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STUDIO/32™ 1.2

R E A D M E F I R S T

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# What's New in Studio/32 1.2: Read Me First

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## Studio/32 1.2

Studio/32 1.2 is an enhanced version of Electronic Arts' premier 32-bit color paint program, Studio/32. Its improved functionality and versatile range of features were designed to meet the rigorous requirements of graphics professionals and desktop publishers.

The program now supports multiple page printing, a more inclusive selection of Preferences, Transparency (transparent page), and numerous features which take advantage of the improvements made to Apple's operating system for the Macintosh, System 7.0, including TrueType™ font handling, Create Publisher, and Balloon Help.

## Important!

*AFTER* you have read pages 1–13 of the manual, and installed Studio/32 1.2 on your hard drive, but *BEFORE* you begin working with the program, read quickly through this addendum. It will help you properly register your copy of Studio/32 1.2 and provide detailed descriptions of all the new or enhanced features of 1.2.

*Page references that appear in brackets in this addendum refer to pages in the Studio/32 manual that came with the program. You might find it helpful to annotate your manual with the changes listed in this addendum.*

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## Registering Studio/32



After you have installed Studio/32 onto your hard disk and have chosen a display mode for your monitor [pages 12-13], you *must* register your personal copy of Studio/32 before you use the program for the first time. If you have *NOT* already registered your software, here's how to do it.

1. Double-click on the Studio/32 icon.

The Studio/32 Registration Screen appears. The very first time you start the program, Studio/32 asks you to enter your name and your Registration Number. *You only have to do this once.*

**Please Enter  
Your Name:**

**Your Registration Number:**

Cancel OK

Figure 1: Registration Screen

2. Enter your name in the box where it's indicated. This box has a 20-character limit (not 40-character limit [page 14]). If you make a mistake while entering your name, just backspace over the error (use the *delete* key) and type in what you want. Press the *tab* key to move to the next box.
3. Enter your Registration Number, which references your personal copy of Studio/32. You'll find this number on the Registration Card included in the Studio/32 package. When you've typed it in, click OK.

If you entered the wrong number by accident, the program beeps and the Number box is selected automatically; simply enter the correct Registration number and click OK.

4. For convenient reference, please record your Studio/32 registration number in the space provided below.

#: \_ \_ \_ \_ \_

This registration number will be required if you should ever need to re-install the program.

Your name and your Registration Number will now appear on the **About Studio/32** dialog.



Figure 2: About Studio/32 dialog

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## New Features

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### Replace Colors

This Color menu option, formerly available in 8-bit mode only [pages 295-297], is now available when you are working in 8-, 16-, or 32-bit modes. You can use **Replace Colors** to replace or switch the colors of an entire document or of a defined selection within a document.

### Multiple Page Printing

Choose Print [pages 235-236] from the File menu.

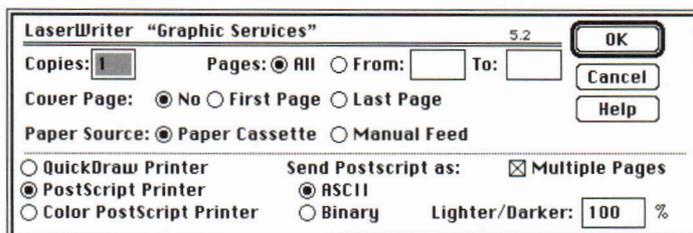


Figure 3: Print Dialog

To print a multiple-page document (which is any document larger than the page size set in Page **Setup** [pages 234-235]), click the Multiple Pages box. An x (as shown in the figure), means that the feature is active.

If you want to see a graphic representation of the number of pages your multiple-page document will print, choose **Print Preview** [page 234] from the File menu *before* you print your document.

### Preferences

Two versatile options have been added to the Preferences dialog, which appears when you choose **Preferences** from the Edit menu [page 238].

*Create draft page with document* automatically creates a draft page in memory each time you open a document. If you activate this option, the program automatically reserves more memory so that your draft page can be held in RAM. This may result in making the overall work area of your document smaller.

