

Masking in JacqCAD MASTER

Special Menu: Create/Edit Mask or Command Option M = Create/Edit Mask.

If mask is currently being used, or has been used since launching JacqCAD during current work session, command M turns current mask on and off.

Masks are used extensively in the creation and editing stages. Masks can also be very useful in making changes after the technical information has been applied to the pattern.

Overview:

Load the source for the creation of the mask(what is the area you want to protect?),

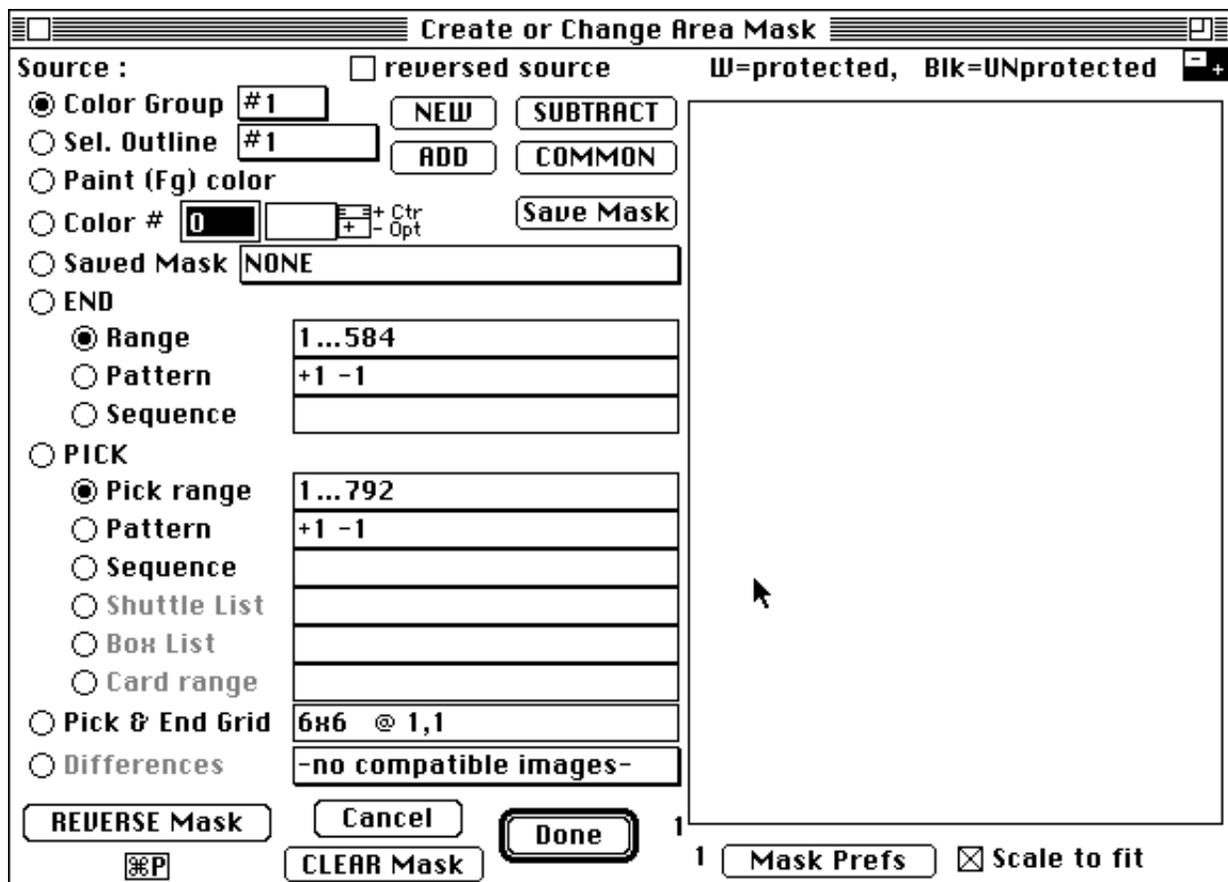
Determine the action to be taken with that source (for example, is it a new mask or is it to be added to an existing mask?)

Save Mask will save the mask to be used again later. (This function is optional.)

