

Krafter

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Krafter

Welcome to Krafter, the professional Digital Imaging Software designed for creating digital pages Quickly and Easily!

With this unique application, you can now create professional digital imaging pages, right on your desktop with total control on design and quality. You need to simply apply three easy steps: Transfer Photos >Compose -> Print and your digital pages are ready in minutes.

Read more about Krafter and also check the basic system requirements for effectively running Krafter before you start using the application.

Introduction

We are in the age of Digital Revolution which has opened up many possibilities and options to redefine our strategies and the way we think. This phenomenon is also true when it comes to designing premium photo albums. So, why not get the digital advantage and come out of the same mundane looks of conventional photo albums?

Introducing Krafter, a Fast and Easy Digital Album Creation Tool, which helps you in creating designer albums for your premium customers who demand the world... its time you give it to them. Krafter is complete and stand-alone software requiring no third party tools or any artistic skills for creating exclusive album pages within minutes.

So if you are looking to capture the beauty of a wedding, the fun of a family vacation or any other occasion and to preserve these precious memories in a digital way, Krafter gives you incomparable tools all guaranteed to help you produce exclusive and stylish album which will be cherished for a lifetime.

Krafter helps you increase productivity and make big profits because of its ease of operation and the numerous templates, decors and tools it is bundled with

System Requirement

Before using Krafter, we recommend you to go through this section and read about the Minimum System Requirements to extract the maximum out of the application.

Minimum System Requirements

- **Mac Intel 1.66 GHZ**
- **Mac OS X 10.5.x**
- **1 GB RAM (2 GB Recommended)**
- **1 GB free Disk Space (5 GB Recommended)**
- **DVD-ROM Drive**

Installation

Follow the following Steps for Installing **Krafter** in your Machine



1. Insert the installation DVD in the DVD ROM Drive.
2. Double click on the '**Install Krafter.app**' file and begin the installation setup. This installation is a 6 Step process.
3. The "**Install Krafter**" window opens up.

Step- 1: Readme

1. The First Screen will display the Introduction that will guide you through the Installation Procedure.



2. Click the '**Next**' button to proceed to the next step

Step- 2: Choose Install Folder

1. Window for selecting the Destination folder where the Application will be installed will Popup.



2. Choose the Destination folder of your Choice by Clicking on Choose then Click on Next, depending on your selection, a folder named '**Krafter**' will be automatically created.
3. By Default the Software is installed in the Applications folder of Mac.
4. Click on the '**Next**' button to continue with the Installation

Step- 3: Pre-Installation Summary

1. The Next Window ('**Pre-Installation Summary**') displays the information about the Product , Installation Folder & Disk Usage information ,as shown below –
2. Click '**Install**' to start the Installation



3. The Installation will start instantly .



4. You will be intimated with the following message once the installation is complete , .



5. Click on '**Done**' to start using **Krafter**

Setting the Work Environment



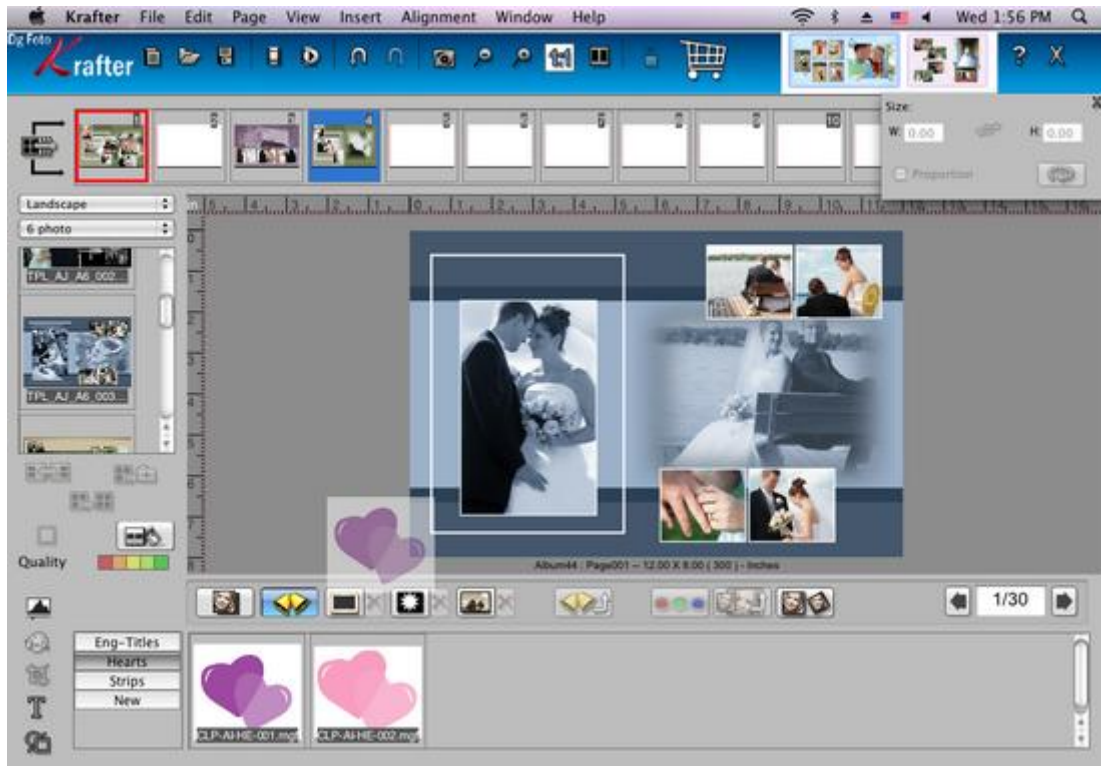
1. Click on the Finder button to open the browser.
2. The Finder will display the various options for locating the path for your files.
3. Select a proper directory path for your files to reside.
4. Enter down the name of the folder.
5. Now locate the images to be copied from an external source like a CD ROM or USB or any other device by selecting the appropriate path.
6. Select the files using ⌘ and Right click to select the Copy items option.
7. Double click the created folder, Right Click and select the Paste items option.
8. The images get pasted in the newly created folder.
9. You digitally clicked or scanned images are now ready for use in Krafter.



Remember that Krafter can read images in JPG, BMP, TARGA, TIF and almost all graphic formats.

Understanding the User Interface

The various topics under this section will introduce you to the User Interface of Krafter and you will get acquainted with its various sections



You can start **Krafter** by simply double clicking **Krafter Icon** on the Application Icon in the respective folder. You can keep the application in the Dock for by using option as "**Keep in Dock**".

Krafter

Krafter interface is divided into the following logical sections:

1. [Menu Bar](#)
2. [Toolbar](#)
3. [Templates Tab](#)
4. [Favorite Pages Tab](#)
5. [Gallery Section](#)
6. [Work Area](#)
7. [Effects Window](#)
8. [Story Board](#)
9. [Enhancement Window](#)

Menu Bar

The Menu bar provides frequently used options. This is a drop-down control containing the various main menu items. Some of the options under these menus are also provided as icons below the Menu bar. In the following sections, these main menu items are explained.



The various Menu options are:

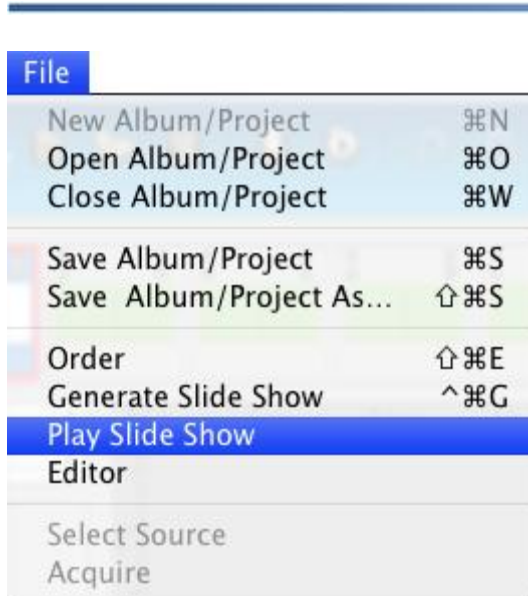
- [File](#)
- [Page](#)
- [Edit](#)
- [View](#)
- [Insert](#)
- [Alignment](#)
- [Window](#)
- [Help](#)

Krafter



Menu Item	Function
About Krafter	Opens About us Window of Krafter
Check for Product Updates	Check for products Updates of Krafter
Check for Software Updates	Checks for the Krafter Update
Hide Krafter	Hides Krafter Window
Hide Others	Hides Other Windows Opened
Show All	Shows All Opened Window
Quit Krafter	Quit Krafter

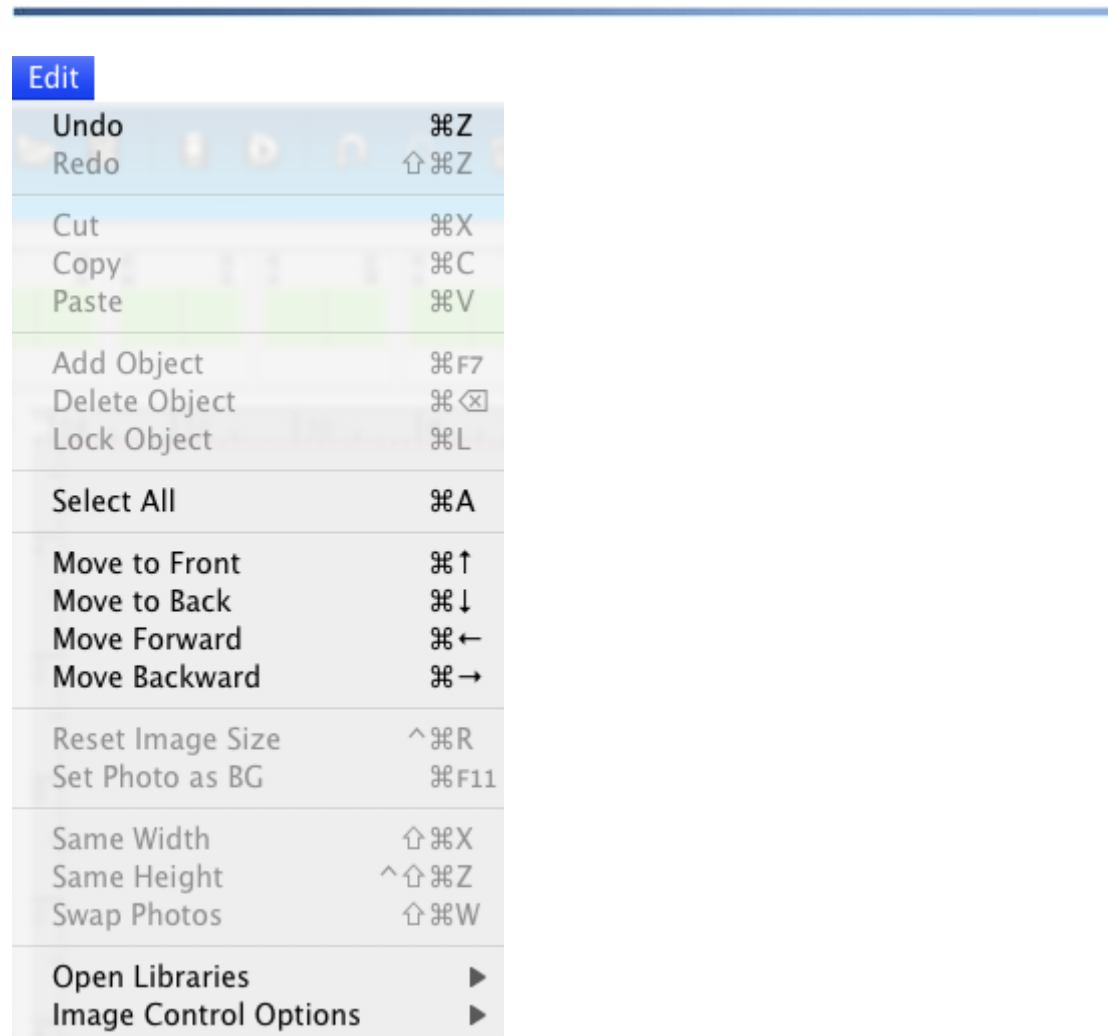
File



The **File menu** contains the following options:

Menu Item	Function
New Album/Project	Opens a new album or a project
Open Album/Project	Opens an existing album or a project
Close Album/Project	Closes the current album or project
Save Album/Project	Saves the changes to the album or project
Save Album/Project As	Saves the album or project with a different name
Order	Place an Order
Generate Slide Show	Defines the various parameters of the slide show - Generates a slide show, Plays a slide show
Play Slide Show	View Slide show of the Single Page
Select Source	Selects devices attached to the computer for image capture (Eg. Scanner, Digital Camera etc.)
Acquire	Starts the scanning software

Edit

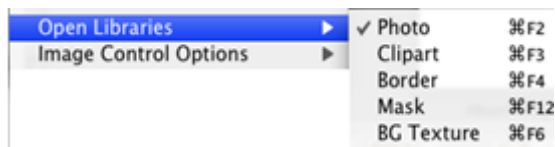


This **Edit** menu consists of the following Items:

Menu Item	Function
Undo	Undo the last change done
Redo	Redoes the last change done
Cut	Cuts an object from the page for pasting somewhere else
Copy	Creates a copy of an object for pasting it somewhere else
Paste	Pastes the object last copied or cut
Add Object	Adds objects from the gallery
Delete Object	Deletes the currently selected object
Lock Object	Locks an object so that it does not move while composing
Select All	Selects all objects at a time in the current page
Move to Front	Moves the object in front of another object by one level

Move to Back	Moves the object behind another object by one level
Move Forward	Moves the object to the front most layer
Move Backward	Moves the object to the back most layer
Reset Image Size	Re size the image to the new dimensions to maintain the aspect ratio
Reset Rotation	Resets the image to its previous position before rotation
Set Photo as BG	Turns the selected photo into a Photo Background
Same Width	Sets two or more selected photos to the same width as the last selected photo
Same Height	Sets two or more selected photos to the same height as the last selected photo
Same Size Wt × Ht	Sets two or more selected photos to the same height and weight as the last photo
Swap Photos	Swaps the positions of the two selected photos
Open Libraries	Opens Menu for opening Library for Photo,Cliparts, Border, Mask, BG Texture

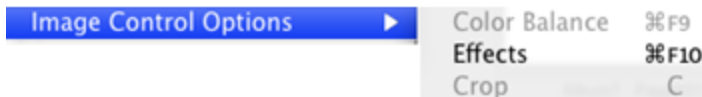
Open Libraries



It contains following Sections

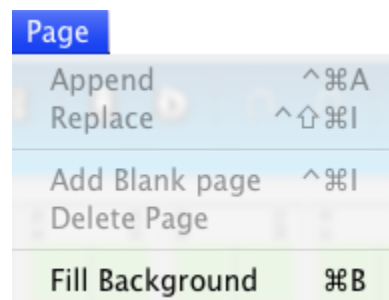
- **Photo:** Loads the Photo Library in the Gallery.
- **Clipart:** Loads the Clipart Library in the Gallery.
- **Border:** Loads the Border Library in the Gallery
- **Mask:** Loads the Masks Library in the Gallery.
- **BG Texture:** Loads the Texture Library in the Gallery.

Image Control



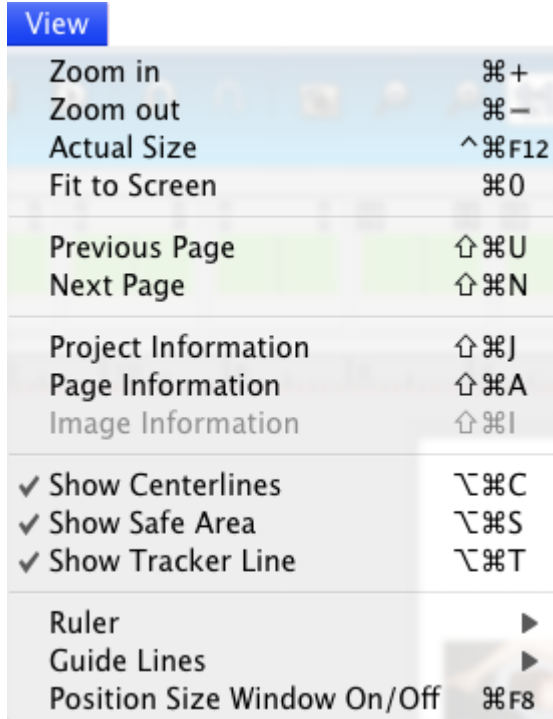
- **Color Balance:** Loads the Color Balance options in the Gallery.
- **Effects:** Loads the Effects options in the Gallery.
- **Crop:** Enters into the Crop mode.

Page



Menu Item	Function
Append	Appends a page at the end of the open project
Replace	Replaces an open page with the selected template
Add Blank Page	Inserts a blank page at the end of the open album or project
Delete Page	Deletes a selected page
Fill background	Changes the background of the page

View



Menu Item	Function
Zoom In	Magnifies the view of the work area
Zoom Out	Reduces the view of the work area
Actual Size	Displays the page in actual pixels
Fit to Screen	Resizes the page in order to fit in the window screen
Full Screen	Displays the work area in full screen
Previous Page	Displays the previous page in the work area
Next Page	Displays the next page in the work area
Project Information	Displays the project level information like number of pages, number of unique photos, page dimensions and path
Page Information	Displays the page level information like page number, number of unique photos and path
Image Information	Displays the image size, DPI and other related information
Show Centerlines	Displays the Centerlines in the work area
Show Safe Area	Displays the Safe Area on the page when checked
Show Tracker Line	Displays the Outline of the selected object with nodes for resizing when checked
Object Position & Size Window On/Off	Displays the Position Size window to show the exact position and size of the selected object in the work area



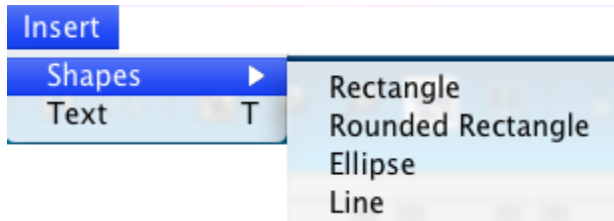
Menu Item	Function
Rulers On/Off	Displays rulers on top and left of the work area
Scale Zero At Centre	Changes the Zero position of the ruler from centre to left and vice versa
Markings in Inches	Displays rulers in inches
Markings in Centimeters	Displays rulers in centimeters



Menu Item	Function
Guide Lines On/Off	Displays the Red Dotted Lines on the Ruler so that new Guidelines can be added
Show Guide Lines	Displays the applied Guidelines
Snap to Guide	Positions the selected object to align automatically to a point on the guide line

Insert

The Insert option allows you to insert shapes and texts into your template pages. It Contains following Sections



Shapes: You can add objects of the following shapes by drawing manually.

Menu Item	Function
Rectangle	A Rectangle which can be resized to form a square
Rounded Rectangle	A Rectangle with rounded corners
Ellipse	An Ellipse which can be resized to form a circle
Line	A Line whose length and thickness can be adjusted

Text: Loads the text options in the Gallery.

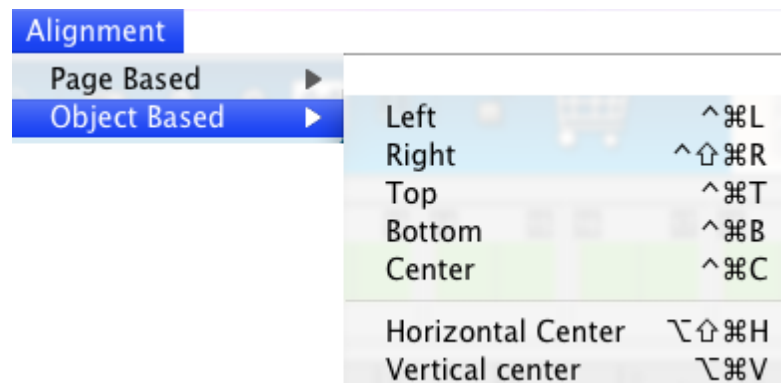
Alignment

Page Based

Alignment		
Page Based	▶	
Object Based	▶	
	Align Left	⌘4
	Align Right	⌘6
	Align Top	⌘8
	Align Bottom	⌘2
	Align Center	⌘5
	Horizontal Center	⇧⌘5
	Vertical Center	⇧⌘5
	Align Left Center	⇧⌘4
	Align Right Center	⇧⌘6
	Align Top Left	⇧⌘7
	Align Top Center	⇧⌘8
	Align Top Right	⇧⌘9
	Align Bottom Left	⇧⌘1
	Align Bottom Center	⇧⌘2
	Align Bottom Right	⇧⌘3

Aligns the Selected Object with Respect to the Page

Object Based



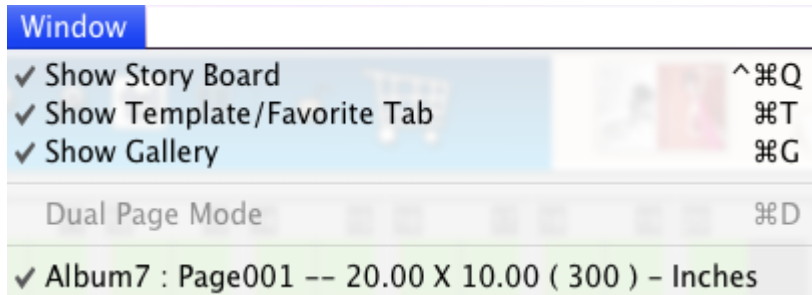
Aligns the Selected Object with respect to the last Object Selected



Note

While using the above shortcut keys, make use of the normal number keys.

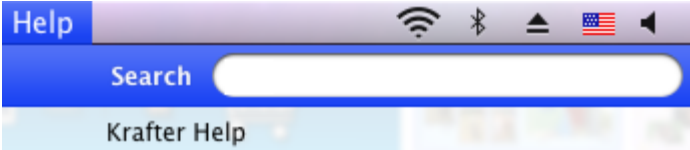
Window



Menu Item	Function
Show Story Board	Shows/Hides the Story Board
Show Template/Favorite Tab	Shows/Hides the Templates
Show Gallery	Shows/Hides the Gallery
Dual Page Mode	Rearranges windows in such a way that you can see two pages at a time
Page List	Displays list of pages loaded in the memory along with the size and DPI information

Help

In the Help menu, you can get options of starting the **Krafter** help file, as well as check the version details of the product.











Menu Item	Function
Krafter Help	Starts the Help file









Toolbar

The toolbar contains the graphical representation of the tools often used during Album A collection of pages with Photos, Clipart, Backgrounds, Textures, Text, Borders and Masks or project creation. These tools act as shortcuts for easy access during the various operations of Krafter.



The toolbar icons are shown below along with their graphical representation .

Button	Name	Shortcut	Function
	New	⌘+N	Opens a new album or a project
	Open	⌘+O	Opens an existing album or a project
	Save	⌘+S	Saves an album or a project
	Save As	⌘+SHIFT+S	Saves an album or a project with another name
	Order	⌘+Shift+E	Exports an album or a project in flat format for printing
	Generate Slide Show	CTRL+⌘+G	Generates the Slide Show
	Play Slide Show	CTRL+⌘+P	Plays the Slide Show
	Undo	⌘+Z	Undoes the last action
	Redo	⌘+SHIFT+Z	Redoes an undone action

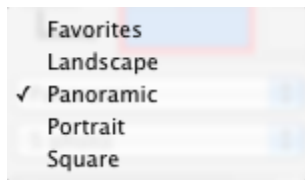
	Zoom In	⌘+'+'	Magnifies the view of the work area
	Zoom Out	⌘+'-'	Reduces the view of the work area
	Actual Size	⌘+^+F12	Displays the photograph in actual pixel size
	Dual Page Mode	⌘+D	Changes the view mode from single page or double page
	Lock	⌘+L	Locks the pasted photos, so that they do not move during composition
	Viewer	Shift+⌘+V	Opens Viewer
	Help	⌘+?	Opens the Online Help File
	Close Album	⌘+W	Closes an Open Album or a Project
	Cut	⌘+X	Cuts a photo or any other object for pasting somewhere else on a page
	Copy	⌘+C	Copies a photo or any other object from one place for pasting it in some other area
	Paste	⌘+V	Pastes a photo or any other cut or copied object
	Story Board On/Off	⌘+CTRL+Q	Switches the Story Board On/Off
	Generate Slide Show...	⌘+CTRL+G	Generates Slide show of the created Album
	Page Info	⌘+SHIFT+ALT+V	Opens the Viewer Application

Template

The Templates tab is a section in the User Interface reserved for displaying the template pages provided by Krafter. As mentioned earlier, these template pages are ready-to-use pages pre-designed with sample photos, backgrounds, Clipart, sample text and much more to add creativity to the album pages. All these template pages are organized into separate categories based on the number of photos on a page and/or the album page size.



A drop-down list is provided to select the categories. The presence of categories makes it easier to locate a sample page.



Favorites

The Favorites tab is a section besides the Templates tab. You can preserve pages created by you in this section for using in other projects. You can organize these pages by creating relevant categories and placing the created pages into these categories. The presence of categories makes it easy to locate the created pages.

The Favorites section can be opened by clicking the Favorites tab in the drop down menu .

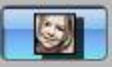


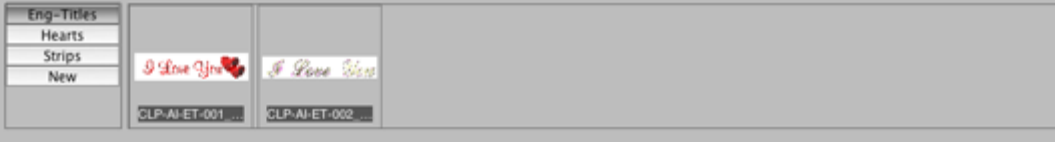

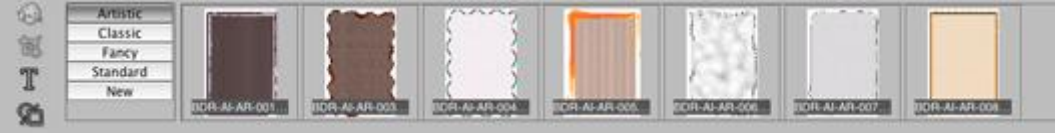




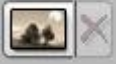
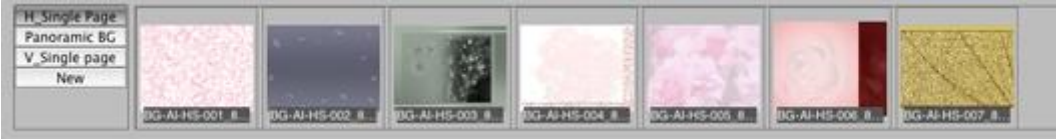



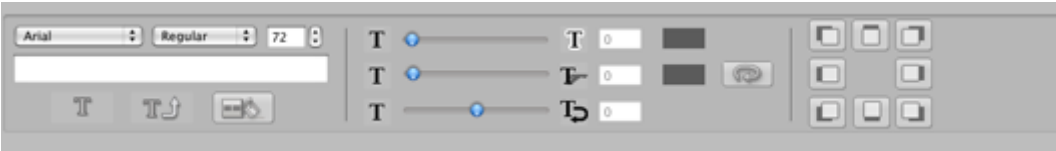
Note


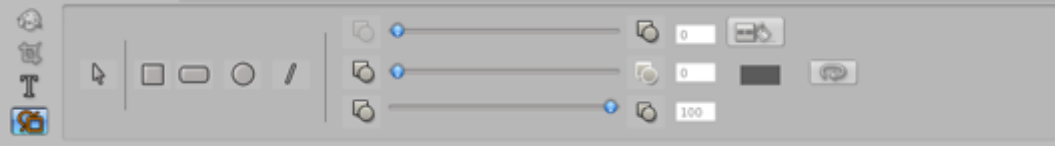
You can delete an unwanted favorite page by right-clicking on it and selecting the Delete option from the right-click menu.

Gallery Section

The Gallery section displays either objects like Photo, Clipart, Borders, Masks, Textures and tools like Color Balance, Effects, Text, Shapes depending upon the corresponding button clicked. The details of the Gallery are explained as below --

Button	Gallery Section Display
Photo 	Displays Photos based on categories (folders) 
Cliparts 	Displays a gallery of Clipart based on categories (folders) 
Frames 	Displays a gallery of Frames based on categories (folders) 
Mask 	Displays a gallery of Mask shapes along with its category (if any) 

<p>BG Texture</p> 	<p>Displays a library of Background Textures in the Gallery</p> 
<p>Colors</p> 	<p>Displays the Color Balance options like -</p>  <ul style="list-style-type: none"> • Brightness • Contrast • Gamma • RGB and CMY Controls • Ready Tones • B/W Button • Save Tones • Load Tones
<p>Text</p> 	<p>Displays the various options for Text formatting like -</p>  <ul style="list-style-type: none"> • Font Size/Face/Style • Text Box • Enter New Text • Apply Text • Fill Text • Text Outline • Text Shadow • Text Rotation • Text Outline Color • Text Shadow Color • Text Shadow Preset Directions

<p>Shapes</p> 	 <p>Displays the various options for Shapes like -</p> <ul style="list-style-type: none"> • Shape Name • Opacity • Outline • Fill Shapes • Outline Color • Set Shape Size
--	--

The Work Area

The work area is the area where you actually create the album pages with help of various tools provided on-board.



The work area comprises of the following:

Template Page

A Template page whose size depends upon what was selected in the New Album/Project dialog box.

Album Name and Page Number

The Project name and the page number is displayed at the center bottom of the work area.

Ruler



The Ruler can be set ON or OFF from the View option in the menu. The ruler will display markings in either centimeters or inches depending on what is selected in the New Page option (to be explained later). The Zero marking can also be set to begin either from Center or the Left.

Guide Lines

The Guide Lines are horizontal and vertical lines intersecting the Ruler and aiding in template designing. Any number of guidelines can be drawn by the user. Guide Lines can be made universal to appear throughout the album page.


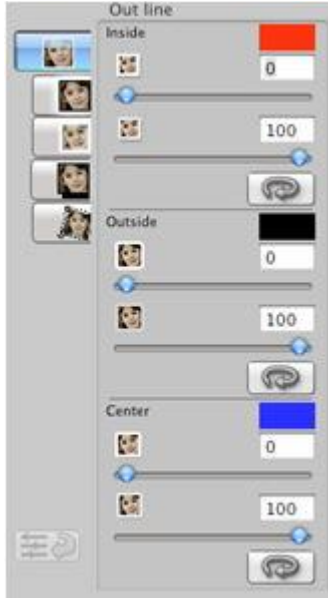
Safe Area

The Safe Area is an area which you define as a margin, to avoid cutting during the finishing process.

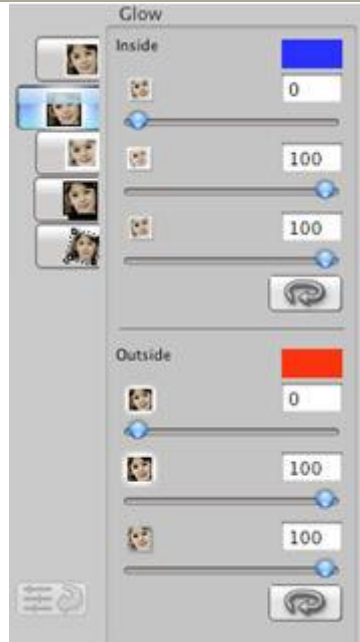
The Effects Window

The Effects window can be opened by clicking on the Effects Button. This is a floating window and can be placed anywhere. It can also be opened by pressing $\text{⌘} + \text{F10}$

The Effects window is further divided into the following sections

Section	Content
<p>Outline</p> 	 <p>Displays various options for applying 3 types of outlines like Inside, Outside and Center on a selected object. Each individual type of Outline shall also have controls like:</p> <ul style="list-style-type: none"> • Outline Thickness • Outline Color • Outline Opacity

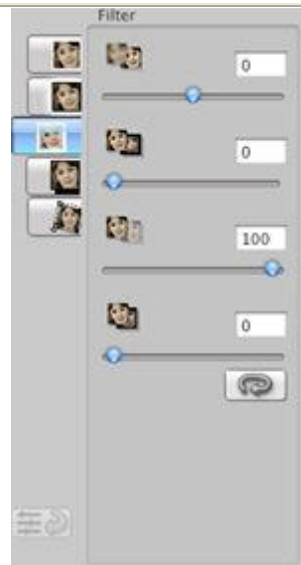
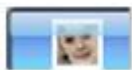
Glow



Displays various options for applying 2 types of Glow like Inside and Outside Glow on a selected object. Each individual type of Glow shall also have controls like:

- Glow Size
- Glow Spread
- Glow Opacity.

Filter

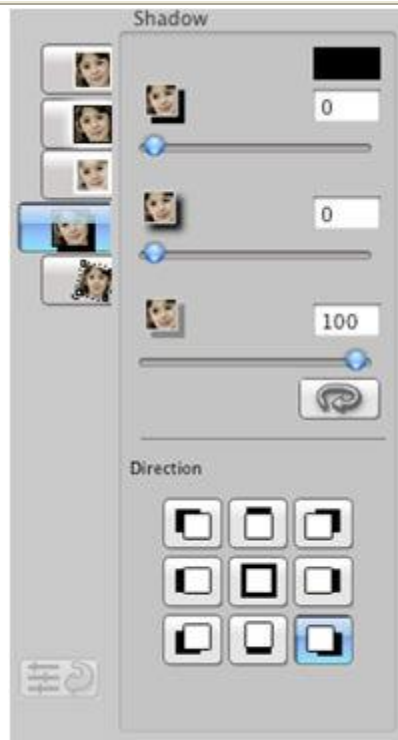
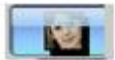


Displays various options for applying filters to selected object. These options include:

- Blur/ Sharpness
- Softness



- Opacity

Shadow



Displays various options for applying shadows to selected Objects. These options include:

- Shadow Depth
- Shadow Softness
- Shadow Opacity
- Shadow Direction
- Shadow Color

	
	<p>Displays various options for applying different types of rotation like:</p> <ul style="list-style-type: none">• Rotate Left 90 Degree• Rotate Right 90 Degree• Rotate 180 Degree• X Rotation• Y Rotation• Flip Horizontal• Flip Vertical

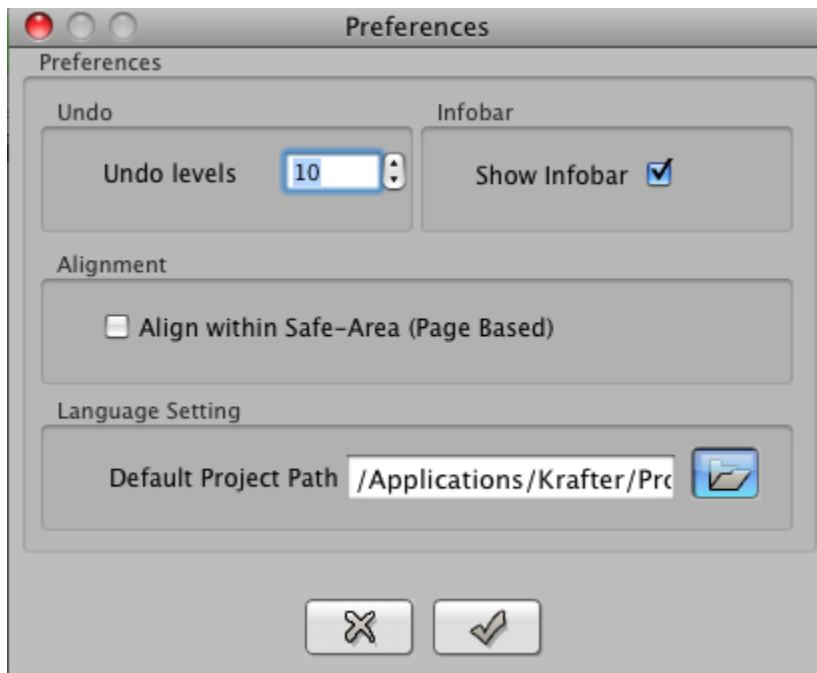
Story Board

As you go on creating the template pages, the pages also get added in an area known as Story Board, which displays these pages in thumbnail format.

The pages from the Story Board can be loaded into the work area by simply double-clicking them. As you read on further, you will learn how to add and append a page to this Story Board.



Preferences



The Preferences in **Krafter** allows you to set various options like:

- **Undo**
- **Print Margin**
- **Alignment Options**

This option is available under menu **Krafter** or you can also invoke it by pressing shortcut keys "⌘ + ".

- You can set the number of steps (or actions) carried out in the project that can be undone or repeated. You can set maximum of 10 levels.
- You can set whether the Page-based Alignment options are to be done with respect to the safe area or not.

Working With Krafter



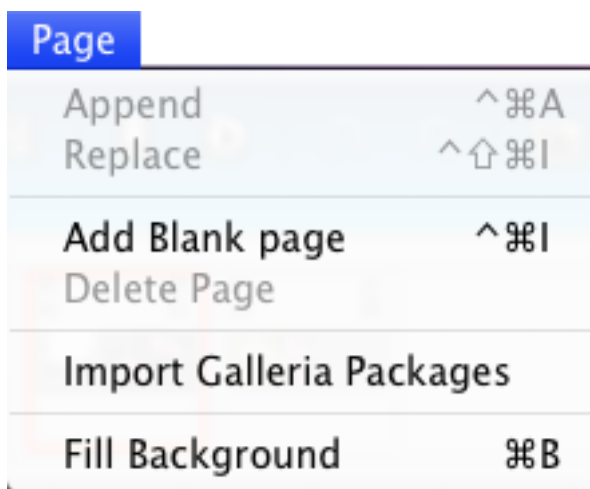
Working with **Krafter** is fairly simple. This section and the rest to follow will guide you step by step to work with **Krafter** and create exclusive template pages. We shall walk you through the entire application and make you conversant with the features of **Krafter** while creating sample template pages.

It is therefore recommended that you read the topics under this section in a sequence without skipping any topic.

