

Splash! - User's guide

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1. Welcome to Splash!

Splash! It is a multiplatform, raster graphics editor inspired by such programs as Photoshop, Gimp and Microsoft Paint. The aim while creating the application was to fill the gap between simple and intuitive Paint and advanced and crude Gimp. The application was written in Java using the Swing library.

The program works well when performing tasks such as creating images, processing or retouching. The application provides basic drawing functions, support for transparency, layers, and saving application status, as well as basic image and layer filters (see section 1.2). Splash! Advantage is its multi-platform nature.

1.1. Author

The author of this project is Damian Terlecki. Icons used in the application has been downloaded from Freepik.com site under CreativeCommons 3.0 (CC-BY) license.

1.2. Installation

To be able to use Splash! Application, a Java environment is required to be installed (JRE 1.8 or any higher version). The environment can be downloaded from the official site: <https://www.java.com/pl/download/>. The application does not require any special installation in itself – it can be ran by opening Splash.jar, as long as java is set in the sytem/user environment path.

1.3. System requirements

Splash! can be run on many different operating systems as long as the JRE 1.8+ is installed. The list of all certified systems can be found here: <http://www.oracle.com/technetwork/java/javase/certconfig-2095354.html>. Among others are::

- a) Windows (Vista – 10)
- b) Linux (Oracle, Red Hat Enterprise, Ubuntu)
- c) OS X

1.4. Help

In case of problems or questions about Splash! you can contact the author of the app by email: terleckidamian1@gmail.com. The User's guide should also be available at the following site: <https://t3r1jj.github.io/Splash>.

1.5. Features

Splash! offers the following features:

- a) Drawing tools:
 - pencil
 - brush
 - line
 - broken line
 - fill
 - foreground color change
 - background color change
 - rectangle
 - triangle

- oval
- spray
- selecting and cutting (Paint-like)
- eraser
- offset (layers)
- pipette
- text
- zoom
- drawing size change

b) Image:

- size change
- scaling
- offset change

c) Layers:

- creating
- moving
- merging
- deleting
- visibility change
- opacity change
- name change

d) Image and layer filters:

- color inversion
- rotation (angle)
- brightness (percentage)
- contrast (percentage)
- blur
- sharpness
- white balance

e) I/O:

- opening and saving files with the following extensions:
- jpg/jpeg
- png
- bmp
- gif
- slh (app specific extension – allows to save current sheet state with layers).

