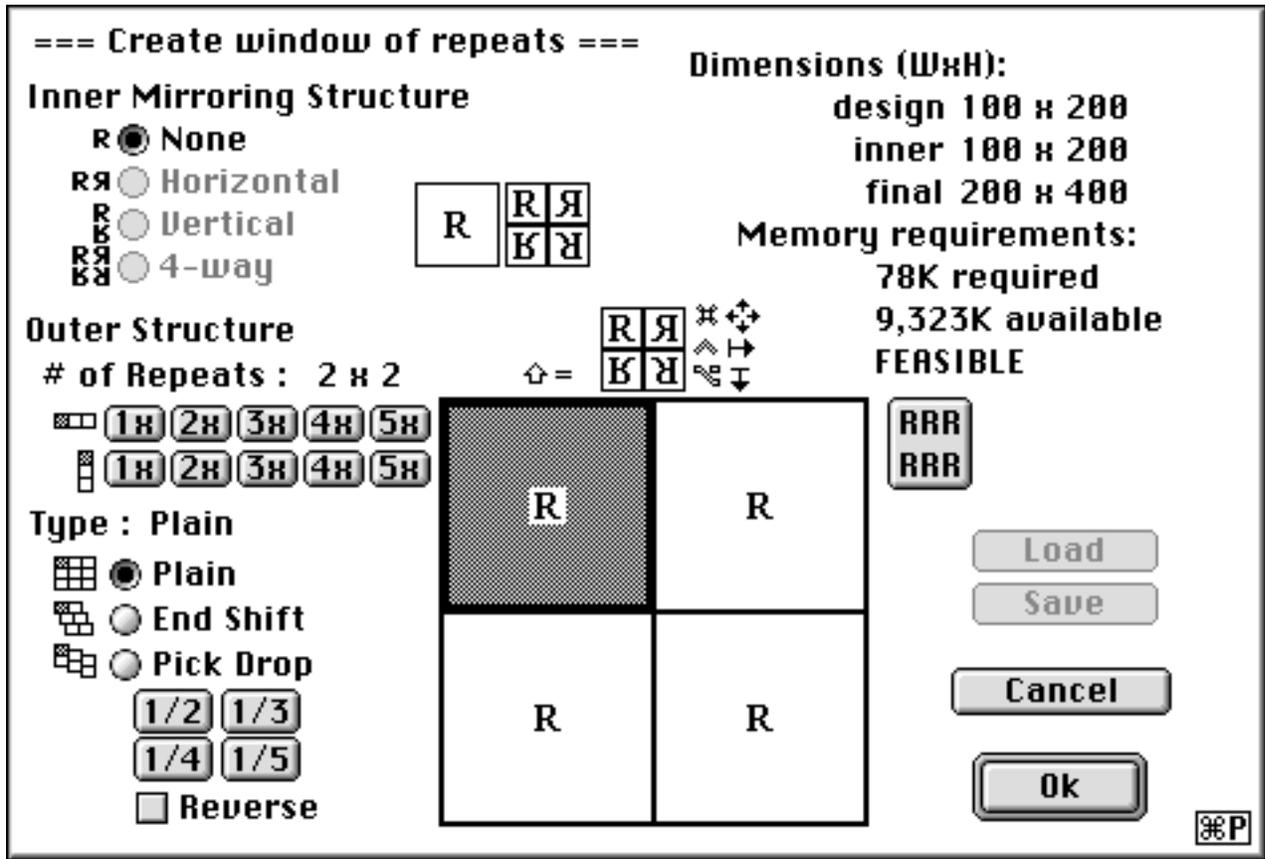


Make Repeats Window

Make Repeats window takes the entire image (your current active window) and repeats it out into another window. To create this repeat, pull down in the options menu to Make Repeats Window and release. In the dialogue box that appears you can set up the configuration for your repeat.



For now, ignore Inner Structure as it is not yet implemented. The same process of making an inner repeat can be achieved by setting up the repeat, exiting the dialogue to apply it. Reentering the dialogue with the repeated window the active window and applying a repeat to that window.

Outer Structure:

Define the number of repeats in width and then below in height. You will see the number of repeats you have defined occur in the view window in the center of the dialogue.



Above the view window you see four

R's in varying positions. This is the orientation of each motif as it is repeated. Click on the unit in the view window that you wish to change in orientation. To flip the repeat from it's original orientation: by end

mirror, click on the R at the top right of the four Rs; by pick mirror, click on the R at the bottom left of the four Rs, to do both end and pick mirroring on the unit click on the R at the bottom right of the four Rs.

Outer Structure



Each unit in the repeat can have its own orientation. If you want all the units to go to the same orientation hold the command key as you click on the R for the orientation you want. The result will be a straight repeat like the one shown to the right.