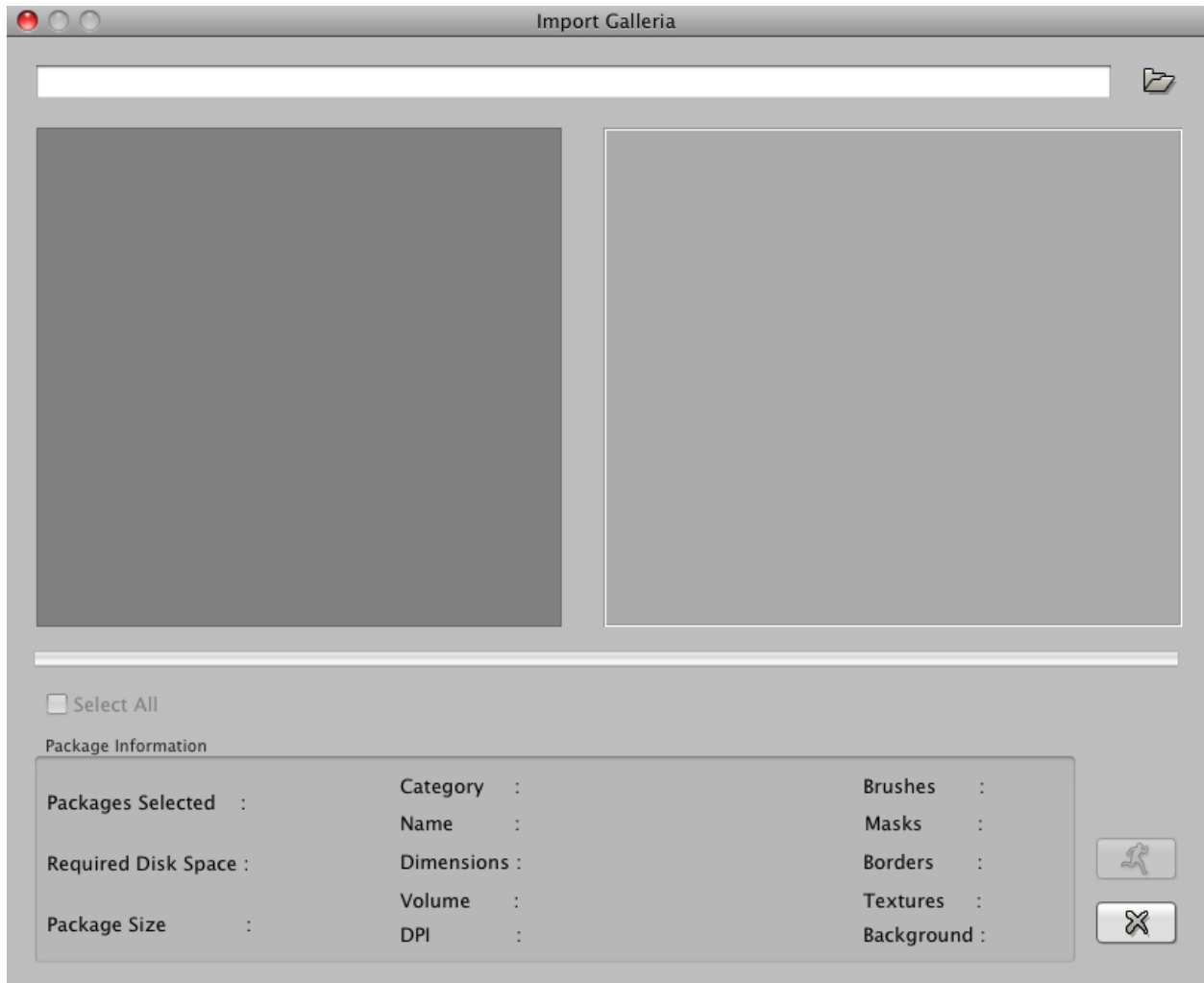
Importing Galleria

While Designing a product in Krafter the user can anytime import Galleria Packages saved on his machine using following simple steps –

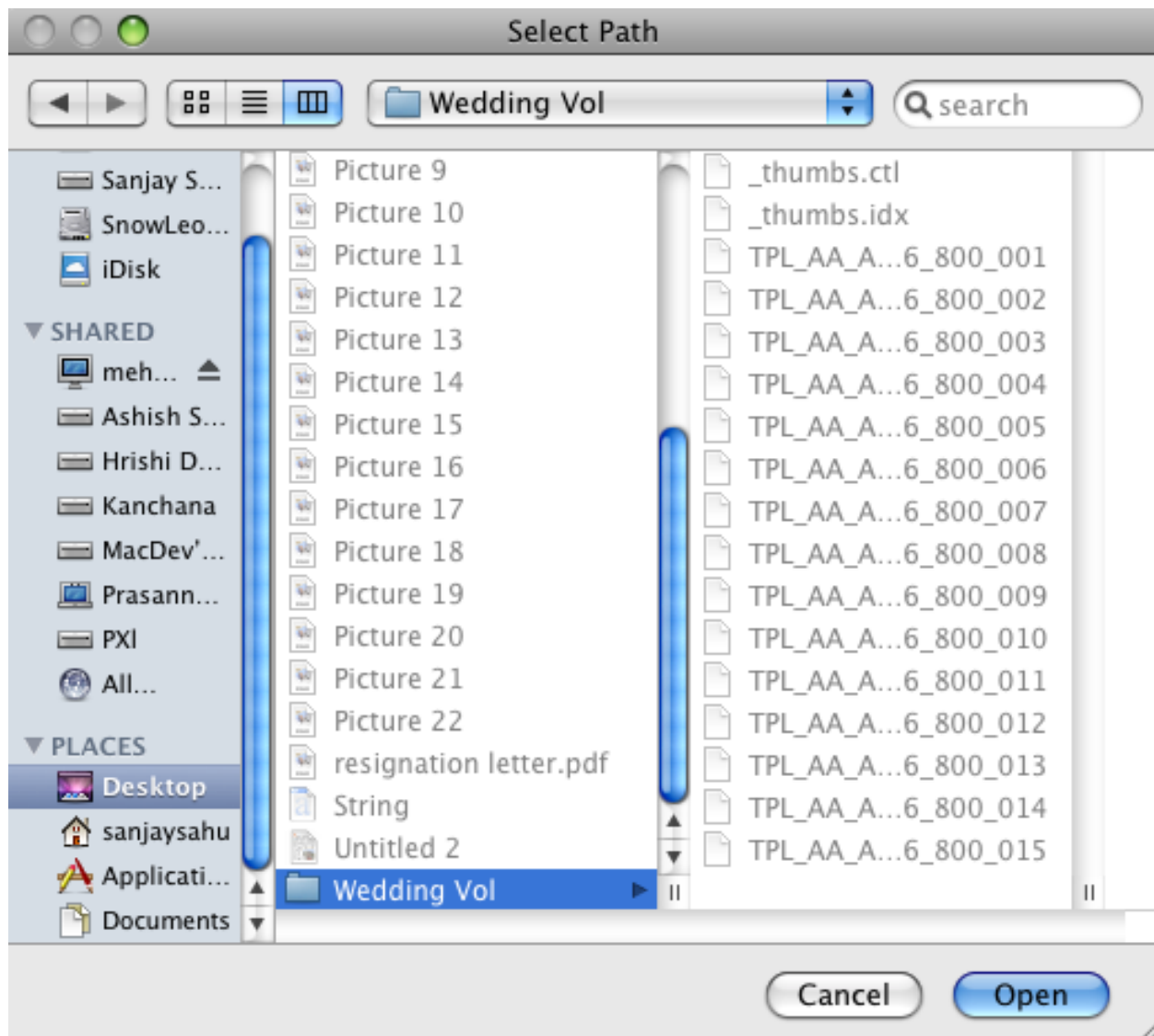
1. **Import galleria** option can be easily accessed from the Page menu present in Krafter , as shown below –



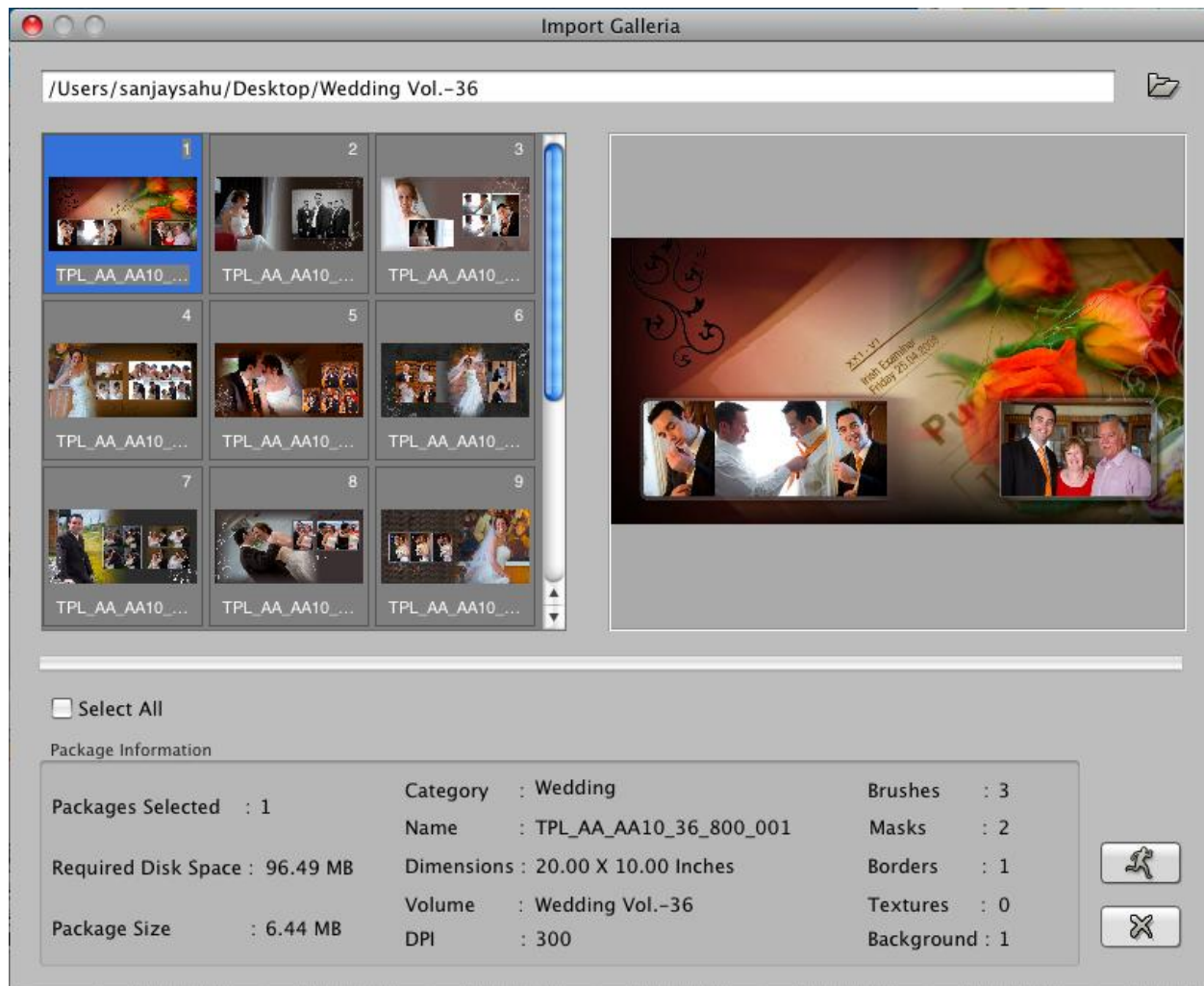
2. Click on Import Galleria to Open the Import Galleria browsing Window , as shown below-



3. Click on browse button to browse an already saved Galleria Package in the Import Galleria Window and select the desired Galleria package for the import –

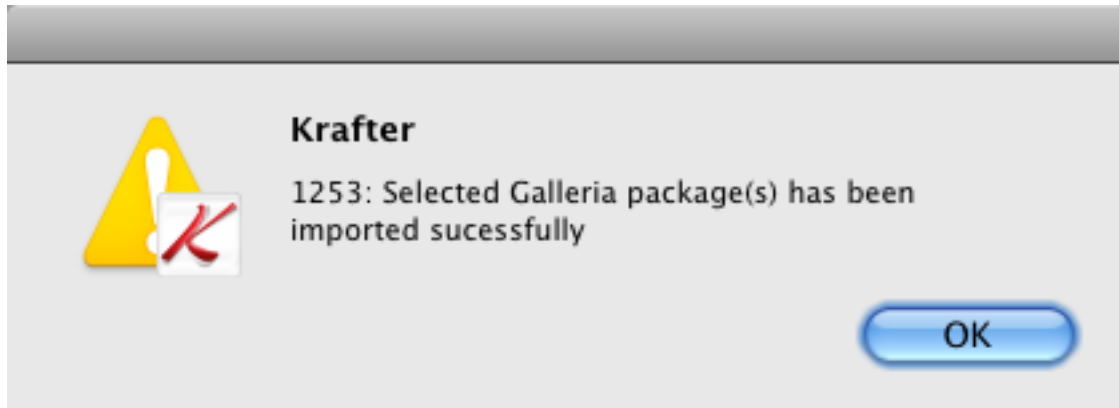


4. Click on Open to Import the galleria in Krafter , the selected Galleria Package will be displayed in the Import Galleria Window as shown below –



5. Select the desired theme pages and Click on Import button to start the Import , you can also select all themes present in the Galleria by clicking Select All option in the Import Galleria Window

6. Once the import is complete , you will be intimated with the following message ,



7. Click OK to use the **Imported Galleria**

Using the Imported Galleria Package



1. Close **Krafter** and restart it once to browse the Imported Galleria in the **Templates** section **Drop Down** Menu.
2. The Imported Galleria package will be visible in the **Drop Down Menu** along with Ordinary Templates and can be used in the similar Manner as any other Templates.

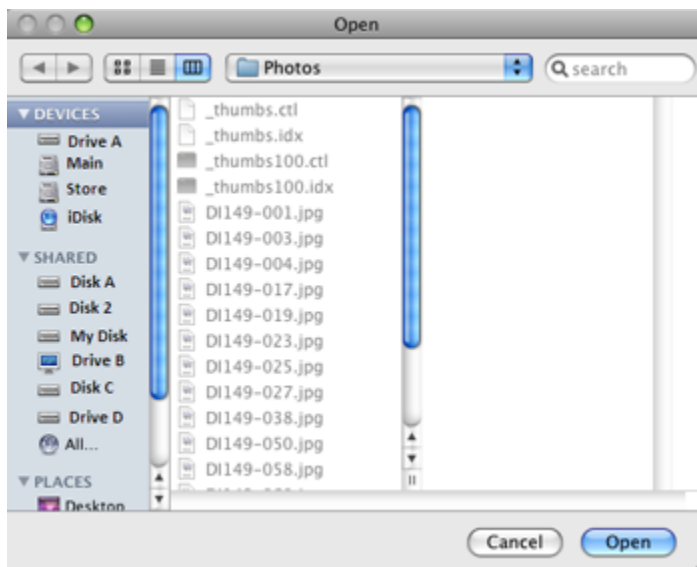
3. Mapping Folders

In order to use the photos or other objects like Borders, Masks, Clipart, Texture into your projects, you need to fetch them from some source like the hard disk or any other media. Hence you need to tell the application where these objects are. This process is called Mapping.

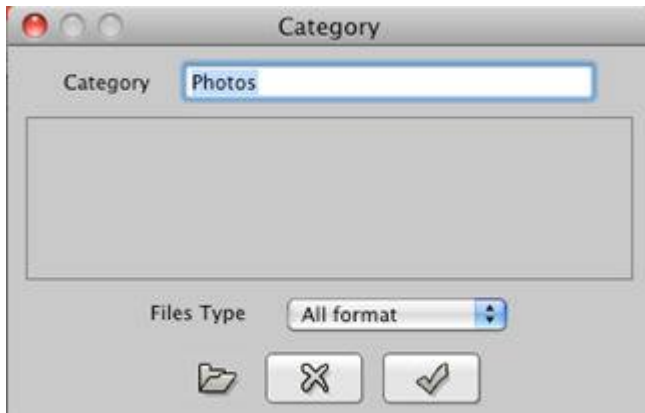
Let us see how to map folders for Photos in Krafter.





1. Click the  **Photo button**.
2. Click the  **New** Category button in the photo gallery to open the Browse for Folder dialog box.



3. Click the folder containing the photos and click "Open" button in the browse window.
4. Notice the newly defined folder name is displayed in the Category text box. You can rename the folder if you wish.



5. The detailed path of the selected folder is also displayed below the Category text box.
6. By default All Formats is selected in the Files Type drop-down list. You can select a particular format from the drop-down list to load photos in that format in the gallery.
7. You can make changes to the path by clicking the  Set Path button, making the changes and clicking the OK button in the Browse Window.
8. Now click the  OK button in the Category dialog box.
9. Notice the newly defined category appears in the photo gallery along with the thumbnails of photos contained in the folder.



10. Similarly, **Krafter** allows you to create as many folders as you wish.




Note

You can use the above technique of mapping folders to Photos, Clipart, Masks, Textures and Borders alike.

Renaming and Deleting Folders

You can **Rename** or **Delete** the folders which you have mapped for use in **Krafter**.


Renaming Folders

1. Click the  **Photo** button. This will load the photo library into the gallery.
2. **Right-click** on the category which is to be renamed.
3. Select the **Edit** option in the right-click menu.



4. The **Category** dialog box is displayed.



5. Rename the present category by changing the text in the Category text box and click the  **OK** button.

Deleting Folders

1. Similarly, you can **delete** a category by selecting the **Delete option** from the right-click menu.



2. A **Confirmation** dialog box is displayed.



3. Click Yes, if you wish to delete the category.
4. The Folder is instantly deleted.



Note

Remember that deleting a category will not physically delete the corresponding folder from the hard disk.

Deleting photos in Gallery

You can delete the unwanted photos in the gallery. If the photo is already used in the project, you will be prompted accordingly.

Let us learn how to delete a photo in the gallery.



1. **Locate** the photo in the gallery which you want to delete and **Right-click** on the photo --

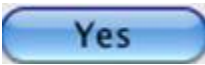


2. Select the **Delete** option in the right-click menu.



3. You will be prompted to confirm the deletion, through the following dialog box.



4. Click  Yes if you wish to delete the photo from the gallery.

5. The selected photo in the gallery gets instantly deleted.

6. You can select multiple photos and delete them together. Keeping the **⌘** key pressed, click on multiple photos which need to be deleted. Right-click and select the Delete option.

8. A Confirmation dialog box appears --



9. Click Yes to delete the photos from the gallery.

10. The selected photos in the gallery get instantly deleted.

11. If the photo you wish to delete has been already used in the project, you will get the following message.



Note

Remember that deleting photos from the gallery will permanently delete them from the Hard Disk and doing so may generate an error while opening any other project using these photos. Hence use this feature very carefully.

Rearranging Gallery Elements

Krafter allows you to rearrange the Gallery Elements from one folder to another by way of a **Cut & Paste** method.



1. Consider the following Photo Gallery



2. Click on the Photos you wish to move or copy from one category. You may keep the ⌘ key pressed for multiple selection.



3. Now Right Click on the Photo to activate a Menu



4. Select the Copy option if you wish to **Copy** or the **Cut** option if you wish to move .



5. Now click on another category you wish to paste on. & click paste from the right click menu to paste the copied Photos at the desired position in the selected folder .



Note

You can apply the same principle of Copy/Cut and Paste for other objects too.

Rotating Photos on a Template Page

The Effects Window section of **Krafter** provides versatile options to perform various operations like rotating the photos on the template page at fixed and varying angles instantly. You can also freely rotate the photo on the template page as per your wish.



1. Click on the photo on the template which needs to be rotated.




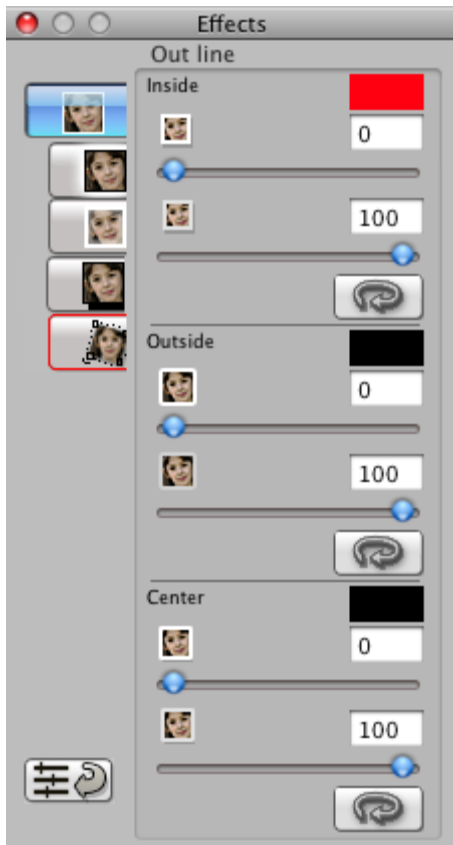
2. Click on the **Lock/Unlock** button to unlock the photo on the template. The template photos are always locked by default and you need to Unlock them for rotating.
3. Take the mouse cursor slightly away from any four corners of the selection until you see an arc or a semi-circular cursor.
4. Keeping the mouse key pressed; start dragging the mouse until you get the desired angle of rotation. The angle of rotation is also displayed on top of the photo.




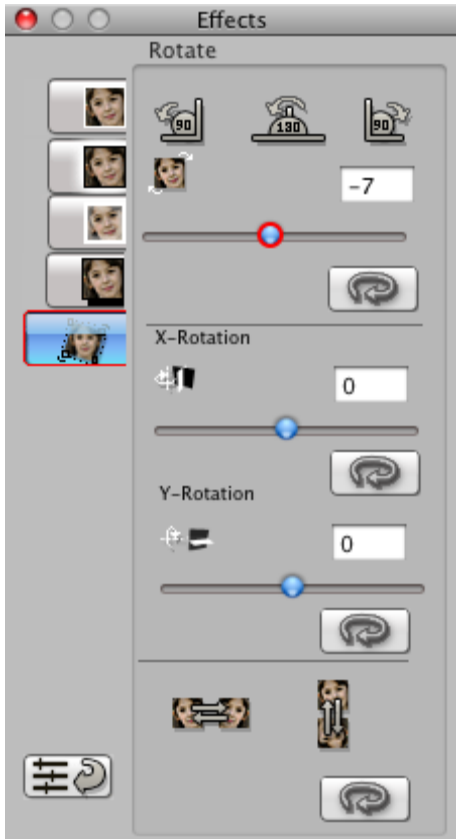
5. Release the mouse as soon as the desired rotation angle is reached.




6. For bringing the photo in upright position, click the  **Effects** button to **Effects window**.






7. Click the  **Rotation** Tab to load the Rotate related features in the Effects window




8. Click the  Reset button under the rotation slider.

9. For rotating the photos at fixed angles click any of the angles as per your choice --

	Clock Wise
	Counter Clock Wise
	Rotate 180

10. The photo gets instantly rotated at the selected direction and angle.

11. You can click the  **Reset** button below the rotation slider to bring the photo to the upright position.

12. For manually rotating the photos, drag the  **Rotation** slider in the desired

13. For rotating the photos at specific angles, enter the **specific value** in the **Rotation text box(shown above)** and press the ENTER key on the keyboard .



Tips

You can also reset the rotation of a photo on the template by right-clicking on the photo and selecting the Reset Rotation Option.

X and Y Rotation

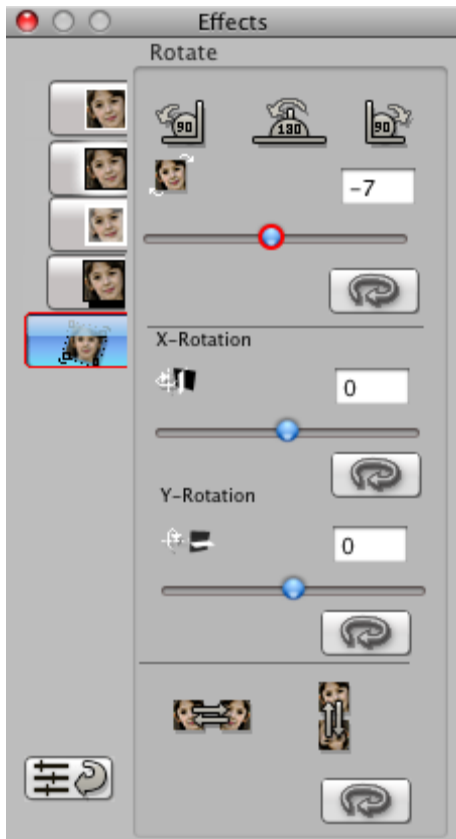
The **Effects Window** section of **Krafter** provides versatile options to perform various operations like X & Y Rotation. The effects of these operations will give a feel of Skew and Perspective Rotation.



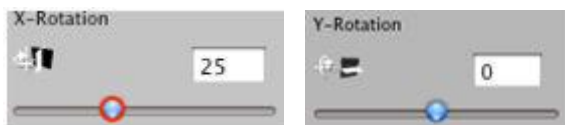
1. Click on the **Photo** which is to be Rotated .



2. Now click the **Effects** button to load the **Effects window**. & click on the Rotation tab to load the rotation options in the Effects window



3. Drag the **X-Rotation** Slider or the **Y-Rotation** Slider .



4. When the mouse is released, the Photo gets rotated .



Note


Remember that the X & Y Rotation is not applicable on Texts and Shapes.

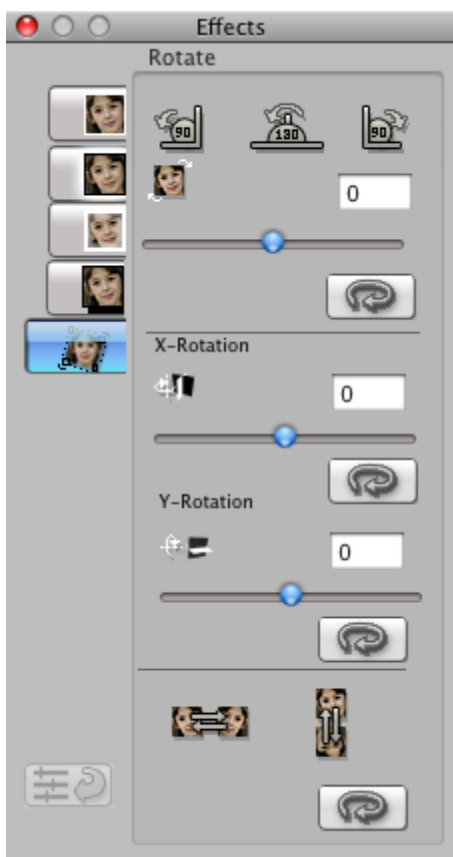
Flipping Photos on a Template


The options for Flipping the photos are available in the **Effects Window** section of **Krafter** .



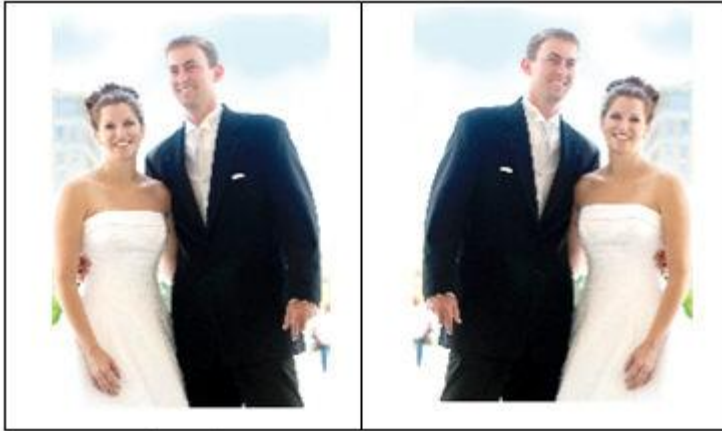
1. Click on the photo on the template which needs to be flipped.

2. Click the  **Effects button** to **Effects window** and click the Rotation Tab to load the Rotate related features in the Effects window .



3. Click on the  **Flip Horizontal** button. The selected photo gets instantly flipped horizontally.

Krafter



4. Click the **Flip Vertical** button. The selected photo gets instantly flipped vertically.



Note

You can Click the Reset Button to reset the Flip action

Creating a New Project


To begin the job of creating pages, you need to create a new project first in Krafteer. Let us have a look at the various steps involved in creating a New Album/Project.

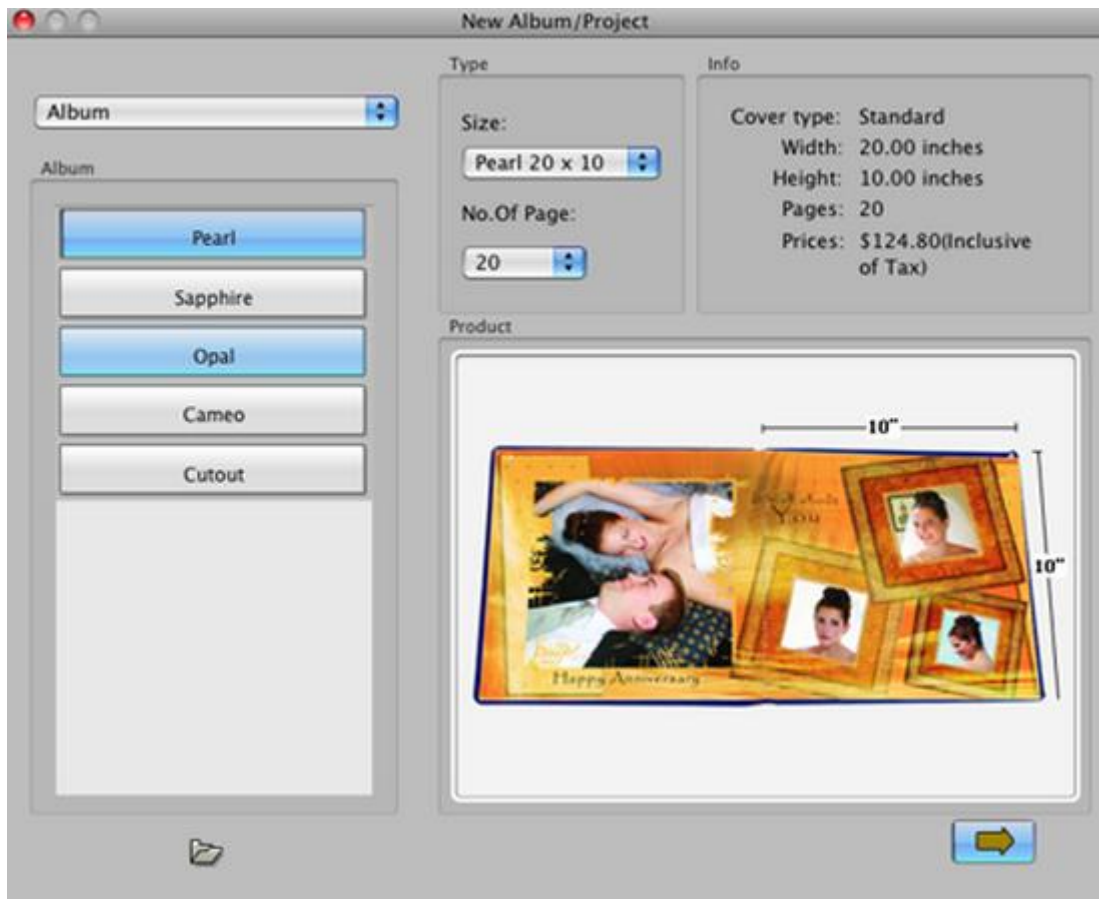
- Opening the New Album/Project dialog box
- Defining the Path for Storing the Project
- Defining the Project Name
- Defining a Border to the Page

Opening the New Album/Project dialog box




Steps

1. To create a new project, click the  **New Album/Project button** in the standard toolbar.
2. The **New Album/Project** dialog box is displayed.



Defining the Path for Storing the Project

1. For defining the path, click the  **Browse** button.
2. The Browse dialog box is displayed.



3. You need to create a new folder for storing the project.
4. Click the New button.
5. Write the name of the new folder and click "Open" button in the Browse window.
6. Notice that the newly created folder name appears in the Path text box in the New Album/Project dialog box.
7. Your project will get saved into this new path.

Defining the Project Name

Replace the default project name in the Project text box with a name of your choice. You can enter a client's name for your reference. If you choose not to rename the default name, the subsequent projects will be automatically named in series.

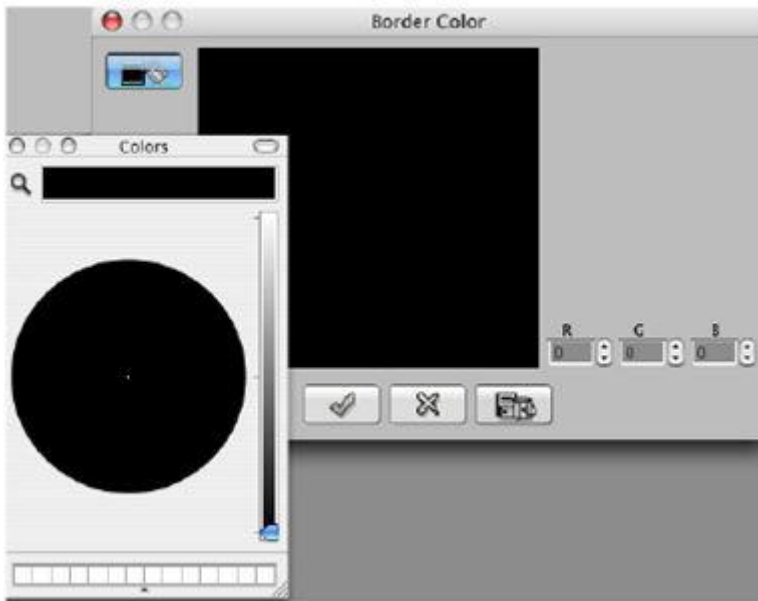
Defining a Border to the Page

1. If you require a page border, drag the Border Slider for the desired thickness.



2. To Select a Border Color, click the Border Color button to open the Color Palette.

3. Select the desired color and click OK.



4. You can see the selected color applied on the button for your reference.

Defining the Page Size



Steps

1. Under Page Settings, click the Size drop-down list

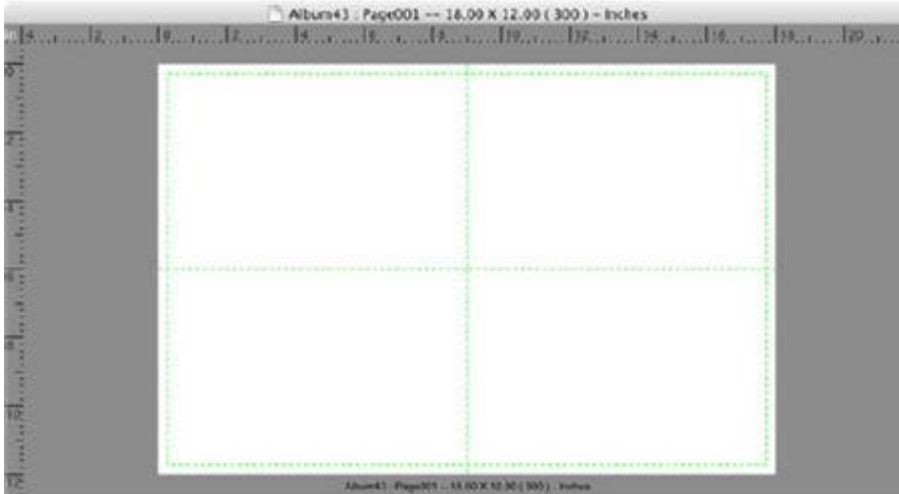


to define the page size.

2. Select an appropriate preset size.

3. Click the  **OK** button.

4. The blank page that you see is the first page of your project displaying the printable work area, the center lines and the safe area.



5. You are now ready to design your first template page.

Directly Opening the New Album/Project dialog box

The New Album/Project dialog box can be opened by simply double-clicking a template from the templates tab. This feature is available only when no album is open. The new album parameters can hence be defined in the normal manner as discussed above.

Keyboard Shortcut	Function
⌘ + N	Opens a New Album/Project dialog box



Note

While creating a new album, if the default path of the album is changed, the new path appears automatically in the Open Album dialog box as a category.

Brightness Contrast and Gamma Settings

Let us see how we can adjust the **Brightness, Contrast and Gamma settings** on a photo.

The **Brightness, Contrast and Gamma controls** are available by selecting the photo and clicking the



Color Balance button.



Steps

Brightness Control

1. Select the photo in the work area (**template page**) by clicking it once.



2. Click the **Color Balance** button to load the color balance options in the gallery .




3. Now drag the **Brightness** slider to change the value of brightness. Alternately, you can enter values into the text box and press **ENTER**.

4. The changes to the photo are immediately applied.

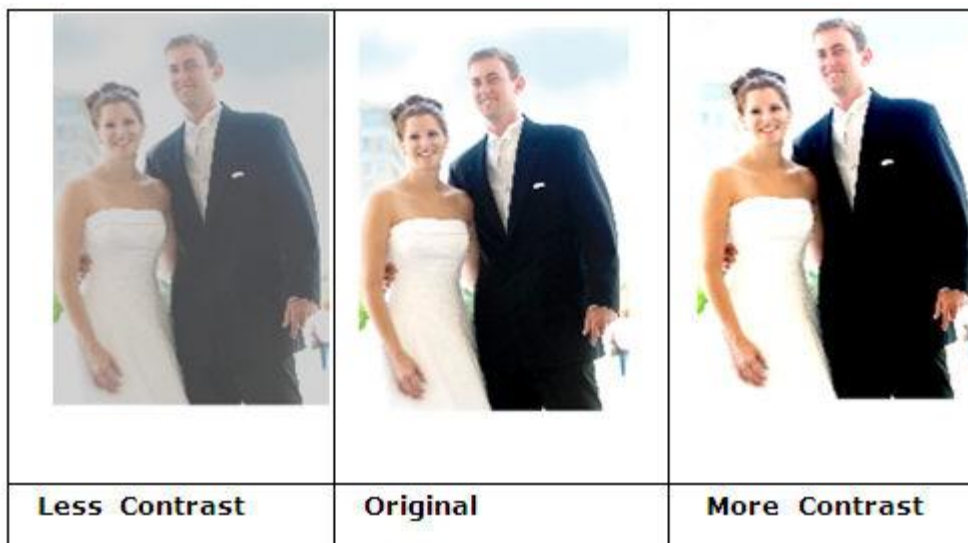


Contrast Control

1. Select the photo in the work area (template page) by clicking it once.

2. Now drag the  **Contrast** slider to change the value of Contrast. Alternately, you can enter values into the text box and press **ENTER**.

3. The changes to the photo are immediately applied.



Gamma Control

1. Select the photo in the work area (template page) by clicking it once.



2. Now drag the **Gamma** slider to change the value.
Alternately, you can enter values into the text box and press ENTER.

3. The changes to the photo are immediately applied.



Tips

Remember that you can also Reset the changes made to the photo by right-clicking on the corresponding slider.


Performing Color Balancing

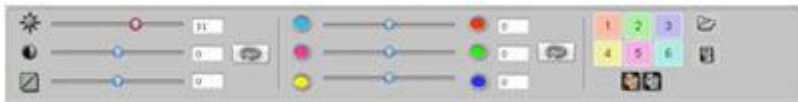
The Color Balance Section of Krafter provides options to perform various operations on the photo like adjusting RGB and CMY values.



Steps


1. Click on a photo to select it.

2. Click the  **Color Balance** button to load the color balance options in the gallery.



3. Now one by one move the  **RGB** and **CMY** sliders to change the **RGB** and **CMY** values


4. The changes to the photo get instantly applied

5. Click the  Reset button to discard all the changes made to the photo for **RGB** and **CMY** collectively.

6. Remember that you can also Reset the individual changes made by right clicking on the corresponding slider.

C <-> R		
		
CYAN	ORIGINAL	RED

M <-> G		
		
MAGENTA	ORIGINAL	GREEN

Y <-> B		
		
YELLOW	ORIGINAL	BLUE

Using Instant Ready Tones

The Color Balance Section of **Krafter** provides options to perform various operations on the photo like applying ready color tones to the photos including **Black & White** and **Sepia**.

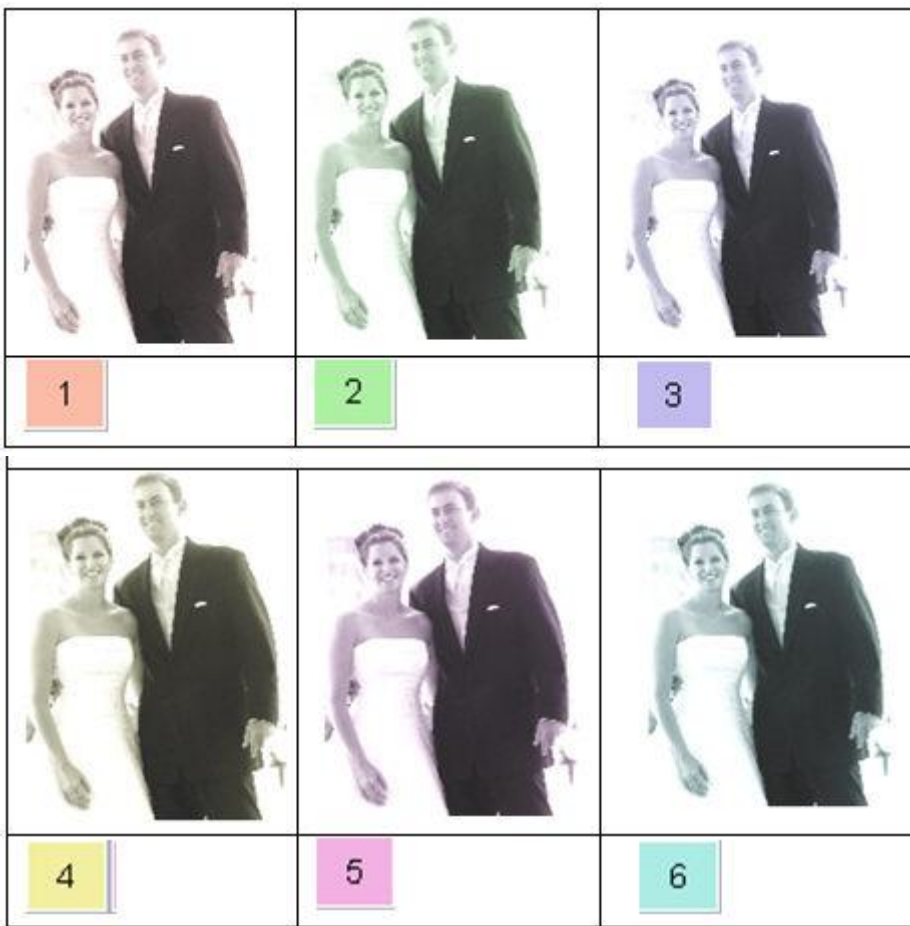


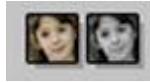
1. Click on a photo to select it.



2. Click the **Color Balance** button to load the color balance options in the Gallery.

3. Click on any of the seven preset tones to apply a ready tone to the photo.





4. Click on any photo to select it and click the **B&W** button to convert it to **Black** and **White**.

5. The changes to the photo are instantly applied .



6. A Template page with the application of tones and color correction will look like this.




Creating and Applying your own Ready Tones

Krafter allows you to create color tones of your own. You can save these tones for use on any other photo in the same or the other project.



1. Click on a photo to select it.



2. Click the  **Color Balance** button to load the color balance options in the Gallery.




3. Click on any of the seven **preset tones** to apply a ready tone to the photo.

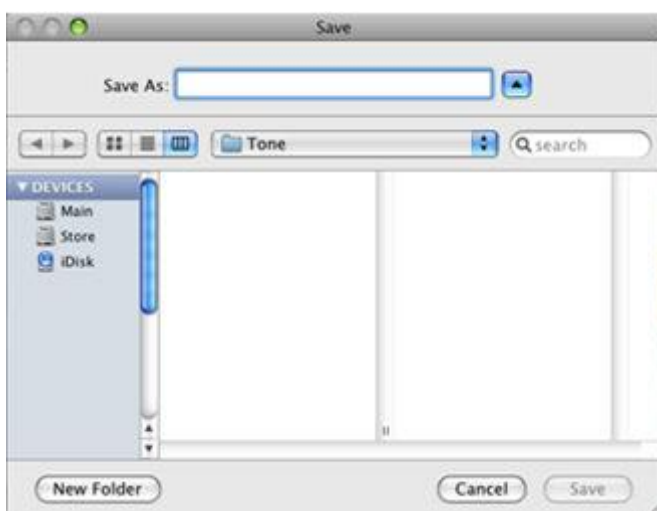


4. The selected tone gets instantly applied.

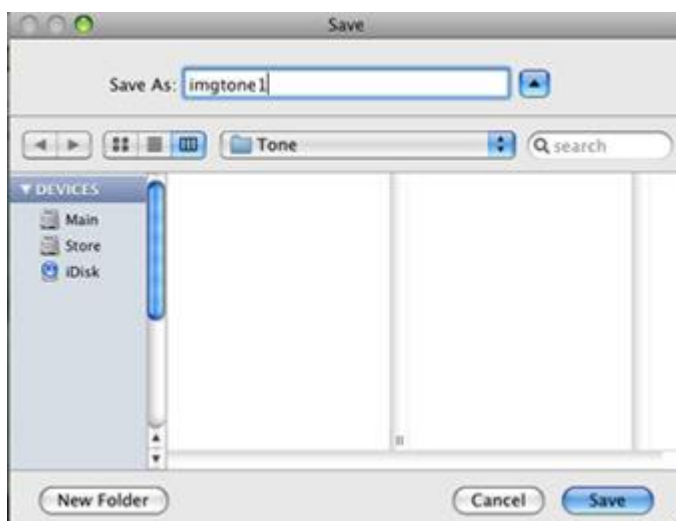


5. Now move the appropriate Color sliders and click the  **Save** Tone button to save the changed tone.

7. This will open a **Save Tone dialog box**.




8. Enter some name in the text box and click **Save**.



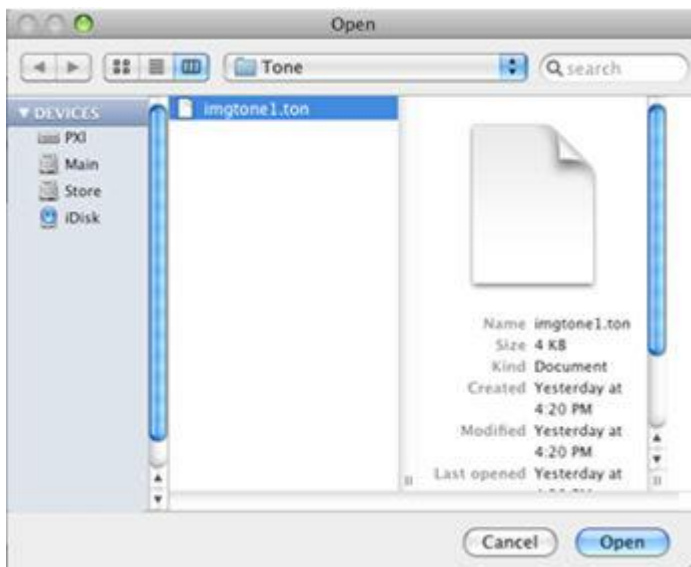
9. The modified tone gets saved in the default folder.



10. You have just now created a new tone. You can apply this tone on any photo later on by clicking the  **Load** Tone button.

11. Now click on another **Photo(s)** for applying the tone just created.

12. Click the  **Load** Tone button to open a Browse dialog box with the default folder selected.\



13. Now locate the tone name from the list of files and click on it.

14. Click Open to apply the saved tone on the photo.

Krafter

15. The saved tone gets applied on the selected photo instantly.



Adding Outline to Template Photos

Krafter allows you to apply three types of Outlines on a selected object. These three types include Inside, Outside and Center types.