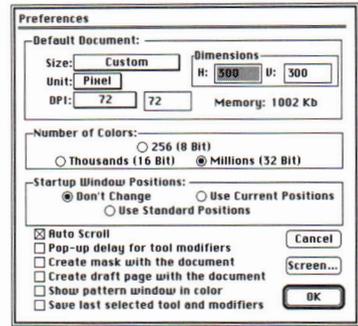
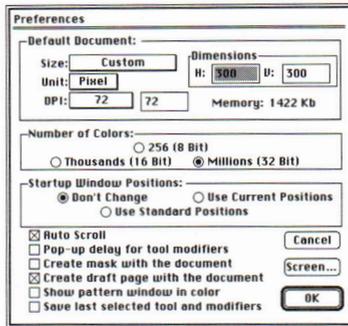


Figure 4a and 4b: Preferences dialogs with and without Create draft page selected. Note the Memory: reading.

Save last selected tool and modifiers saves your tool settings as they were when you quit the program. These settings are saved in the Studio/32.prefs file.

To select a **Preferences** option, click in the box beside the option. An x will appear in the box when the option is active.

## Transparency

Show Draft Page ⌘J  
Copy To Draft Page  
Release Draft Page  
Fixed Background  
Transparency

This is a new option in the **Draft Page** submenu [pages 269-270]. Transparency displays the document and the draft page simultaneously by making any areas in the current background color *transparent*. Transparency is only available if there is sufficient memory for the Draft Page to be held in RAM rather than on disk. To assist you in using the “transparent” page feature, we’ve added an option in **Preferences** (see above) to create the draft page *in memory* when you open a document.

If you have a draft page, a check mark (✓) appears beside Transparency when you choose it.

Here’s an example of how Transparency works. With Studio/32 installed, and a new Untitled document on your screen:

- Choose **Preferences** from the Edit menu.
- If the option **Create draft page with document** is not selected, click it so an x appears in the box beside it.
- Click OK to close the Preferences dialog box.
- Choose **Close** from the File menu to close the current document.

- Choose **Open** from the File menu. The Open A File dialog box appears.

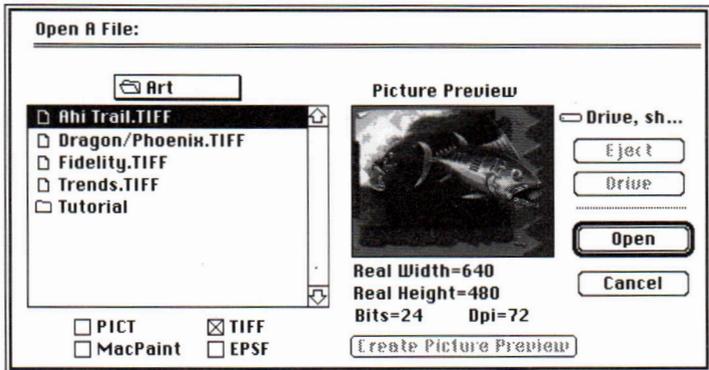


Figure 5: Open A File Dialog

- Click the TIFF box so an x appears in the box.
- Double-click Ahi Trail.TIFF to open that file.
- Click OK in the Set Document Depth dialog.

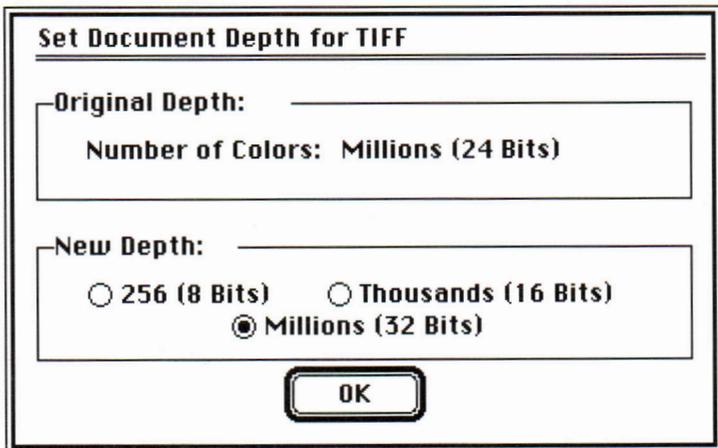


Figure 6: Set Document Depth

The file Ahi Trail.TIFF appears on the screen.