To change a row to a single orientation, hold the control key as you choose the orientation for that row. To change a column to a single orientation, hold the option key while you click on the R for the orientation you want. To revert back to the straight, original orientation Click on the button labeled RRR located at the top right of the view box.

To apply an end shift or pick drop, click on the appropriate radio button to the left of End Shift or Pick Drop located at the bottom left of the dialogue. Beneath the choices of end shift and pick drop is the amount to shift or drop. The choices are 1/2, 1/4, 1/3, 1/5. To reverse the direction of the shift or drop, click on the button labeled Reverse, located beneath the 1/2, 1/4, 1/3, 1/5 choices.

Type : Plain

- Plain
- End Shift
- Pick Drop
-
-
- Reverse



If any of these choices-1/2, 1/4, 1/3, 1/5- turn to gray when you click on end shift or pick drop, that choice is not available. The reason it is not available is due to the size of your unit of repeat. (See the write up on repeats calculator for use of that function to help determine a size that is evenly divisible with the type of repeat you want.) If your unit of repeat will not roll out evenly within any of these, it will be unavailable.

The size of your unit of repeat is shown at the top right of the dialogue. The size of the final design is also shown.

Dimensions (WxH):

design 100 x 200
inner 100 x 200
final 200 x 400

Memory requirements:
78K required
9,323K available
FEASIBLE

Memory requirements tell you the amount of memory required for the repeats window you are creating and whether there is sufficient memory available to create the window.

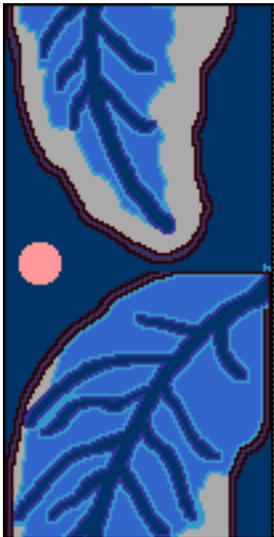
Load and Save are not yet implemented.

To exit the dialogue and create the repeats window, click on OK. To exit the dialogue without creating the repeats window click on Cancel.

Update Repeats Window and Live update

Update Repeats Window and Live update allow you to apply changes made in the original unit of repeat to the repeats in the make repeats window.

If you want to make all your changes before applying the changes to the repeats window, choose update repeats window after making the changes. This can be faster in large files than the Live Update option.



If you want to see the changes occur in the repeats window as you complete each change, choose Live Update.

The original unit of repeat window must be the active window when you choose Update Repeats Window or Live Update. This is the window from which the changes are made.

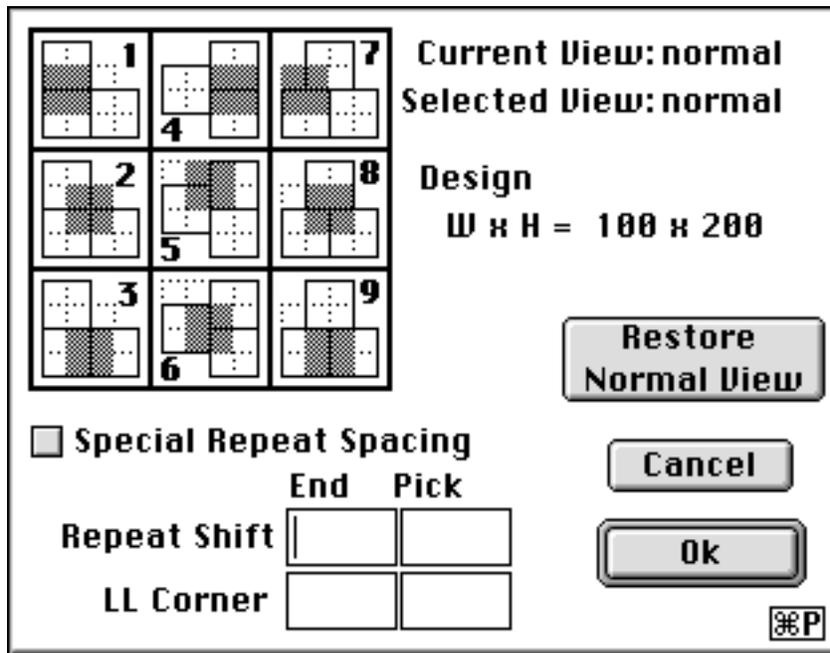
You can work in the repeats window, layering information onto the repeated motifs without being locked into each of those changes occurring automatically throughout the repeats. This is useful if you have used the Make Repeats Window as a means to establish a foundation or ground pattern. You can build on this layer of information as you would on any image.