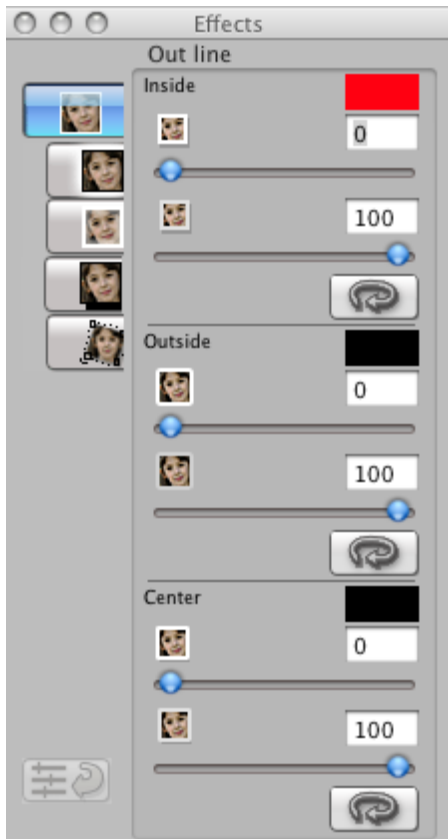
Let us now apply various types of outlines to the photo.



1. Click on a photo on the template page to select it.



2. Click the **Effects** button to load the **Effects Window**.



4. Click the **Inside Outline Color** to select a color for the Outline .



5. Drag the **Inside Slider** to vary the thickness of the Inside Slider.

6. You can also in the similar way add the Center type and the Outer type of Outline by adjusting the corresponding sliders.



7. Drag the **Outline Opacity slider** to make the Outline Transparent.

8. The Outline becomes soft transparent instantly on releasing the mouse button. Also notice that the slider color changes to red, indicating a change .



9. You can click the  **Reset** button to remove the outline.

Keyboard Shortcut	Function
⌘+ F10	Loads the Effects Options in the Gallery



Note

- You can also apply outline and shadow to multiple photos at a time, by using the **SHIFT+Select** buttons.
- One point on the Slider corresponds to one pixel.

Adding Shadow to Template Photos

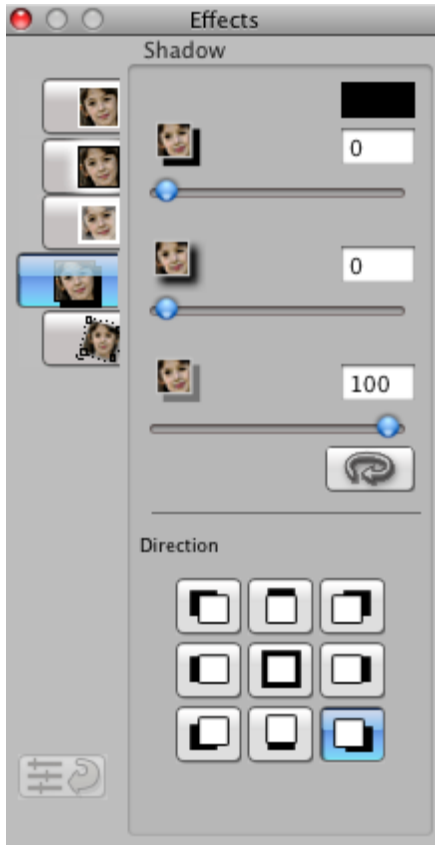
You can apply shadows to the photos on the template pages. Furthermore, you can also apply shadow depth, softness and opacity and assign preset shadow directions in **Krafter**. All these options are available in the Effects window under the tab 'Shadows'



1. Click on a photo on the template page to select it.



2. Click the  **Effects** button to load the **Effects Window** & click **Shadows tab** to load shadow options



4. Click the Shadow Color button to open a Shadow Color Dialog. Select a proper color and click the Ok button.




5. Drag the **Shadow Depth Slider** to vary the Shadow depth. Alternately, you can also enter values in the text box.

6. To apply Shadow softness drag the **Shadow Softness Slider**.

8. Click on any of the shadow **direction presets** to apply a shadow to the photo .



9. Click the  **Reset** button if you wish to remove the Shadow Depth, Softness and Opacity, to bring back the photo to its original condition.


Adding Glow to Template Photos

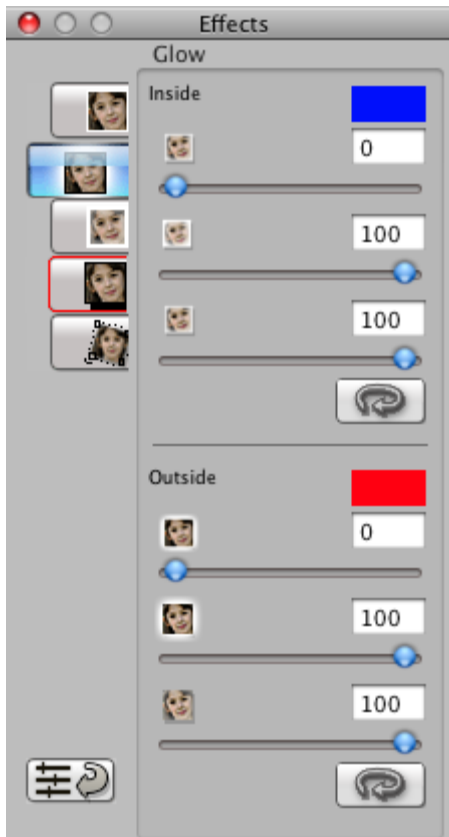
The Effects window of **Krafter** provides options for applying **Glow effects** to the photos or any other selected objects. You can apply Inside & Outside type of Glow together. You can even vary parameters like, **Glow Size**, **Spread** and **Opacity** to create wonderful effects.



1. Click on a photo on the template page to select it.

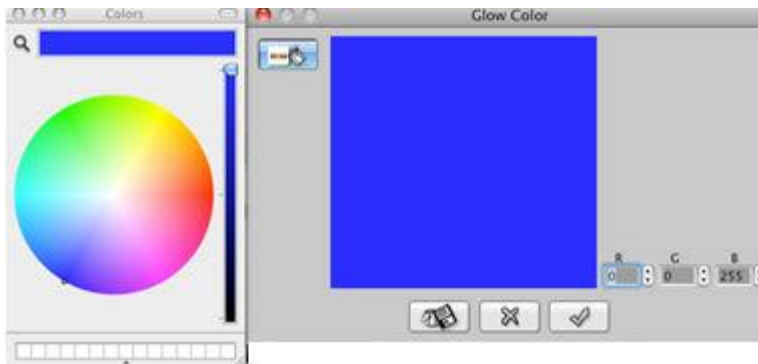



2. Click the  **Effects button** to load the Effects Window and Click the **Glow tab** of the Effects window to load the Glow options in the window .



Applying Inner Glow

1. First select an inner Glow Color you wish to apply. For this click the Glow Color button. This will open a **Glow Color** Dialog window.



2. Select an appropriate color from the color pallet or use the color picker tool. Click the  **OK button** when done.



3. Move the **Inner Glow Size slider** to change the Inner Glow size. Alternately, you can also enter values in the corresponding text box. This will add an inner glow to the selected


photo or object of the selected color and Size.



4. Move the **Inner Glow Spread slider** to vary the Glow spread. Alternately, you can also enter values in the corresponding text box.



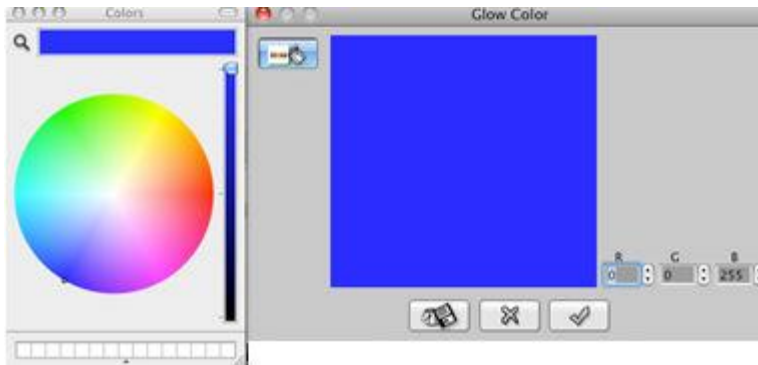
5. Move the **Inner Glow Opacity slider** to change the Glow opacity. Alternately, you can also enter values in the corresponding text box.


6. You can click the  **Reset** button to remove the Inner Glow effect.

Applying Outer Glow

The method of applying the Outer Glow is exactly the same as for the Inner Glow.

1. First select an Outer Glow Color you wish to apply. For this click the Glow Color button. This will open a Glow Color Dialog window.



2. Select an appropriate color from the **color pallet** or use the **color picker tool**. Click the  **Ok** Button when done.




3. Move the **Outer Glow Size slider** to change the Outer Glow size. Alternately, you can also enter values in the corresponding text box. This will add an inner glow to the selected photo or object of the selected color and Size.

4. Move the **Outer Glow Spread slider** to vary the Glow spread. Alternately, you can also enter values in the corresponding text box.



5. Move the **Outer Glow Opacity slider** to change the Glow opacity. Alternately, you can also enter values in the corresponding text box.

6. You can click the  **Reset** button to remove the Outer Glow effect.



Tips

You can also apply Glow Effect to multiple photos at a time , by using the shift +click command


Flipping Template Pages

Krafter allows you to Flip the Template Pages at the click of a button.



1. Consider the following Template Page. Let us now Flip this Template Page



2. Click the  **Flip Template** Button. The following message box will be prompted for confirmation.



3. The Template in the work area immediately gets flipped , as shown below --



- 4.All Object position for Background, Shapes, Text, Photo & Clipart gets flipped.
- 5.However the objects like Photos, Photo as Background and Text do not get flipped individually.
- 6.The Gradient Color positions also gets flipped in case of a Background with Gradient



Tips

You can apply Flip feature even on the objects which have been X or Y rotated

Pasting Photos on Templates

You can paste photos from the Gallery onto the template pages in the following ways:

- [Pasting Photos Automatically](#)
- [Pasting Photos Manually](#)
- [Pasting Photos by Drag and Drop](#)
- [Pasting Multiple Photos at a Time](#)
- [Adding Extra Photo on the Template Page](#)
- [Replacing Photos](#)



Note

It is important to not that if there are special properties assigned to the template photos, they get assigned to the pasted photos as well

Pasting Photos Automatically

1. Consider the following template page.



2. Select a photo from the gallery and click the  **Add** button.
3. The selected photo is pasted on the template photo marked as 1. The pasted photo gets automatically cropped to accommodate itself in the frame. If the template photo has some properties assigned to it like Masks, Filters, Tones etc., these will also be applied on the pasted photo automatically.



4. Also notice that after pasting, the template photo which was marked as 2 earlier, gets assigned as 1 and every new photo that you add from the gallery, always gets attached on the photo marked as 1. Automatically the Photo 1 gets selected. Once the selected photo is pasted on the template photo, its label is assigned to the next template photo in the template.

5. Notice that the used Photos in the Gallery are highlighted with a red outline . This is a unique feature to differentiate the used photos with the un-used in the current project.

Keyboard Shortcut	Function
⌘ + F7	Equivalent to Add button



Note

Remember that while pasting photos automatically , ensure that no template photo is selected

Pasting Photos Manually

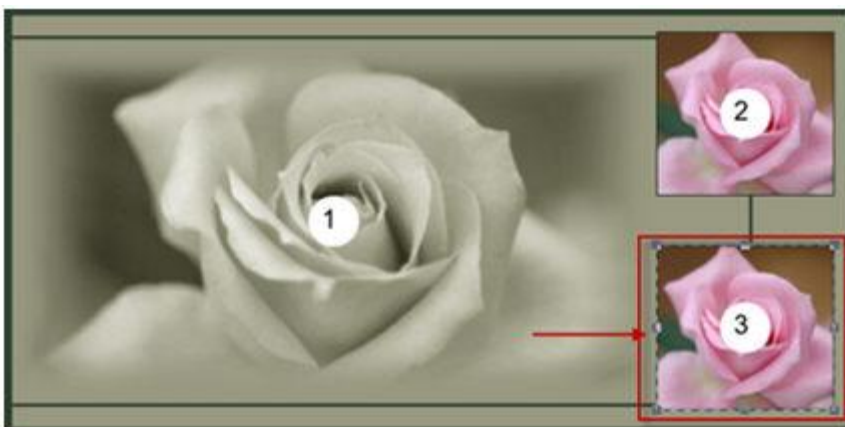
The method of pasting photos manually is used for pasting photos at an exact position of a desired template photo.



1. Consider the following Template Page.



2. Click on particular template photo on which you wish to paste a photo from the Gallery.



3. Now double-click a photo in the Gallery for pasting it on to the selected template photo.



4. The photo from the Gallery gets pasted instantly on the selected template photo. The pasted photo gets automatically cropped to accommodate itself in the frame. If the template photo has some properties assigned to it like Masks, Filters, Tones etc. these will also be applied on the pasted photo automatically.



5. The advantage of this method is that you can paste the photos at the desired location to suit the orientation of the photo to be pasted.

Pasting Photos with Drag and Drop Method

The method of pasting photos by drag and drop method is used for pasting photos on a desired template photo.



1. Drag a photo from the gallery with the left click of the mouse.



2. Keeping the mouse key pressed; take the mouse cursor over the Number of the template photo you wish to paste on. At this point the template photo gets marked with a green outline.



3. Now, while the outline is still green release the mouse button.
4. The selected photo gets instantly pasted on the template , as shown below --



5. This is the fastest and easiest method for pasting the gallery photos any time anywhere.



Note

Remember that if you release the mouse button while the outline is not green , the selected photo gets added as an additional photo on the template

Pasting Photos with Drag and Drop Method

This method is used for pasting multiple photos from the Gallery in a sequence at one go.



1. For using this method, make sure that no template photo is selected.



2. Keeping the **⌘** key pressed, with the help of the mouse, click on the photos from the Gallery one by one.



3. The sequence of selection should match with the sequence in which you wish to paste the photos on the template page as indicated by 1, 2, 3 etc.

4. Now click the  **Add** button.

5. The selected photos get applied in the same order of selection .



Note

Remember to select the exact number of photos corresponding to the number of photos on the template page , else all the extra photos will get pasted at the center of the page , one above the other .

Adding Extra Photo on the Template Page


This method is used for adding extra photos on a template page.



Adding Extra Photo on the template page (at center)

1. For using this method, make sure that no template photo is selected and all the template photos are replaced with photos from the Gallery. If at all any photo is selected, de select it by clicking outside the page area.



2. Double click on a photo in the gallery or click the  **Add** button after selecting the gallery photo.
3. The selected photo always gets pasted at the center of the page, by default.



4. **Krafter** allows you to paste as many photos as you wish with this method.

Adding Extra Photo on the Template Page (at Desired Position)

This method is used for adding extra photos on a template page at any point of time.

1. Keeping the **⌘ key** pressed, drag a Gallery photo and drop it on the template page.
2. The photo gets pasted at the position of the mouse cursor.



Replacing Photos

This method is used for replacing an already pasted photo with a new one at any point of time.



1. Click on the template photo to be replaced.



2. Double-click on a photo in the gallery or click the  **Add** button after selecting the Gallery photo.



3. The selected photo gets instantly replaced with the gallery photo and contains all the properties of the earlier photo.



4. You can also use the drag and drop method for replacing the photos.



Note

It is important to note that if there are special properties assigned to the template photos, they get assigned to the pasted photos as well


Resizing Photos in Templates

This method is used for resizing a photo on the template page to any size as per your choice.

Resizing by Scaling

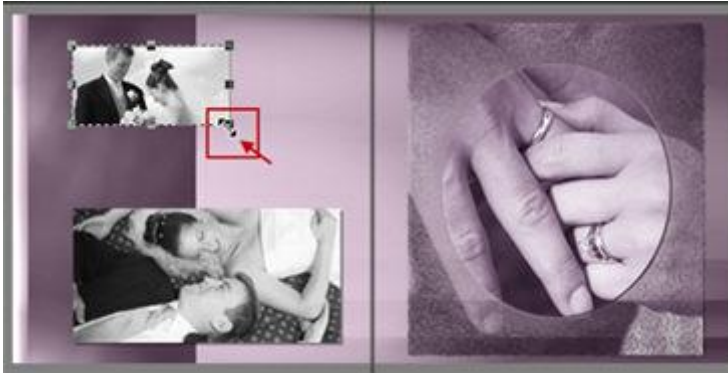
1. Click on the photo on the template page which needs to be resized.



2. Click the  **Lock/Unlock** button to unlock the selected photo. The template photos are always locked by default and you need to unlock them for resizing. The Lock/Unlock button is blue in the lock mode.
3. Now move the mouse on any of the four corners until you see a double-headed arrow.



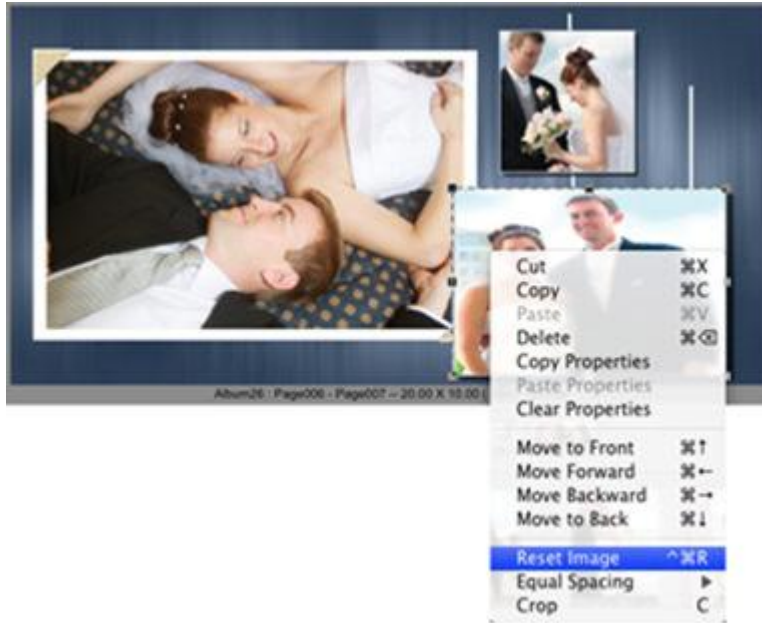
4. Click this node with the mouse and drag inward or outward to resize.



5. Release the mouse button as soon as the desired size is obtained.
6. Remember that in **Krafter**, the photo always gets resized proportionately when scaled from the corners.
7. You can also scale the photo horizontally or vertically to suit your height and width requirements by dragging the four center nodes. But beware that doing this will disturb the aspect ratio of the photo.



8. To regain the aspect ratio and to maintain the proportion with respect to the new size, right-click on the photo and select the Reset Image option from the pop-up menu.

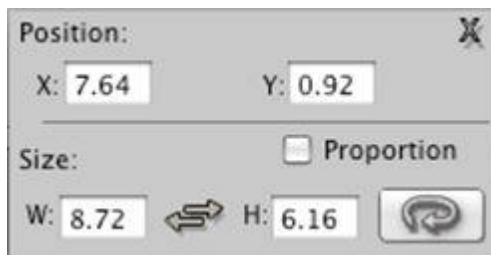


10. The photo gets proportionately resized instantly , as shown below --

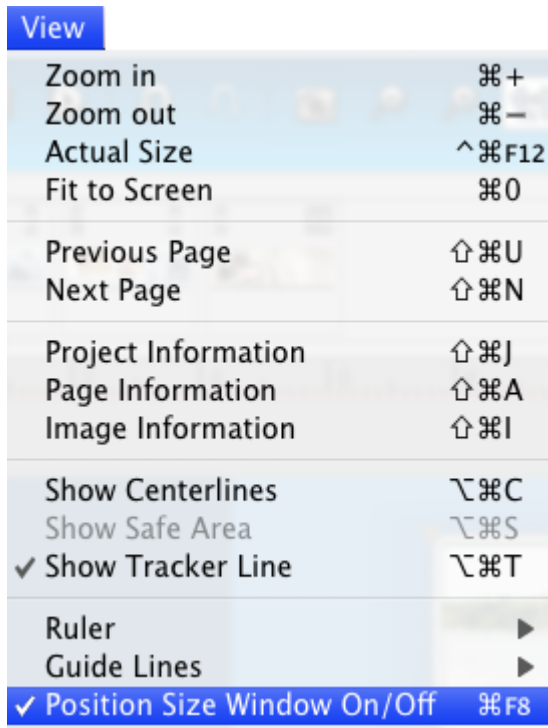


Parametric Resizing

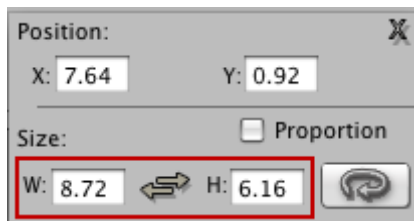
1. For resizing the photo with specific dimensions makes sure that you see the Object Position & Size Window is available on the screen.



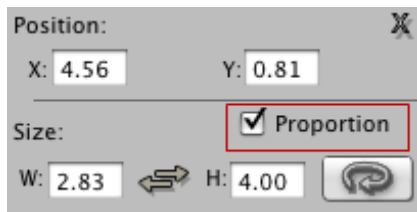
2. If you do not, then click the option under the View menu **Position Size Window On/Off**.




3. Also notice that the Width and Height text boxes display the current dimensions of the selected photo.



4. Enter the new dimensions of the photo into the width and height text boxes. Notice that the value of the height proportionally changes with respect to the width and vice versa with the "Proportion" check box is checked.

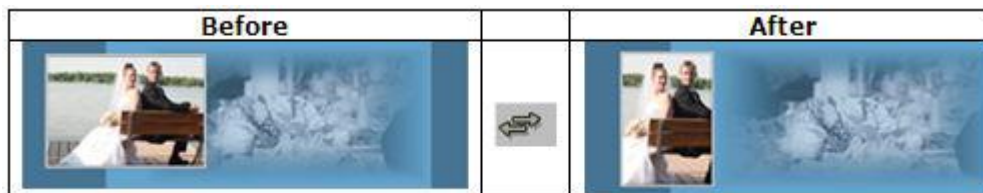


5. You can click the  **Swap** button to interchange the dimensions of the width and height.
6. Clicking this button will display a dialog asking whether you really wish to Swap the Sizes.



7. Click the  button.

8. The photo crops to fit itself into the new dimensions without losing its look and feel.



Resizing from Center

1. Keeping the "**SHIFT**" Key pressed, you can scale the photo from the Center.



Note

When rotation is applied on the photo, it cannot be scaled from the center nodes

Resizing Photos in Templates

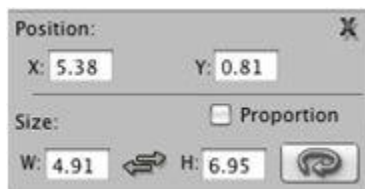
This method is used for repositioning a photo anywhere on the template page as per your choice.



1. Click the photo on the template which needs to be repositioned.



2. Click the Lock/Unlock button to unlock the photo on the template. The template photos are always locked by default, and you need to unlock them for repositioning. The Lock/Unlock button is Blue in the Lock mode.
3. Keeping the left mouse button pressed, drag the photo over the template page.
4. If the Position Size Window On/Off option in the View menu is enabled, as you move the object the selected objects, the current position of the photo is displayed in a small floating Information Box.



5. Release the mouse button at the new position of the photo.



Note

*For moving the photos or other objects in exactly vertical or exactly horizontal direction, keep the **SHIFT** key pressed and move the object towards the **Up** or **Down**.*

Cropping Photos

The Crop tool allows you to remove unwanted area of the photo in such a way that it fits exactly into the area provided by the template. You can use the Crop tool to remove unwanted area of the photo by compromising the original composition and creating your own.

There are two ways of cropping:

- [Cropping by Retaining Original Template Composition](#)
- [Cropping by Rotation](#)

Cropping by Retaining Template Composition

With this method, the cropped photo will exactly fit within the area assigned to the template photo, retaining the original composition.




1. Consider the following template page.



2. Click on a **Photo** to be cropped.




3. Click the  **Crop** button to activate the crop mode. This mode can also be activated by using the keyboard shortcut key 'C'.
4. Notice a **pink mask** being applied on the photo. This is called the Crop Area Preview.
5. If the photo has a border or mask applied on it, the border or mask is displayed in pink in the Crop mode.



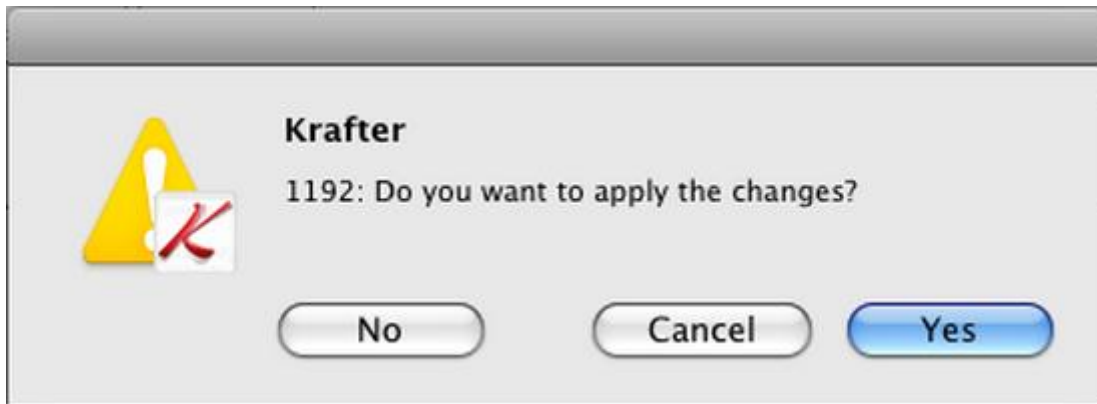
6. The inner boundary of the pink mask is used for setting the photo within the border or the mask. The outer boundary of the pink mask indicates that the entire portion of the photo lying outside will get knocked off after cropping.
7. Also notice that in the crop mode all the other functions are disabled.
8. Select the **Photo** or the **Crop Area** from the options in the **right click menu**.
9. Scale the photo or the crop area with the mouse and move it to adjust itself within the crop area.



10. Click the  **Crop** button or right-click and select the **Exit Crop** option in the menu.



11. You will be asked if you wish to apply the changes. Selecting yes will apply the changes and selecting No will exit the crop mode without making any changes.



11. Click **Yes**.

12. The mode automatically changes from crop mode to the work mode.

13. The photo gets instantly cropped within the template photo area retaining the original composition.



Keyboard Shortcut	Function
C	Activates the Crop Mode



Note

Cropping will not alter the original photos. You can reset the crop action by right clicking the cropped photos and selecting the Reset Crop action

Cropping by Rotation

With this method, you can rotate and crop the photo as per your selection. In this method, the original template composition does not change as per the crop area selected.



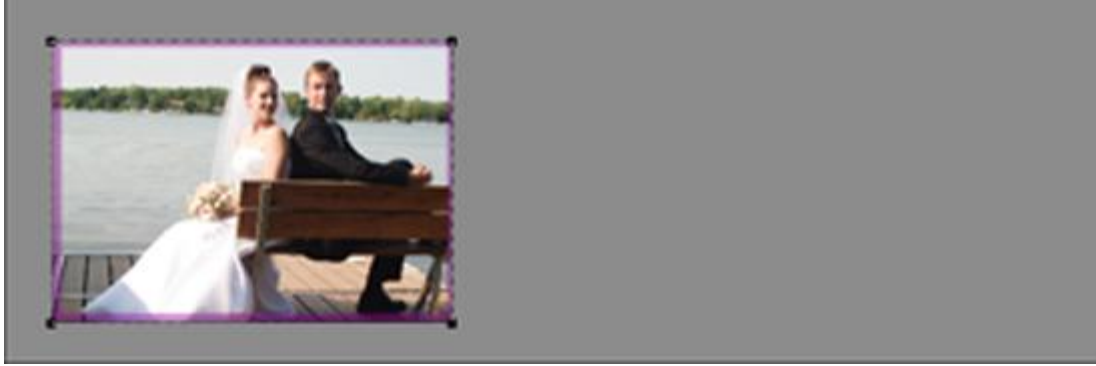
1. Consider the following template page.



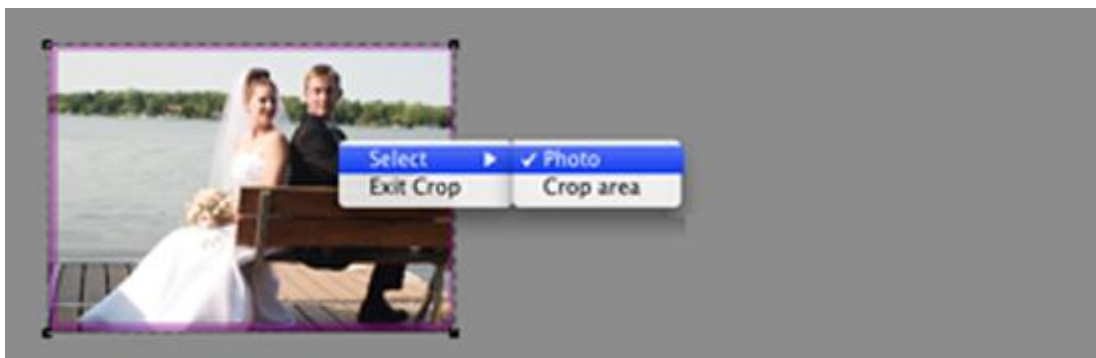
2. Click on a Photo to be cropped & Click the  **Crop** button to activate the crop mode. This mode can also be activated by using the keyboard shortcut 'C'.



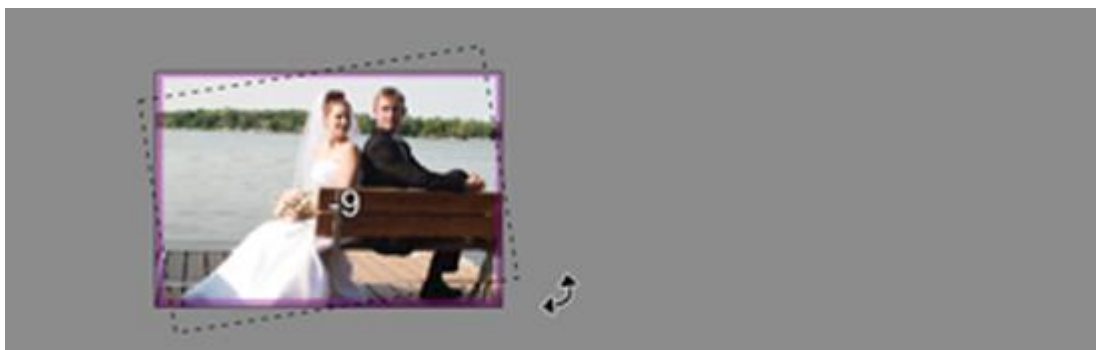
3. Notice a pink mask being applied on the photo. This is the **Crop Area Preview** .



5. If the photo has a border or mask applied on it, the border or mask is displayed in pink in the crop mode.
7. The inner boundary of the pink mask is used for setting the photo within the border or the mask. The outer boundary of the pink mask indicates that the entire portion of the photo lying outside will get knocked off after cropping.
8. In the crop mode, the photo is selected by default.



9. You can now rotate the photo by moving the mouse cursor near the top right node of the photo until you see a rounded arrow.




13. Once you see the rounded arrow, simply click the mouse and move it clockwise or anticlockwise, depending upon how you wish to rotate it.

14. Once the desired angle of rotation is reached, simply leave the Mouse button.
15. You may scale the photo so as to make it fit properly within the Frame.
16. Once the appropriate settings have been done, hit the Enter button to complete the Crop with Rotation.

Applying Clipart


Krafter comes bundled with various Cliparts for decorating your template pages. These Cliparts are organized in various different categories for finding them easily.

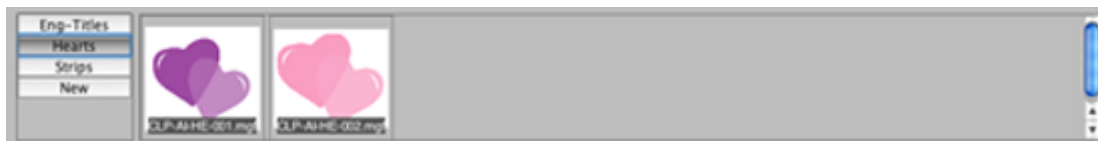
Load the Cliparts in the Gallery by pressing the  Clipart button.



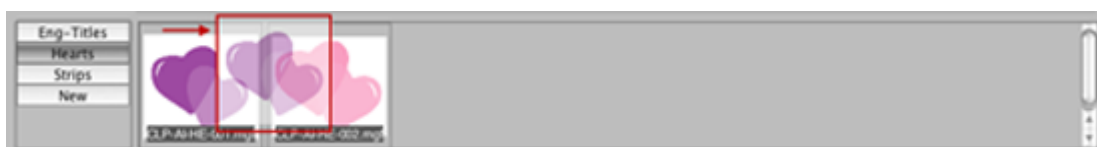
1. Consider the following template page.



2. Click the  **Clipart** button to load the library of Clipart in the Gallery.



3. Click on an appropriate category and drag a Clipart thumbnail from the library and drop it on the template page. Alternately you can also add the Clipart by selecting it in the Gallery and pressing the Add button or simply double clicking on it.



4. The Clipart instantly gets added on to the template page, drag it with the click of mouse to move it to the desired position as shown below --



5. You can drag any of the corner nodes around the Clipart to resize it on the template page.
6. Click on any area outside the page to deselect the Clipart.
7. You can delete the Clipart by clicking it and pressing the **⌘+DEL** key on the keyboard, or right click on the Clipart and select "**Delete**" option to remove the Clipart from the template.
8. Remember that you can also use other images with alpha channel or 32 bit as a Clipart of you own in **Krafter**.

Keyboard Shortcut	Function
⌘+ F3	Loads the Clipart Library in the Gallery



Note

All the Edit Photo options like Rotate ,Color Balance ,Effects and Filter are applicable for Clipart too

Applying Borders / Frames

Krafter comes bundled with various Borders for applying on the photos. These Borders are organized in various different categories for finding them easily.

Let us see how to add Borders or Frames to the photos on the template page.



1. Consider the following template page.



2. Click on a photo on the template to select it.



3. Now click the  **Border** button to load a library of borders in the Gallery.


Krafter

- Click on an appropriate category name & Drag a border and drop it over the photo you wish to apply a border on. Alternately you can add a border on a selected photo by clicking on the border and pressing the Add button or simply double clicking on the border in the gallery.



- The border instantly gets applied on the selected photo , as shown below .



- Click the  **Remove** Border button to remove the applied border.
- Remember that you can also use other images with alpha channel or **32 bit** as a **Border** of your own in **Krafter**.



Note

You can remove a border by selecting the photo with the border and pressing the Remove border button . This button is enabled only when a border is applied to a photo

Applying Mask

Krafter comes bundled with various masks for applying on the photos. These masks are organized in different categories for finding them easily.

Let us see how to add masks to the photos on the template page.




1. Consider the following template page.



2. Click on a photo on the template to select it.



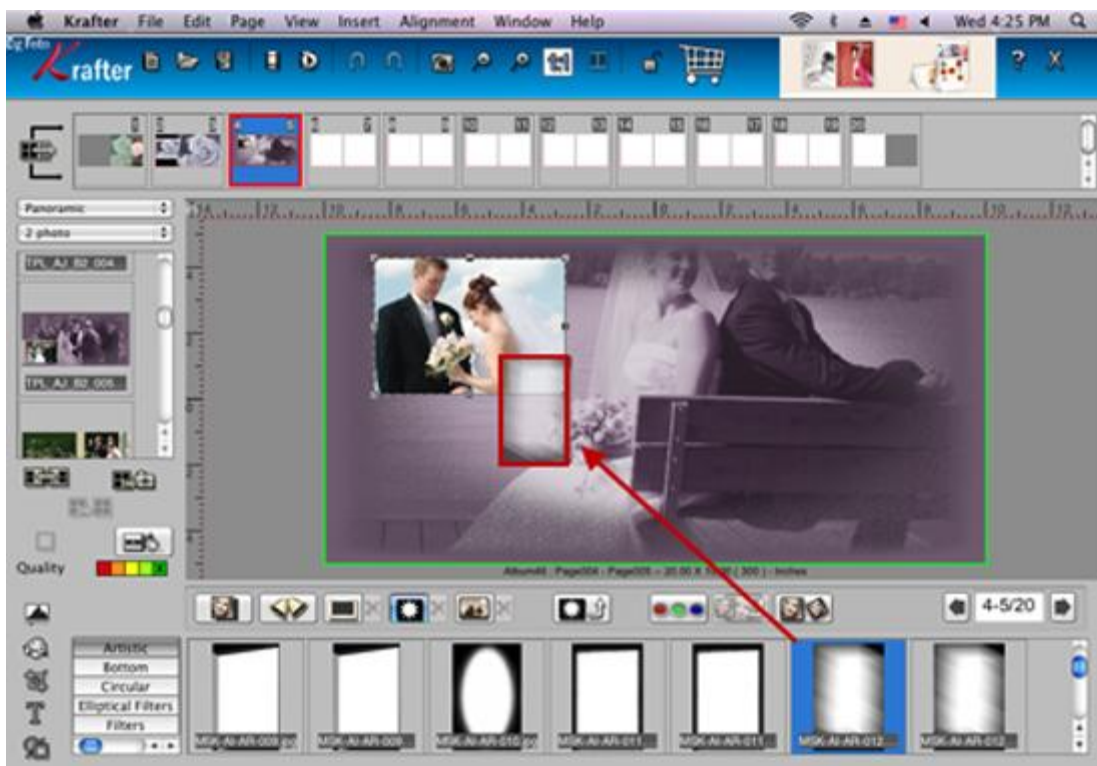
3. Now click the  **Mask** button to load a library of masks in the Gallery.

Krafter

4. Click on an appropriate category name.



5. Drag a mask and drop it over the photo. Alternately you can add a Mask on a selected photo by clicking on the Mask and pressing the Add button or simply double clicking on the Mask in the gallery.



6. The mask gets applied on the selected photo instantly.



Keyboard Shortcut	Function
⌘ + F12	Loads the Mask Library in the Gallery



Note

- *You can import your own masks for use in Krafter*
- *You can remove the applied mask by clicking on Remove Mask button which is enabled only when an alpha shape is applied to a photo*


Applying Mask

The tools for applying the Blur and Sharpness are available in the Effects Window, in the Filter Tab. You can apply Blur and Sharpness effect on the photo instantly.



1. Click a Photo to select it.



2. Click the  **Effects** button to load the **Effects Window**.



3. Now click the Filter tab to load the Filter options in the Filter Window .



4. Drag the **Blur/Sharp slider** towards the left to Blur the Photo.

5. The photo gets blurred instantly on releasing the mouse button.



6. Drag the **Blur/Sharp slider** towards the right to sharpen the photo.

7. The photo becomes sharp instantly on releasing the mouse button. Also notice that the slider color changes to red.

8. You can **right-click** on the **Blur/Sharp** slider to bring it back to the default value.

9. You can also click the  **Reset** button to undo the changes made to the photo.

Applying Softness

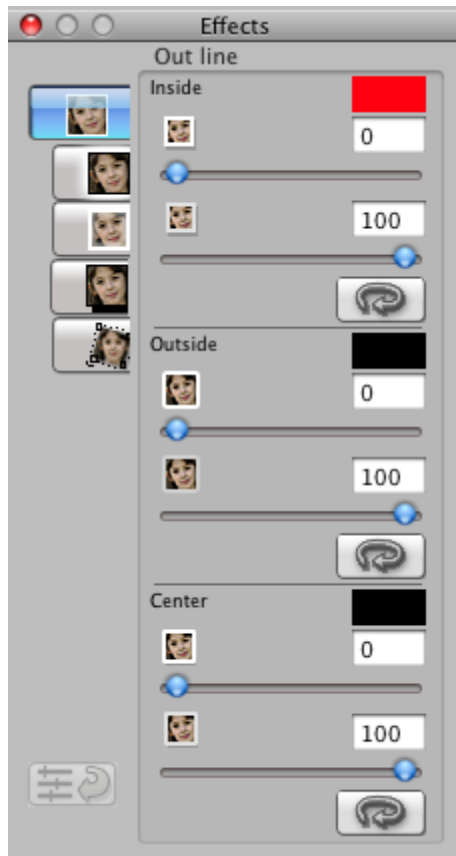
The tools for applying the Softness are available in the Effects Window, in the Filters Tab. You can apply Softness effect on the photo or any other object instantly.



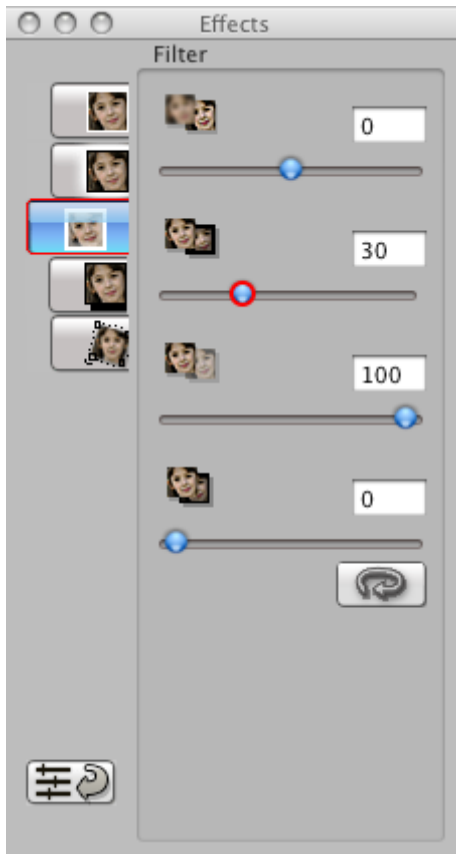
1. Click a Photo to select it.



2. Click the  **Effects button** to load the **Effects Window**.



3. Click the **Filter** tab of the **Effects** window to load the Filter options in the window .



4. Drag the **Softness slider** towards the right to soften the photo.
5. The photo becomes soft instantly on releasing the mouse button. Also notice that the slider color changes to red, indicating a change to the photo.



6. You can right-click on the **Softness slider** to bring it back to the default value.

Krafter

7. You can also click the  **Reset** button to undo the changes made to the photo.

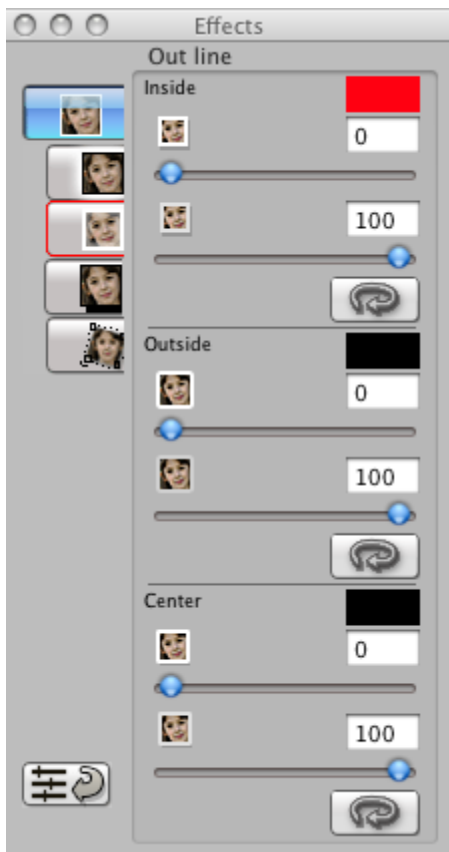
Applying Opacity

The tools for applying the Opacity are available in the Effects Window, in the Filters Tab. You can apply Opacity effect on the photo or any Object instantly.

