the brush panel, drag the "△" to set the size of the pen. The triangle arrow to the left is to set the height of the pen shape, and the triangle arrow to the up is to set the width of the pen shape. ② You can also directly set the value in the text box of pen width and pen height.

Brush shapes can be up to 32×32 pixels in size. Through different settings of the brush value, various shapes of pen shapes can be generated (Figure 3-26).



Figure 3-26 Different shapes of pen

§3-8 Status panel:

Depending on how the status panel is set up, you can select any tool, place the cursor on any part of the image, and measure the coordinates under the cursor.

1. Introduction to the Status Panel: ① Select "View" → "Status Panel" in the menu bar. ②The status panel displays the following specific information (Figure 3-27)

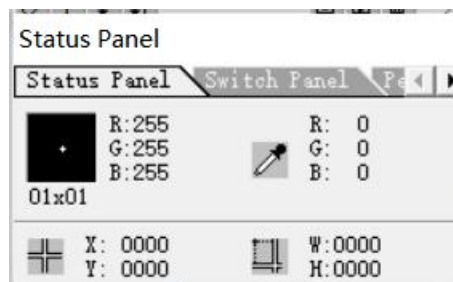




Figure 3-27 Status panel

- ③The RGB value in the rectangular box is to display the RGB value selected by the current brush, and the color, width and height of the brush are displayed on the left side of the place. The RGB value at the upper right of the status panel is the RGB value that displays the current cursor

position,  X: 0000 Y: 0000 is the position where the current cursor is displayed,  W: 0000 H: 0000 is the width and height of the display window.

2. Preview color values:

You can use the Color and Status panels to preview pixel color values affected by color adjustments. When you use the color adjustment dialog, the status panel displays the color value of the pixel under the cursor, the value in the left column is the original color value of the pixel, and the value in the right column is the adjusted color value. (Figure 3-28)



Figure 3-28 Color Sampling and Status Panel

§3-9 switch panel:

Select "View"→"Switch Panel" in the menu bar to display the switch panel options (Figure 3-29).

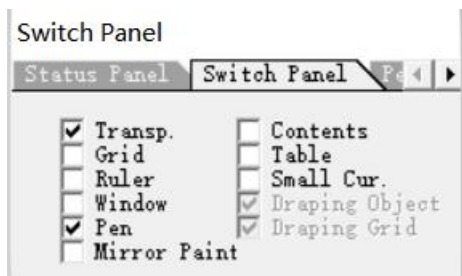


Figure 3-29 switch panel options

There are multiple options for transparency, grid, ruler, etc. in the switch panel. If you want to open one of them, just move the cursor to the check window in front of a certain item, click the left button, the "√" symbol will appear before the option, indicating that this item is selected. The options in the switch panel play an important role in the system operation process. The following will explain each option in detail.

1. Transparent:

Selecting the Transparency option in the Switches panel makes all images with a background color (Black: R:0 G:0 B:0) appear transparent when placed in the document.

2. Grid:

Selecting the grid allows you to see each pixel clearly, and you can make local and precise modifications to the image in the state of the grid. The grid can only be displayed when the navigation scale number is 3 or greater.

3. Ruler:

Select Ruler Display and the rulers will appear at the top and left of the active window. The ticks on the ruler show the current position of the cursor. With rulers, images can be drawn more precisely in clothing design. ①To show or hide the ruler: select "ruler" in the switch panel or cancel the "ruler"

selection. ②To change the setting of the ruler: The measurement unit of the ruler and the position of the origin (0 point) of the ruler can be changed. Right-click on the ruler to display the ruler display setting options (Figure 3-30):

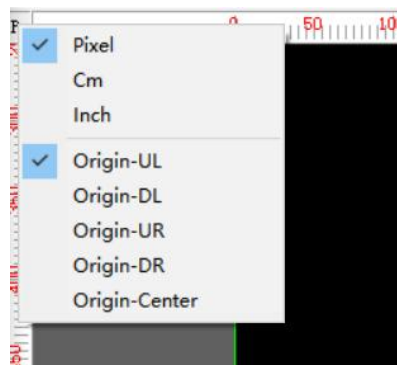


Figure 3-30 Ruler Display Settings Options

According to the need, click one of the measurement units and the origin position in the option settings, mark the selected item with "✓", and automatically convert to the selected measurement unit at the ruler, and the origin of the ruler is automatically converted to the selected measurement unit. selected location.

Change the settings for the current ruler unit of measure,It can also be

achieved with the  document size command.

In addition to the above five fixed positions, the origin of the ruler can also be moved to any desired position by placing the cursor at the vertex P and clicking and dragging with the left mouse button.

4. Window selection:

Select the window option in the switch panel to display the window in the drawing area. If you uncheck the window, the window will not be displayed in the drawing area.

5. Pen Type:

Select the pen type in the switch panel. In the drawing area, the cursor will display the thickness and size of the currently selected pen. Displaying the size of the pen shape can enhance the accuracy of its drawing during the clothing design process.