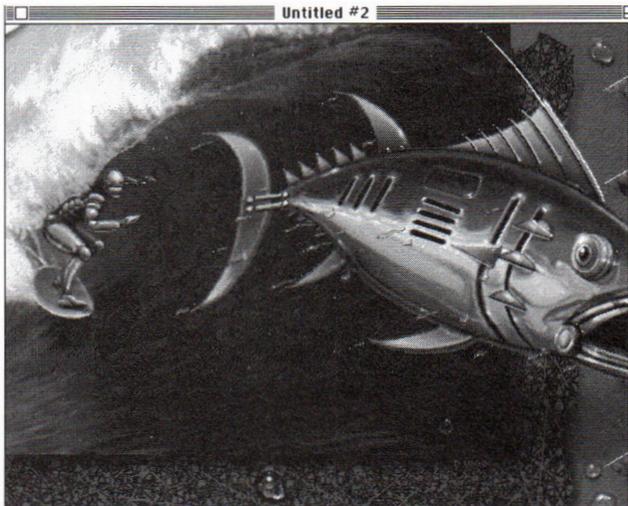


Figure 7a: The Document Ahi Trail

- Choose **Show Draft Page** from the Draft Page submenu under Goodies.

The screen turns completely white and the title bar shows that the draft page is displayed.

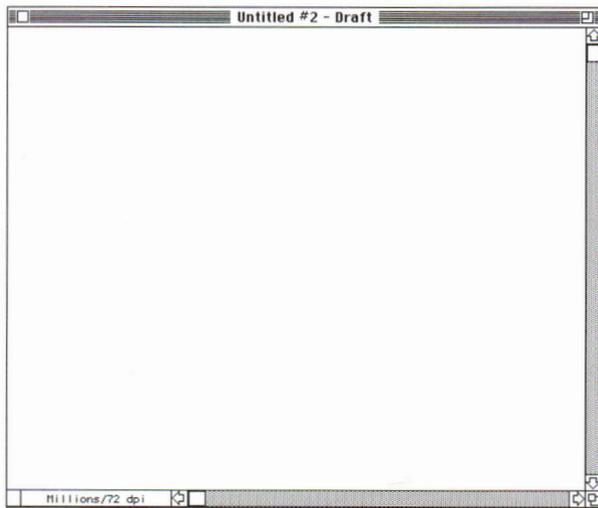


Figure 7b: Draft Page for Ahi Trail

- Choose **Transparency** from the Draft Page submenu.

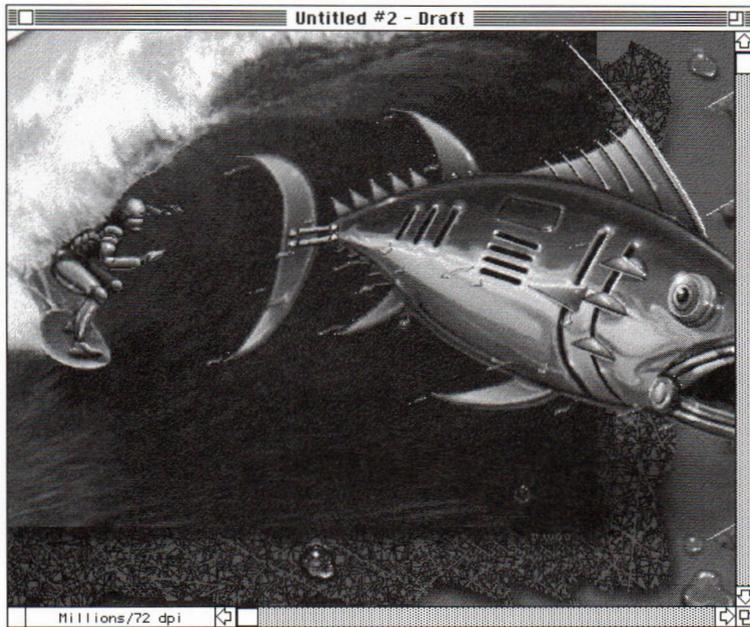


Figure 7c: The effect of Transparency of the Draft Page

All the background colors (the entire draft page) become transparent. Now the draft page looks exactly like the document. By definition the entire document is the background of the draft page. You can paint and erase on this page without affecting the document, just as you can with the **Fixed Background** option.