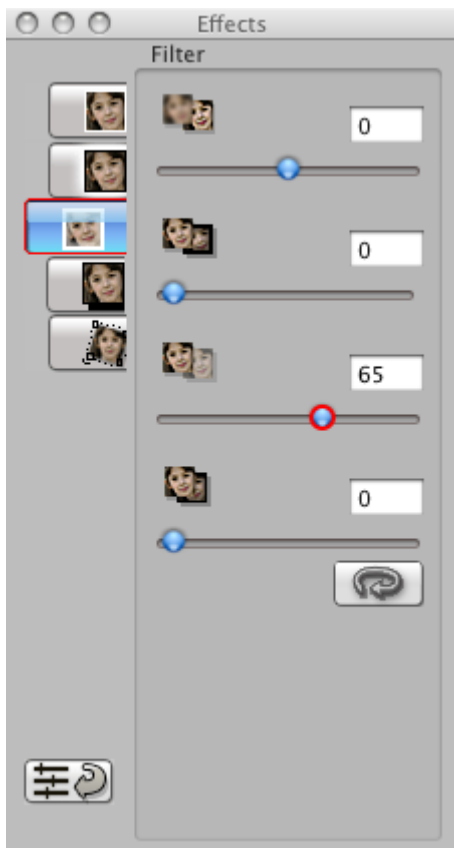
1. Click a Photo to select it.




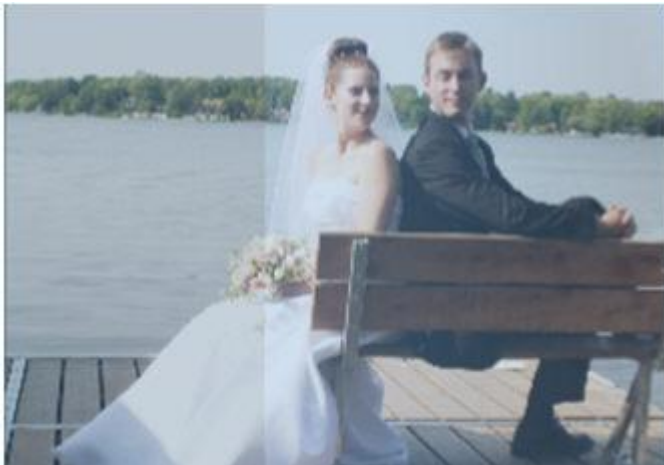
2. Click the  **Effects button** to load the **Effects Window**.



3. Click the **Filter tab** of the **Effects window** to load the Filter options in the window .



4. Drag the  **Opacity** slider towards the left to make the photo more transparent. Also notice that the slider changes its color to Red.
5. The photo becomes transparent instantly on releasing the mouse button.





6. You can right-click on the value. **Opacity** slider to bring it back to the default value.



7. You can also click the **Reset** button to undo the changes made to the photo.

Applying Feather

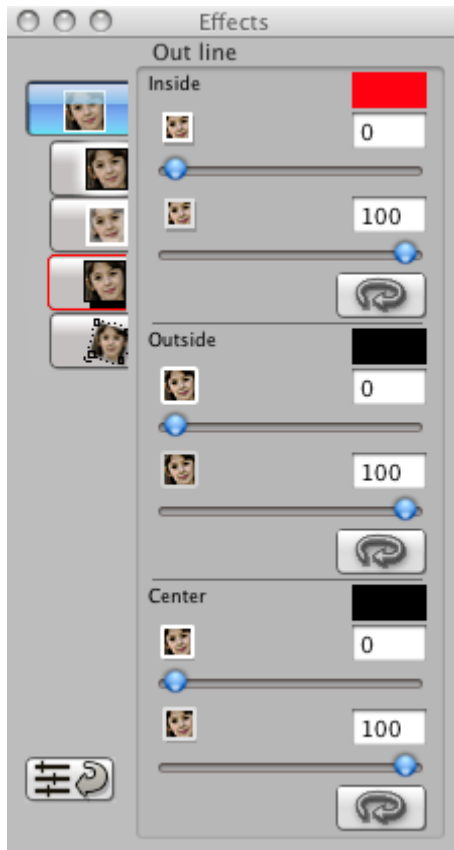
The tools for applying the Feather are available in the Effects Window, in the Filters Tab. You can apply Feather effect on a 32 bit photo or Object instantly.



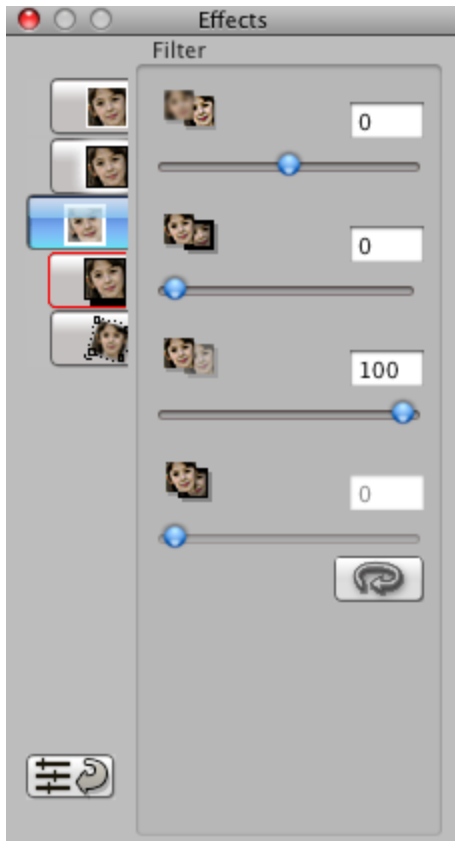
1. Click a Photo to select it.



2. Click the  **Effects** button to load the **Effects Window**.



3. Click the **Filter** tab of the **Effects window** to load the Filter options in the window .



4. Drag the **Feather** slider towards .

5. The **Feather effect** is applied to the photo instantly on releasing the mouse button.



6. You can right-click on the **Feather** slider to bring it back to the default value.



7. You can also click the  **Reset** button to undo the changes made to the photo.

Applying Background

You can make your template pages exclusive by adding background. Krafter allows you to apply background to the pages in many different ways including -

- [Solid Color](#)
- [Gradient](#)
- [Texture](#)
- [Setting Photo as a Background](#)

Keyboard Shortcut	Function
⌘ + F6	Loads the BG Texture Library in the Gallery
⌘ + B	Opens a Color Palette for changing the background color


Applying a Solid Color Background

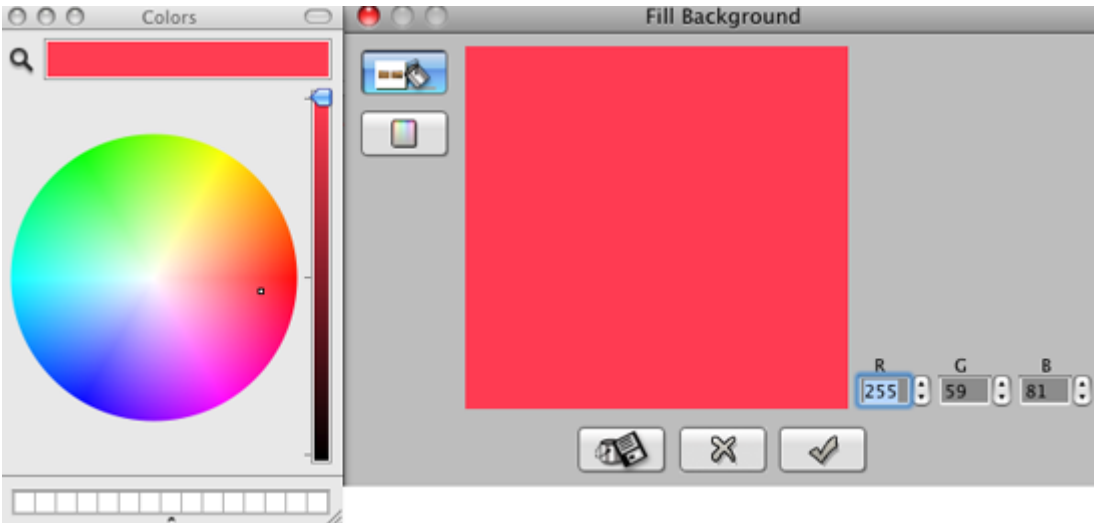
This option allows you to apply a solid color of your choice as a background to match your template page.




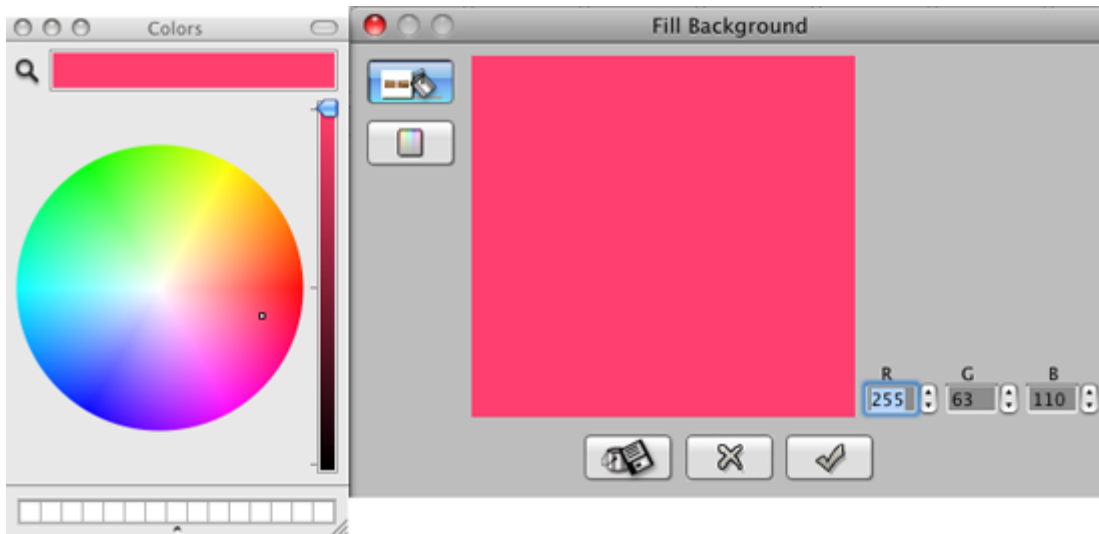
1. Consider the following template page.




2. Click the  **Fill Background** button .
3. The **Fill Background dialog box** is displayed.



4. Click the  **Solid Color button**.
5. Select an appropriate color by clicking on the color palette and moving the color slider.
6. Notice that the preview window displays the selected color.
7. To select an exactly matching color from the entire visible area on **Krafter** Interface, you can make use of the color picker tool and make your template page look exclusive.
8. Simply click the **Color Picker tool** button. Notice that the cursor gets converted to the **Color Picker tool**.
9. Move the Color Picker tool across the entire area of the screen to pick up a color.
10. Notice that as you move the color picker tool, the RGB values in the text box change.
11. Click when you find the appropriate color.
12. The selected color is displayed in the color preview box.



13. If you wish to apply selected color as a background to all new pages, click the  **Set as Default** button.

14. A **Confirmation dialog box** is displayed, as shown below --



15. Click **Yes**.

16. Click  **OK** in the **Fill Background** dialog box.



Note

Remember that whenever you open a new project , the background color set as default will be applied .You can also change if you wish .

Applying Gradient as Background

This option allows you to apply a **Gradient Color** to create transition from one color to another of your choice and apply it as a background to your template page.



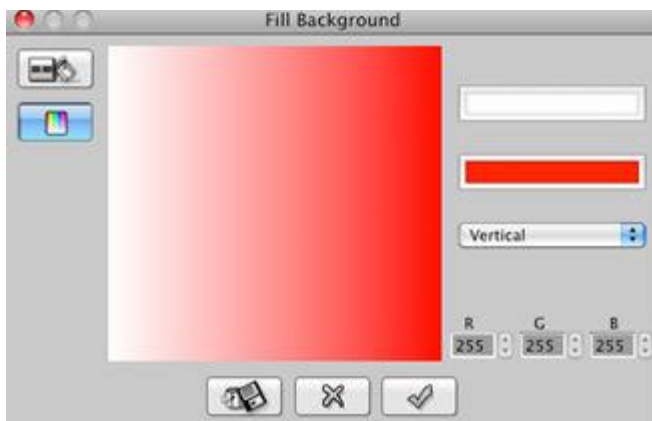
1. Consider the following template page.



2. Click the  **Fill Background** button.



3. This will open a **Fill Background dialog box**.

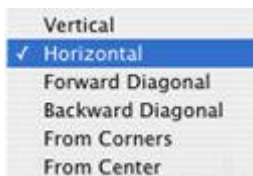
4. Click the  **Gradient** button.



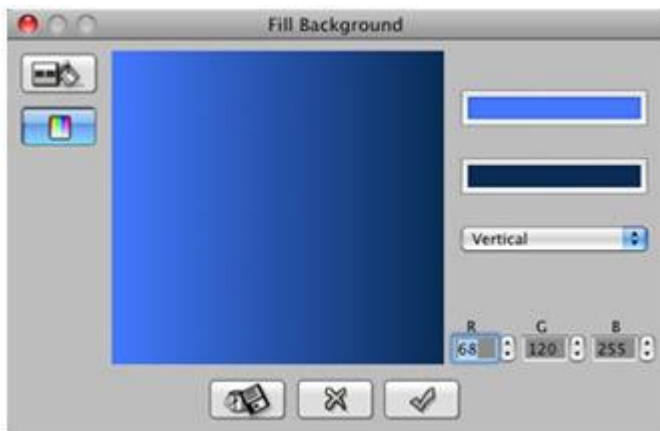
5. For creating a transition from one color to another, you need to select two colors.



6. For this select the first color by clicking  **First Color Band** .

7. Select an appropriate color by clicking on the color palette and moving the color slider or by making use of the color picker tool.
8. Notice that the preview window and the color band displays the selected color.
9. Similarly, select the second color by clicking the  **Second Color Band** and selecting the appropriate color.
10. Notice that the preview window displays the gradient color.
11. Click the  Direction drop-down list.
12. Select the desired gradient direction from the drop-down list.



13. Notice the change in the **Preview Window** of the **Fill Background** box.



14. Once you have reached a gradient of your choice, you can set this as a default background color for all the new pages and projects by clicking the  **Set as Default button**.
15. Click  **OK** to apply the selected gradient color as a background.



Applying a Texture as Background


This option allows you to apply bundled as well as your own textures as a background to match your template page. The applied texture will automatically resize and fit according to your page size.


Krafter allows you to make use of your own files in **Targa, TIF, JPEG or BMP** formats as a texture background.



1. Consider the following template page.



2. Click the  **Texture button** to load the texture library into the Gallery.


3. Click on an appropriate category , locate the desired texture and double-click on it or press the  **Add** button. Notice that the selected texture gets highlighted in a red outline in the gallery.



5. The specified texture automatically gets applied in the background of the page.

6. The background will also automatically get resized to match the page size selected.



7. You can remove an applied texture by clicking the  **Remove BG** Texture button .



Tips

- **Remember that on removing an applied texture , the background always becomes white automatically .**
- **You can map folders on the hard disk using the method explained under Mapping folders section.**

Applying a Photo as Background


This option allows you to turn a photo as a photo background at the click of a button.

The photo will automatically get cropped and fit as a background according to your page size. **Krafter** allows you to make use of your own photos in **Targa, TIF, JPEG** or **BMP** formats for applying as a Background.



1. Consider the following template page.



2. Click the  **Photo** button to load the library of photos in the Gallery.

3. Click on an appropriate category and select the desired Photo




5. Click the  **Set Photo as BG** button.


6. The selected photo gets automatically cropped and gets applied as a **photo background**.



Cropping the Photo Background

1. Let us now crop the background photo.
2. Click the  **Crop** button. This will activate the Crop mode.



3. Click the  **Zoom out** button so that you can scale the photo with ease.
4. Now scale the photo diagonally and move it to adjust it within the crop area and Press **ENTER** to crop the photo background.

<i>Keyboard Shortcut</i>	<i>Function</i>
⌘+ F11	Applies a selected photo as a background



Note

- *Remember that you can apply all the objects like Borders, Masks, Background Textures and options like Color Balance, Filter Effects and also the Image Editing on the photo background.*
- *While resizing, moving or cropping the Photo BG, make use of the Zoom-In and Zoom-Out option on the toolbar for getting a better control over the Photo.*

Replicating Object Properties

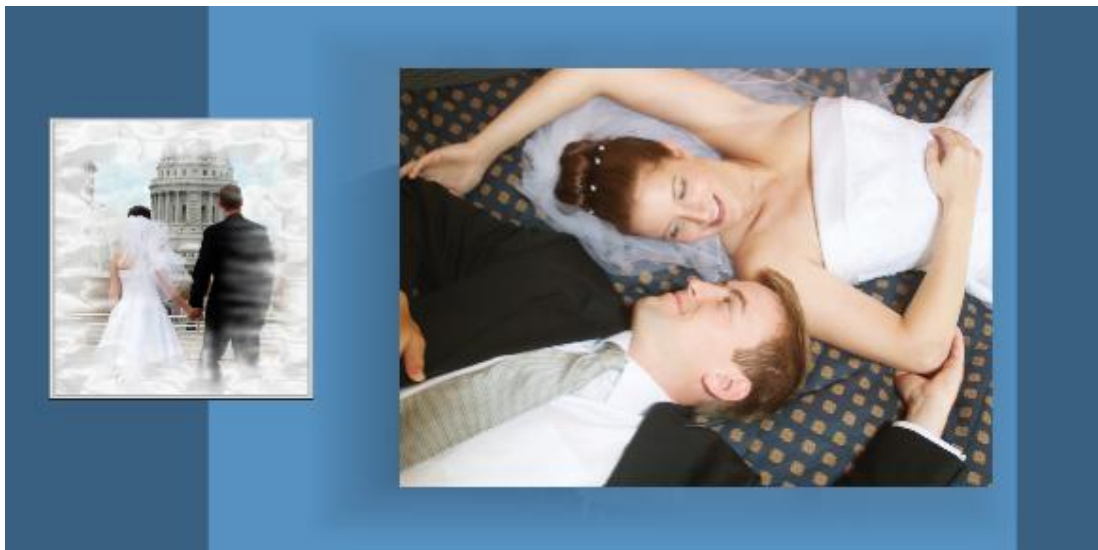
Krafter provides a unique feature in which you can replicate properties of an object over another object of the same type.

These properties include applied masks, borders, tones and almost all the properties from Effects window.

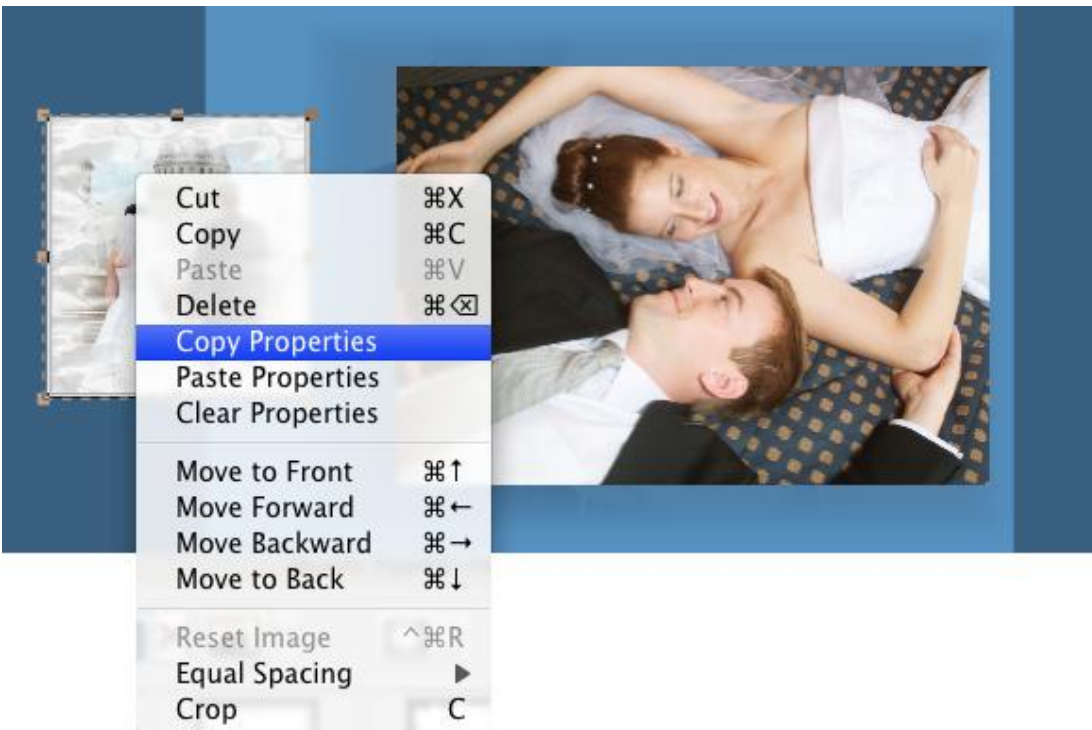
Let us see how :



1. Consider the following template page.

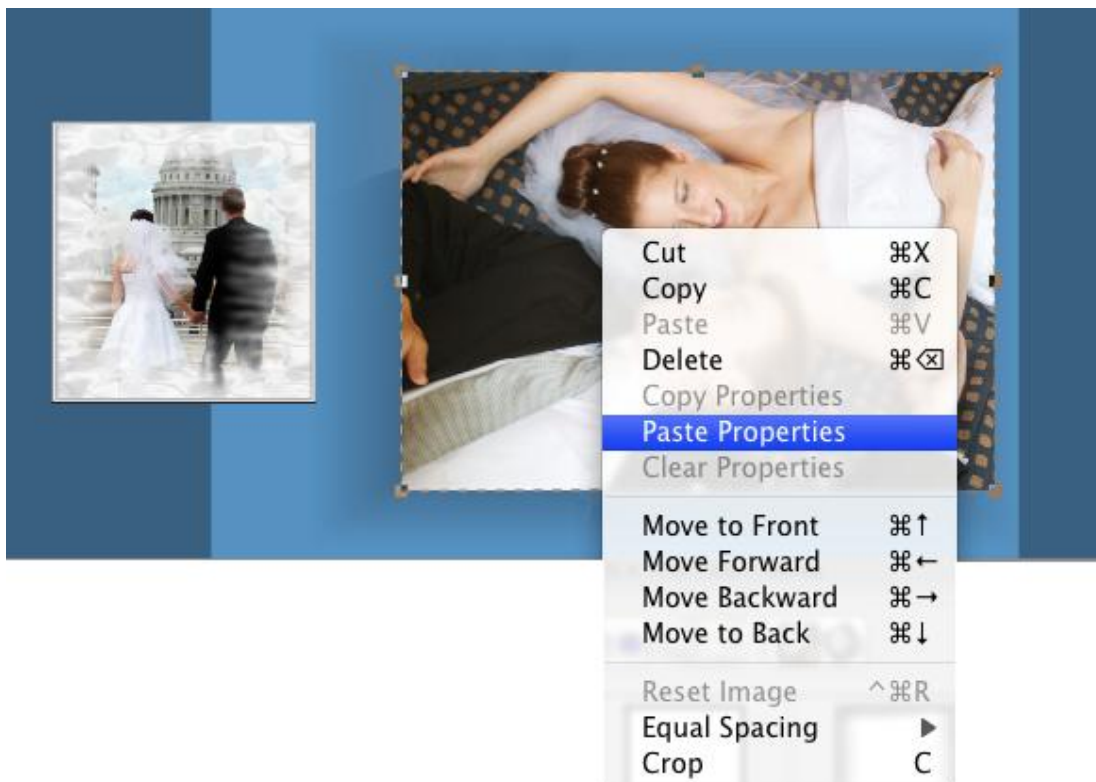


2. Notice that one of the photos here have a Border, Mask and Softness already applied on it.
3. Let us now replicate all these properties over the other photo.
4. **Right-click** on the photo containing the applied properties and click the **Copy Properties** option in the **right-click** menu.



5. Keeping the **⌘** key pressed, click on the other photo(s) to select them.

7. Now **right-click** on any of the selected Photo, to open a right-click menu.



8. Click the **Paste Properties** option.
9. Instantly the properties of the first photo get applied on all the photos at one go, as shown below --



10. To **remove** these properties, right-click again with all the photos selected.
11. Click the **Clear Properties** option in the **right-click menu**.following message will Pop up



12. Click **Yes** ,the applied properties get instantly removed .



The principle of replicating properties is applicable for almost all the features under Color Corrections and Effects category including Rotate and Flipping options. You can replicate properties of shapes also. The properties like outline color, outline thickness and fill color can be replicated.

Using Cut , Copy and Paste Options

Krafter provides a versatile **Copy**, **Cut** and **Paste** options, wherein you can either paste the copied object at the position of the mouse pointer or at the same position as the Copied or Cut object with an offset.

Related Topics

- [Copying and Pasting Photos using Keyboard](#)
- [Copying and Pasting Photos using Mouse](#)
- [Copying Photos from One Category to the Other](#)

Copying and Pasting Photos using Keyboard

You can use the keyboard for copying and pasting a photo multiple times quickly.



1. Consider the following template page.



2. Click on an object which needs to be copied ,as shown below --



3. Use the keyboard shortcut **⌘+ C** to copy the object.
4. Now use the keyboard shortcut **⌘+ V** to paste the copied object.
5. The photo gets pasted over the original photo , you can use **⌘+ V** to paste the objects as many times as you wish.



6. Alternately, you can also use the corresponding buttons on the standard toolbar for **copy**, **paste** or **cut**.



Note

After the copy option, if the paste option is used in the same location, 'a copy of' is prefixed against the name of the original photo.

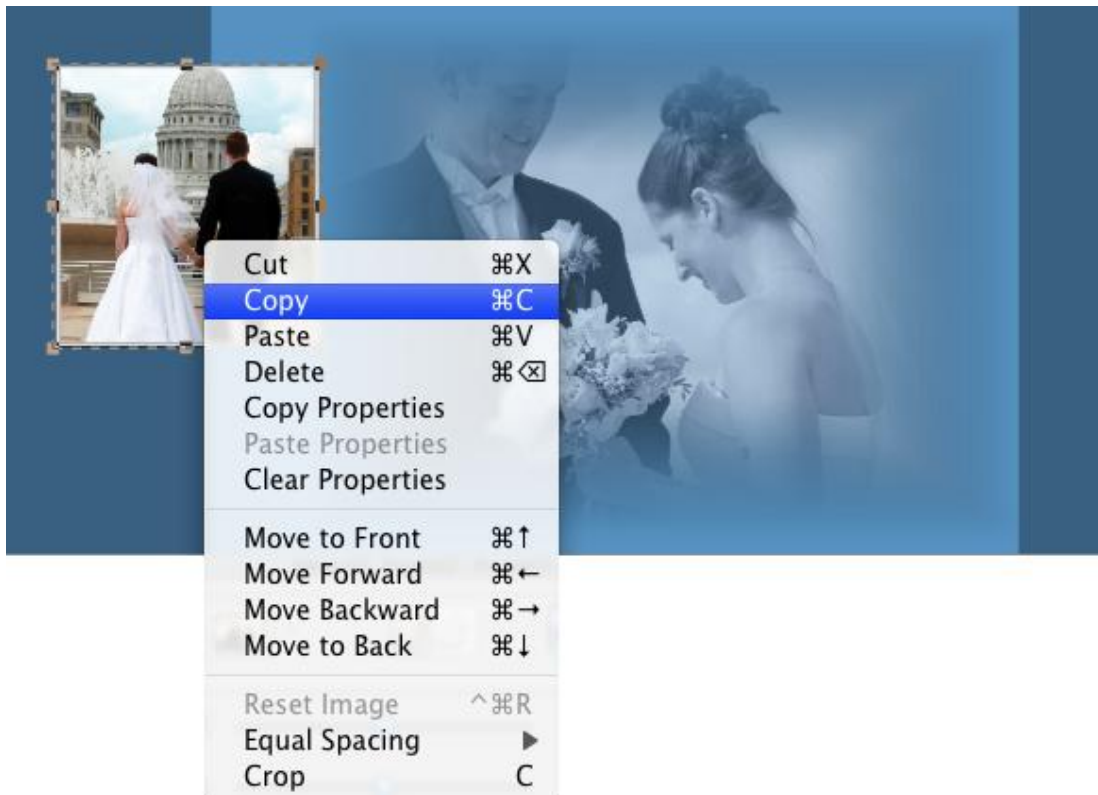
Copying and Pasting Photos using Mouse

You can use the mouse for copying and pasting a photo at the exact position of the mouse pointer during pasting.

1. Consider the following template page.



2. **Right-click** on a **photo** and select the **Copy option** , as shown below --



4. Now move the mouse pointer to a position where you wish to **Paste** the copied photo. **Right-click** and select the **Paste option**.



5. Instantly the copied photo gets pasted with the left hand top corner of the photo at the position of the mouse pointer.



6. Similarly, you can select the **Cut** option from the **right-click menu** for cutting the photo and pasting it somewhere else on the template page.

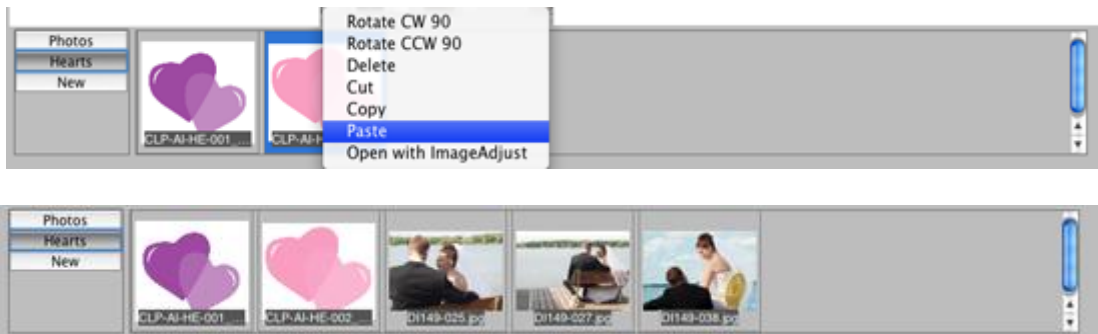
Copying Photos from one Category to the other

Krafter allows you to copy photos from one category and paste it in some other category very quickly. Follow these steps:

1. **Right-click** on a Photo in the Gallery to display a menu and select the **Copy** option in the menu.



2. Now Click on a Category of the Photo and Right click in the gallery. Select the Paste option. The selected photo gets copied in the new folder.





Note

You can also invoke the Editor with a right click on the thumbnail in the gallery. This feature also supports multiple selections of Thumbnails.

Using the Undo Options

Krafter allows you to undo the last action on any image or an object. Presently the maximum level of undo is 10.



1. Click the  **Undo** button in the **toolbar** to undo the last action done on an image or any object.
2. You can also Undo an action by pressing **⌘+Z**.
3. You can click the  **Redo** button in the toolbar or press **SHIFT+⌘+Z** to redo the last undone action.
4. The number of times you can perform the Undo operation is as set in the Preferences dialog box.

Related Topic

[Using Preferences](#)



- *Remember that the Undo Levels Preset is disabled while an album or a project is open. Hence you need to close the open project in order to change the Undo levels.*
- *The Undo Option is also applicable for all the actions on the Guidelines.*

Resetting the Image Properties

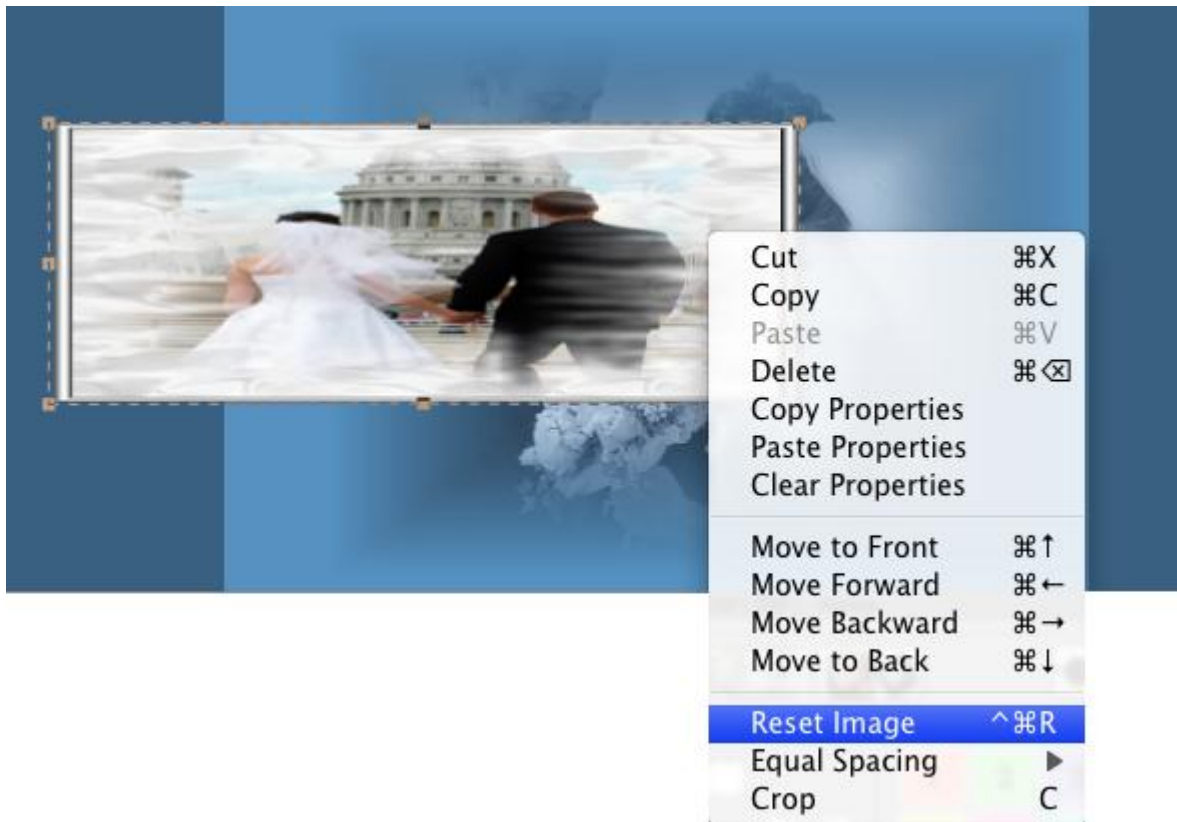
The **Reset Image** option allows you to resize the image with respect to its width for maintaining the aspect ratio. This feature is very useful if you have accidentally stretched the photo while resizing manually.



1. Consider the following photo on the template page.



2. Assuming that while resizing, you accidentally happen to stretch the photo by scaling the wrong node, as shown above .
3. To regain the aspect ratio of the photo, right-click on it to open a right-click menu and Click the Reset Image option.



5. The photo gets **resized** with respect to its width, maintaining the **aspect ratio** , as shown below --



Adding Pages to the Project

You can add new pages to the project in many different ways as follows:

- [Inserting a Blank Page in the Project](#)
- [Replacing a Page](#)

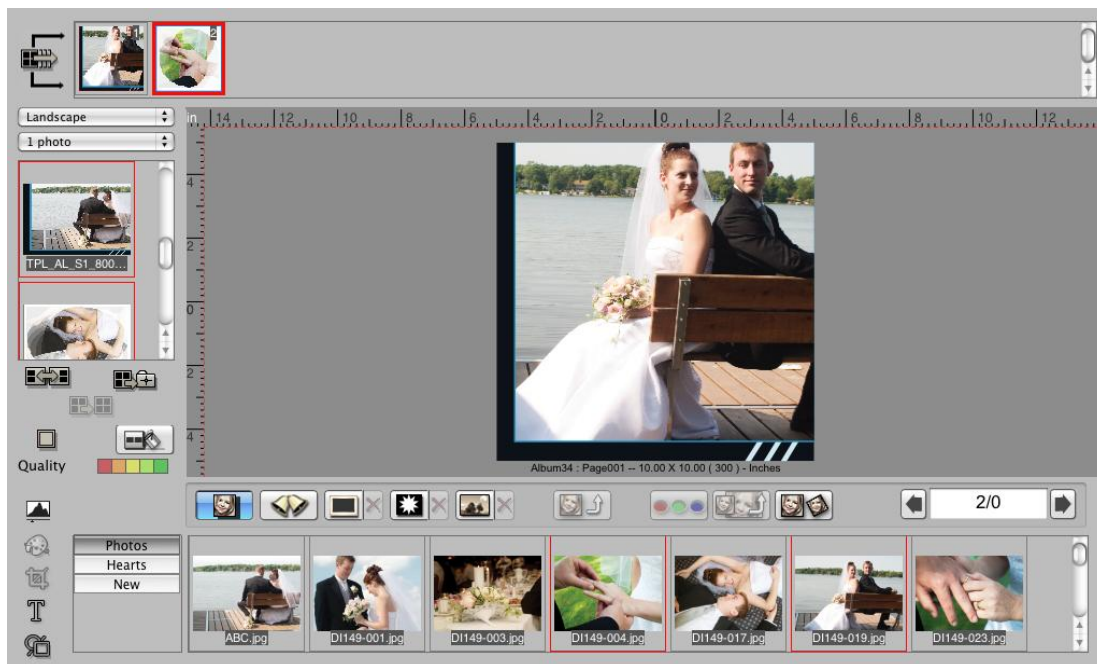
Inserting a Blank Page


You can add a blank page at the end of the story board into the project. The inserted blank page will contain all the properties of other pages defined in the project.



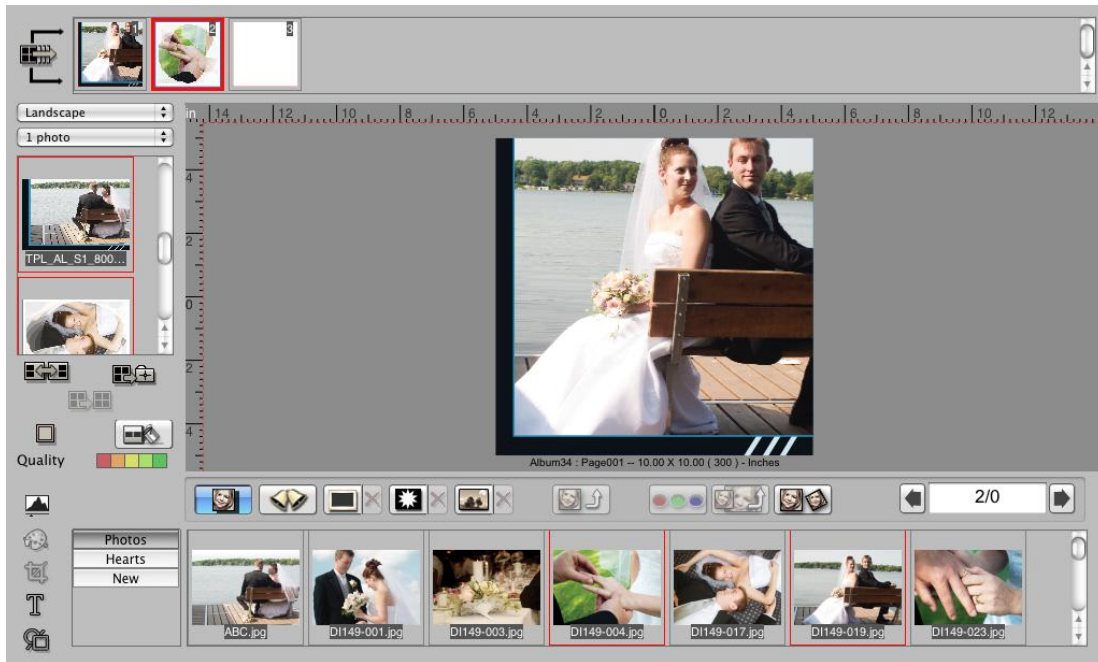
1. You can add a blank page at the end of the story board into the project. The inserted blank page will contain all the properties of other pages defined in the project.

1. Consider the following template page.



2. Click the  **Add Blank Page** button to add a new page into the project.

3. A new page gets added instantly in the work area.



4. This new blank page gets added at the end of the story board.



5. Remember that if any Guide Lines are added in the previous page, you will be prompted if you wish to repeat the applied Guide Lines in the new page.




Replacing a Page

The **Replace button** is used to replace an open page with a selected template page from the templates tab.



1. Click on the thumbnail in the template tab to select a template.



2. Click the  **Replace** button to replace the selected page.
3. You will be prompted if you really wish to replace the current page.



4. Click  **Yes** to confirm replacement.



5. Alternately, you can also use the keyboard shortcut keys **⌘ + Shift + Ctrl + I**.



Note

Guidelines if any, are available even if the Template Pages is Replaced.

Applying Shapes


Krafter provides various ready to use shapes like rectangle, ellipse, rounded rectangle and lines to add creativity to your pages.

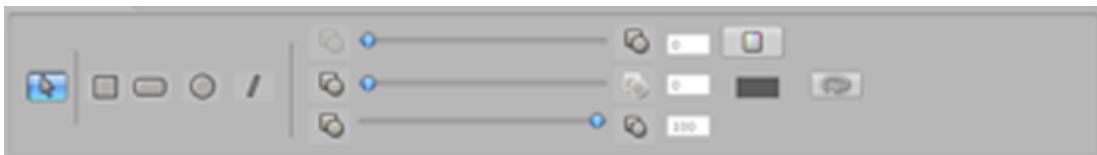
Drawing Basic Shapes



1. Consider the following template page.



2. Click the  **Shapes** button to load the **Shapes options** in the Gallery.



4. Click the  **Circle** button to insert circle on the page.

5. Notice that the **cursor** changes to a **circle** 

6. Now click the mouse at the point where you wish to begin the rectangle, keeping the mouse button

clicked, drag the mouse so as to draw the circle as shown below. Release the mouse button after the desired size of the rectangle is reached.



8. Similarly, you can draw shapes like ellipse, rounded rectangle and lines to add creativity to your pages.

Resizing and Repositioning Shapes

For Repositioning the Shape simply, click on the shape. Drag it and place it at the desired new location.



Resizing is again similar to resizing of other objects. Simply click on the image and drag the corner nodes to suit your requirements .

