

Rainbow Painter

by Norbyte

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TUTORIAL

THE STUDIOS



a) Studio 1



b) Studio 2



c) Studio 3

a) The desktop you see when you start the program is called a Studio.
b) c) You can travel between three different studios by clicking on the numbers 1-3 in the d) Quick Menu (or by pressing F5-F7 on your keyboard).

You may rearrange the studios to meet specific needs. For example: You can have one studio designed for editing tall images, one studio optimized for painting and one studio for layer editing.

Any changes you do to the studios (i.e. if you close a window) will be saved when you quit the program, which is done by clicking on the Q button in the Quick Menu (or by pressing Command-q on your keyboard).



d) Click on the ? button to access the built-in manual. The \$ button tells you how to register.

Many of the Quick Menu functions are also found in a dialog that can be brought up by pressing Esc on your keyboard.

HOW THE WINDOWS WORK

Every window in Rainbow Painter has three different window contents. Think of it as three different windows on top of each other, where you click on  to alternate between them.

The number (1-3) underneath that button displays the number of the current window content.



a)



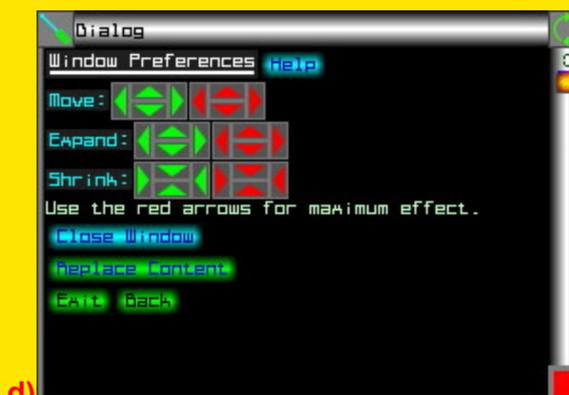
b)



c)

a) The current window content. b) Click on  to get content number 2.
c) Repeat to bring up number 3.

If you click on , the window will be blown up to fullscreen mode. A second click returns everything to normal.



d)

d) If you click on , a dialog appears where you can adjust the window. A click on Replace Content brings up a list of window contents, with various functions, to replace one of the three current window contents with a new.