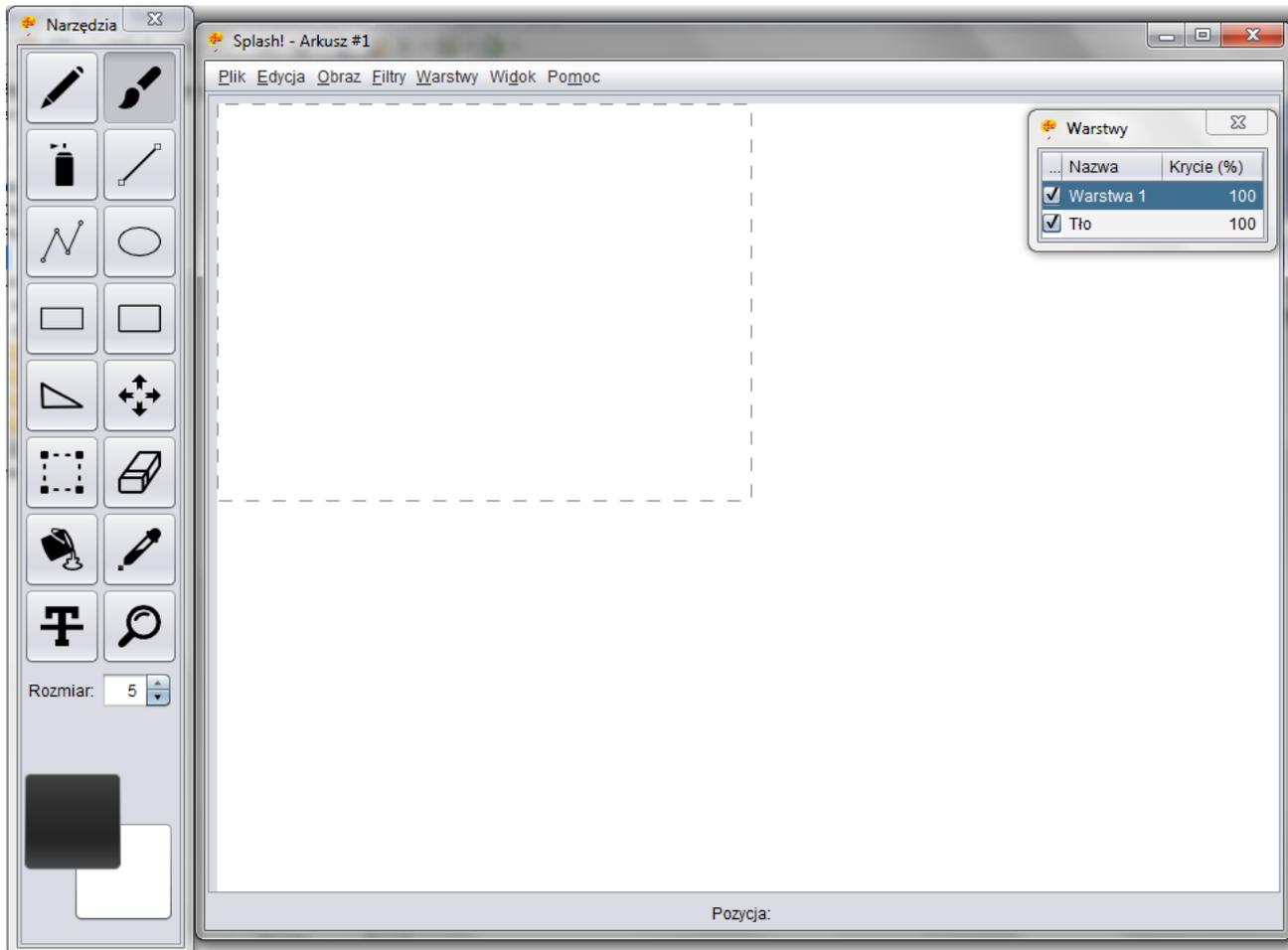
f) Other:

- undo/redo feature for each layer
- menu and other shortcuts
- UI compatible with multiple displays
- multiple sheets
- foreground toolbars

2. User's guide

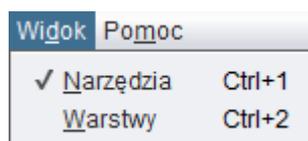
The Splash! consists of (immediately after starting) three main windows: tools, sheet and layers. A single instance of Splash! allows you to work on multiple sheets. For ease of use, when creating new sheets, instances of tool windows and layers remain the same, while an additional window associated with the sheet is created. Each sheet consists of at least one layer. Depending on the transparency settings of the layers, their order on the stack and the background, the resulting image is drawn.

Although the english internationalization has been added, the screenshots come from the older version with Polish localization. Please bear with us.



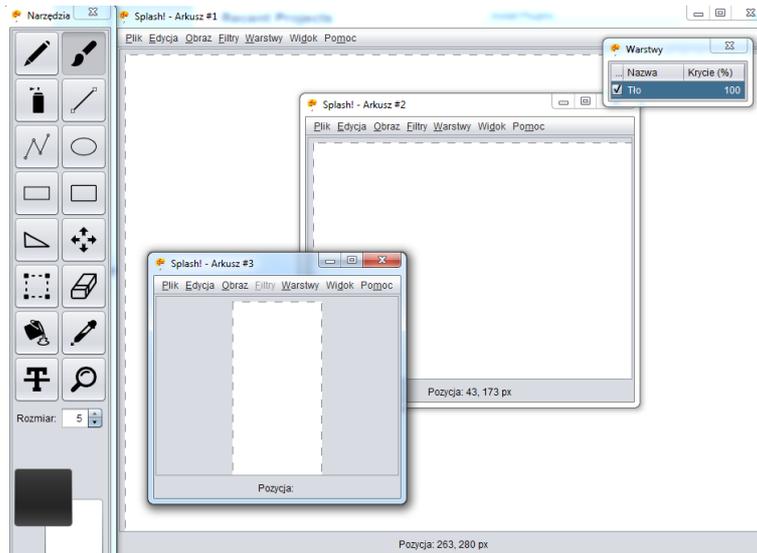
Picture 1: Splash! screenshot

The tools and layers panels are always on top, but it is possible to draw under them or hide them by closing them with the shortcuts Ctrl + 1 / Ctrl + 2 or via the "Views" menu. Bringing the windows back works in a similar way.