Filling the Shapes



Steps

1. Let's Consider the following Template

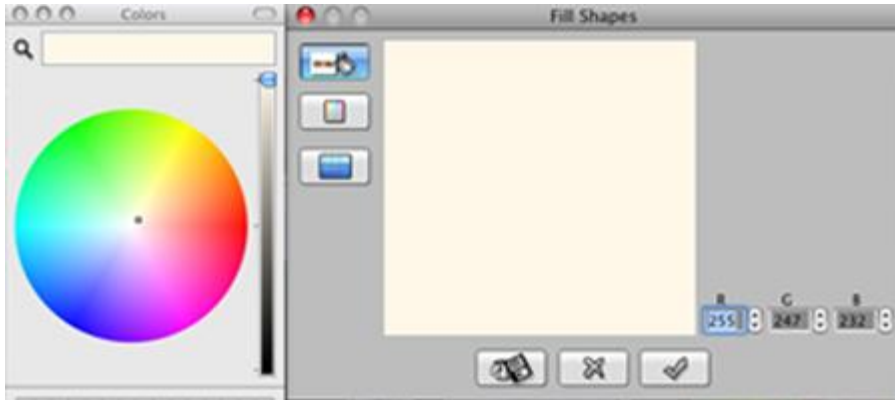


2. Click the  **Selection Tool**.

3. Click on the shape which needs to be filled , as shown below --

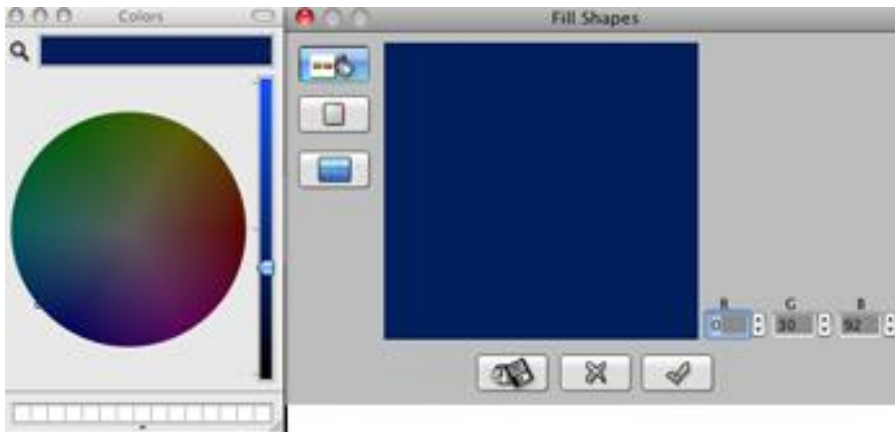


4. Click the  **Fill Shape button**, to open a **Fill Shapes dialog box**.



5. Click the **Solid button** in the Fill Shapes dialog box to fill the shape with solid color.

6. Click on any area in the **color palette** to select a color.



7. Notice that the selected color appears in the color **Preview** Window.

8. To adjust the colors manually, you can enter values into the **RGB text box** or use the corresponding up and down arrows.

8. Similarly, you can add **Gradient** or **Texture** to the shape .

9. Once the desired **Color, Gradient** or **Texture** is selected, click the  OK button .



10. To see the filled Color, Gradient or Texture you need to increase the **opacity** level.

11. Drag the    40 **Opacity slider** towards the right to increase the Opacity.

12. Drag the  **Outline** slider to change the thickness of the outline.

4. You can also change the Outline color by clicking the Outline Color button.

Using Lines

1. Click on the  **Line** button to activate the line tool. The Cursor immediately changes to the  **Line Cursor**.

2. Now drag the mouse over the area you wish to draw a line



3. To vary the line thickness, drag the **Outline Slider**



4. You may apply a color to the Line by clicking the Color button and selecting an appropriate color

5. You may apply opacity to the line by dragging the **Outline Opacity Slider**



Keyboard Shortcut	Function
S	Loads the Shapes option in the Gallery
⌘ + F8	Enables the Set Shape Size Options

Rotating Shapes Online

1. Let's Consider the following Template --



2. Click on the **shape** that you want to rotate ,as shown below –



3. Move the Mouse over the Right Top node to activate a Curved arrow, and Drag the Mouse Left or Right to Rotate the Shape .



4.Repeat the above procedure with other shapes, if required



Note

You can apply all the properties in the Effects Window on shapes. Also remember that the Effects panel is disabled when lines are selected.


Applying Text

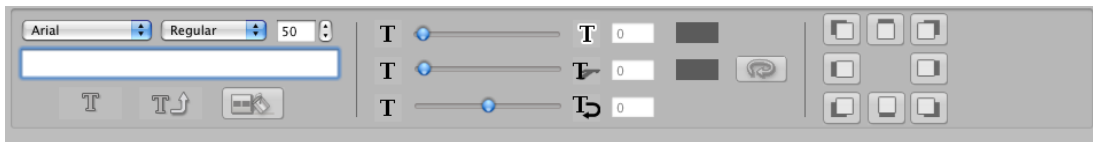
You can add texts and titles in any regional language on the template pages. You can use all true type fonts installed on the system for better quality.

Applying Text on Template Pages

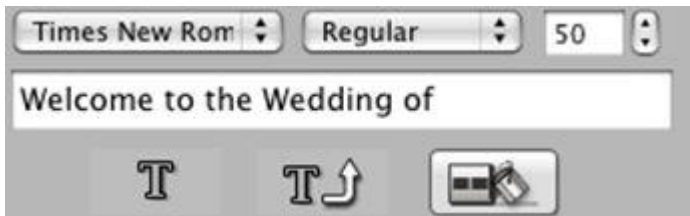



Steps

1. Click the  **Text** button to load the text options in the Gallery.




2. Start typing a **Text** in the **Text Area** in the options panel.



3. After you have finished entering the text, click the  **Apply Text** button
4. The typed text gets applied on the template page.



Adding Another Line of Text

1. To add a new line of text, click the  **New Text** button.
2. Enter the new line of text in the text area , as shown below --



3. Click the  **Apply Text** button or press **ENTER**.



Font Settings

1. You can increase/decrease the text size by clicking the up/down Font Size Control arrows, as shown below.



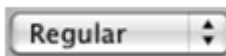
2. You can also enter the font size into the **Font size text box**.

3. Remember that in **Krafter**, you can change the font size only through the Font Size Control.

4. Select the desired font from the drop down menu for Font Selection as shown below --



5. Click on the Font Style drop-down to select a font style (Regular/Bold/Italic etc.) for your text

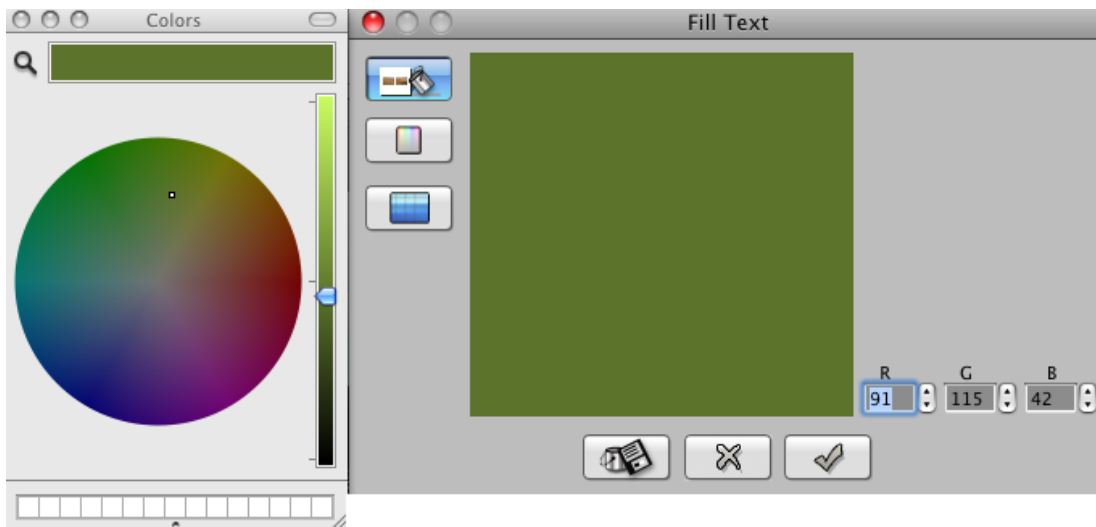


Fill Text




1. To fill the text with a solid color or gradient or texture, select it and Click the **Fill Text** button to open a



Fill Text dialog box.






2. You can also apply your own textures to the text.

3. Click either  **Solid** , **Gradient** or **Texture** button in the Fill Text dialog box depending on what you wish to fill the text with.
4. Select the appropriate color or the item and click the  **OK** button. The Color will be applied instantly as shown below


The Wedding of Angela & Mark

Text Outline with Color

1. Drag the **Outline slider**  to apply an outline to the text.
2. You can also apply an outline color by clicking the **Outline Color**  button.
3. Select the appropriate color and click the  **OK** button in the Outline Color dialog box.

The Wedding of Angela & Mark

Drop Shadow on Text

1. Move the Drop  **Shadow slider** to apply shadow effects .
2. Click the Drop Shadow Color button, to apply a color to the drop shadow.
3. Select an appropriate color in the Shadow Color dialog box and click the OK button.


The Wedding of Angela & Mark

4. Click on any of the shadow preset buttons to apply a drop shadow direction.



Rotating Text

1. Drag the **Rotate slider**  to rotate the text.

2. Click the  **Reset** button to reset all the effects like Outline, Shadow, Rotation and Shadow direction.



Text Editing

1. For editing a portion of text, click on it.



2. The selected text appears in the Text Area for editing.



3. Edit this text and click the  **Apply Text** button.

4. Alternately, you can also press the **ENTER** key on the keyboard.

Keyboard Shortcut	Function
T	Loads the Text Options in the Gallery
⌘ + Return	Adds another line of text



Tips

- You can press the ⌘ +ENTER to add another line of text.
- You can delete text using the Delete option in the right-click menu or by selecting it and pressing the Delete Key on Key board.
- Almost all properties of the Effects window can be applied on the Text except X, Y Rotation.

Enhancement

The Enhancement mode forms a part of the Image Edit option of Krafter, which allows you to enhance a certain portion of the photograph. Let us see how to perform Enhancement for a portion of the photograph.

The Enhancement mode can be invoked by clicking the Enhancement button.

Related Topics

- [Highlighting a Portion of a Photo](#)
- [Making Multiple Selection Areas](#)
- [Making Selection within a Selection Area](#)
- [Editing the Selection Path](#)
- [Saving the Selection Area](#)
- [Loading a Saved Selection](#)
- [Using Color Balancing Options](#)
- [Using the Blur Option](#)
- [Using the Sharpness Option](#)
- [Using the Rectangle and Elliptical Marquee Tool](#)
- [Back to the Template Page after Enhancement](#)



Highlighting a Portion of a Photo

1. Consider the following template page.



2. Now select the photo which requires enhancement.



3. Click the  **Enhancement** button on the main screen to open up the Enhancement Window. By default the window will open in the enhancement mode and the  **Pen tool** selected. The selected photo is also displayed in the Enhancement window ready for editing.



4. For highlighting a selected portion of the photo and converting background into Black and White, you need to mark the area to be highlighted. For this, click on the point where you wish to start the selection from.
5. Notice that the first point of selection is displayed with a small circle in magenta.




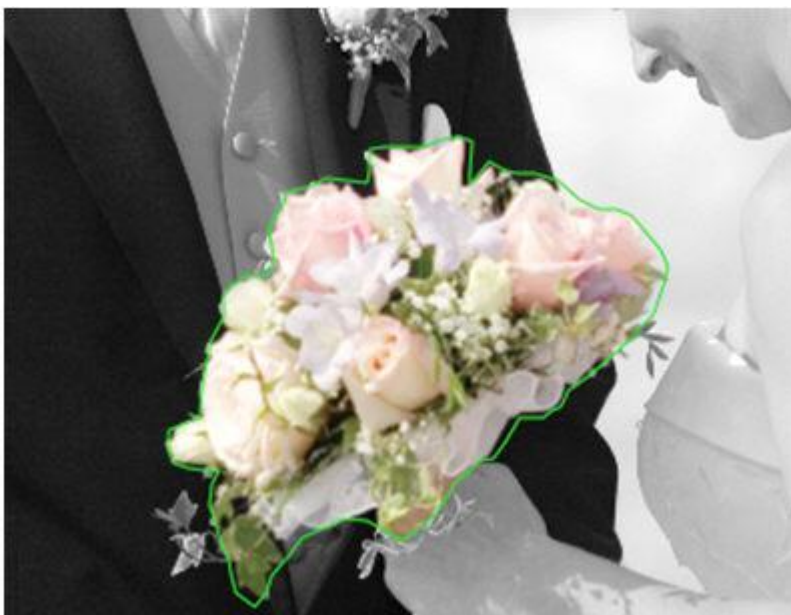
6. Now move the Pen tool and take it to the next point along the contours of the area to be highlighted and click again. Notice that the selection path appears as a green line.



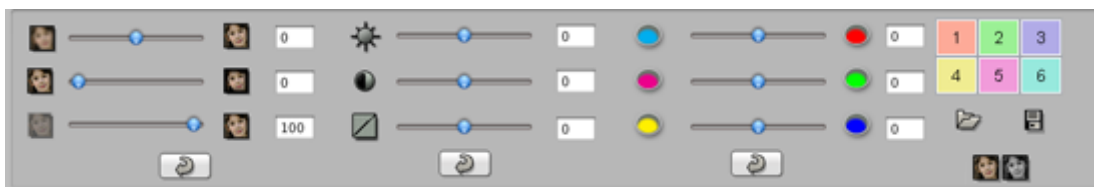
7. For making the edges smooth, you can drag the mouse keeping the mouse button pressed and releasing the mouse button when the desired curvature is reached.
8. Likewise, go on marking the area of selection till you cover the entire area.
9. You can undo a selection by the right-click of the mouse.
10. Click on the first node or Press **ENTER** to complete the selection.



11. Notice that the selection path turns dotted. Also the  **Pen** tool gets converted into a cursor.
12. Notice that the area outside the selection is converted to Black and White with the area within the selection remaining in color. The selection path becomes dashed. And the Pen tool gets de-selected.



13. The **Image Edit** options panel appears at the bottom.



Keyboard Shortcut	Function
L	Activates the Pen tool
F	Activates the Hand tool
⌘ + (+)	Zoom-In
⌘ + (-)	Zoom-Out
⌘ + 0 (Zero)	Fit to Screen
⌘ + Ctrl + F12	Actual size
⌘ + F9	Loads Color Correction options in the Enhancement Window
⌘+H	Hides or Shows the Outline of Enhancement


Making Multiple Selection Areas

The Image **Enhancement Pen tool** also allows you to enhance multiple areas in a photograph.




1. Make sure that you have already completed the selection of a portion of the photo.



2. Click the Pen Tool button  to activate the Pen tool for selecting the enhancement area.



3. Click on the point where you wish to start the selection from. This first point gets marked as a small circle in orange.
4. Now move the Pen tool  and take it to the next point along the contours of the area to be highlighted and click again. Notice that the selection path appears as a green line.
5. Likewise, go on marking the area of selection till you cover the entire area.
6. Click on the first node or press **ENTER** to complete the selection.



7. The selection area will always appear in its original color.




Making a Selection Within a Selection Area

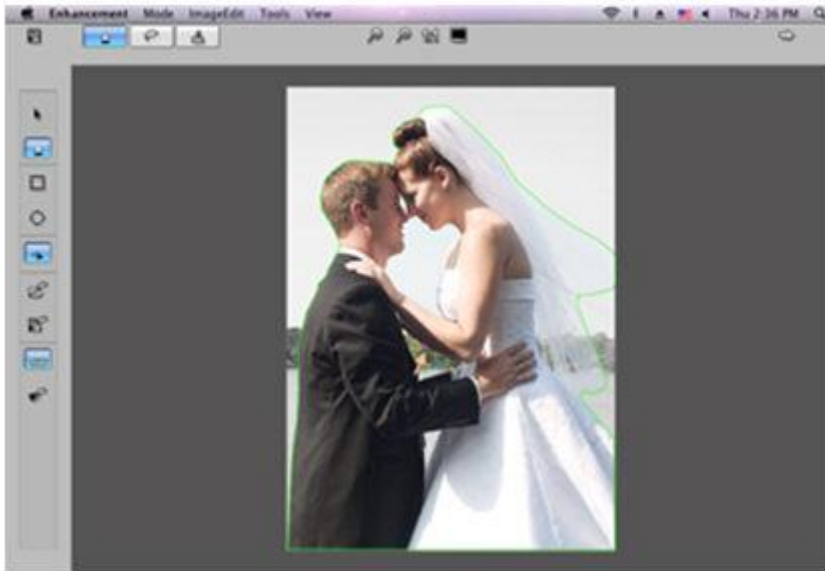
Krafter allows you to create multiple selection paths on the same photo. Each selection area is treated as a separate Layer and you can manipulate these layers independently.




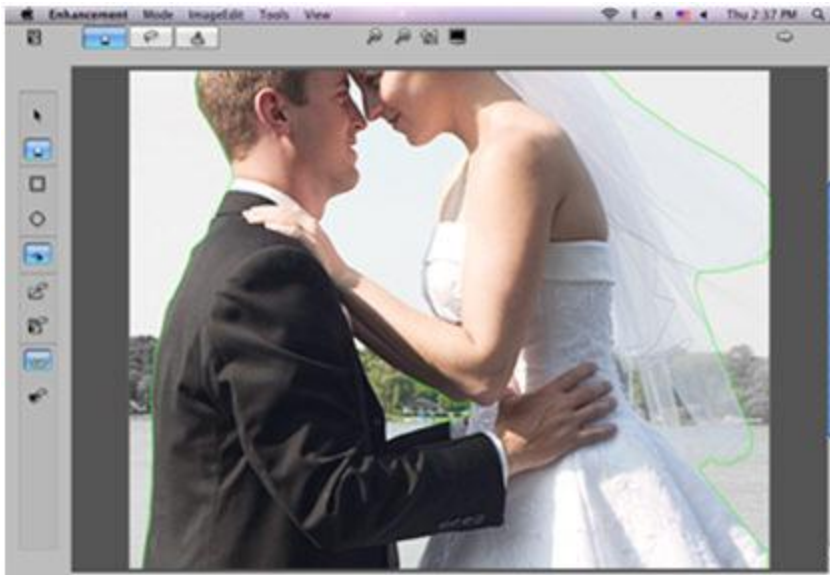
1. Make sure that you have already completed a selection of a portion of the photo.



2. Click the **Pen Tool** icon  to activate the Pen tool for selecting the enhancement area.
3. Click on the point where you wish to start the selection from. This point is marked with a small circle in magenta.



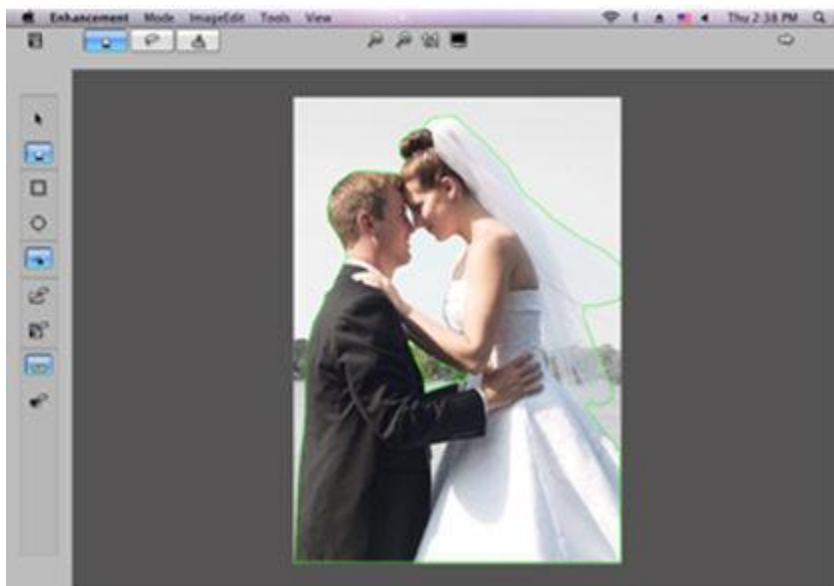
4. Now move the Pen tool  and take it to the next point along the contours of the area to be highlighted and click again. Notice that the selection path appears as a green line.



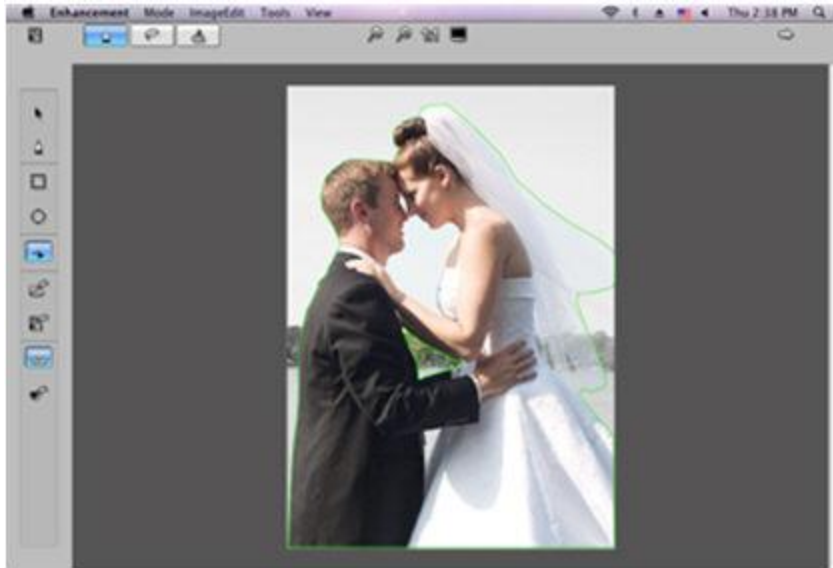
5. You can use Zoom-In or Zoom-Out facility by pressing the Plus **⌘+(+)** or Minus **⌘+(-)** buttons on the keyboard for making the selection path accurate.
6. For having a better control on the photo in the work area, you can press the **SPACEBAR** to activate the Hand tool. Keeping the **SPACEBAR** and the mouse button pressed, drag the mouse to set the photo in the work area.



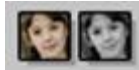
7. Likewise, go on marking the area of selection till you cover the entire area.
8. Click on the first node or Press **ENTER** to complete the selection.



9. The selection area will always appear in its original color.



10. Click the **Grey Scale** button



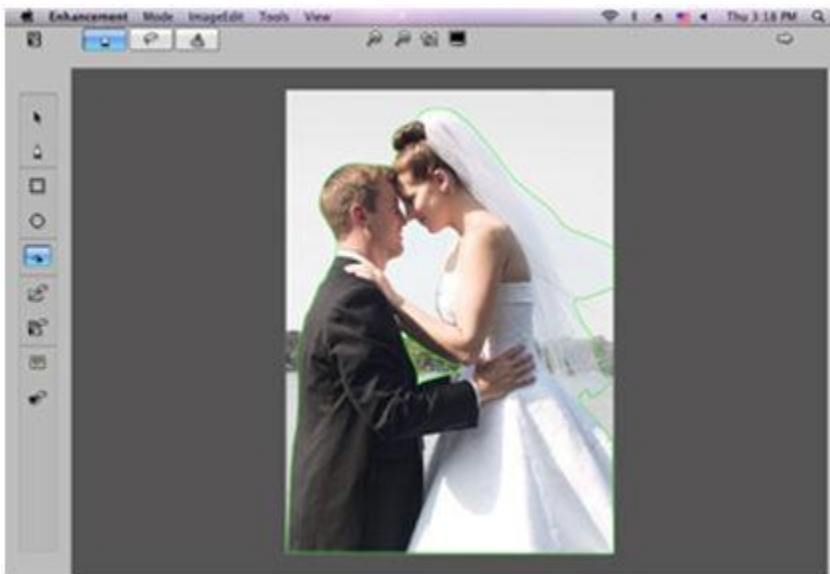
to convert the selection area into **B&W** so as to match with the background.

Editing the Selection Path

You can make changes to the selection path at any point of time after completing the selection.




1. Click the **Selection** tool  to select a selection area




2. Click the selection area which requires editing.
3. The selected area appears as dashed.



4. Click the **Convert Selection button** . The selected area appears as the Background color and the selections nodes are displayed with a green path.



5. Now right-click on any of the nodes to activate a menu for adding and deleting nodes.
6. Selecting the Add node will add a new node between two nodes. Similarly, Delete node will delete a selected node.
7. You can edit the selection path by holding the **SHIFT** or **⌘** key and dragging the node with the help of the mouse. **SHIFT** key moves the nodes, while **⌘** key smoothens the curves keeping the nodes fixed.
8. After all the modification of the selected area have been made, click the  **Convert Selection button**. The changes to the selection get immediately applied and the selection area gets displayed in its original color.




Note

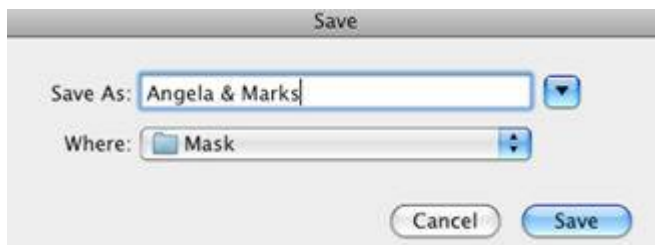
Remember that while editing the selection, all other options in the image enhancement window will not work.

Saving the Selection Area

You can save all the selection areas of a photo for future use, using the **Save Selection** button.



1. Click the  **Save Selection** button . This will open a Save Selection window. The default path of saving the selection is the Mask folder.



2. Enter a name to save the selection and click the  **Save** button .

3. The selection gets saved in **.msk** format .




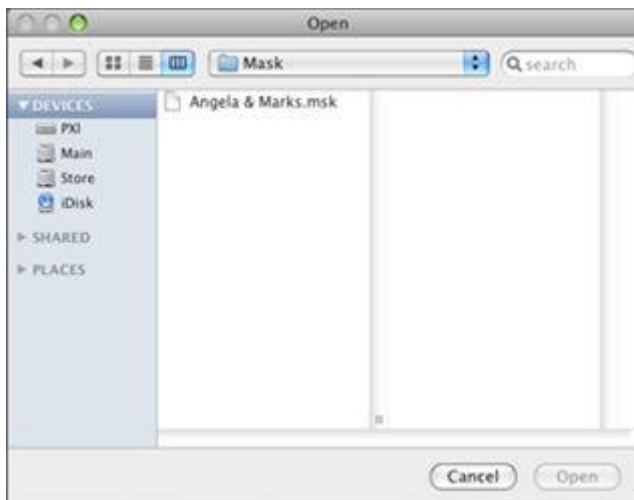
Remember that this option only saves the selections and not the changes made to the photo.

Loading a Saved Selection

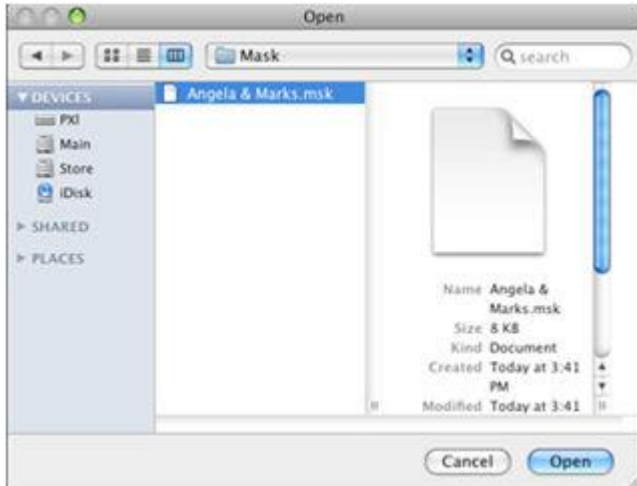
You can load a saved selection anytime and also edit it.



1. Click the  **Load Selection** button.
2. The **Load Selection** dialog box is displayed.




3. Select the appropriate selection from the list and click **Open**.



4. Notice that the previously saved selections appear on the photo .



5. Remember that this option loads only the selections saved previously and not the changes made to the photo.
6. For editing the loaded selection, Click the  **Selection tool** to select the selection area.
7. Click the selection area to be modified.



8. You can now edit the nodes using the method mentioned under the section Editing the Selection Path.

Using Color Balancing Options

The color balance feature allows you to perform various operations like color balancing and applying various types of tones to a selected part of the photo instantly.



1. Click on the selection area on which you wish to perform the color balancing.
2. The selection area gets converted to dashed.



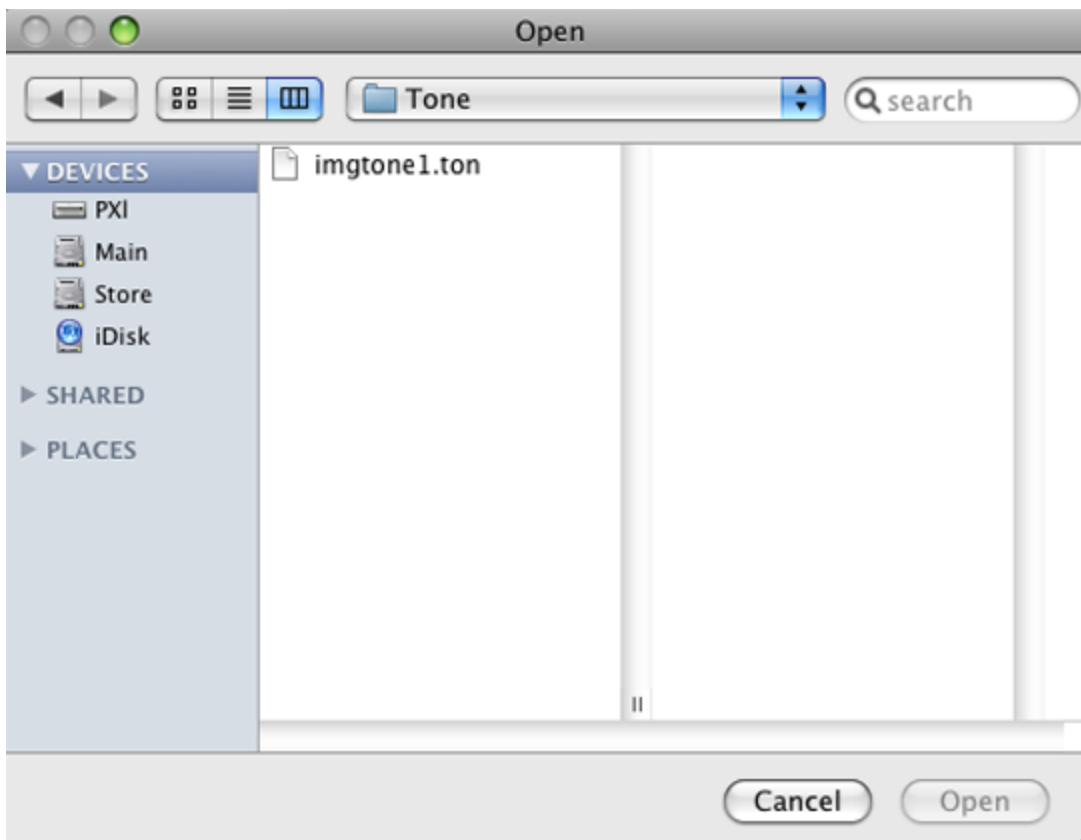
3. Now drag the **CMY** and **RGB** sliders for performing color balancing.



4. Similarly, you can change the brightness, contrast and gamma by moving the corresponding sliders.
5. Notice that the changes will appear after releasing the mouse.



6. You can reset the changes made to the photo by right clicking to set the slider to the default value.
7. Click any of the ready tone buttons to apply a tone to the selection instantly.
8. You can also load a tone saved earlier.



10. You can reset all the color changes made by clicking the Reset button .

10. Likewise, you can select any selection area and perform color balancing and get various combinations of color balancing effects.



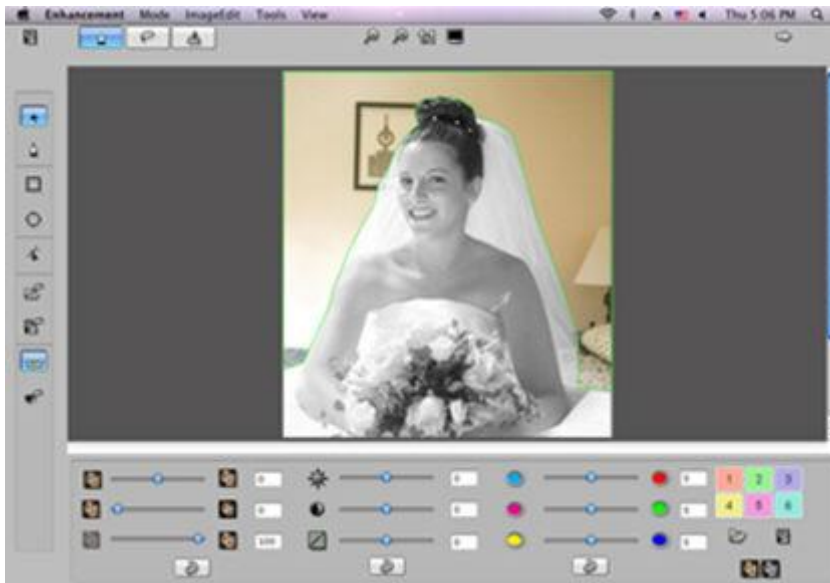
Note

Remember that you can use the color balancing option on multiple selection area, using the %⁺ click option.

Using the Blur Options



1. Make sure that you have already completed a selection of a portion of the photo.
2. Click on the selection area which you wish to make blur. The selection area will appear as dashed.



3. Drag the  **Blur/Sharpness slider** towards the left for making the selection area blur.
4. Notice that the changes will appear after releasing the mouse.



5. In this way, you can enhance the photo and give it a completely new look. This option can be used on any selection area.
6. You can even make use of the rest of the options in the image editing options panel.




Note

Remember that you can use the blur option on multiple selection area using the $\text{⌘}+\text{click}$ option.

Using the Sharpness Tool

1. Make sure that you have already completed a selection of a portion of the photo.
2. Click on the selection area which you wish to make Sharp. The selection area will appear as dashed.



3. Drag the  **Blur/sharpness** slider towards the right for making the selection area Sharp.
4. Notice that the changes will appear after releasing the mouse.



5. In this way, you can enhance the photo and give it a completely new look. This option can be used on any selection area.
6. You can even make use of the rest of the options in the image editing options panel.



Note

Remember that you can use the Sharpness option on multiple selection areas using the ⌘+click option.

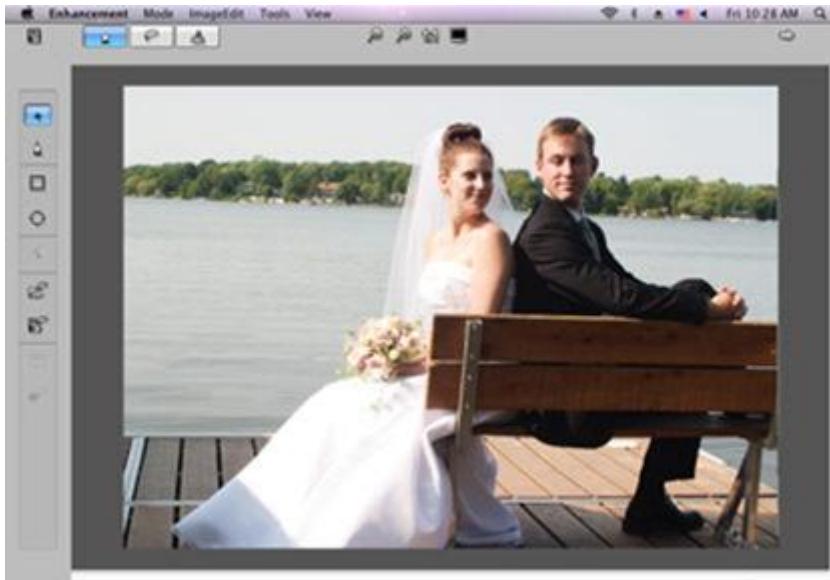
Using the Sharpness Tool


You can make use of the Rectangle and Elliptical marquee tool to draw a rectangle or ellipse of your desired size.

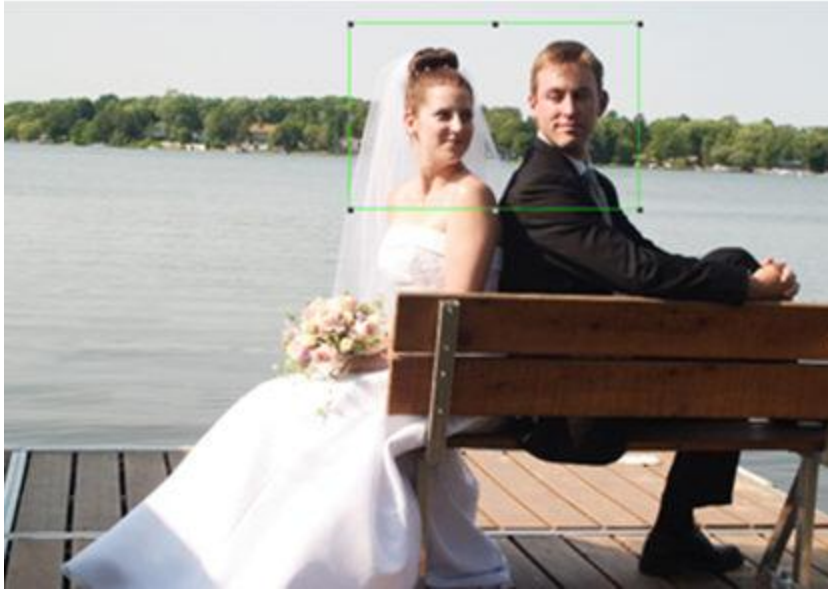
After selection you can apply extra effects to the photo to make it standout.





1. Consider the following photo in the image edit window in the enhancement mode.



2. Click the  **Rectangle** button to activate the rectangle Marquee tool.
3. Notice that the cursor changes to a rectangle.
4. Now click at the point where you wish to begin the rectangle.



5. Keeping the mouse button clicked, drag the mouse so as to draw the rectangle.
6. Release the mouse button after the desired size of the rectangle is reached.
7. You have now drawn a rectangular selection area.
8. You can move and scale the rectangle to adjust the area of selection.
9. Click the  **Selection** tool to deactivate the rectangle Marquee tool.
10. Click the  **Edit Selection** button to convert the path into selection.
11. Notice that the edit options panel is displayed.
12. You now have two separate layers which can be manipulated independently .



13. You can now make use of any of the options in the image editing options panel.

14. Similarly, you can make use of the  elliptical marquee tool instead of the **rectangle tool** .



Note

You can toggle the image editing options panel by clicking the Show Properties button or clicking the ⌘+F9 button.

Back to Template Page After Enhancement

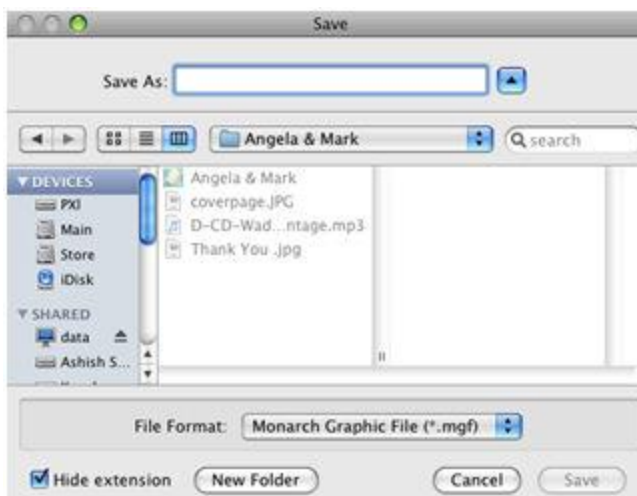
The changes made to the photo in the image edit window need to be saved for using it elsewhere as a flatten image.



1. After using the image edit options and performing the necessary changes to the photo, click the Back button for flattening the image.
2. You will be prompted whether you wish to reflect the changes in the album page.

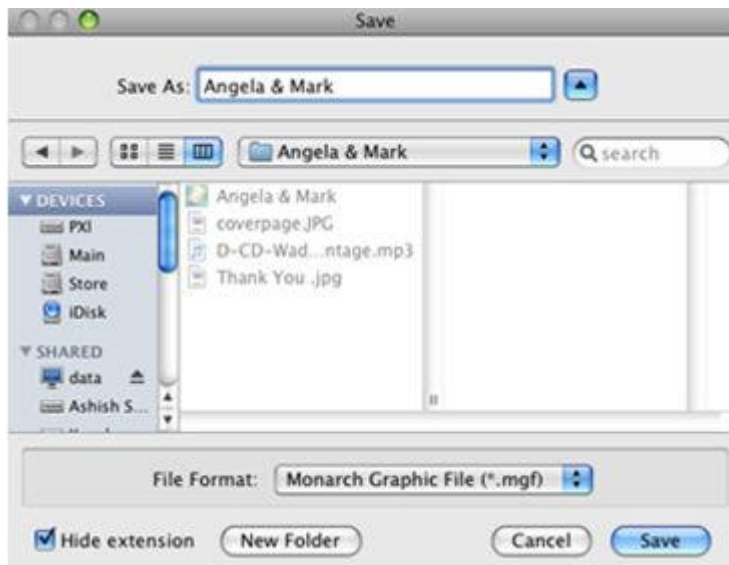


3. Click Yes to save the changes. Click No to Discard the changes .
4. On Clicking Yes, a Save As Dialog window is displayed. The default folder for saving the flat image is Photos in the Krafter directory.



Krafter

5. Enter a file name into the text box. Remember that if you overwrite on an existing file, then the changes will be reflected in the entire album where this file is used including other projects.



6. From the drop down list, select the format of the image. The default is JPG.
7. Click the **Save** button for saving the file.
8. The file gets saved along with the changes
9. Remember that all changes made to the photo in the image edit window are permanent and cannot be rolled back.





Note

In Image Enhancement Mode, the enhanced photo when saved is automatically added in My Photos collection.

Lasso Cutting

Lasso Cutting

The **Lasso Cutting** mode forms a part of the **PXL Enhancement** Mode of **Krafter**. Lasso Cutting allows you to knock off unwanted portion of a photograph. Let us see how to perform Lasso Cutting on a photograph.

The Lasso Cutting mode can be invoked by clicking the  **PXL Enhancement** button and further clicking the  **Lasso Mode** button in the **Enhancement window**.

Related Topics

- [Performing Lasso Cutting](#)
- [Selection within a Selection in Lasso](#)
- [Editing the Lasso Path](#)
- [Saving the Lasso Selection](#)
- [Loading a Saved Lasso Selection](#)
- [Back to Template Page after Lasso](#)

Performing Lasso Cutting

Krafter provides a unique Lasso tool to knock off unwanted portions of a photo. You can use this tool to replace the original background of the photo with a new one.