Done will apply the mask to the current active window.

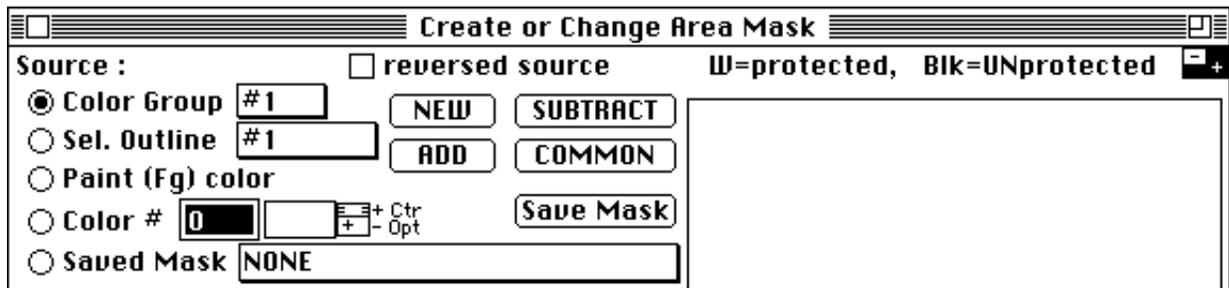
A mask is created by loading one or more of the following as a source:

- | | |
|---|----------------------|
| color | end range |
| color group (from saved color group) | end pattern |
| current selection outline | end sequence |
| outline (from saved outline) | pick range |
| | pick pattern |
| differences | pick sequence |
| (must have two images of same size | pick/end grid |
| currently being worked on) | |

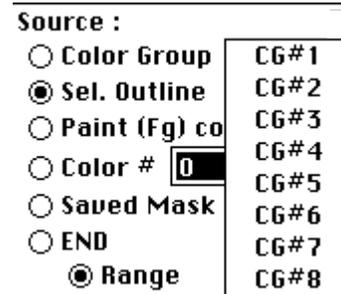


Combinations of any of the sources can be used in a single mask.

To combine multiple sources, click on add, with the new source active to the existing mask.



To load **color group** as the source, click on radio button next to color group, click on box CG #1 and pull down to choose **color group** to be used. (The color groups must be predefined using the Special Menu.)



To load **current selection** outline as the source, make a selection before entering the masking dialogue, click on radio button next to **Sel. Outline**



To load **saved selection outline** as the source, click on radio button next to **Sel. Outline**, click on box **Main** and pull down to choose which saved outline you wish to use. (An outline must already be saved in the Special Menu under Outl. Mem selection before entering the masking dialogue: make a selection, choose sel. outline, choose save to memory.)

To load **paint color** (current foreground color) as the source, click on radio button next to **Paint (Fg) color**.

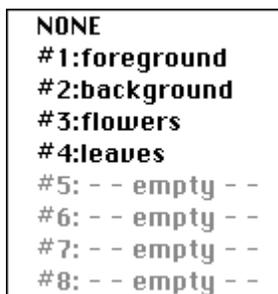
To load **individual colors** as the source

click on color = **load** the color

Control key and click on color = **add** that color

Option key and click on color = **subtract** that color

(It may at times be faster to load all colors and then subtract the one or ones not needed)



To load **saved mask** as the source,

click on radio button next to **Saved Mask**,

click and pull down in box next to Saved Mask to choose which mask you wish to use.

To **load end range** as the source, click on radio button next to **End**, click on radio button next to **Range**, click on box and a small dialogue will appear.

End range =

First

Last

Done

In this dialogue enter the range of ends you wish to load as the source, first end and last end.

- END
 - Range
 - Pattern
 - Sequence
- PICK
 - Pick range
 - Pattern
 - Sequence
 - Shuttle List
 - Box List
 - Card range
- Pick & End Grid
- Differences

1...584
+1 -1
1...792
+1 -1
6x6 @ 1,1
-no compatible images-

To **load end pattern** as the source, click on radio button next to **End**, click on radio button next to **Pattern**, click on box and a small dialogue will appear.