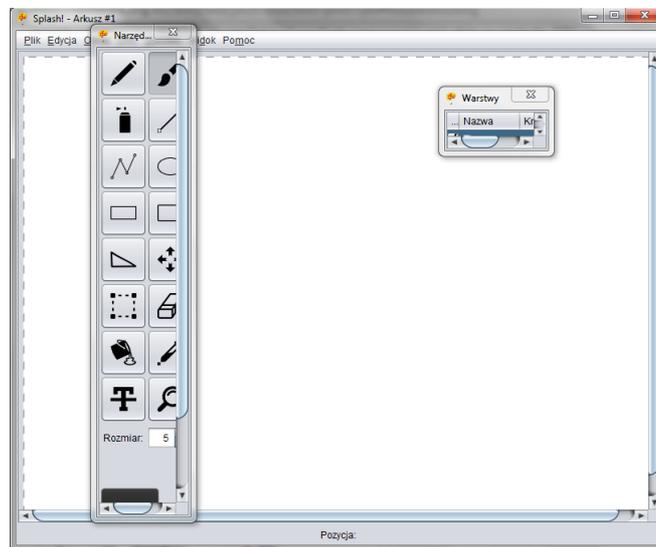
Picture 2: View menu

Thanks to the use of windows for each sheet, the processing of images on multiple monitors becomes easy and pleasant.



Picture 3: Multiple sheets

It is possible to change the size of each window:

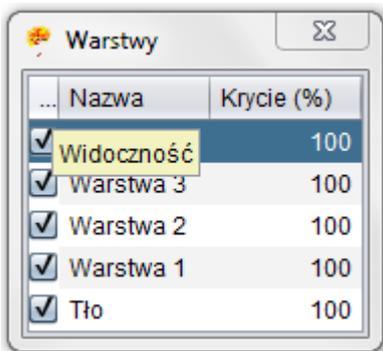


Picture 4: UI resizing

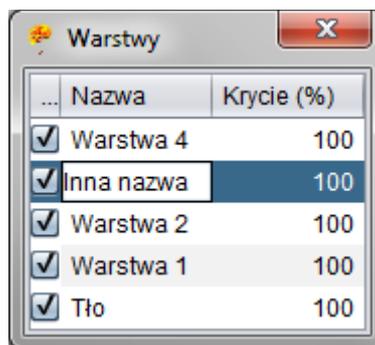
2.1. Menu and windows

In the application you can encounter, among others, the following windows:

a) Layer window



Picture 5: Layer visibility

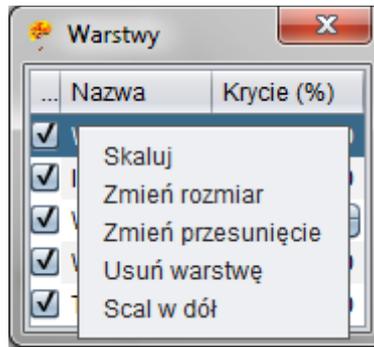


Picture 7: Layer naming



Picture 6: Layer opacity

Changing the order of layers on the stack is done through the "drag and drop" mechanism.



Picture 8: Remaining options

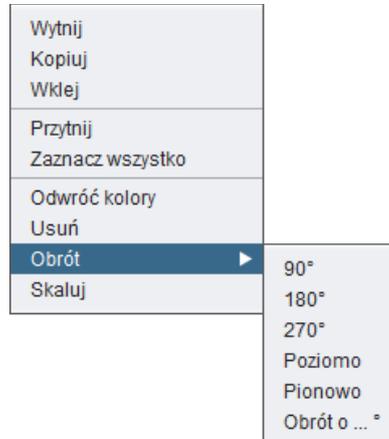
b) Tools window:

After selecting the "Selection" tool, an additional option to select the transparency of the selection appears:



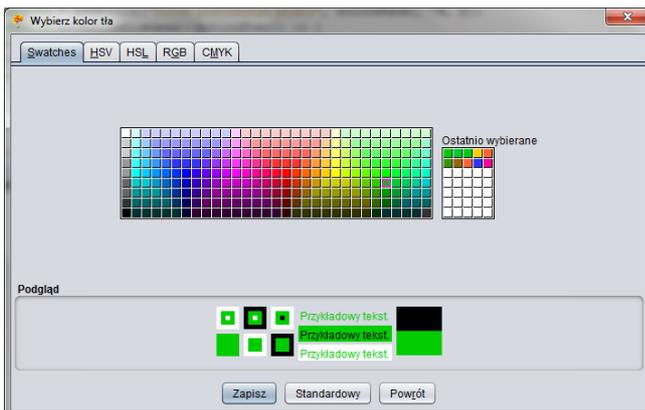
Picture 9: Additional option – transparent selection

The "Selection" tool allows you to quickly select the action related to the selection through the right-click menu on the sheet / layer.

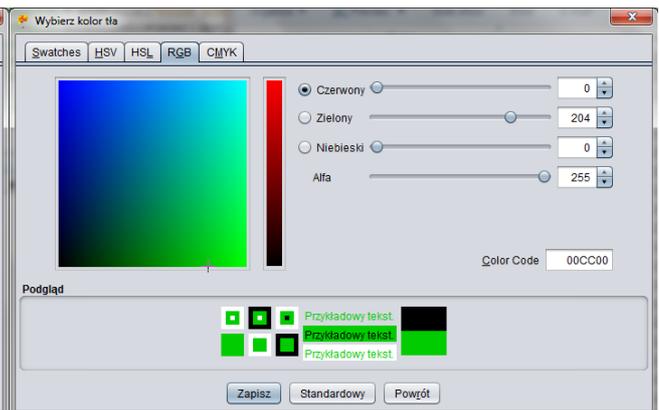


Picture 10: RMB menu

Choice of colors through a window with five color models (Swatches, HSV, HSL, RGB, CMYK):

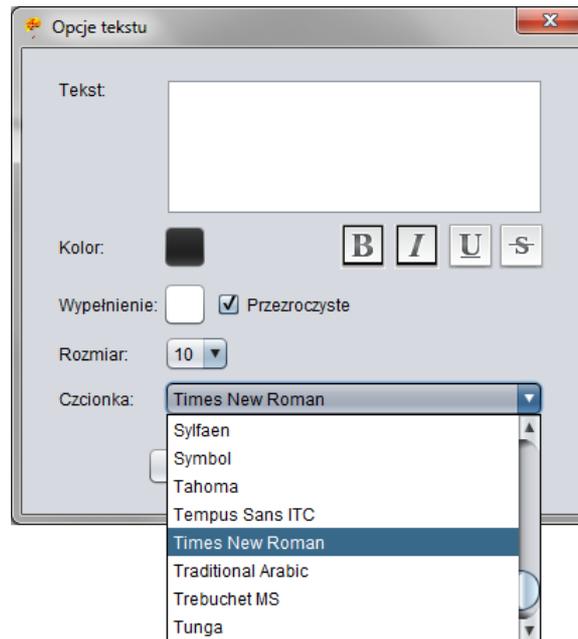


Picture 11: Standard color choices



Picture 12: RGB model

The "Text" tool and input dialog:



Picture 13: Different fonts supported

d) Menu



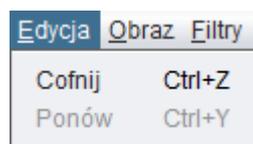
Picture 14: Inactive menu – just after opening the app (sheet window not opened yet)