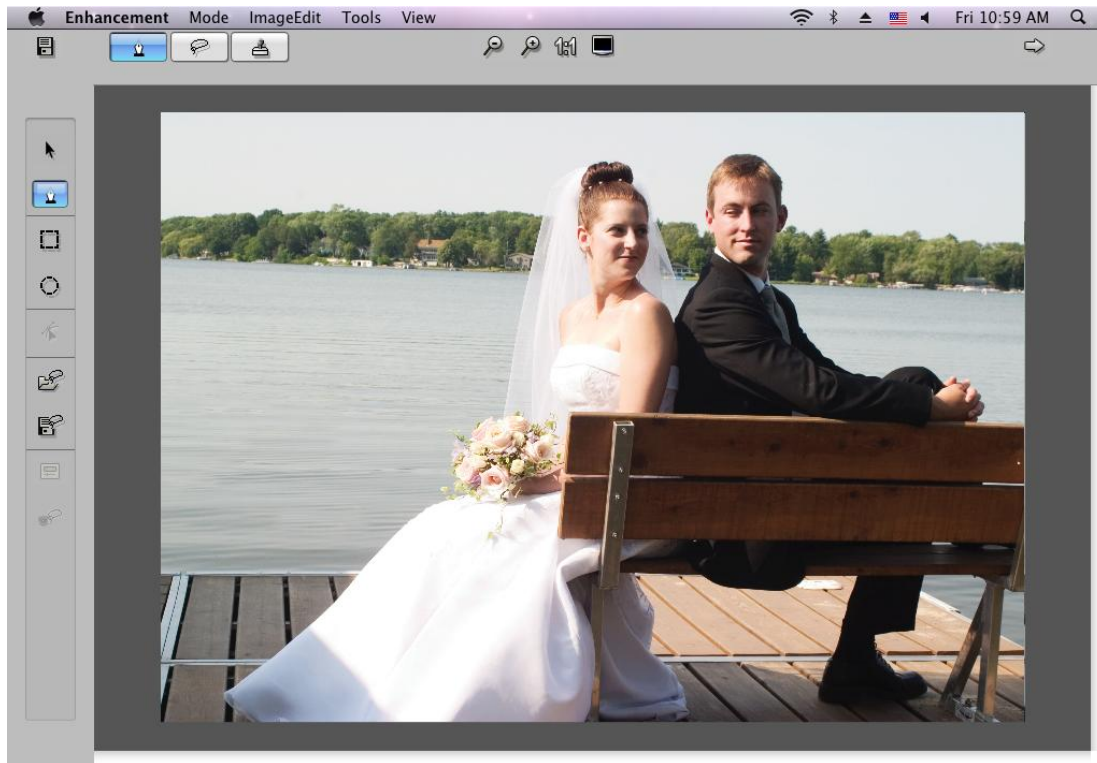
1. Consider the following template page.



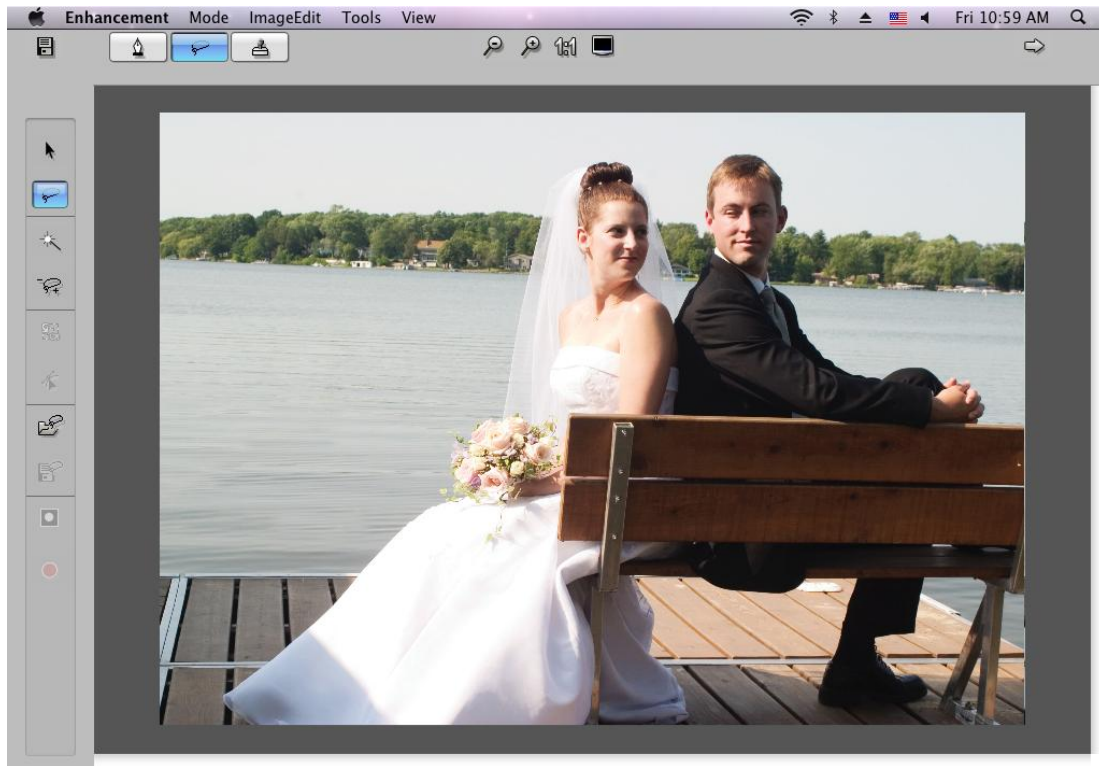
2. Now select the photo which requires a Lasso cutting



3. Click the  Editor button on the main screen to open up the **Enhancement** Window. By default the window will open in the image enhancement mode and the pen tool selected. The selected photo is also displayed in the **Enhancement window** ready for editing.



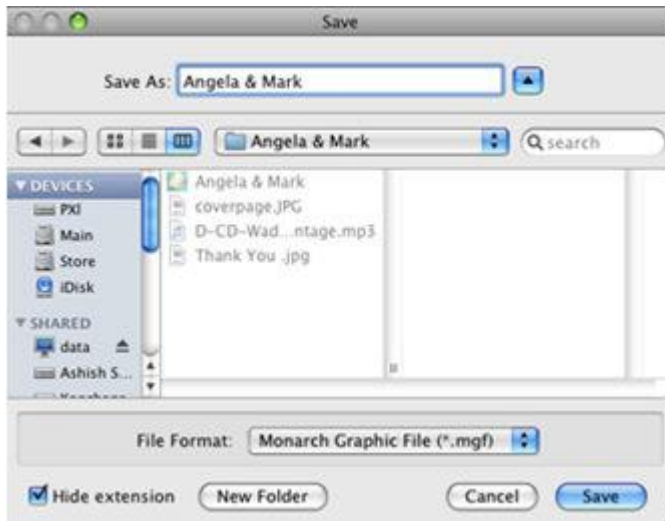
4. For entering into the Lasso mode click the  **Lasso Mode** button
5. Notice that the vertical tool bar changes and displays various buttons related to the Lasso cutting.



6. If you are performing Lasso Cutting just after performing Image Enhancement in the Enhancement mode, you will be prompted with a message whether you wish to save the changes to the image before moving on to the next step.



7. Click Yes if you really wish to save the changes & Click No to Discard the changes
8. On Clicking Yes , a Save As Dialog window is displayed. The default folder for saving the flat image is Photos in the Krafter directory.
9. Enter a file name into the text box. Remember that if you overwrite on an existing file, then the changes will be reflected in the entire album where this file is used including other projects.



10. From the drop down list, select the format of the image. The default is MGF .
11. Click **Save** Button for saving the file .
12. The file gets saved along with the changes and appears in the Lasso Mode.
13. To begin marking of the selection area, left click on the point where you wish to start the selection from.
14. Notice that the first point of selection is displayed with a small circle in green.
15. Now move the pen and take it to the next point along the contours of the area to be retained and click again. Notice that the selection path appears as a magenta line.
16. For making the edges smooth, you can drag the mouse keeping the mouse key pressed and releasing the mouse button when the desired curvature is reached.
17. Likewise go on marking the area of selection till you cover the entire area to be retained.
18. You can undo a selection by the Right Click of the Mouse.



Krafter

19. Click on the first node or Press the Enter button on keyboard to complete the selection.
20. Notice that the selection path turns white displaying the nodes on it. Also the lasso tool gets converted into a cursor.



21. Krafter also allows you to edit the selection path after completing the selection.

Keyboard Shortcut	Function
L	Activate the Lasso Tool
Spacebar	Activates the hand tool
⌘+(+)	Zoom In
⌘+(-)	Zoom Out
⌘+0 (Zero)	Fit to Screen
⌘+Alt+F12	Full Screen
⌘+F9	Load Color Correction Options in the Enhancement Window


Selection within a Selection in Lasso

Krafter allows you to knock off unwanted areas from within a selection area too.





1. Make sure that you have already completed a selection of a portion of the photo.



2. To knock off an area within a selection area, click the Lasso Tool button to activate the  **Lasso Pen tool**.
3. Click on the point where you wish to start the selection from. This point is marked with a small circle in green.
4. Now move the Pen tool and take it to the next point along the contours of the area to be knocked off and click again. Notice that the selection path appears in magenta.
5. You can also Zoom-In or Zoom-Out by pressing the Plus **⌘+(+)** or Minus **⌘+(-)** button on the keyboard for making the selection path accurate.
6. For having a better control on the photo in the work area, you can press the space bar to activate the hand tool. Keeping the space bar and the left key pressed, move the mouse to set the photo in the work area.
7. Likewise, go on marking the area of selection till you cover the entire area.

Krafter

8. Click on the first node or Press **ENTER** to complete the selection.
9. You can undo a selection by the right-click of the mouse.
10. Click on the first node or Press **ENTER** to complete the selection.
11. Notice that the selection path turns white displaying the nodes on it. Also the Lasso tool gets \ converted into a cursor.
12. Krafter also allows you to edit the selection path after completing the selection.
13. Since this area is to be knocked off from within a selection area, you need to make use of the Alpha Invert button.
14. Click the  **Alpha Invert** button.
16. Notice that the selection path turns black.
17. To preview the knocked out portions, click the  **View Mask** button.




18. The area to be knocked off will appear as a semi-transparent layer so as to differentiate it with the portion to be retained.

Editing the Lasso Path

You can make changes to the selection path at any point of time after completing the selection.



1. Click the  **Selection** tool to select a selection area.
2. The selected path appears with the nodes on it.



3. Now right-click on any of the nodes to activate a menu for adding and deleting nodes.
4. Selecting the Add node, will add a new node between two nodes. Similarly, Delete node will delete a selected node.
5. You can edit the selection path by holding the **SHIFT** or \mathbb{A} key and dragging the node with the help of the mouse. **SHIFT** key moves the nodes while \mathbb{A} key smoothens the curves keeping the nodes fixed.

Saving the Lasso Selection

You can save all the selection areas of a photo for future use using the save selection button.



Steps




1. Click the **Save Selection** button. This will open the Save Selection dialog box. The default folder of saving the selection is the Mask folder.
2. Enter a name to save the selection and click the Save button.
3. The selection gets saved in **.msk** format.

Loading a Saved Lasso Selection

You can load a saved selection anytime and also edit it.



Steps

1. Click the  **Load Selection** button .
2. The **Load Selection** dialog box is displayed.
3. Select the appropriate selection from the list.
4. Notice that the previously saved selections appear on the photo.
5. You can also edit the loaded selection. Refer to the section Editing the Selection Path.

Back to Template Page After Lasso

Krafter saves the photo after Lasso cutting with a 32 bit alpha channel and auto feather. You can readjust the feather later on at any point of time in the work area.



1. To save the photo after lasso cutting, click the Save button .
2. A Save As dialog window is displayed. The default folder for saving the flat image is Photos in the Krafter directory.
3. Enter a file name into the text box. Remember that if you overwrite on an existing file, then the changes will be reflected in the entire album where this file is used including other projects.
4. From the drop down list, select the format of the image. The default format is MGF
5. Click the Save button for saving the file
6. The file gets saved along with the changes.
7. Alternately you can click the Back button to return back to work area along with the changes made to the photo.
8. The photo with the lasso cutting appears in the work area with auto feather .

Using the Magic Wand Tool

With the help of the Magic Wand tool, you can easily knock off a single-color background from a photo. This feature comes very handy when you do not wish to use the Lasso Tool.




Steps

1. Consider the following Template page .



2. Click on the photo, you wish to remove the background of



3. Click the  **Enhancement** button to load the **Enhancement window**
4. The **Enhancement window** opens along with the selected image



5. Click on the Lasso button. By default the Lasso pen is activated

6. Click  **Magic Wand button** to activate the **Magic Wand Tool**. Notice the change in the Cursor

7. Now with the help of mouse, click on the area you wish to knock off .



8. Notice that the selected area gets marked with dotted outlines .

9. To increase the area of selection, increase the Tolerance by entering values in the Tolerance Text Box

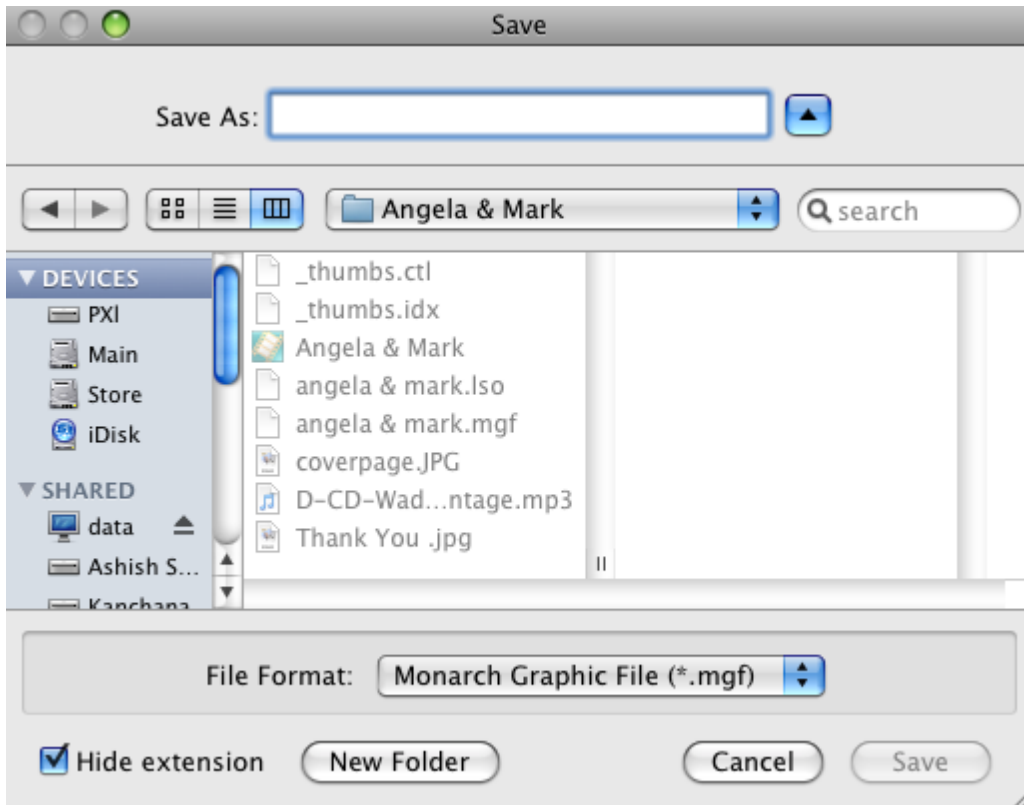
Tolerance 25

10. Click on the outer area once again. Notice that this time more area is selected than earlier

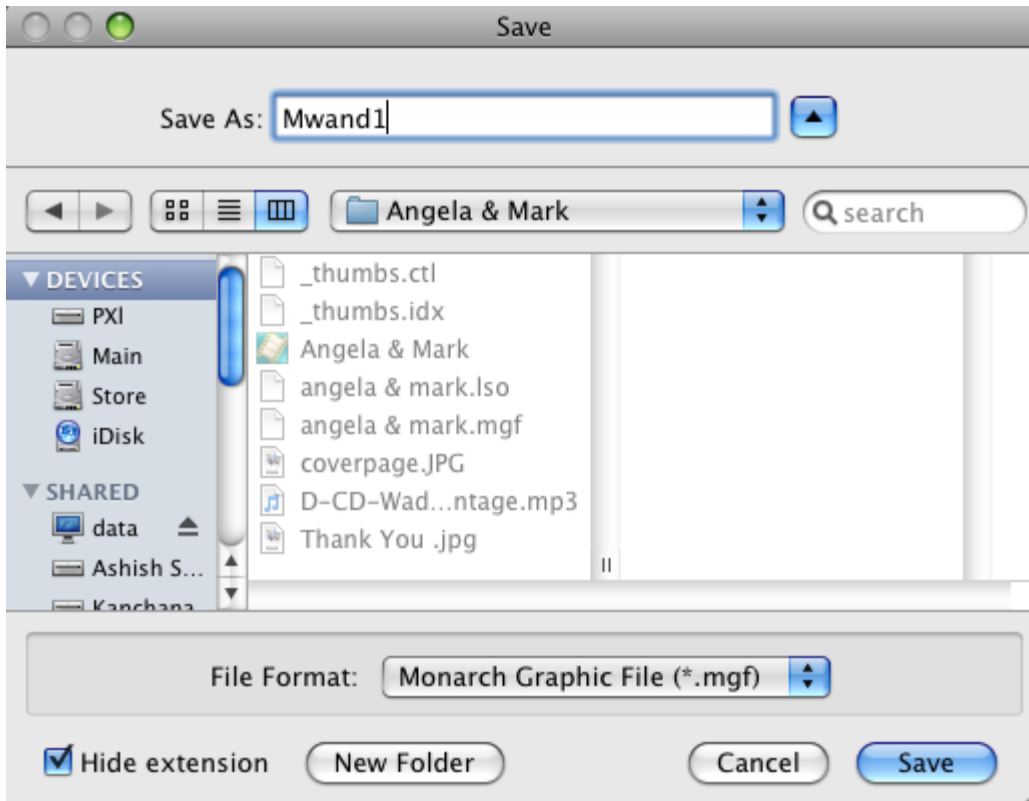
11. You can add more area to your selection by keeping the Shift button pressed and clicking on the


unselected area.

12. You can remove an unwanted area by keeping the **ALT** Key pressed and clicking the unwanted area.
13. Keep repeating until the entire desired area is selected
14. To Deselect the Background, Click the Inverse Selection Button
15. For making minor additions to the selection area, click the Free Hand Tool to activate the freehand marquee Tool
16. For adding extra area to the selection, keep the shift key pressed move the mouse to mark the area to be added.
17. Similarly you can deselect by keeping the ALT key pressed and moving the mouse to mark the area to be added.
18. Now Click the Convert Selection button to convert the selection in a layer
19. For modifying the selection, click the Selection Tool and then click on the area which requires modification.
20. The selected path appears with the nodes on it
21. Now right click on any of the nodes to activate a menu for adding and deleting nodes.
22. Selecting the Add node, will add a new node between two nodes. Similarly delete node will delete a selected node.
23. You can edit the selection path by holding the Shift or ⌘ key and dragging the node with the help of the mouse. Shift key moves the nodes while ⌘ key smoothens the curves keeping the nodes fixed.
24. After all the modifications have been made, click the save button to open the save dialog .



25. Enter a file name for saving



26. Click on the  **back** button to return to the Album page
27. You will be prompted with a message whether you wish to reflect the changes to the image in all the album pages.



28. Click **Yes** if you really wish to save the changes & Click **No** to Discard the changes
29. On Clicking Yes, a Save As dialog window is displayed. The default folder for saving the flat image is Photos in the Krafter directory.
30. Enter a file name into the text box. Remember that if you overwrite on an existing file, then the changes will be reflected in the entire album where this file is used including other projects.
31. From the drop down list, select the format of the image. The default is MGF
32. Click the save button for saving the file
33. The file gets saved along with the changes and appears in the album page.



Using the Clone Stamp Tool

With the help of the **Clone Stamp tool**, you can easily replicate a sample of an image and apply this portion on some other part of the photo. This tool is available in the **Enhancement Mode**.



1. **Select** the **photo** in the work area, on which you want to perform the **Clone Stamp** operation.



2. Click the  **Enhancement** button to invoke the Enhancement window.
3. Once in the Image Enhancement mode, click the  **Clone Stamp** tool.
4. The selected image loads into the work area. The Clone Options are activated and the cursor converts into a circular shape. Now you are ready to perform the Clone Stamp operation on a portion of the image.



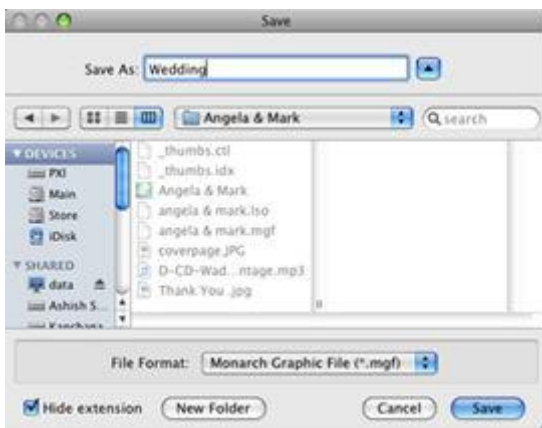
5. Drag the **Brush Size slider** to set the Brush size or enter the desired value in the corresponding Text Box.
6. Drag the **Feather slider** to apply a desired Feather effect to the image to be cloned or enter the desired value in the corresponding Text Box.
7. Drag the **Opacity slider** to apply a desired Opacity effect to the image to be cloned or enter the desired value in the corresponding Text Box.
8. Now position the circular cursor exactly at a point from where you want to start the clone operation.
9. Press the ALT key until the cursor gets converted into a Stamp tool . Click the Mouse at this point.
10. Release the ALT key and position this Stamp tool to the point where you want the replica of the image to appear.
11. Move the Stamp tool in the desired direction, holding the mouse key. A small '+' symbol also moves above the Stamp tool on the portion of the image, thereby creating a replica of the portion of the image along with the direction of movement of the Stamp tool.
12. Stop the mouse movement when the image replication is complete. Click the Clone Stamp button again to return back to the normal condition.
13. If you wish to replicate a particular portion at multiple places, then you need to keep the Align check box unchecked.
14. Click on the back button to return to the Album page
15. You will be prompted with a message whether you wish to reflect the changes to the image in all the

album pages.



16. Click **Yes** if you really wish to save the changes & Click No to Discard the changes

17. On Clicking Yes, a **Save As** dialog window is displayed. The default folder for saving the flat image is Photos in the Krafter directory.



18. Enter a file name into the text box. Remember that if you overwrite on an existing file, then the changes will be reflected in the entire album where this file is used including other projects.

19. Click the **Save** button for saving the file

20. The file gets saved along with the changes and appears in the album page .



Note

You can set and apply the Feather and Opacity effects only before starting the Clone Stamp operation. Once you have completed the Clone Stamp operation, you cannot apply these effects.

Working with Multiple Pages

Krafter provides a special tool in the standard toolbar which helps you work on multiple pages.

Let us assume that you have already created a project with more than three pages and you wish to see the preview of how these pages will look like in the album mode. You can even work on two adjacent pages simultaneously.



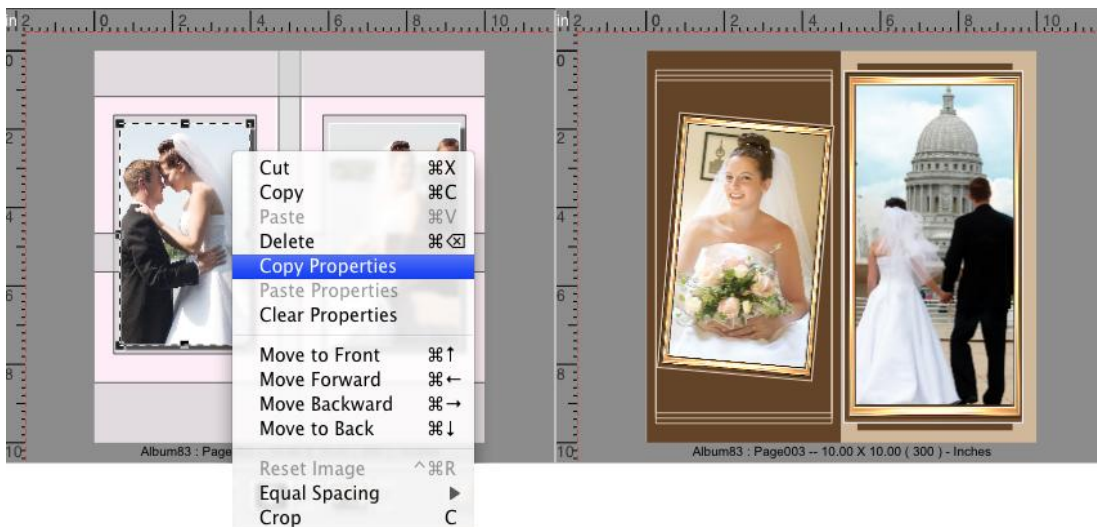
1. Consider the following template page.



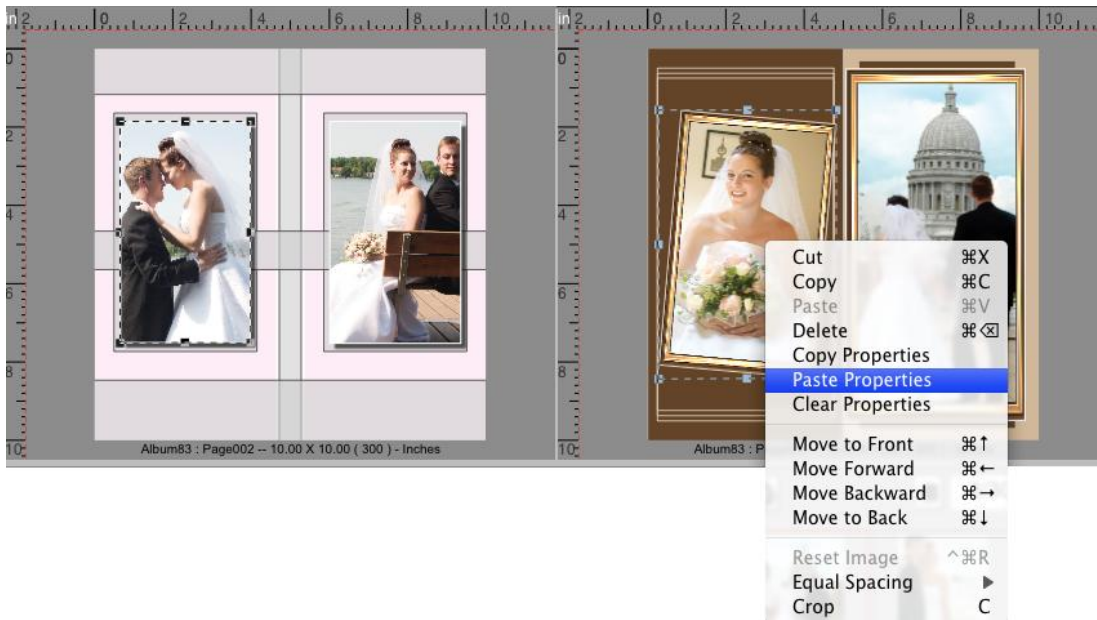
2. On the **toolbar**, click the **Dual Page Mode** button to see two adjacent pages together and click on any of the two pages, you wish to work on.



3. You can copy any photo or its properties from one page to the other ,for this , right click on the Photo to copy its properties to a photo on another page , as shown below –




4. Right Click on the Photo on the other page to paste its properties on that photo click on **Paste Properties** --



5. You can even match the background themes of the two pages so that they look uniform in an album.

6. To navigate to the previous or next two pages, click the corresponding  **Navigation** buttons.

7. To turn back to the normal mode, click the  **Dual Page** Mode button again.



Note

This feature is very useful for giving finishing touch and to match the theme of the adjacent project pages, especially when these pages are used in premium photo albums. This feature also enables you to get a feel of how the final premium photo album will look like.

Setting the Album Page Style (for a User-defined Album)

Krafter allows you to set the first page of the album to begin either from the left or the right hand side of the album. This feature is very important for getting a preview of how the final album will look like.



1. While creating a New Album/Project, the page style is by default set to Right in the New Album/Project dialog box.



2. When the **page style** is selected as **Right**, in the Dual Page mode, the first page is displayed like this.



3. When the **page style** is selected as **Left**, in the Dual Page mode, the first page is displayed like this.



4. Remember that you can change the Page Style at any point of time by selecting the Change Properties under Page options in the menu bar.

Rearranging Pages in Storyboard

Krafter also allows you to rearrange template pages in the story board at any point of time by a simple Cut and Paste method.



1. Let us assume that you have already created multiple template pages in a project and you wish to rearrange them in the story board.



2. In the story board, **right-click** on the thumbnail of the page which you wish to relocate. A shortcut menu appears.



3. Select the **Cut** option from the shortcut menu.



4. Right-click on any thumbnail of a page at the position where you wish to move the page and select the Paste option. **Krafter** automatically senses whether the transition is in left or right in the sequence and pastes the cut page either before or after the selected new position.



5. The thumbnail of the new position gets marked with a blue outline and remains blue till the time you perform the next action.
6. Notice that the moved template page is automatically reassigned the page number to maintain the sequence.
7. You can also swap the positions of any two pages in the story board.

8. For this, keeping the **⌘** key pressed, drag a thumbnail of the template page and drop it on the thumbnail you wish to swap with.

Deleting Template Pages in the Story Board

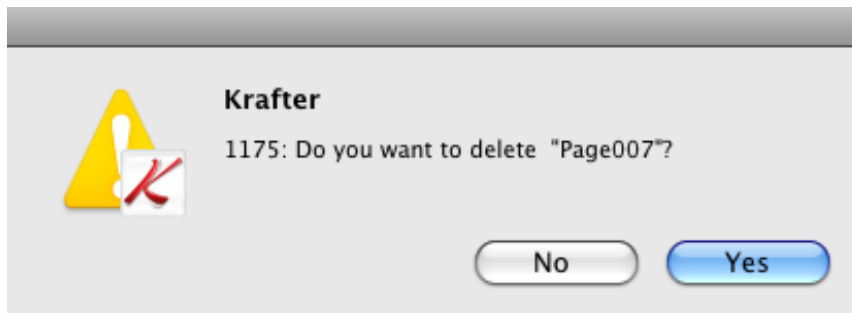
Krafter allows you to delete template pages at any point of time by a simple right-click option.



1. In the story board, **right-click** on the thumbnail of the page which you wish to delete. A shortcut menu appears.



2. You will be prompted to **confirm deletion**.



4. Click **Yes** button to **Delete** .
5. The template page thumbnail instantly gets deleted.
6. If you delete a template page which is open, then after deletion, the next page in the story board is loaded in the work area.
7. Whenever a Page (other than the currently loaded page) is deleted from the story board, the page in the work area remains as it is and the Story Board gets refreshed.

8. If the Current page is Deleted from the Story Board, the next page is loaded in the work area.



Tips

You can load the page from the story board into the work area by double-clicking on a thumbnail in the story board. The selected page loads in the work area instantly. Any open unsaved page is saved and added to the story board. In this process, the thumbnail of the open page is also updated or refreshed.

Keyboard Shortcut	Function
⌘+CTRL+Q	Show/Hide Story Board

Saving your Project

Krafter provides a unique feature of Auto Saving which ensures that whenever you create a new page, the previous page is automatically saved. The chances of you losing your work due to an unforeseen event like a power failure are thus minimized because of this feature.

Multi-page Projects created in **Krafter** occupy almost one-tenth of the hard disk space as compared to other imaging software.




1. For saving your project, simply click the  **Save button** in the standard **toolbar**.
2. Alternately, you can use **⌘ +S** on the keyboard.
3. Notice that the thumbnail in the Story board gets updated instantly after saving.
The project gets saved in **GLB format**.

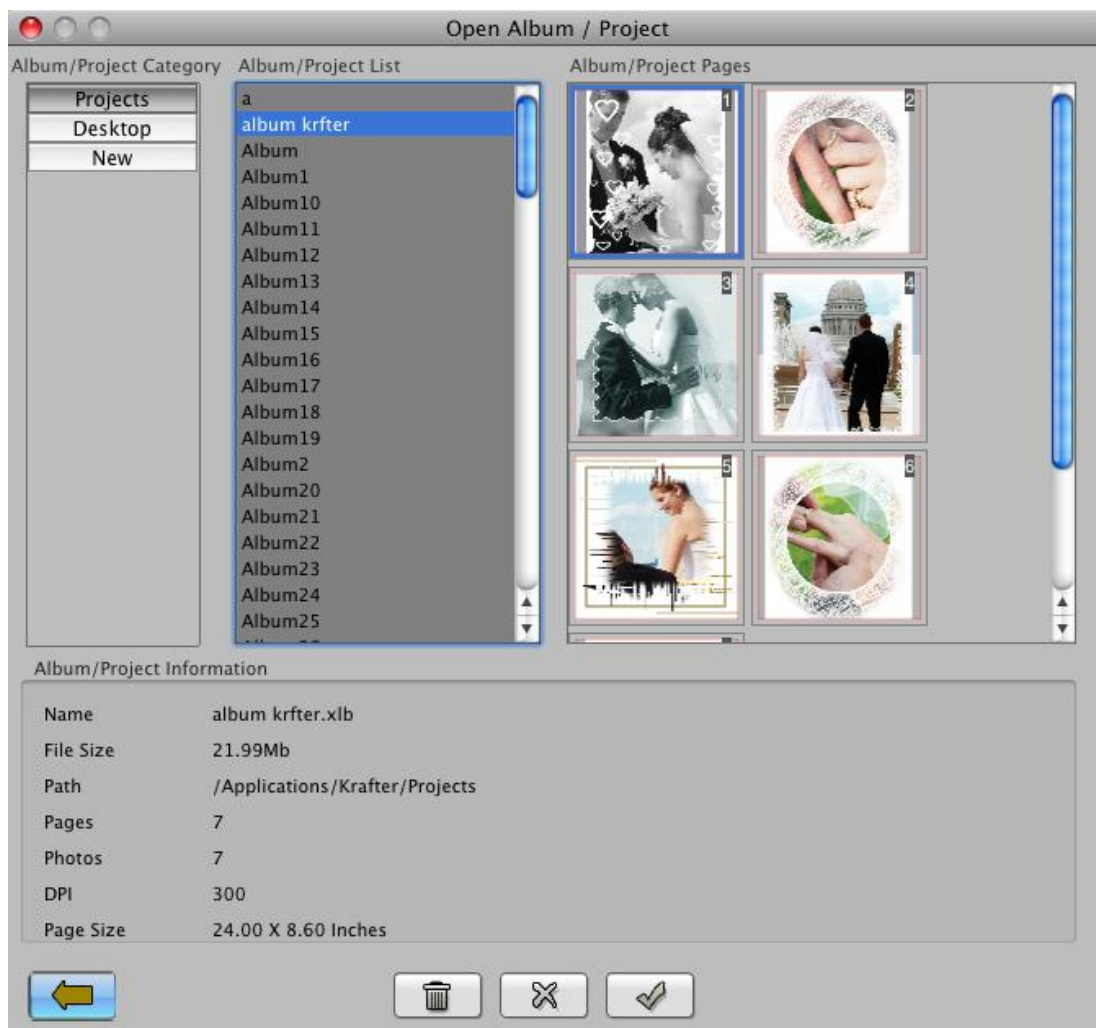
Keyboard Shortcut	Function
⌘+S	Saves the Album/Project

Opening an Existing Album / Project

While opening existing projects created in **Krafter**, you can get to see the thumbnail of all the pages within the project at one go.

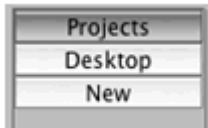


1. Click the  **Open Album/Project** button on the standard toolbar.
2. The **Open Album/Project dialog box** is displayed.



3. It consists of the **Project Categories**, The **Project List**, **Project Pages Thumbnails** and other information about the project like, **Name**, **File Size**, **Path**, **Number of Pages**, **Number of Photos used**, **DPI** and the **Page Dimensions**.

4. Click on the category under which the existing project exists.



5. The Album/Project Category list displays the list of projects under the selected category.

6. Now click on the Project name under the Album/Project List.


7. The Album/Project Pages list displays the thumbnail of all the template pages in the project. The first page of the project is selected, by default.



8. You can also click any other page thumbnail. The page corresponding to the selected thumbnail gets loaded in the work area as soon as the project is opened. This feature enables you to load a page of your choice in the work area.

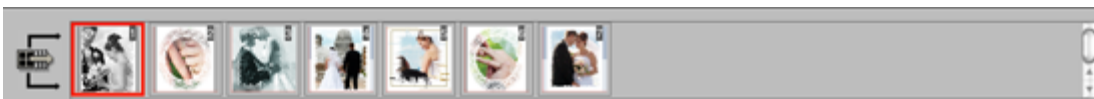


9. Also notice that the Project Information Section displays other information about the selected project.

10. To load the project in the work area, click the  **OK** button.

11. The selected project opens up with the page you had selected in the Open Album/Project dialog box and is loaded in the work area.

12. Notice that the story board displays the thumbnail of all the pages contained in the project. Also notice that the thumbnail of the page displayed in the work area is highlighted with a red outline.



Keyboard Shortcut	Function
⌘+O	<i>Opens the open Album/Project dialog box</i>



Note


1. While creating a new album, if the default path of album storage is changed, then in the Open Album/Project dialog box, a new category is automatically added. You can easily trace the new album by clicking on this new category.

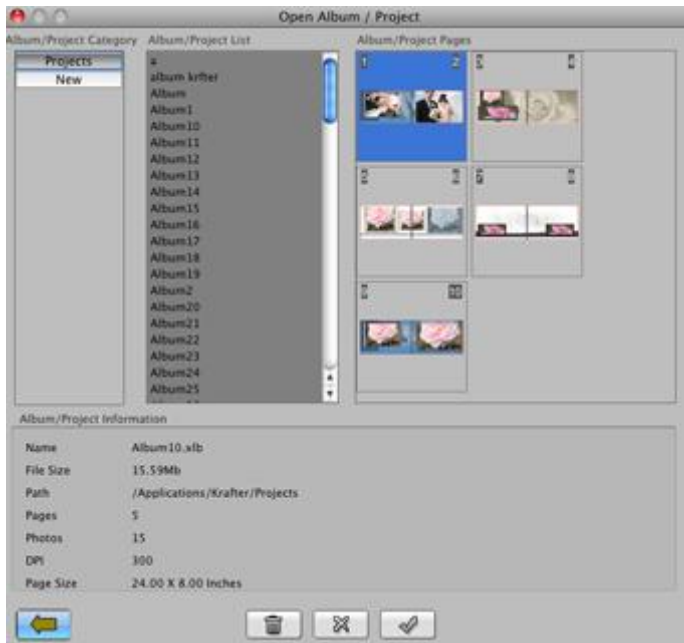
2. While opening an album created in the earlier versions, you will notice that the pages are loaded slowly. This is perfectly normal and is done to make these pages compatible with the current version.

Deleting a Project

Krafter provides an option of deleting unwanted projects created in **Krafter** without even having the need to open them to see the details.




1. Click the  **Open Album/Project** button on the standard toolbar.
2. The Open **Album/Project** dialog box is displayed.

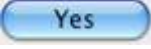



3. Click the Category under which the project you wish to delete, exists.



4. The **Album/Project List** displays the list of projects under the selected category.
5. Select the Project that you wish to delete and Click  **Delete**.
8. You will be prompted to confirm deletion



9. Click  **Yes** to delete.
10. The **Album/Project** will be deleted from the hard disk.
11. The deleted project name is also deleted from the **Album/Project List** in the Open Album/Project dialog box.
12. Click the  **Close** button to exit the Open Album/Project dialog box.



Note

After deleting a project, the next Project Name is automatically selected in the Album/Project list and the same is displayed in the Album/Project Pages preview.

Closing the Album / Project

The Album or Project can be closed by selecting the Close Album/Project option under the File menu. If there are any unsaved pages, an appropriate message is displayed.

The album can also be closed by clicking the  **Close** Album button provided in the toolbar.

Keyboard Shortcut	Function
⌘+W	Closes the Album/Project

Using Alignment Options

Krafter provides intelligent page based and object based alignment options where in you can instantly and accurately align or reposition one or multiple objects collectively. You can set equal spacing, equal alignment and equal size on multiple objects at the click of a button.

Related Topics

- [Page Based Alignment](#)
- [Object Based Alignment](#)

Page Based Alignment



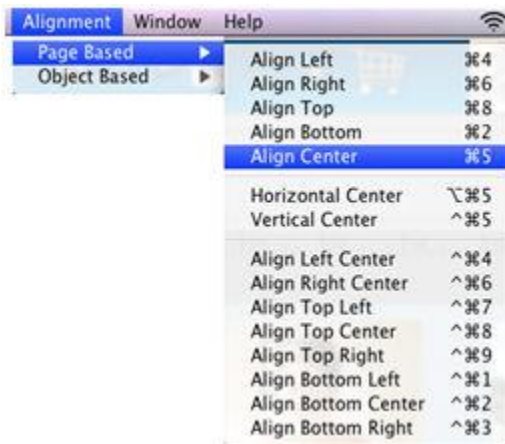
1. Consider the following template page containing two or more photos.



2. Keeping the **⌘** key pressed, click to select the objects to be aligned on the page.



3. Let us now use the various alignment options.
4. Click **Page Based** and select the **Align Center** option.



5. All the selected objects are aligned to the center of the page.



6. Likewise, you can align object collectively at positions like Top-Left, Top-Center, Top-Right, Left-Center, Center, Right-Center, Bottom-Left, Bottom-Center, Bottom-Right, Left, Right, Top, Bottom, Horizontal-Center and Vertical-Center of the page.

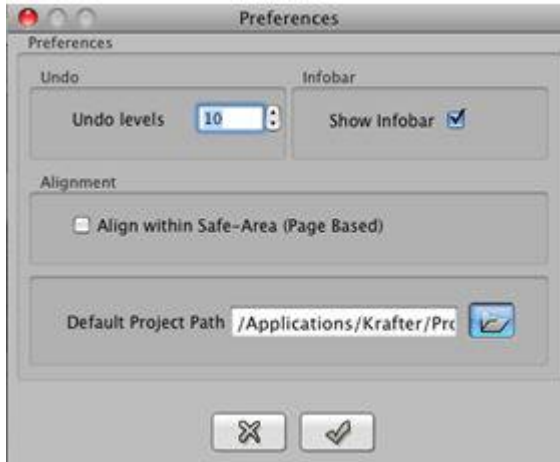
Page Based Alignment Setting in Preferences




1. For setting the Page based Alignment option in Preferences, select Preferences in **Krafter**.



2. The **Preferences dialog box** is displayed.



3. Select the Align within Safe-Area to align the photo inside safe area only.
4. Click  **OK**.
5. Remember that you need to restart the application for the changes to take effect.
6. While performing Page based Alignment with the preference as Align Within Safe Area, you can align the objects collectively with respect to the safe area of the page at positions like Top-Left, Top-Center, Top-Right, Left-Center, Center, Right-Center, Bottom-Left, Bottom Center, Bottom-Right, Left, Right, Top, Bottom, Horizontal-Center and Vertical-Center.

Object Based Alignment



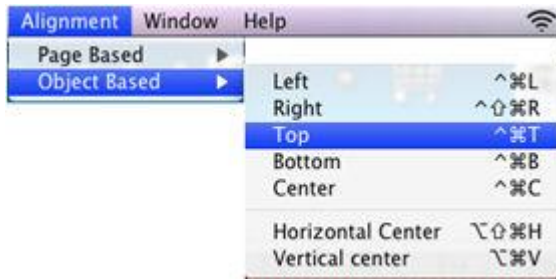
1. Ensure that in order to use the **Object Based Alignment** options, you have at least two objects on the template page.
2. Consider the **following template** page containing two or more photos.



3. Keeping the **⌘** key pressed, click to select the Objects, one by one, in order to align them with respect to the last selected object.



4. Let us now use the various **Object based alignment** options.
5. To align the objects collectively with respect to the top of the last selected object, click the Alignment option on the menu bar.
6. Click **Object Based** and select the **Top** option.