- Press  $\text{⌘}$  - J to return to the Document Ahi Trail.
- Use the Rectangle Selection tool to select the silver surfer.
- Press  $\text{⌘}$  - C to copy the selection.
- Move the arrow outside the selection and click to deselect the selection (the dotted rectangle).
- Press  $\text{⌘}$  - J to return to the Draft Page Ahi Trail.
- Press  $\text{⌘}$  - V to paste the silver surfer on the Draft Page .



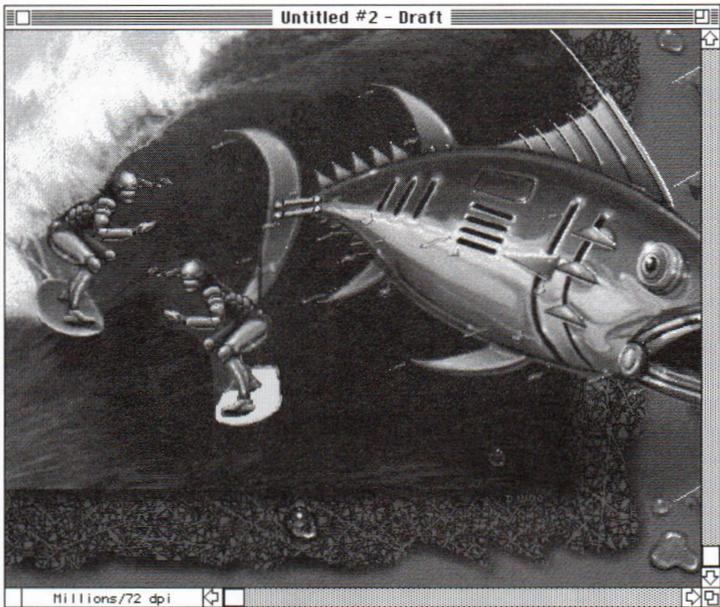


Figure 7d

- Choose **Flip>Horizontal** from the Selection menu to turn the surfer around.
- Paint the surfer's board a different color. You can also use the Eraser tool to delete any part of the selection.



- Use the Rectangle Selection tool to select the second surfer.

Studio/32 selects only the second surfer because it is in fact the only thing on the Draft Page. Everything else you see is on the Document. This feature makes painting or loading and positioning selections on a background easier and more efficient.

- Move the second surfer where you want him to appear.
- When you like what you have on the Draft Page, choose **Merge onto Document** from the Draft Page submenu. This moves what is on your Draft Page onto your Document. This option is only available when Transparency is on.

<p>Show Document On Top ⌘J  Merge Onto Document  Release Draft Page  Fixed Background  <input checked="" type="checkbox"/> Transparency</p>
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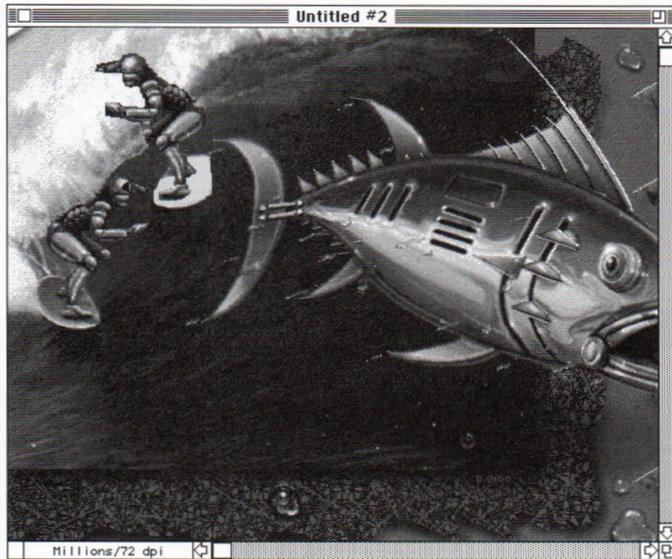


Figure 7e

REMEMBER: Transparency is not available until you have a draft page that resides entirely in RAM.

## System 7.0 Changes

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We recommend that System 7.0 users turn OFF virtual memory when using Studio/32. Consult the documentation that came with System 7.0 for information about how to turn virtual memory off (and on).

### TrueType™

Studio/32 now supports TrueType outline fonts, so your type fonts look better on screen. Use display type of any size; you'll get smoother edges. Please refer to your System 7.0 documentation for more information on TrueType fonts.