6. Symmetrical drawing:

Display the symmetrical center line (red line), when drawing on the left (right), the right (left) automatically draws symmetrically relative to the symmetrical center line (Figure 3-31)

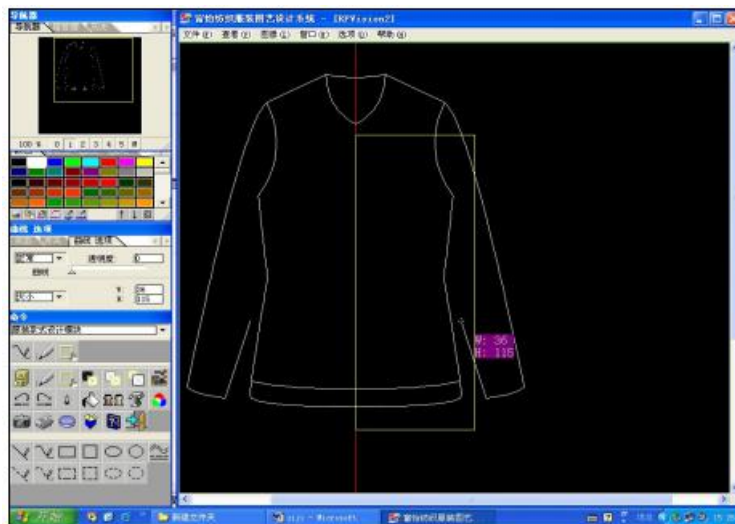


Figure 3-31 Symmetrical drawing

7. Content:

When copying, circulating, changing colors or moving images, in order to achieve the best effect of the operation of each command, you can open the content option to clearly display the state it is in. If the computer memory is low, it is best to turn off the content option so as not to affect the processing speed.

8. Table column:

Select the table column to switch between documents. When you open multiple documents in the drawing area, you need to perform mutual operations between the documents, and you can use the tabs to realize the mutual conversion between the documents.

9. Small cursor:

Select the small cursor to display the small cursor in the drawing area; if it is not selected, a large cross cursor will appear in the drawing area, which can improve its accuracy in the process of clothing design.

10. Texture objects:

Under the Stereo Texture Design module, select the texture object, the image with the object will display the object, and if not selected, the object will not be displayed.

11. Texture grid:

Under the Stereolithographic Design module, select Texture Grid, an image with a grid will display the grid, and if not selected, the grid will not be displayed.

§3-10 Options panel:

Most command icon tools have an options panel. Depending on the selected tool, the appearance and available choices vary.

Some settings in the options panel are common to every tool (such as the brush tool and opacity), while some settings are specific to only one tool (such as the "Height, Width and Cursor Info" settings for drawing tools).

1. To display the options panel:

Do one of the following: Choose View > Options Panel.

Select a drawing tool, the following figure (Figure 3-32) is the curve tool option panel.

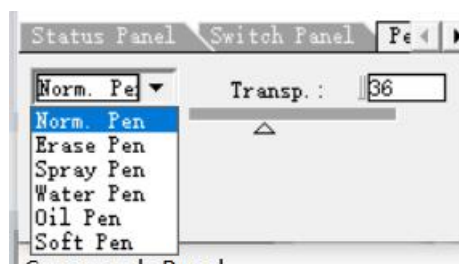



Figure 3-32 Curve Options Panel

2.Specify the transparency of the drawing and brush

tools:

- ①In the tool's option panel, enter the transparency value or drag the slider.
- ②The transparency range is 0 to 100. A transparency of 100 is completely transparent, and a value of 0 is completely opaque.

3. pen option Tool:

Click the ▼  arrow in the Options panel to display various brushes in its drop-down list box.

- ①Normal: The normal option is a general hand brush, which can freely draw and create soft colored lines in the document.
- ②Eraser pen:It acts like an eraser and erases images.
- ③spray pen:The spray pen applies gradient shades (including colored sprays) to an image, simulating a traditional airbrush mechanism. The edges of the lines are more divergent than those created with normal brushes. The Airbrush Pressure setting controls the speed at which the painting spray is applied. If you hold down the mouse without dragging, you can increment the color.
- ④Water pen: Paintbrushes paint watercolor-style images, simplifying the details in the image, using brushes that contain moisture and color, and where there are noticeable tonal shifts around the edges. The water pen saturates the color.
- ⑤ Oil pen: The oil pen draws oil painting style images, it simulates the handwriting of oil painting, and can produce a variety of different oil painting effects by adjusting the transparency.
- ⑥Soft pen:
Images can be retouched with a soft brush. Soft Pen simulates the action of dragging a brush over a wet drawing, softening hard edges or areas in an image and reducing detail. ※Note: ①When using the brush tool, you should consider the painting effect you want.
②If the above various brush tools are combined with the use of the handwriting board, you can achieve the best painting effect in the design process.