7. All the selected objects are aligned instantly, with respect to the top of the last selected object.
8. Likewise, you can align object collectively at positions like Left, Right, Bottom, Center, Horizontal Center, Vertical Center, with respect to the last selected object.



Arranging Multiple Objects

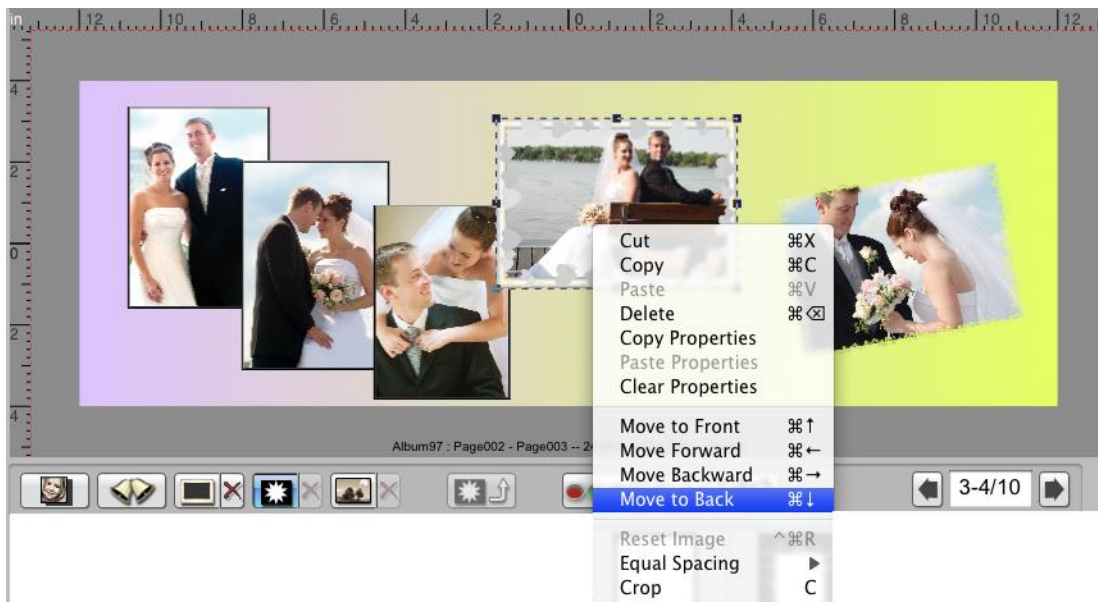
Most of the time during template page creation, you will find that many objects overlap with other objects on the template page. To change the sequence of these objects or to get access to them, **Krafter** provides the various options.



Ensure that you have more than two objects on the template page in order to use this option, consider the following template page.

Back most Position

1. **Right-click** on the photo which is to be sent at the back most position and select the **Move to Back** option in the right-click menu.



3. The selected photo goes to the back most position.

Similarly

- **Select Move to Front** option in the right-click menu to move the Photo to the Front Most Position

- **Select** the **Move Forward** option in the right-click menu to move the Photo one position forward
- **Select** the **Move Backward** option in the right-click menu to move the Photo one position backward .



Note

In a crowded template page with many photos overlapping each other, you can now select the desired photo by selecting the photo with the Tab Key and keeping the ALT key pressed and then clicking the Mouse Button to move it

Resizing Objects with respect to Other Objects

Krafter provides instant resizing tools to proportionately resize multiple objects and make them of the same width or height as the last object selected.



1. Ensure that you have at least two objects on the template page in order to use this option.
2. Consider the following template page.



3. Keeping the **⌘** key pressed, click to select the Objects, one by one, in order to resize them with respect to the last selected object.



4. Let us now use the various options for resizing objects with respect to other objects.
5. On the **Edit** menu, select the **Same Height** option.



6. The selected objects get resized proportionally with respect to the height of the last selected object.



7. Similarly you can resize a photo with respect to the last photo selected and use the 'Same Width & Height' option.

8. Notice that the photo automatically gets cropped from the center if required.

9. Remember that using the Resizing option will not change the actual dimensions of the original object.

Evenly Spacing Multiple Objects

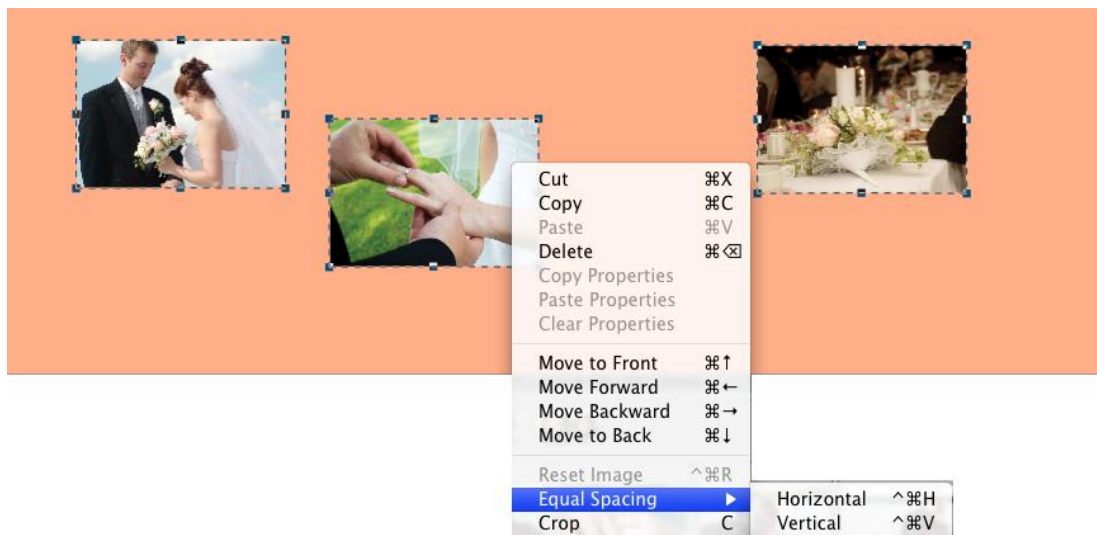
Krafter provides instant spacing options for applying equal horizontal and vertical spacing between multiple objects at the click of a button.



1. Ensure that you have at least three objects on the template page in order to use this option.
2. Consider the following template page.



3. Keeping the ⌘ key pressed, click to select the Objects, one by one, in order to evenly space between them.
4. Let us now use the various options to evenly space multiple objects.
5. **Right-click** on a selected object to display the right-click menu.
6. Click **Equal Horizontal Spacing** and select the appropriate option.



7. Selecting the Option 'Horizontal' will simply adjust the horizontal distance between the selected objects (with at least 3 objects selected) .



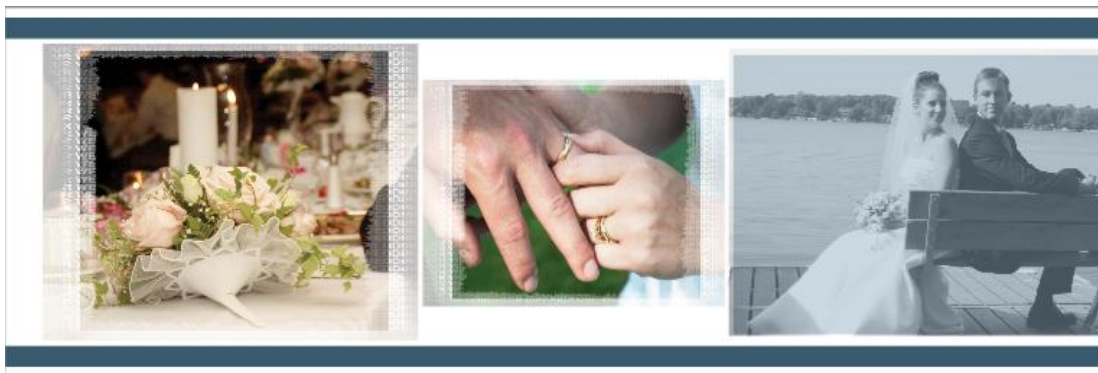
10. Similarly, you can evenly space the objects vertically by selecting the **Equal Spacing Vertical** option.

Using the Zooming Tools

Krafter provides various options for zooming including Zoom-in, Zoom-out, Fit to Screen, Actual Size, Full Screen for the purpose of magnifying and reducing the view of template page and providing a better workability.




1. Consider the following template page.



2. Click the **Zoom-out** button in the standard toolbar .
3. The view of the template page in the work area is reduced.



4. Alternately, you can make use of the keyboard shortcut key **⌘ + '-' (Minus)**.


5. Click the  **Zoom-in** button in the standard toolbar.

6. The view of the template page in the work area is magnified.



7. Alternately, you can make use of the keyboard shortcut key **⌘ + '+' (Plus)**.

8. Also notice that a Horizontal and Vertical Scroll bar automatically appears for moving around the template page.

9. Click the  **Actual Size** button on the standard toolbar to view the actual pixels of the objects on template page.



10. The template page in the work area displays objects in actual pixels.

11. Alternately, you can make use of the keyboard shortcut key **⌘+CTRL+F12**.



Tips

The sections like Story Board and the Gallery can be made to float (detached from original position) by dragging with the mouse and placing it anywhere in the interface to increase the work area. For docking (attaching back to original position) simply double-click on the title bar of the floating window.

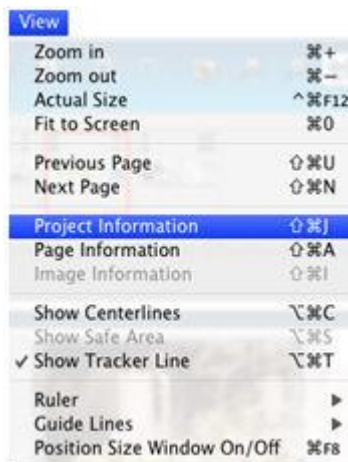
Viewing the Project, Page and Image Info.

Krafter allows you to view the Project, template page and the Image details. These details provide you with additional information which may be useful while page creation or while communicating with your customers.

Ensure that a project is open with at least one template page and a few photos added into it in order to use this option.



1. On the **View** menu, select the **Project Information** option.




2. The **Project Info.** dialog box is displayed.



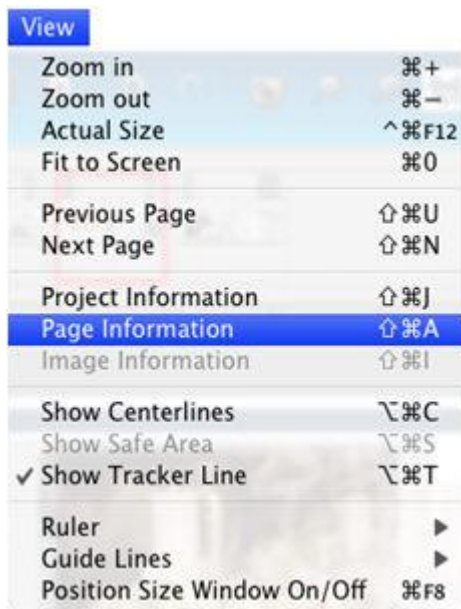
Krafter

This dialog box provides information related to the open project. This information consists of details like Project Name, Path at which the project is stored, total number of pages in the project, the dimensions of the pages in the project in inches or centimeters, depending upon what you had selected in the New project option, Number of unique photos on the template page and the total project size.

3. Click  **OK** to close the **Project Info.** dialog box.

Page Information

1. On the **View** menu, select the **Page Information** option.



2. The **Page Info.** dialog box is displayed.



This dialog box provides information related to the open template page. This information consists of details like Project Name, Path at which the project is stored, Page number of the open template page, Page Dimensions, DPI, unit of dimension and the number of unique photos on the template page.

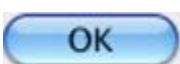
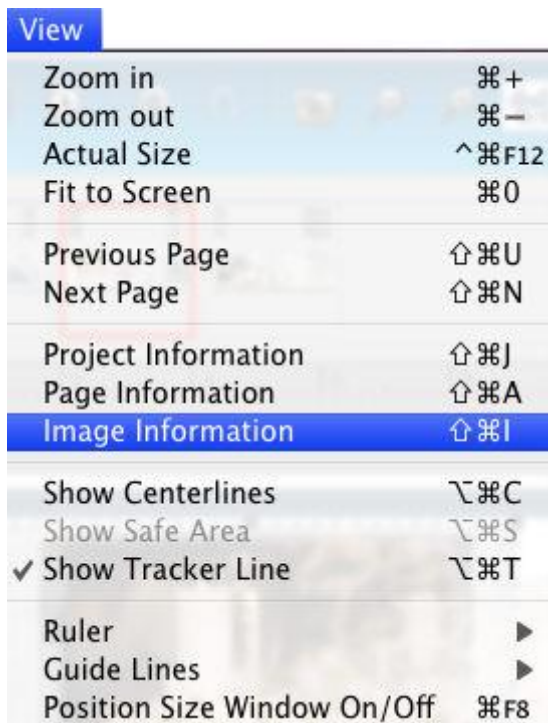
3. Click  **OK** to close the **Page Info.** Dialog box.

Image Details

1. **Krafter** provides you with information about all objects on the template page except Text and Shapes.
2. This information includes details like photos, masks, borders, clipart, textures, and various other combinations like photos with masks, photos with borders and masks etc.
3. For this, first **click** on the **photo** or object whose information you need to view.



4. On the **View menu**, select the **Image Information** option. Alternately, you can press ⌘+SHIFT+ I on the keyboard, after selecting the object.



5. The **Image Info. dialog box** is displayed.



This dialog box provides information related to the selected object. This information consists of details like the File Name with path, Dimension, DPI. If the photo or clipart has borders or masks attached, then the file name of the border or mask will also be displayed along with the path.



Note

Remember that the option of Image details is not applicable for Texts and Shapes

Rulers , Guidelines , Center lines ,Safe Area and Tracker Line

Krafter provides various useful tools which assist you during the creation of template pages.

The **View** option in the menu bar provides options to show and hide the **Ruler**, **Guide lines**, **Safe Area** and the **Tracker Lines**. It also gives you options to show or hide the Ruler, Set the Zero Marking at the center or the left and also to display the ruler in inches or centimeters.

Ruler is the measurement scale which appears at the top and on the left side of the work area.

Guide Lines are horizontal and vertical lines which are used to align objects in various positions in the work area.

Center Lines are horizontal and vertical lines intersecting at the center of the template page.

Safe Area is an area defined by you as a margin to avoid cutting during the finishing process.

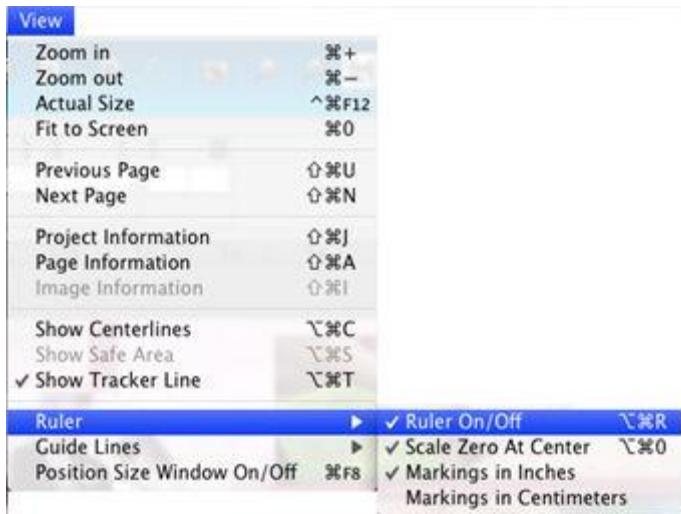
Tracker Line is a dotted line which appears after selecting an object.



1. Consider the following template page with the **Ruler**, **Guide Lines**, **Safe Area** and **Tracker Lines** off.



2. On the **View** menu, click **Rulers** and then select the **Rulers On/Off** option in the sub-menu.

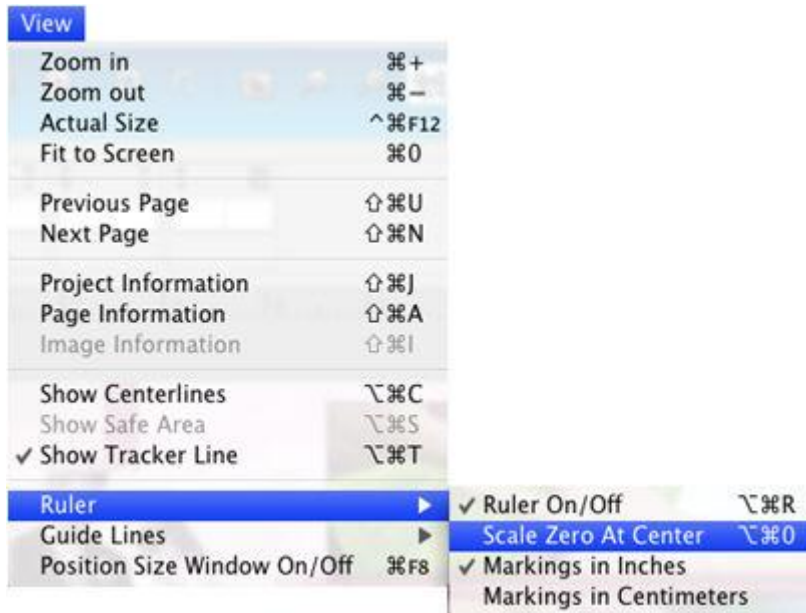


3. The Ruler is displayed on the template page. Note that a check mark appears against the menu item when it is selected.

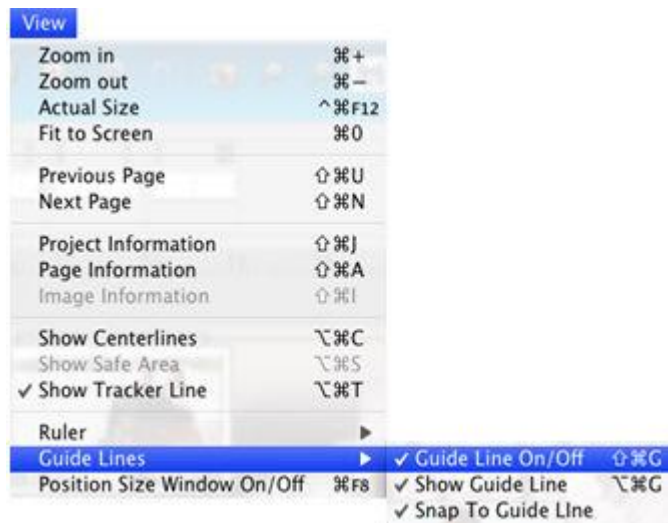


4. Likewise, you can set the scale zero marking at the center or left by selecting the **Scale Zero at Center** in the submenu.

Rulers, Guide Lines, Center Lines, Safe Area and Tracker Line



- For selecting the Ruler markings in centimeters or inches, click the appropriate sub-menu option for Inches or Centimeters.
- For switching the **Guidelines On**, click **Guidelines** on the **View menu** and select **Guide Lines On/Off** in the submenu.



- Now let us drag a **Horizontal Guide Line**. For this click at the outer edge of the horizontal Ruler until you see a double ended arrow.
- Now drag the mouse. Notice that a thin dotted line appears at the location of the mouse pointer. Also notice that the X, Y position of the cursor changes in the Object Position & Size Window.
- Leave the Mouse button when the cursor is at the desired location on the vertical ruler.
- As soon as the mouse key is left, the Guide Line gets placed on the page. All the Guide Lines previous to the last appear as blue lines.



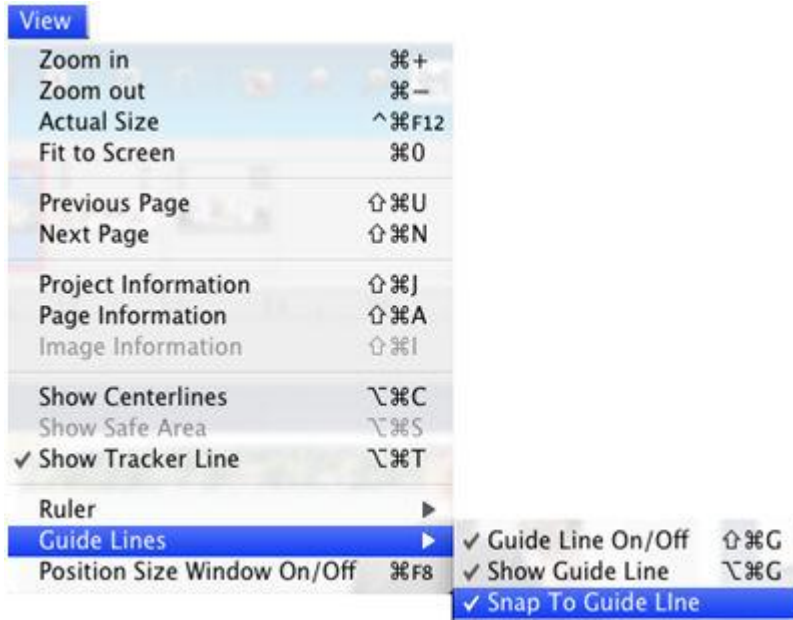
8. In a similar manner you can add the vertical Guide Lines.



Using the Snap to Guide Line Feature

When the Snap to Guide Line feature is kept On, the image gets automatically attached to the nearest guideline available, without the need to physically move it accurately.

1. In the **View Menu**, click the Guide Line option and select the '**Snap to Guide Line**' Option.



2. Consider the following page with some Guide Lines already present.



3. Notice that as you move the picture near a Guide Line, it automatically gets attached to the nearest Guide Line when the mouse key is released.

Deleting the Guide Lines

1. **Right click** on a Guide Line you wish to delete & Select the **Delete** option

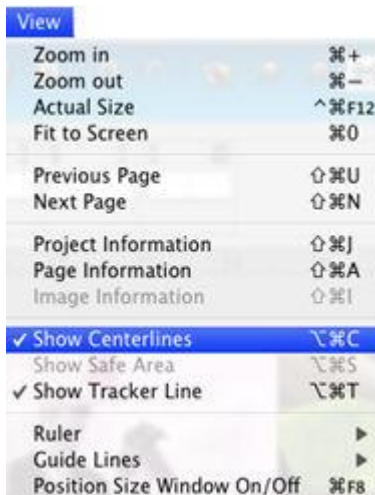


4. The Guide Line instantly gets Deleted
5. Alternately you can also delete Guide Lines by Dragging the Guide Line and Dropping it on the Ruler.

Locking the Guidelines



1. Select a Guide Line and click the Lock button.
 2. Whenever a Guide Line is locked, the Object Position and Size Window remains Disabled.
-
9. For switching the **Centerlines** On, click **Show Centerlines** in the **View menu**. The horizontal and vertical dotted lines appear intersecting at the center of the page.

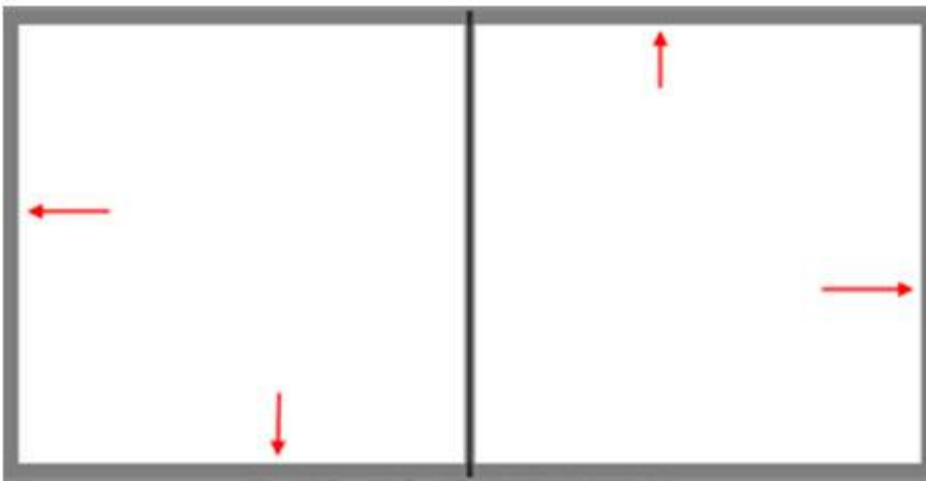


Rulers, Guide Lines, Center Lines, Safe Area and Tracker Line

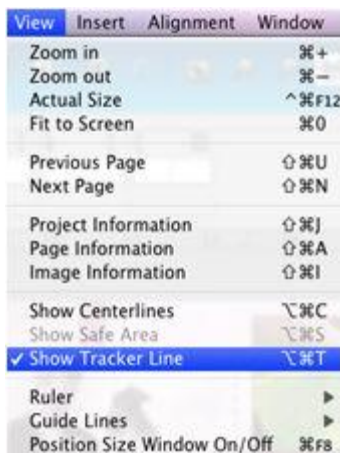


10. For switching the **Safe Area** On, click **Show Safe Area** in the **View menu**.

11. The **Safe Area** appears on the page as a grey line running around the edge of the page.



12. For switching the **Tracker Line** On, click the **Show Tracker Line** option, in the **View menu**.



13. Click a photo to select it.(Shift below the tracker)

14. The dotted line connecting the eight nodes of the selected photo appears around the selected object.



Note


***You can navigate through multiple Guide Lines with help of tab key.
Undo option also works for Guide Lines.***

Locking Objects

Many a times, it happens that accidentally you may move an object or a photo which is placed already in a tight composition. In this case, it becomes difficult to rearrange the object again as per the earlier composition.

To avoid this situation, **Krafter** allows you to lock and unlock objects.



1. Click on the object that you wish to **Lock /Unlock**
2. Click the  **Lock / Unlock** Objects button on the **toolbar** to lock the object.

Keyboard Shortcut	Function
⌘+L	Locks/Unlocks objects



You can even lock the Guidelines

Saving Templates to My Favorites

You can save a page which is loaded into the work area so that you can use it repeatedly in a separate area known as My Favorites. The page gets saved with the entire composition i.e. the photos, clipart, borders, outlines etc. This feature is very useful because these pages can be easily tracked instead of searching them from a huge list from the template tab.

Let us see how to save template pages to My Favorites.



1. While a page is open in the work area, click the **My Favorites tab**.



2. Select an appropriate category where you wish to save the page from the category list.




3. If you do not find an appropriate category, then you can create your own by selecting the **New** option in the drop-down list.
4. This will open the **New Favorite category** dialog box for accepting a category name.



5. Enter the name of the new category and click the  **OK** button .

6. Now press the  **Add to Favorite** button to open the following dialog box.



7. Enter a name so that you can easily identify the page and press **OK** .

9. The page is now saved in the My Favorites folder in **.XTP** format.



Keyboard Shortcut	Function
⌘+Ctrl+F	Add to Favorites



Tips

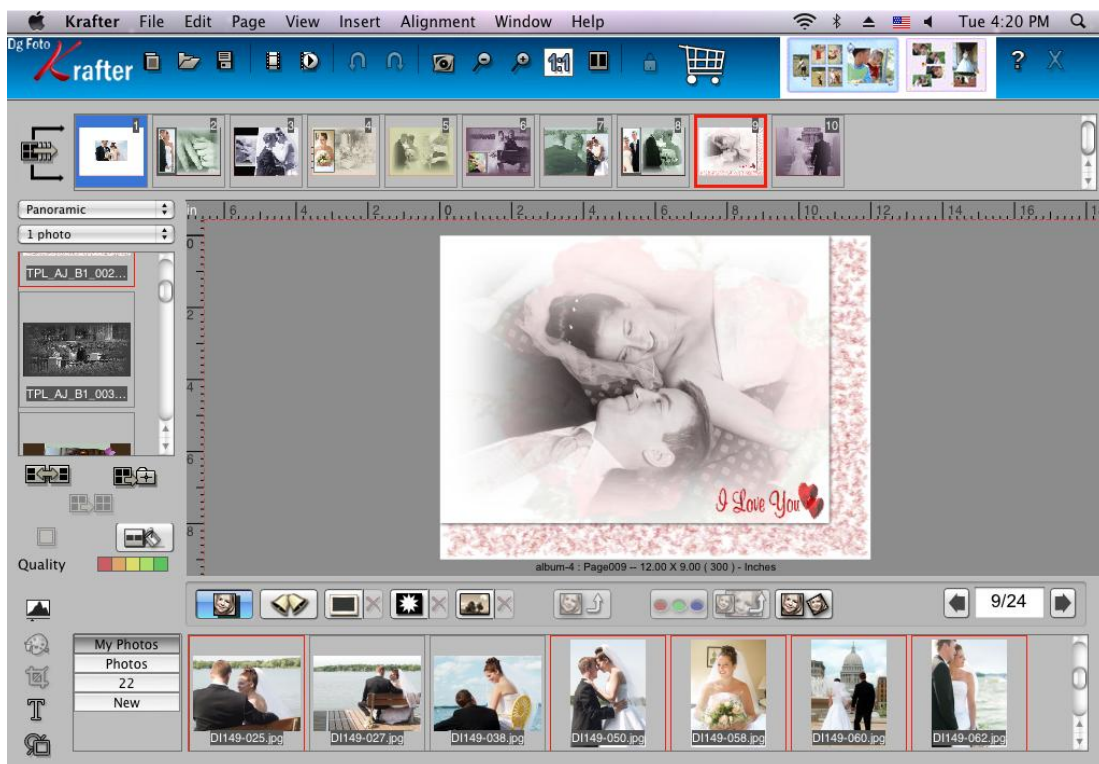
You can delete a favorite page by right-clicking on it and selecting the 'Delete' option.


Slide Show Generation

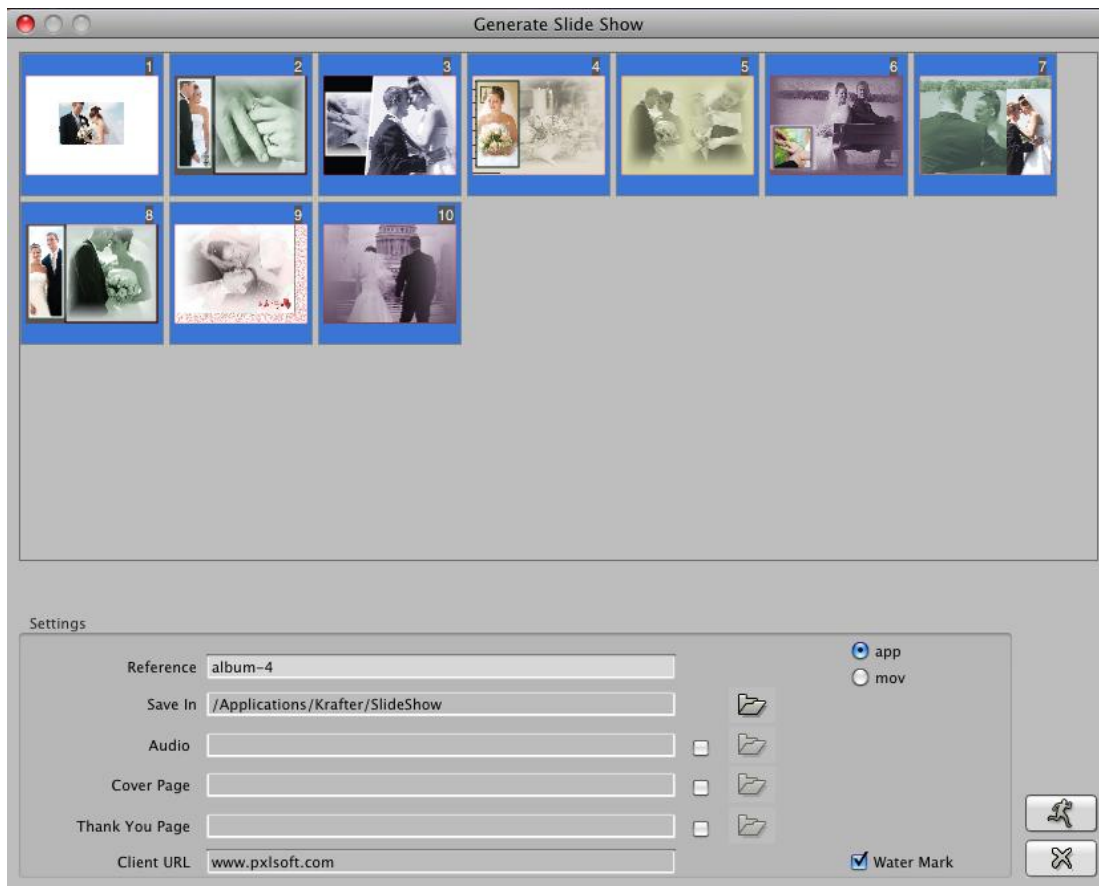
Krafter provides a unique slide show generator which creates a self running executable file containing slides of the template pages created. Because of its small size, it can be easily attached to a mail to seek your customer's approval before printing.




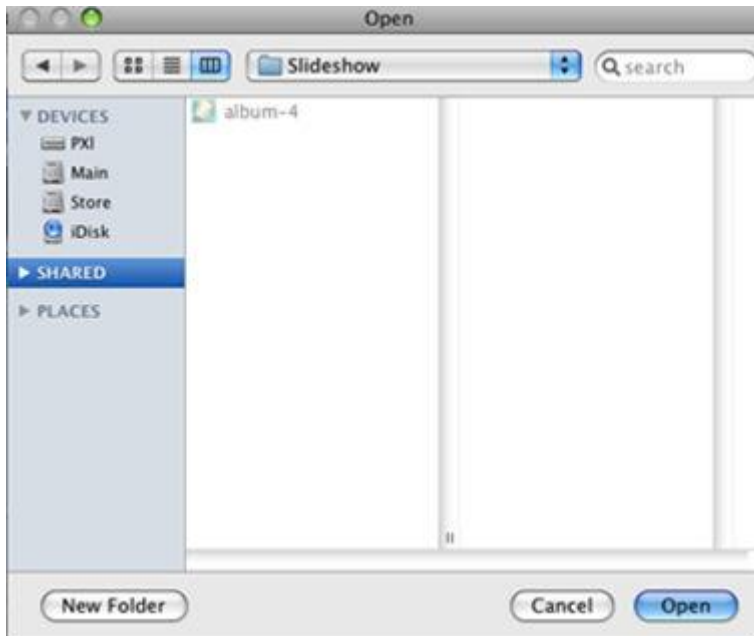
1. Let us assume that you have already completed a project with template pages, ready for approval and you wish to generate a slide show for proofing from your customer.



2. Click the  **Generate Slide Show** button on the standard **toolbar**.
3. The **Generate Slide Show dialog box** is displayed along with the thumbnail of the pages. You may also de-select the thumbnail which you do not wish to appear in the slide show by **⌘+Click**.



4. The **Reference** text box contains the name of the project by default, but you can change it, if you wish.
5. From the option of '**app**' and '**mov**', select the appropriate format. Selecting the 'app' option will generate an application file and the '**mov**' will generate a movie file.
6. Type a name in the Reference text box. This will be the name of the Slide Show executable file.
7. The default path of saving the generated slide show file is the **Krafter application directory**. You can change the default path and define a new one by entering the new text.
8. Click the  **Browse** button to display the Browse for Folder dialog box.



8. Click the folder in the list, under which you want to create a folder for storing the slide show executable file.
9. Click the **New Folder** button to make a new folder .
12. The **Save In** text box in the Generate Slide Show dialog box displays the path you just defined.
13. Check the **Audio check box**, if you wish to add an audio file into the show.
14. Remember that Krafter allows you to add an audio file in MIDI and MP3 format .
15. From the File of Type drop-down list, select the file type from MP3 or MIDI .
16. Click the Play Audio button to play the file .
17. Click the **Open** button to return back to the Generate Slide Show dialog box.
18. Similarly, you can select a cover page for adding it into the slide show.
19. Check the Cover Page check box, if you wish to add a cover page in the slide show. You will notice that the path of the previously selected cover page automatically appears by default in the Cover page Text box .
20. A **Sample Cover page** is displayed below along with the instruction set to be followed while viewing a slide show.



21. Remember that **Krafter** allows you to add a cover page file in **MGF, BMP, GIF, JPG, TIF** and **Targa** formats.

22. Similarly, the application also enables you to integrate a **Thank you page** into your slide show. Follow the same set of steps mentioned above for including the Thank You page.

23. A **Sample Thank you** page is displayed below for a better perspective.



24. Check the **Water Mark** check box, if you wish to have the water mark in the slide show.



25. Click the  Start Generating Slide button when done.


26. After successful slide generation, a message box appears, asking if you wish to preview the slide show.



27. Click **Yes** if you wish to preview it.

28. The **Slide Show** is displayed.



29. You can use the **navigation controls** to get a quick view of the generated slide show. or click  **Close** to close the slide show .



Note

*You can also view the slide show by clicking the **Play Slides** button in the toolbar.*

Order Processing

Krafter allows you to create an order for printing the Album/Project. You can setup an order on a **CD/DVD/USB drive** or through **Internet**.

The Ordering Process of **Krafter** allows you to order multiple albums together. This processed order is received and sent at the Photo LAB from where you have acquired the software.

The order process of Krafter is logically divided into following sections:

- [Creating an Order](#)
- [Preview](#)
- [My Basket](#)
- [Order Methods](#)

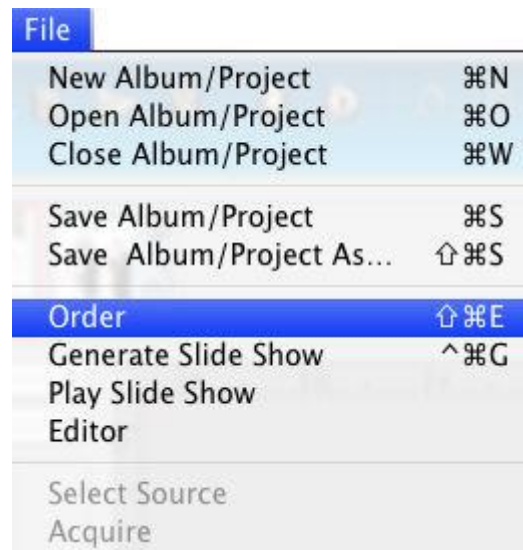
Creating An Order

Krafter allows you to setup an order for your Albums / Projects through following interfaces.

File Menu



1. Create an Album for which you want to place an Order .
2. Click on **Order** option in the **File Menu** of Krafter

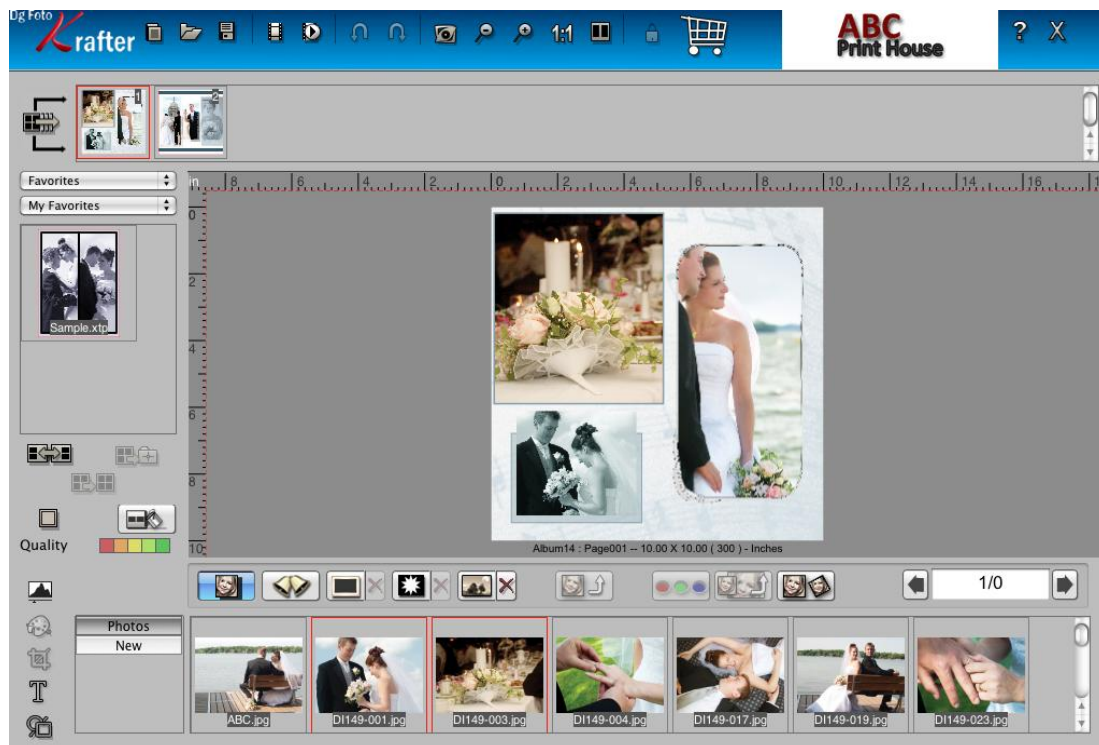


Tool bar

1. Open any Album / Project in Krafter for which you wish to place an order.



2. Click on the **Order** button from the toolbar to start the order process.

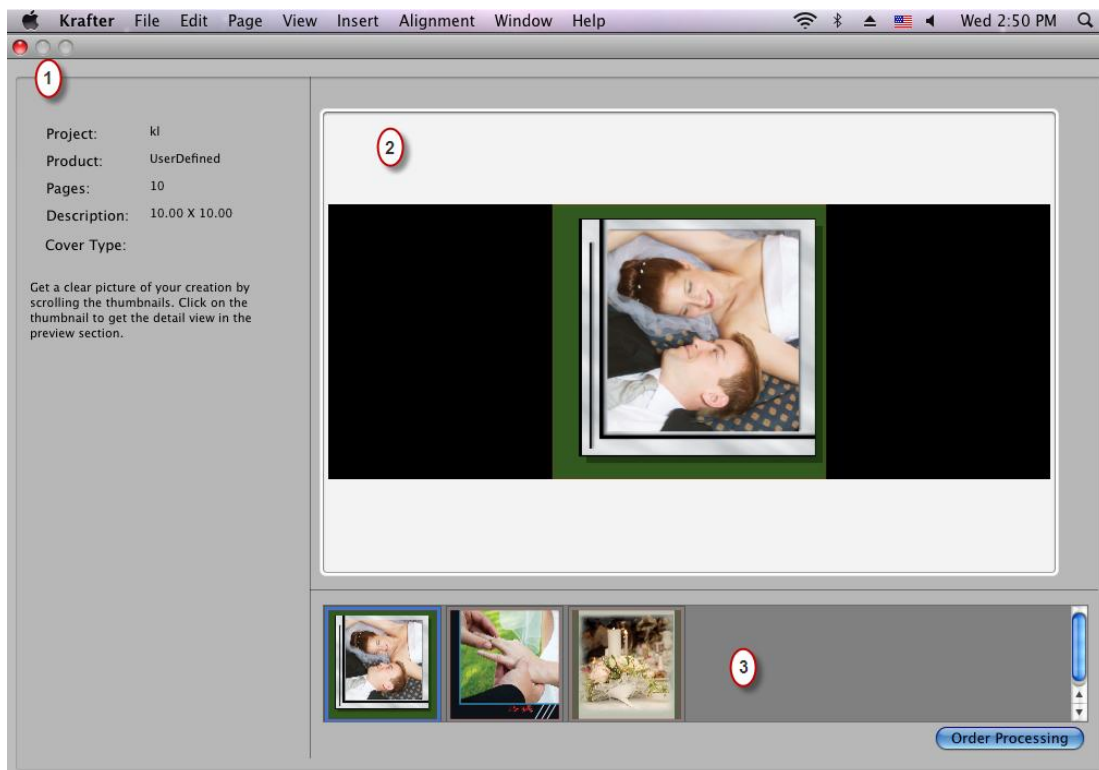


Preview Section

'Preview' section allows to view all pages of your Album / Project before processing the order.