# Studio/32 with TrueType

# Studio/32 without TrueType

Figure 8: Text with TrueType (above) and without TrueType (below)

## Balloon Help



Balloon Help is a new way to receive an immediate explanation of certain tool or menu option. Select **Show Balloons** from the Help menu, and a help balloon will appear whenever you move your cursor over an area which is served by the feature. The balloon will be filled with useful information.

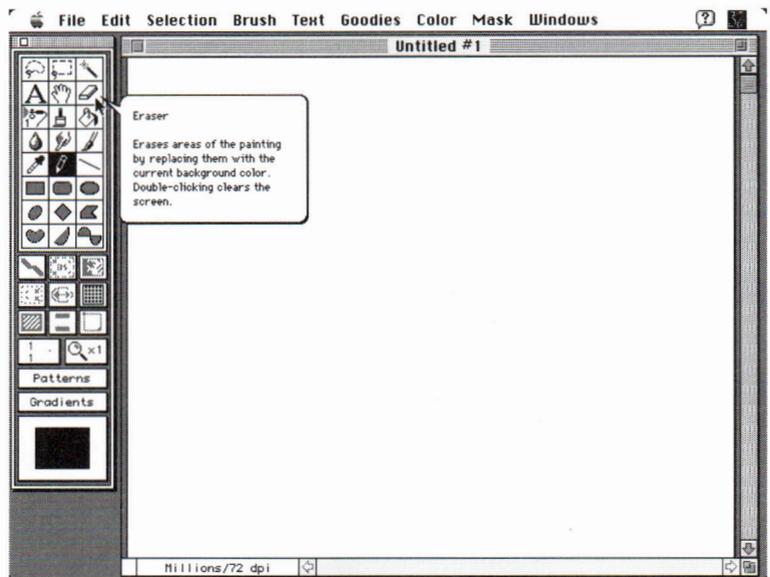


Figure 9: Balloon Help for the Eraser tool from the Toolbox

Studio/32 provides Balloon Help for the tools, menu options, and dialogs. If you are a new Studio/32 user, these balloons offer a simple and efficient way to become familiar with the program. Studio/32 still supports full on-line help [pages 15-16].

## Create Publisher

Create Publisher is a new option in the Edit menu. The feature lets you copy and paste material in documents that is updated automatically when you make any alterations to the original.

To use the feature, you must designate the Studio/32 image that you want to have automatically updated. This image is called a **publisher**. The image is saved as a file, called an **edition**. By “publishing” your selected image to your system, you make it available to other applications. Publishers provide speed and versatility, and are especially useful for graphic documents that are shared on a network, because images can be updated over the network.

To create a publisher:

- Select an image you want to make into a publisher.

For purposes of this example, we selected the silver surfer from the original Ahi Trail in your Studio/32 Art folder.

- Choose Create Publisher from the Edit menu.



Figure 10: Create Publisher dialog

The silver surfer is the “publisher” and appears in the Preview Window of the Create Publisher dialog box.

- Type a name for the edition.

Here we’ve called it ahi Edition.

- Click Publish or press Return.

The system now has an edition named **ahi Edition**. It consists of the image you selected and is saved in the location you specified. The publisher stays in your original document.

The edition can be opened but not edited. To edit the image you would open the original file—the publisher—and edit it.

## *Publisher Options*

Once you have created a publisher, you can specify particular options for it in the Publisher Options dialog box.

- If the publisher is selected (surrounded by the marquee), click outside the image to deselect it.
- Choose **Show Borders** from the Edit menu. A thin gray border surrounds the publisher image.
- Move the pointer inside the gray border. Once inside the border, the pointer should change shape. This new shape is called an edition icon.
- To select the publisher, click while the edition icon is visible.
- Choose **Publisher Options** from the Edit menu.