Picture 15: Active menu – after creating a sheet



Picture 16: File menu



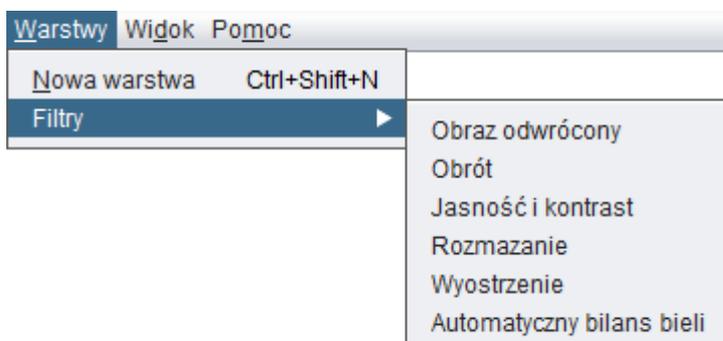
Picture 17: Edit menu



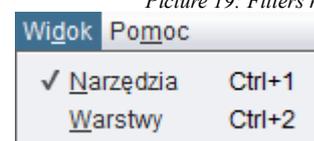
Picture 18: Image menu



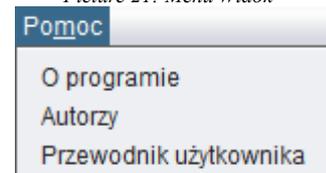
Picture 19: Filters menu



Picture 20: Layers menu

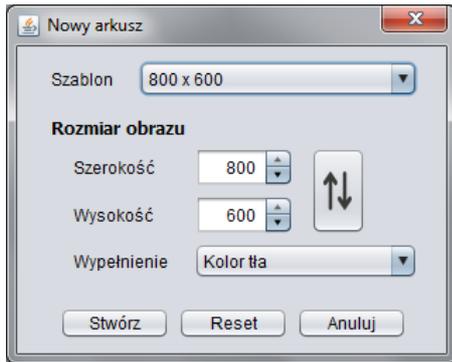


Picture 21: Menu Widok



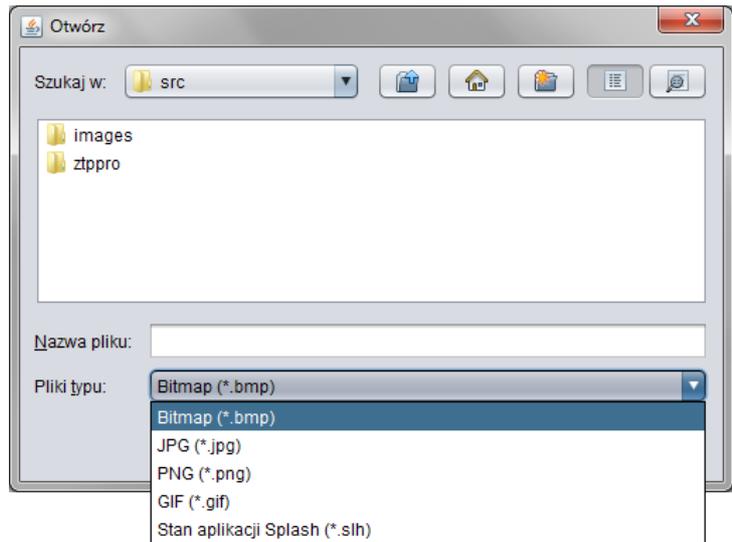
Picture 22: Help menu

New sheet / layer



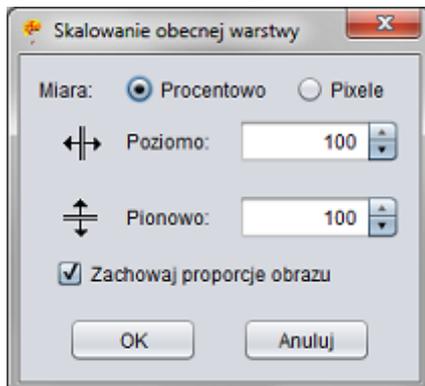
Picture 23: Template – offers a fast choice for sheet or layer size

Opening / saving image



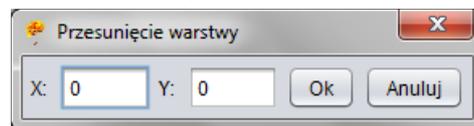
Picture 24: Supported file extensions for opening an saving