4. Handwriting board:

Richpeace Textile and Fashion Design System V3.0 is compatible with most pressure-sensitive digital tablet (such as Wacom). If you have a stylus installed, you can get several different types of effects by changing the pressure on the stylus.

Stylus pressure will affect spray pen, Water Pen, Oil Pen, Soft Pen, Erase Pen and Normal pen tools.

Using the tablet:

- ① Select the size of the pen in the pen panel.
- ② Make the painting more transparent or create thicker strokes by changing the pressure and transparency.

§3-11 Command Icon Area:

Select Command Panel in the "View" menu to display the Command Icon Area panel (Figure 3-33).

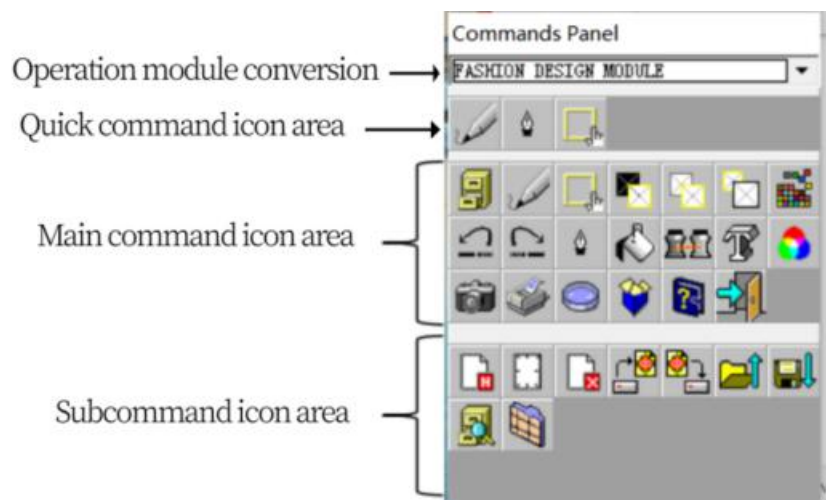


Figure 3-33 Command Panel

All the commands of Richpeace Textile and Fashion Design System V3.0 are arranged by level. Usually related commands of a command group are placed in the same main command. Take out a command from the main command icon area to execute the task. If further explanation is required or this command is selected, another command icon area can be brought out, which is called the subcommand icon area. To use a command, just click the icon

■Determine the operation module:

Select the desired operation module in the drop-down list box of the command panel (Figure 3-34)

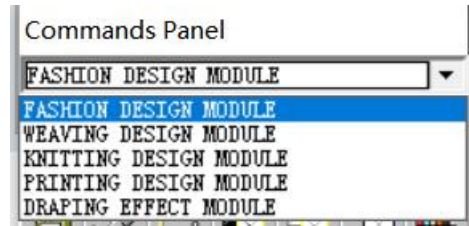


Figure 3-34 Action Module Options

- ①Fashion design module: multi-layer image design environment, rich design tools, professional design pen library, automatic color matching, professional color library make clothing style design handy.
- ②Woven design module:The rich weave structure and colorful warp and weft designs simulate the real effect of various woven fabrics.
- ③Knitting design module: Realistic 3D simulation display of knitted fabric, used for the design of knitted flower shape, pattern and style.
- ④Printing design module: printing pattern design, printing pattern color separation and printing pattern screening operation.
- ⑤Draping design module:The fabric replacement operation of the three-dimensional model's clothing is realistic, fast and easy to operate.

■Shortcut command icon area:

The command icon selected in the main and sub-command icon areas will be automatically placed in the shortcut command icon area (Figure 3-35). If you want to use the command next time, you can get it directly from the shortcut command icon area, without having to Go to the main and subcommand icon area to select.



Figure 3-35 Shortcut Command Area

In the shortcut command icon area, shortcut keys correspond to shortcut command icons. The number keys "1", "2"... "7" correspond to the commands in the shortcut command icon area in turn.

Figure 3-36, after pressing the shortcut key "5", the "window" command on the shortcut command icon area is

choose.

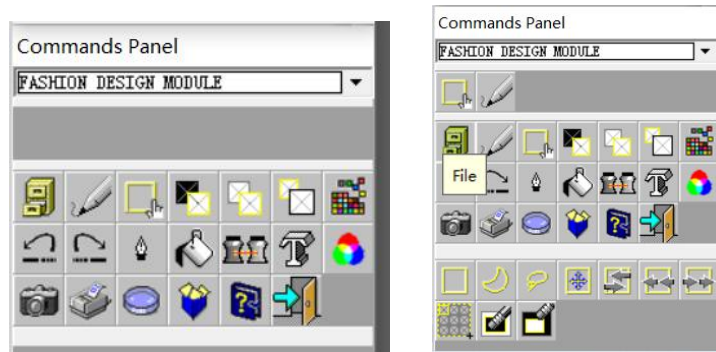


Figure 3-36 Front and back operations of shortcut keys