You can also take the repeats window and use that to make a larger repeat. This allows you to make very sophisticated and interesting repeats. Simply have the repeats window your active window when you enter the Make Repeats Window in the Options menu. This means you can combine different types of repeats and rotations into a larger repeat.



Set Repeat View

Set Repeat View allows you to view the seams between repeat units. Go to the Options menu, pull down to Set Repeat View. You will see this dialogue box.



Each square represents a unit of repeat in a straight grid configuration.

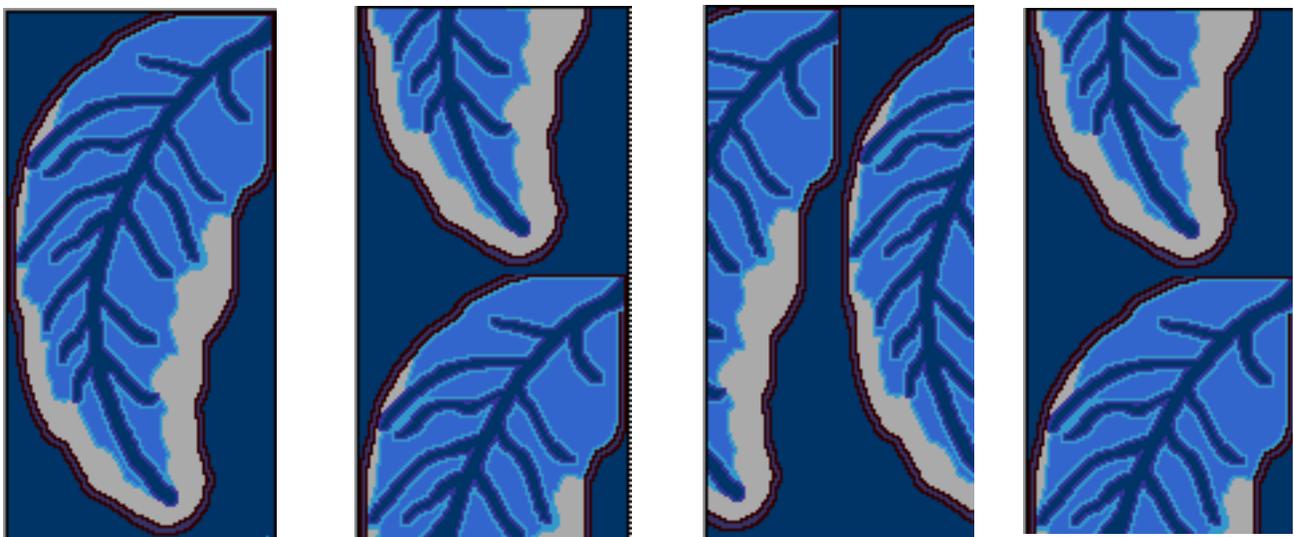
The gray area highlights the seam between the repeat.

Choose the appropriate arrangement for the seam you want to view.

The area shown in gray is like the view finder in a camera. It centers the view with the chosen seam or seams in the center of the view finder.

For example if the motif on the left is the original unit of repeat: then the following will be the view when you choose a view from 1 to 9.

Original unit of repeat. This will be the view 1. This will be the view 2. This will be view 3.

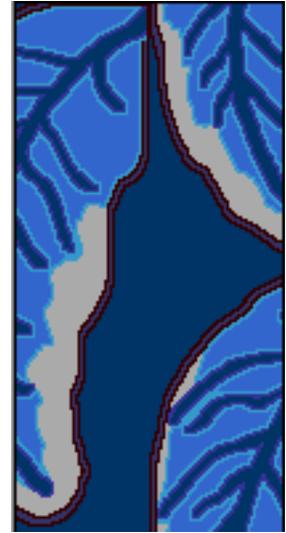




This will be view 4.



This will view 5.



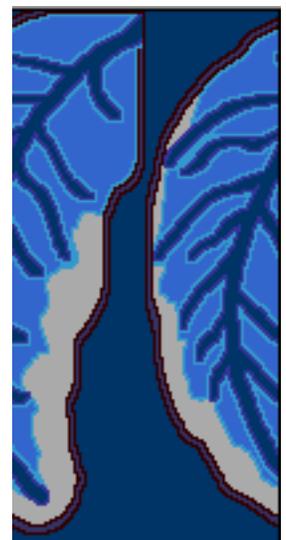
This will be view 6.



This will be view 7.



This will be view 8.



This will be view 9.

Command R will bring up the Set Repeat View dialogue.

Only those configurations that will roll out evenly, given the width and height values of your unit of repeat will be available. Any not available will not be shown.

Editing can be done at any stage.

To revert to the original view click on Restore Normal View.

Special Repeat Spacing and Repeat Shift and LLCorner functions are not yet implemented.