1. Click on **Order** will Open the Preview Window Of Krafter --



2. This **Preview window** is divided into three sections; namely the **Display Section**, the **Information Panel**, and the **Thumbnail Section**.


- The **Display Section** displays the full view of the selected thumbnail image from the Thumbnail Section in the form of a slide.
- The **Information Panel** displays the name of the project, product name, number of pages, description, and cover type of the album.
- The **Thumbnail section** displays all pages of the album/project in the form of thumbnails. Select any thumbnail to get full view of that image in the above Display section. Use the scroll bar to navigate through the thumbnails.

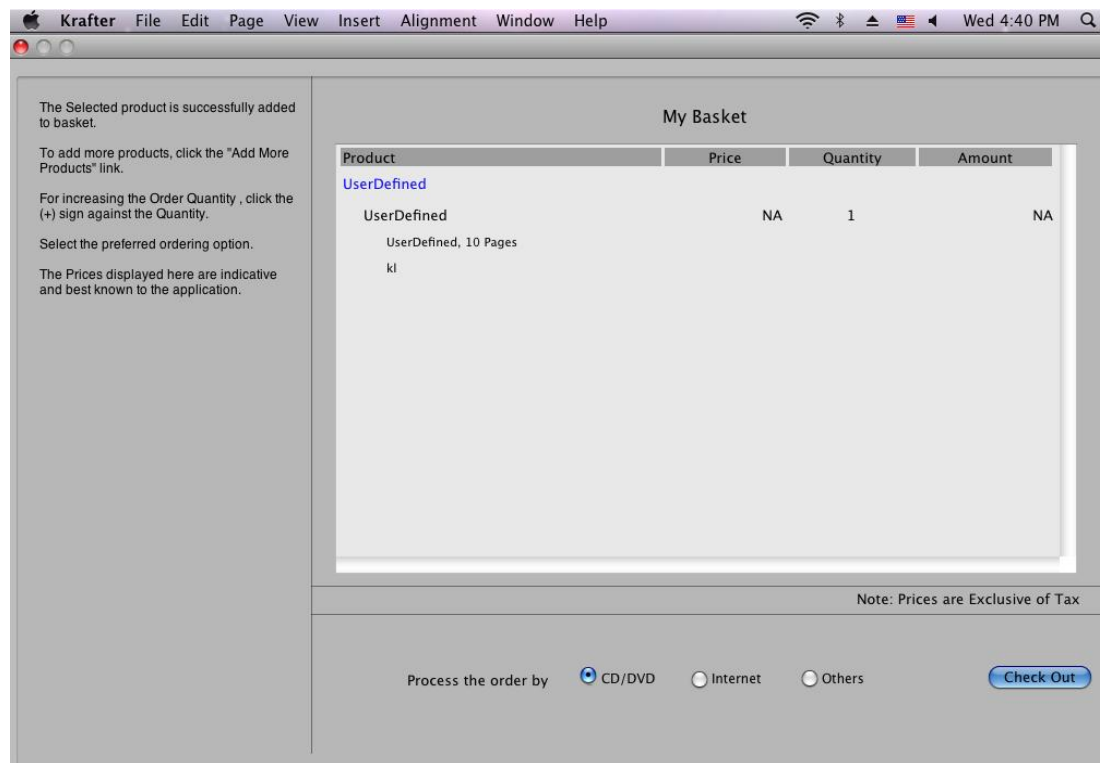
3. Click on  to Continue with the Ordering Process .

My Basket

My Basket window displays your order and gives various options to send and receive it. You may add a new or existing Album / Product in different size. You can even remove a product from the basket.



1. After clicking on  button from the Preview window, it displays the My Basket window.



2. This window is divided in three sections; namely the **Order Section**, the **Information Panel**, and the **Order Methods Section**.
3. Select the desired mode for Ordering & Click **Check out** for Order Processing .

Order Methods

Krafter allows you to setup an order in all possible ways. Choose an appropriate method and lab which suits you the best.

Options:

CD / DVD:

In this procedure, you take the burned CD / DVD to the Photo LAB or Point of Sale. After printing the album by the lab, you have to manually collect it from them.

Internet:

In this procedure, you place the order through Internet. This order is directly sent to the server of the Photo LAB. After developing the album, they directly ship it to you on the mentioned address. You have to pay the entire amount online using credit cards, including the shipping and handling costs. In order to use this facility, you need an authenticated User id & Password which can be generated through Jyden Juka Krafter.

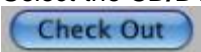
Other Mode:

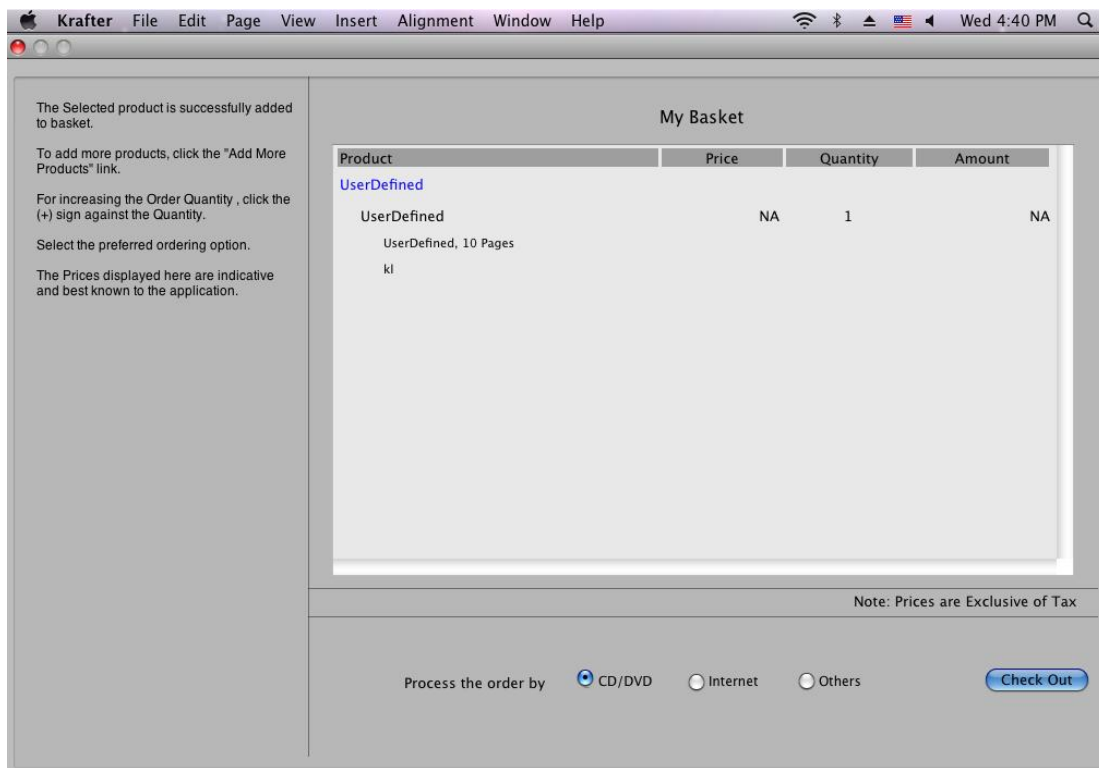
In this procedure, you copy the entire album/project on any portable drive like a USB drive or any other hard drive on the network and take it to the nearest LAB for printing. After printing the album, you have to manually collect it from them.

Order Processing through CD/DVD

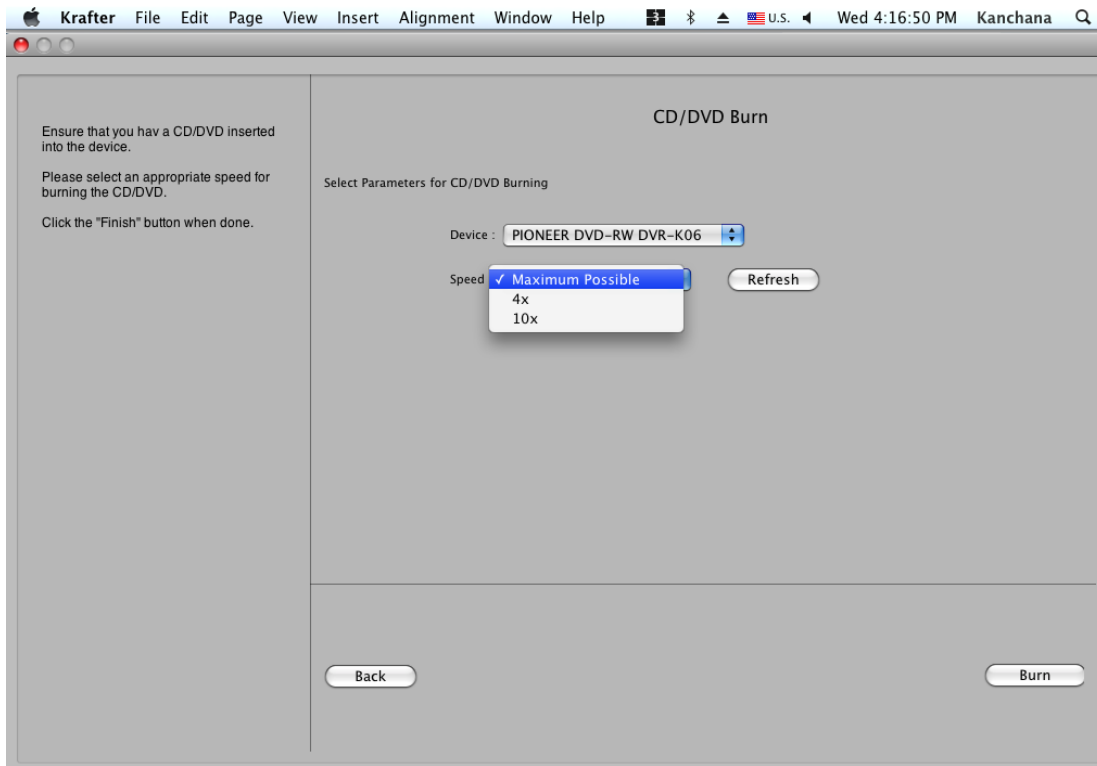
Let us see how to place an order on a CD or DVD.



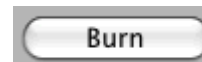
1. Select the **CD/DVD** option as the Order Method from the My Basket window and click on the  **Check Out** button.



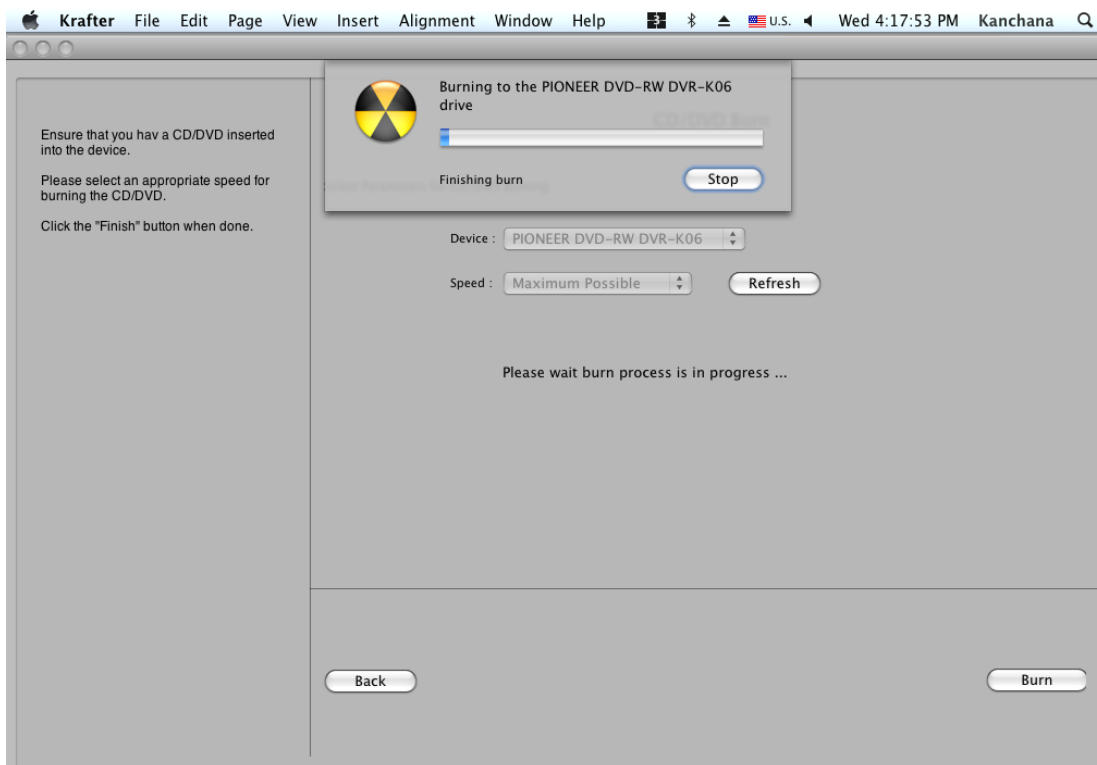
2. This will display the **My Order** window :



3. Select the **Device** and **Speed** for burning the CD/DVD and click on **Burn** to write the Order on CD/DVD .



Burn to write the



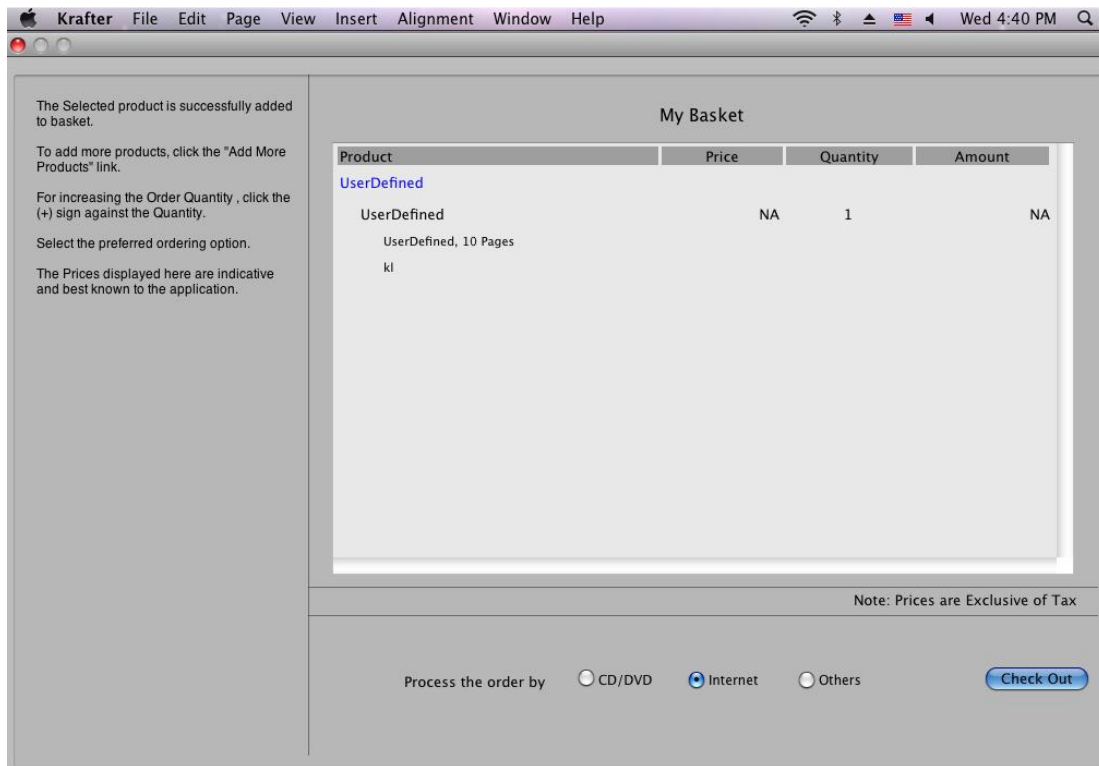
Krafter

4. Once the **Order** is completed you will be intimated with the following message --

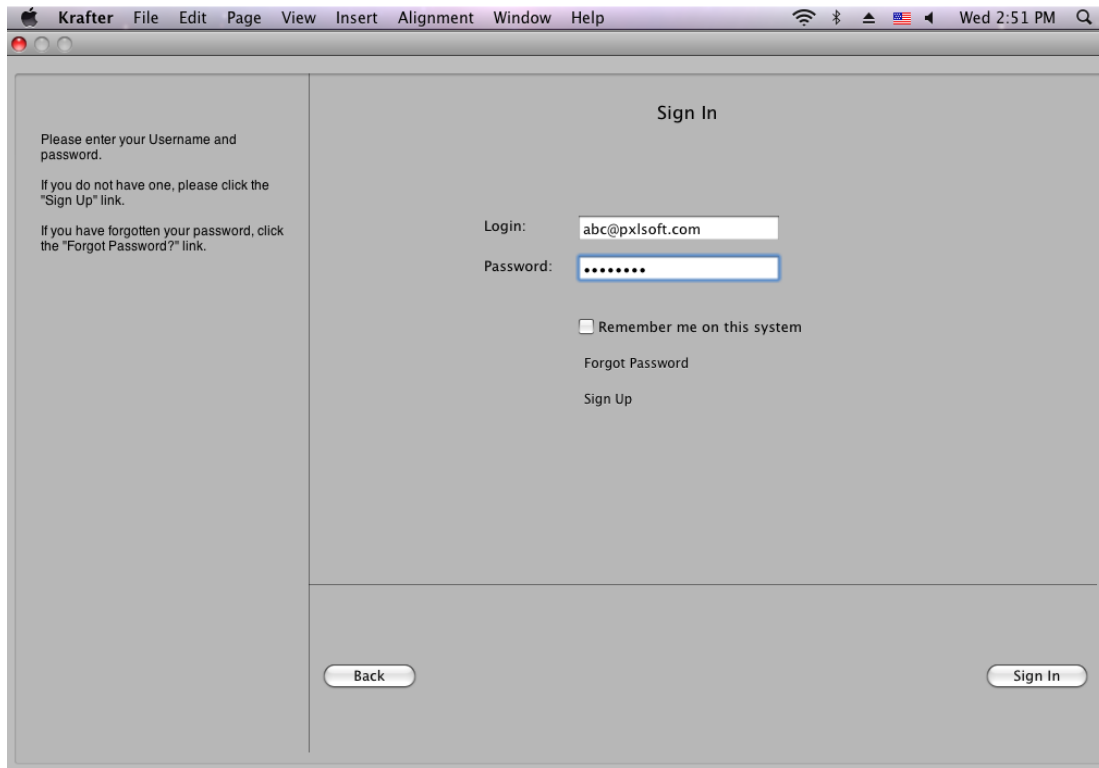


Order Processing through Internet

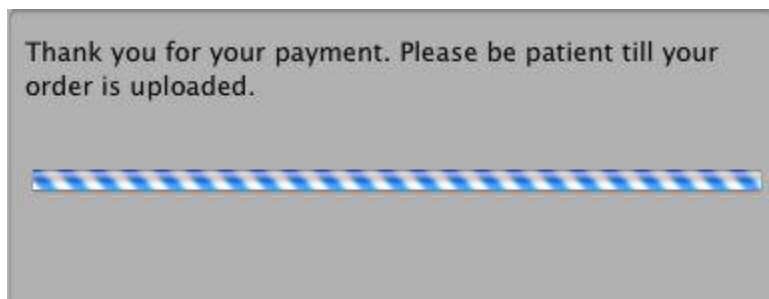
1. Select the Internet option from the **Order Method** Section of **My Basket** window and click on **Check Out** button.



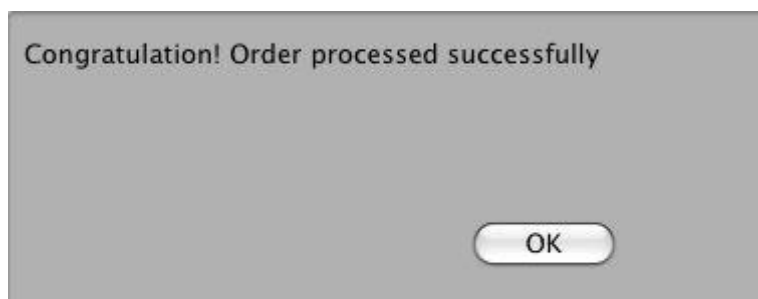
2. **Sign in** to the Webserver and make the Payment through the **Payment Gateway**



3. You will be intimated with the following Message --



4. Once the Order is uploaded on the Server the following message will flash on the screen



5. Click **OK** to successfully upload the order on the webserver of the Lab .

Order Processing through Other Method

Let us see, how you can place an order through this mode. In this mode, you copy all albums/projects on any portable USB drive or any hard drive on any network.



Steps

1. Select the Other mode option from the Select Order Method section of My Basket window and click on "Check Out" button.
2. This will display "My Order" Window .
3. Click on "I Agree" to save the Order --

Please read the Terms and Conditions and click the 'I Agree' button to proceed

1 Terms and Conditions

1.1 These terms and conditions ("Terms") (together with any documents to which reference is made) govern the online photo service ("Services") and the delivery of associated products, all as described on this website. Please read these terms and conditions carefully before ordering the Service from this website.

1.2 By ordering the Services, you agree to be bound by these Terms. You should print a copy of these Terms for future reference.

1.3 Please select the checkbox marked "I Accept" at the end of these Terms if you accept them. Please understand that if you refuse to accept these Terms, you will not be able to order the Services from this website.

1.4 We may change these Terms in our sole discretion without notice or reference to you and changes to the Terms become effective immediately they appear on this website. If you use the Services again after these Terms have been amended, you are deemed to have accepted the amended Terms, which are accordingly incorporated within the contract made between yourself and PXL Soft. We therefore recommend that you read these Terms each time you order the Services.

1.5 These Terms remain in force until the later of satisfactory delivery of the Services by us.

My Order

Bill To :

abc
mumbai
mumbai,maharashtra
452001,India

Edit

Sr.No	Product	Price	Qty	Tax	Discount	Amount
1	UserDefined, 3 Pages	NA	1	NA	0.00	NA
Total :						NA

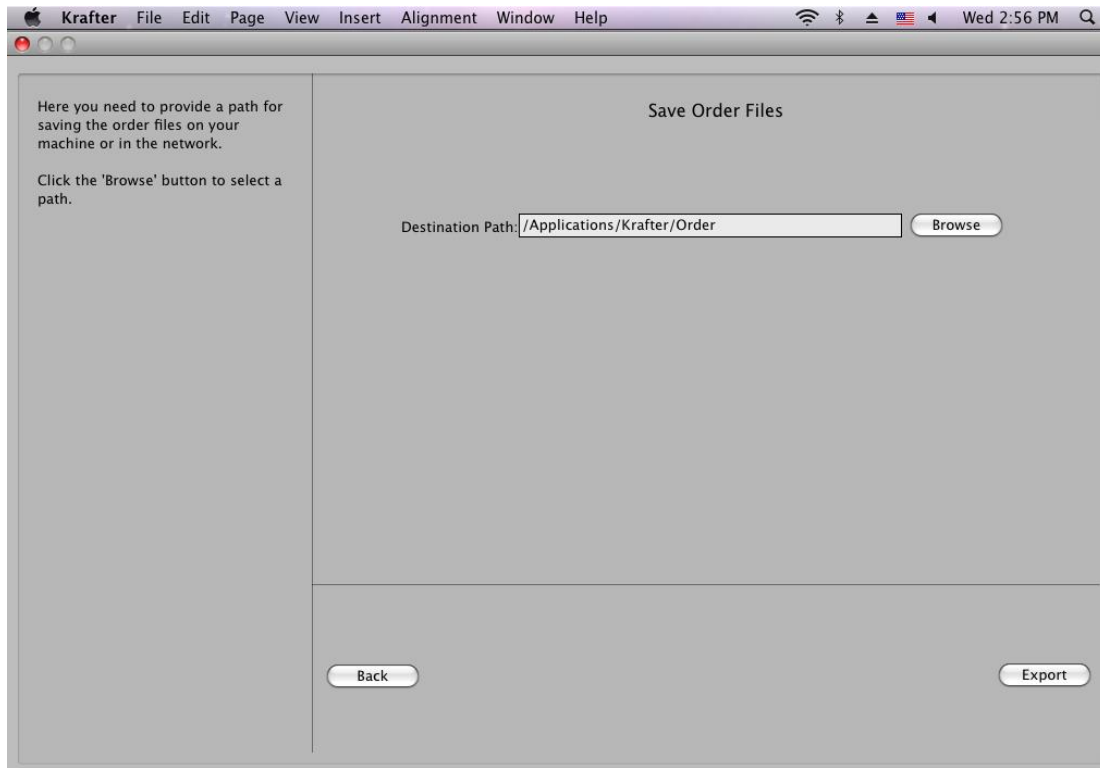
Change Order

I Agree

Saving Order...

4. "Save Order File" Window will be displayed --

Krafter



5. Click on **Export** to Successfully complete the Order ,note that the order will be saved in the Folder as defined in the destination path , once the order is saved you will be intimated with the following message



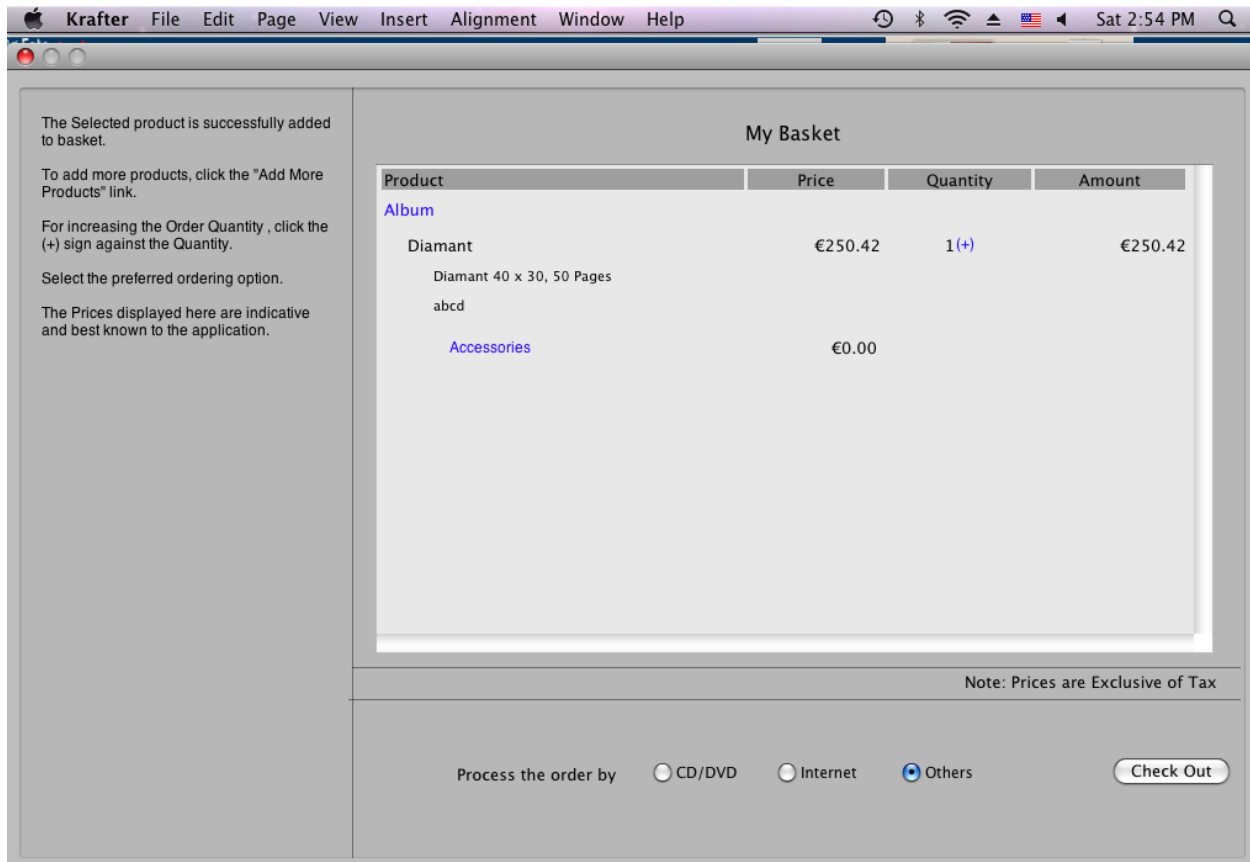
6. Click **OK** to complete the Order Processing .

Adding Accessories

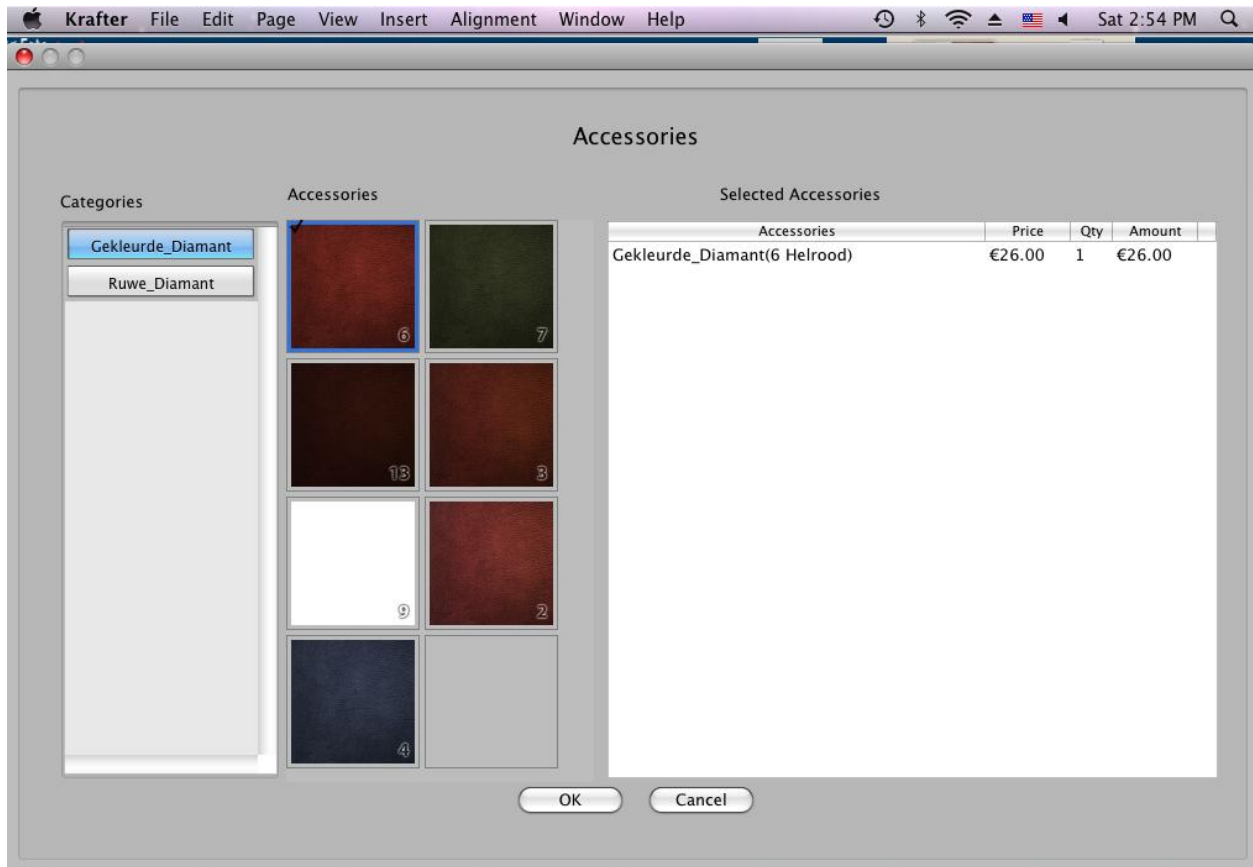
You can easily **Add Accessories** in Products where Accessories are provided by the Lab



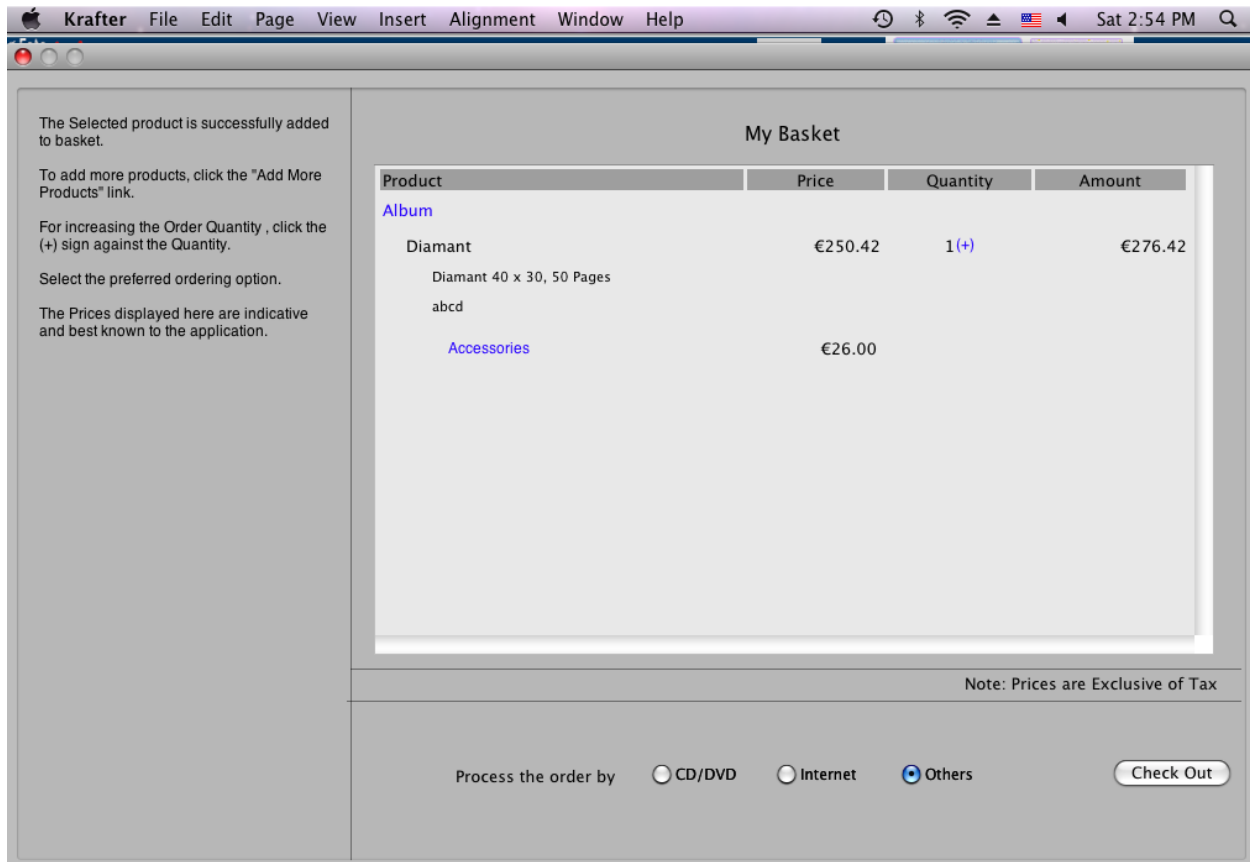
1. Create your product in Krafter and place an order for the same.
2. You will find option to Add Accessory in “**My Basket**” Window as shown below.



- Click on [Accessories](#) Button in the “**My Basket**” Window, Accessories window will open on screen, as shown below –



4. Select the desired Accessory by Clicking on the **Accessory Image** as shown above ,note that the selected accessory will be highlighted in blue border ,click **Check Out** to place **Order** .



- The Purchase amount of the Selected Accessory will be shown along with the Created product in the **"My Basket"** window as shown above, Click **Check Out** to process the Order.
- The **Order** will be processed in an Instant.
- You will be intimated with a **Pop Up** Message once the Order processing is completed successfully.

Keyboard Shortcuts

FUNCTION	KEY COMBINATION
New Album / Project	⌘ +N
Open Album / Project	⌘+O
Save Album / Project	⌘+S
Save Album / Project As	⌘+Shift+ S
Replace	⌘+Ctrl +Shift+I
Add Template to Favorites	⌘+Ctrl+F
Add Blank Page	⌘+Ctrl+I
Fill Background	⌘+B
Undo	⌘+ Z
Redo	⌘+ Shift +Z
Cut	⌘+X
Copy	⌘+C
Paste	⌘+V
Delete Object	⌘+Delete
Lock Object	⌘+L
Select All	⌘+A
Move to Front	⌘+Up Arrow
Move to Back	⌘+ Down Arrow
Move Forward	⌘+ Left Arrow
Move Backward	⌘+Right Arrow
Reset Image Size	⌘+Ctrl+R
Crop	C

Position Reference Line On/Off	⌘+Shift +L
Same Height	⌘+Ctrl+Shift + Z
Same Width	⌘+Shift + X
Open Photo Library	⌘+F2
Open Clipart Library	⌘+F3
Open Border Library	⌘+F4
Open Mask Library	⌘+F5
Open Texture Library	⌘+F6
Position Size Window On/Off	⌘+F8
Image Control - Color Balance	⌘+F9
Image Control - Effects	⌘+F10
Image Control - Crop	C
Add Object	⌘+F7
Set Photo as Back Ground (BG)	⌘+F11
View Actual Size (100%)	⌘+Ctrl + F12
Zoom In	⌘+(+)
Zoom Out	⌘+(-)
Fit to Screen	⌘+ 0 (Zero)
Full Screen	⌘+Alt + F12
Image Information	⌘+ Shift + I
Ruler On/Off	⌘+ ALT + R
Previous Page	⌘+ Shift +U
Next Page	⌘+ Shift +N
Guide Line On/Off	⌘+ Shift + G
Show Safe Area	⌘+ Alt + S
Show Tracker Line	⌘+ Alt + T
Scale Zero at Center	⌘+ Alt + 0 (Zero)

Shapes	S
Text	T
Align Top Left	⌘+Ctrl + 7
Align Top Center	⌘+Ctrl + 8
Align Top Right	⌘+Ctrl + 9
Align Left Center	⌘+Ctrl + 4
Align Center	⌘+Ctrl + 5
Align Right Center	⌘+Ctrl + 6
Align Bottom Left	⌘+Ctrl + 1
Align Bottom Center	⌘+Ctrl + 2
Align Bottom Right	⌘+Ctrl + 3
Align Left	⌘+ 4
Align Right	⌘+ 6
Align Top	⌘+ 8
Align Bottom	⌘+ 2
Page Based Horizontal Center	⌘+Alt + 5
Page Based Vertical Center	⌘+Ctrl + 5
Object Based Horizontal Center	⌘+Shift+ Alt + H
Object Based Vertical Center	⌘+ Alt + V
Left	⌘+Ctrl+ L
Top	⌘+Ctrl+T
Center	⌘+Ctrl+C
Right	⌘+Ctrl+Shift+ R
Bottom	⌘+Ctrl+B
Exit	⌘+Q
Activate the Enhancement Window	E
To load a selected page in the memory without saving the changes made to the previously open page on the hard disk.	Shift + Double Click (On Thumbnail of Template, Favorite Page or Story Board)

Toggle between Normal and Dual Page Mode	⌘+D
Move selected object by one pixel Overlapping on each other	Alt + Move Mouse
Show /Hide the Gallery	⌘+G
Show /Hide Story Board	⌘+Ctrl+Q
Show Template/Favorites Tab	⌘+ T
Maximize/Minimize Gallery	⌘+ Ctrl+Tab
Activate the crop layer during crop	⌘+Alt+ M
Activate the photo layer during crop	⌘+ Alt+ P
Close Album / Project	⌘+W
Show Guide Line	⌘+ Alt + G
Adding new photo without replacing while using drag and drop method	⌘+Drag Photo
For Navigating between object on a template page	Tab
Move the selected object by one pixel to left, right, top, down respectively	Left Arrow, Right Arrow, Top Arrow, Down Arrow
Move the selected object faster to left, right, top, down respectively	Ctrl + (Left Arrow, Right Arrow, Top Arrow, Down Arrow)
Krafter Help	⌘+?
Generate Slide Show	⌘+ctrl+G
Play Slide Show	⌘+ctrl+P
Viewer	⌘+Alt + Shift + V
Image Adjust	⌘+Alt + Shift + E
Preferences	⌘+(,)

Change Properties	⌘+ Shift + C
Flip Template Horizontally	⌘+F
Reset Rotation	⌘+Shift + R
Same Size WthHt	⌘+Shift + Y
Project Information	⌘+Shift + J
Page Information	⌘+Shift +A
Show Centerlines	⌘+ Alt + C
Maximize/Minimize Template Gallery	⌘+Alt +Tab
Swap Photos	⌘+Shift+W
Equal Spacing Horizontal	⌘+Ctrl+ H
Equal Spacing Vertical	⌘+Ctrl+V
Order	⌘+Shift+ E

Enhancement

Enhancement	E
Enhancement Mode	⌘+E
Pen Tool	L
Convert Selection in Lasso Mode	C
Load Selection in Lasso Mode	⌘+Shift + L

Save Selection in Lasso Mode	⌘+Shift + S
Show Properties	⌘+F9
Show/Hide Selection	⌘+H
Lasso Tool	L
Lasso Mode	⌘+L
Magic Wand	W
Free Hand Tool	F
Inverse Selection	⌘+Shift +I
Alpha Invert	⌘+I
View Mask	⌘+ M
Adjust Node	Shift & □ Key
Touchup Mode	⌘+ T
Brush size	([) to decrease and (]) to increase
Save As	⌘+ S
Undo	⌘+ Z
Redo	⌘+ Shift + Z
Zoom Out	⌘+ (-)
Actual Size	⌘+Ctrl+F12
Zoom In	⌘+ (+)
Fit to Screen	⌘+ 0

Technical Support

Krafter is developed and supported by **PXL Soft**. You can obtain technical support using any of the following methods:

PXL Soft Web site

The PXL Soft Web site provides a wealth of information and downloads for Krafter users, including:

- Descriptions of the various support options, including phone support.
- Answers to Frequently Asked Questions (FAQ's) about **Krafter**, organized by functionality.
- Free product updates, which provide you with bug fixes and new features.

Refer to the FAQ's before contacting us directly, as this can save your time and also introduce you to other useful information pertaining to **Krafter**.

Web site: www.pxsoft.com

E-mail

For technical support through the Internet, e-mail us at: support@pxsoft.com

To help us provide you with the best support, include the following information while contacting **PXL Soft**:

- The version and name of your operating system
- Your hardware configuration and its version

The software after their launch in the market undergo various changes which are then released with a change in the version. The users can also check for such upgrades through our Web site and local advertisements. The details for upgrading the software with its latest version can be received from the Web site itself.