Scaling



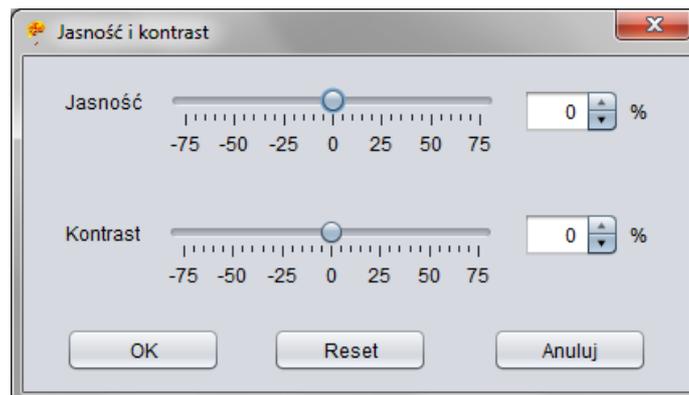
Picture 25: Resizing / scaling

Layer offset



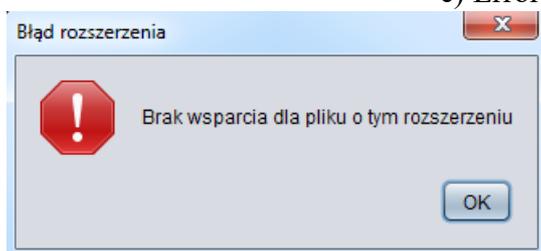
Picture 26: Moving layer / changing offset

Image brightness /contrast

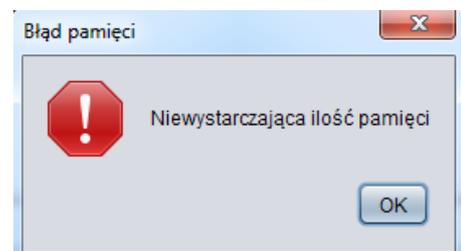


Picture 27: Relative ,percentage values

e) Error dialogs

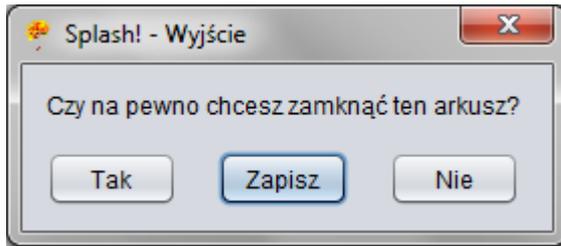


Picture 29: Unsupported file extension

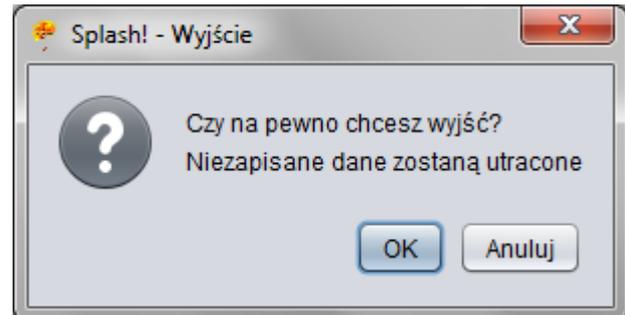


Picture 28: JVM memory overload

f) Closing sheet / app



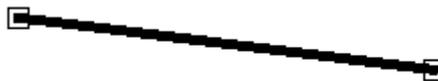
Picture 30: Closing the last sheet forces the app to exit



Picture 31: Menu exit option closes all sheets and app

2.2. Drawing

There is a support for drawing figures thanks to the ability to easily and quickly change their size through the dragging mechanism visible at the ends of the figures.



Picture 32: Rectangles on the ends allows user to resize the figure

2.3 Shortcuts

Menu shortcuts:

- **ALT + P** – File
- **ALT + E** – Edit
- **ALT + O** – Image
- **ALT + F** – Filters
- **ALT + W** – Layers
- **ALT + D** – View
- **ALT + M** – Help

Feature shortcuts:

- **CTRL + N** – New sheet
- **CTRL + SHIFT + N** – New layer
- **CTRL + O** – Open file
- **CTRL + S** – Save files
- **CTRL + W** – Exit
- **CTRL + Z** – Undo (layer)
- **CTRL + Y** – Redo (layer)
- **CTRL + 1** – Show / hide toolbar
- **CTRL + 2** – Show / hide layers window

Other shortcuts:

- **CTRL + A** – Selects the "Selection" tool and the entire area
- **CTRL + C** – Copies the selected area
- **CTRL + V** – In case of image being in the clipboard – selects "Selection" and pastes the image