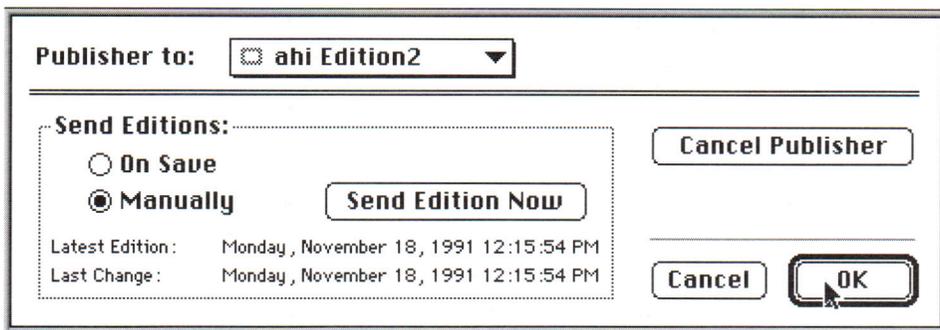


Figure 11: *Publisher Options*

This dialog lets you:

- decide whether to update editions manually or automatically
- cancel the currently selected publisher (which means that the selected image will no longer be automatically updated)
- see the location of the current publisher or edition in a pop-up menu
- see the date and time that the edition was most recently updated
- Click OK to return to your document.

## Minor Changes

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### Studio/32 Package

Two of the four disks that compose your Studio/32 1.2 package [page 9] have been slightly altered. There are no new files. The files documented on [page 9] have simply been rearranged to accommodate changes in the size of the Program file.

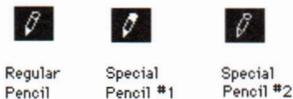
- Disk 1      The Studio/32 Program disk now contains the Studio/32 Program and the utility called ColorCam (see *Appendix D* of your Studio/32 manual).
- Disk 2      The Help and Utility disk contains the program's Help file, the utility called Gallery (see *Appendix C* of your Studio/32 manual, a folder called Tutorial, and the Art folder.

We've also added six painting features that will allow graphics professionals to work more quickly and smartly.

### Airbrush Tool

The versatile Airbrush tool [pages 61-63] can now be constrained [pages 31 and 46] to move in a straight line. If you press and hold down the Shift Key before you begin to paint, the Airbrush will move in a straight line in the direction of your first stroke.

### Pencil Tool



Besides the Special Pencil #1 [page 176], which many artists have found so useful, Studio/32 has added a third option to the Pencil tool, simply called Special Pencil #2.

When the pencil cursor is in the work area, the Regular Pencil icon shows a white point and black eraser; Special Pencil #1 has black point and white eraser; and Special Pencil #2 has white point and white eraser. Use the up-arrow key to scroll through the three different types.

Special Pencil #2 always paints in the foreground color, no matter what the background color, no matter where you start painting.

### Keyboard Equivalents

The Edit menu options, **Undo**, **Cut**, **Copy**, **Paste**, and **Clear** can now be selected with one keystroke from the Macintosh extended keyboard. Likewise, **Help** can be activated by pressing the Help key.

## *Commit*

Keyboard Equivalent: Shift ⌘-Z

Commit is a new option in the Edit menu, and it is especially useful when you are painting on large documents. Commit tells Studio/32 to commit to the document what you have just painted and to clear the UNDO buffer. This means that the next time you press down the mouse button to paint, you will begin painting right away rather than waiting for the undo buffer to clear. There will be no lag time so you can paint more fluidly and freely.

The trade-off for this improved speed is that you cannot **Undo** the previous painting operation.

## *Brush Painting Selected*



If you paint with the regular Brush tool (not the Antialias Brush [pages 36, 54-55]), and immediately choose **Select** from the Selection menu or press ⌘-A, Studio/32 selects **ONLY** what you have just painted with that brush.

## *Relation of Tools to Document*

When you move between two open documents, most toolbox settings automatically follow you between the two documents. In the past, each document had its own tools setup.

## *Credits and Acknowledgements for Studio/32 1.2*

Programming: Andy Noori, Randy Dillon, Anne Ogborn  
Producer: Hal Jordy III  
Assistant Producer: Orlando Guzman  
Product Marketing: Gib Biddle, Gary Gettys  
Quality Assurance: Jonathan Skolnick  
Documentation: R. J. Berg  
Documentation Layout: Emily Favors

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Electronic Arts Technical Support  
P.O. Box 7578  
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of Macintosh you own, and the number of its operating system
- Any additional system information (like type of monitor, video card, etc.)
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

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**ELECTRONIC ARTS**  
P. O. Box 7578, San Mateo, CA 94403-7578  
(415) 572-ARTS

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