END pattern

+n = include, -n = skip Repeat length = 2

-1

Done

In this dialogue enter the pattern of ends you wish to load.

(For example, if you want to mask every other end, your pattern would read +1, -1. If you wanted to mask every third end, your mask would read +1, +1, -1.)

End sequence has not yet been implemented.

To **load pick range** as the source, click on radio button next to **Pick**, click on radio button next to **Pick range**, click on box and a small dialogue will appear.

Pick range =

First

Last

Done

In this dialogue enter the range of picks you wish to load as the source, first pick and last pick.

To **load pick pattern** as the source, click on radio button next to **Pick**, click on radio button next to **Pattern**, click on box and a small dialogue will appear.

PICK pattern

+n = include, -n = skip Repeat length = 2

-1

Done

In this dialogue enter the pattern of picks you wish to load. (For example, if you want to mask every other pick, your pattern would read +1, -1. If you wanted to mask every third pick, your mask would read +1, +1, -1.)

Pick sequence has not yet been implemented.

To **load shuttle list** as the source, click on radio button next to **Pick**, click on radio button next to **Shuttle List**, click on box and a dialogue will appear.

In this dialogue enter the logical shuttles you wish to load as the source. These can be entered individually (1, 3, 8) or as a range (1 through 9). This function is available only when working on an expanded file, with.PICT files it is shown in gray and unavailable.

To **load box list** as the source, click on radio button next to **Pick**, click on radio button next to **Box List**, click on box and a dialogue will appear.

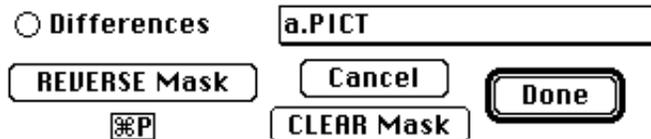
In this dialogue enter the boxes you wish to load as the source. These can be entered individually (1, 3, 8) or as a range (1 through 9). This function is available only when working on an expanded file, with PICT files it is shown in gray and unavailable.

To **load card range** as the source, click on radio button next to **Pick**, click on radio button next to **Card range**, click on box and a small dialogue will appear. In this dialogue enter the range of cards you wish to load as the source, first card and last card. This function is available only when working on an expanded file, with PICT files it is shown in gray and unavailable.

To **load pick & end grid** (for masking weaves) as the source, click on radio button next to **Pick & End grid**, click on box and a small dialogue will appear. In this dialogue enter the repeat size and the starting place, defined by the lower left corner of your first repeat.

To **load differences** as the source, click on radio button next to **Differences**.

With two images in two identically sized windows: click on **Differences** button select **NEW**. The result is a mask that protects the differences between the two images. The mask is applied only in the active window.



The differences function is useful in comparing a different versions during editing. (You can arrange the windows using thumbnail in the Windows menu.)

Once you have loaded the **source** for the mask, you must determine an **action** to take with that source. Is this a new mask or are you adding to or subtracting from a previously made mask? Are you limiting the new mask to what is common to the previous mask and the current source you are using?

Based on the action you want to take with the current source you will choose one or more of the following:

NEW **SUBTRACT**
ADD **COMMON**

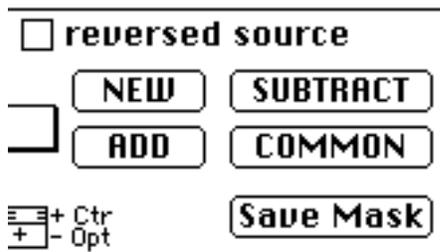
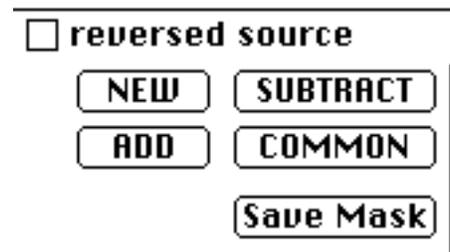
Description of Actions:

NEW: clears current mask and then adds new source

ADD: adds new source to existing mask

SUBTRACT: subtracts new source from existing mask

COMMON: keeps areas that are common to both the new source and the existing mask. For example: first source: new, then second source: common. Whatever is common between previously loaded mask and new source is what will be retained.



Additional actions you may want to choose:

reversed source

Reverse Mask

In the masking dialogue, the **source** you load becomes the unprotected area. If you want the source to be the protected area, click on reversed source at the top of the dialogue.

You may also load all sources and then choose Reverse Mask at the bottom of the dialogue and this will inverse the entire mask. (It can be very useful for some designs to be able to go back and forth between a masked foreground and a masked background without having to create a new mask but by simply reversing the defined original.)



When you have created the mask to be used immediately you may click on Done at the bottom of the dialogue box and the mask will be on the image in the current, active window.



If you want to use this mask later and you may be making other masks in the interim (so that this mask will no longer be the current mask and therefore have been replaced by the newer mask unless saved separately)

click on Save Mask located beneath the Common button



A saved mask is retained as originally saved in the dialogue box.

You can change or alter any mask in any way and use the changed mask. However, the changes will not replace the originally saved mask unless you save this mask using the **Save Mask** button. This enables you to keep the original unaltered until you choose to replace it or save the changes as an additional, separate mask. JacqCAD will not alter or update original saved mask unless commanded to do so.

Flexibility in the use of masks:

Sources can be loaded from any combination of the selection options, different masks can be added together, one mask can be subtracted from another, masks can be combined using differences, masks can be combined using what they have in common.

Masks can be stored separately, retrieved individually and used in any combination together.

When masking is on an area, that area is protected from the following functions:

drawing,
paintbrush,
bucket fill,
airbrush,
typing,
pasting

You can copy from a protected area but you cannot paste into the protected area.

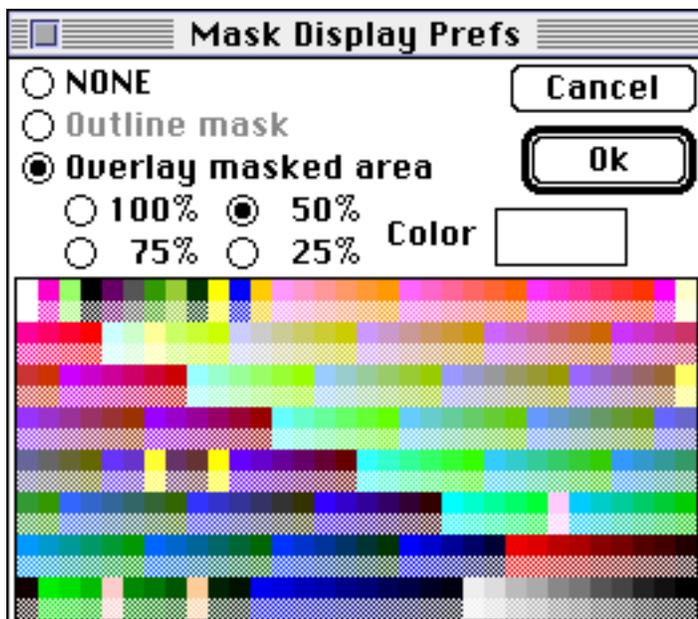
CLEAR Mask: clears current mask from dialogue window.





To change the mask preferences, click on the button **Mask Prefs**.

Mask Prefs:allows you to define the color and opacity of the color used to display the mask. Choose the color used for masking by clicking on the box next to color, pulling down to the displayed palette and releasing on the color you want to use.



To choose the percentage of the opacity of the overlay, click on the radio button next to the percentage you want to use. This dialogue shows a preview of the chosen color for masking and the percentage of opacity overlayed on the current palette. This overlay lets you determine if the color and opacity fit the needs of the current image and what you need to do with the mask on.

You may also choose no overlay by clicking on **NONE**. The masked area will be protected but there will be no change of color in your image to indicate the masked area.

You have the option of having only an outline indication of the masked area, as long as the outline complexity is less than 16K. To choose an outline of masked area click on the radio button next to **Outline mask**.

Scale to fit: allows you to determine the way the masked image is displayed in the dialogue box. The default setting is to scale the entire mask to fit in display area. If small



areas are lost due to scaling, deselect the box next to **Scale to fit** to turn off this function.