

# Soft4Boost Help

S4B Photo Studio

[www.sorentioapps.com](http://www.sorentioapps.com)

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# Contact Us

If you have any comments, suggestions or questions regarding **S4B Photo Studio** or if you have a new feature that you feel can be added to improve our product, please feel free to contact us.

When you register your product, you may be entitled to technical support.

**General information:** [info@soft4boost.com](mailto:info@soft4boost.com)  
**Technical support:** [support@soft4boost.com](mailto:support@soft4boost.com)  
**Sales:** [sales@soft4boost.com](mailto:sales@soft4boost.com)

## Technical Support

**S4B Photo Studio** do not require any professional knowledge. If you experience any problem or have a question, please refer to the **S4B Photo Studio Help**. If you cannot find the solution, please contact our support staff.

**Note:** only registered users receive technical support

**S4B Photo Studio** provides several forms of automated customer support

### **S4B Photo Studio Support System**

You can use the **Support Form** on our site to ask your questions.

### **E-mail Support**

You can also submit your technical questions and problems via e-mail to [support@soft4boost.com](mailto:support@soft4boost.com)

**Note:** for more effective and quick resolving of the difficulties we will need the following information:

- Name and e-mail address used for registration
- System parameters (CPU, hard drive space available, etc.)
- Operating System
- Detailed step by step describing of your action

# Resources

Documentation for **S4B Photo Studio** is available in a variety of formats:

## In-product (.chm-file) and Online Help:

You will be able to use help file (.chm) through the **Help** menu of the installed **S4B Photo Studio**.

**Online Help** include all the content from the In-product help file and updates and links to additional instructional content available on the web. You can find the **Support** at our web-site - <http://sorentioapps.com>. Please note, that the most complete and up-to-date version of **S4B Photo Studio** help is always on the web.

## PDF Documentation

The offline help is also available as a pdf-file that is optimized for printing. PDF help file is available for download at the program page at **S4B Photo Studio** web-site. To be able to read and print **S4B Photo Studio** PDF help file you will need to have a PDF reading program installed.

## User Guides

You have access to a wide variety of resources that help you make **S4B Photo Studio**. The step-by-step user guides will be of help not only to the novice users but also to the users that face a certain task to be performed and look for a way to do it. Please, visit our **Support** section of **S4B Photo Studio** web-site at to read the detailed instructions for various software and tasks.

## Technical Support

Visit the **Support** at our web-site <http://sorentioapps.com> to ask your questions concerning **S4B Photo Studio** installation, registration and use. Feel free to also use our e-mail address [support@soft4boost.com](mailto:support@soft4boost.com)

## Downloads

Visit the **Downloads** section of our web-site to find free updates, tryouts, and other useful software. We constantly update the software, new versions of the most popular programs and new software are also frequently released.

# Overview

**S4B Photo Studio** is a special utility with a user friendly interface and a lot of useful tools and functions to edit your photos. **S4B Photo Studio** offers everything for you to excite your fantasy, achieve the best results and simply enjoy the process.

**Using S4B Photo Studio you can quickly and easily perform the following tasks:**

- use the convenient folders tree on the Browse Tab to find the directory or image you need;
- switch between different photo view modes using the Global Zoom;
- view information about the image file you are editing;
- apply ready photo correction presets to give an individual touch to each image;
- adjust color as well as brightness and contrast in your photos;
- correct tonal range in your images and have a look at the Image Histogram to learn what exactly has changed in the tone representation;
- save the adjustments made as a preset;
- apply vignettes to your images to draw attention to their center;
- add a text or image watermark to your photos to protect your copyrights;
- use the Red Eye Correction option to bring eyes their natural color back;
- select the Retouch or Brush tool to perform a certain editing task;
- crop your photos as you like;
- compare your images before and after editing;
- print the edited photos after setting the paper format, their size and position on a sheet.

To start **Photo Studio** go to **Start** menu and choose **All Programs -> Soft4Boost -> Photo Studio -> Photo Studio**

# Introduction into Digital Images

The first digital image was made on a computer in 1957 and showed researcher Russell Kirsch's baby son. Since then the era of imaging technologies has begun – satellite imaging, CAT scans, bar codes on packaging, desktop publishing, digital photography etc. sprang from this grainy image.

A digital image is a representation of a two-dimensional image using ones and zeros. Depending on whether or not the image resolution is fixed, it may be of vector or raster type:

– A **vector graphics image** is an image created using geometrical primitives such as points, lines, curves and polygons, which are all based on mathematical equations.

– A **raster graphics image** or bitmap is a data structure representing a generally rectangular grid of pixels, or points of color. Raster graphics is typically used for the representation of photographic images.

Raster images have a finite set of digital values, called picture elements or pixels. The digital image contains a fixed number of rows and columns of pixels. Pixels are the smallest individual element in an image, holding quantized values that represent the brightness of a given color at any specific point. Typically, the pixels are stored in computer memory as a raster map, a two-dimensional array of small integers. These values are often transmitted or stored in a compressed form.

## Raster Image Types

Each pixel of a raster image is typically associated to a specific position in some 2D region, and has a value consisting of one or more quantities related to that position. Digital images can be classified according to number and nature of those samples:

A binary image has only two possible values for each pixel. Typically the two colors used for a binary image are black and white though any two colors can be used.

In a grayscale image the value of each pixel is a single sample, it carries only intensity information. Images of this sort are composed exclusively of shades of gray, varying from black at the weakest intensity to white at the strongest.

A color image includes color information for each pixel. Each pixel has three samples, which are interpreted as coordinates in some color space.

In a false-color image the correspondence between subject color and image color is altered. The opposite of it is a true-color image that appears to the human eye just like the original subject would.

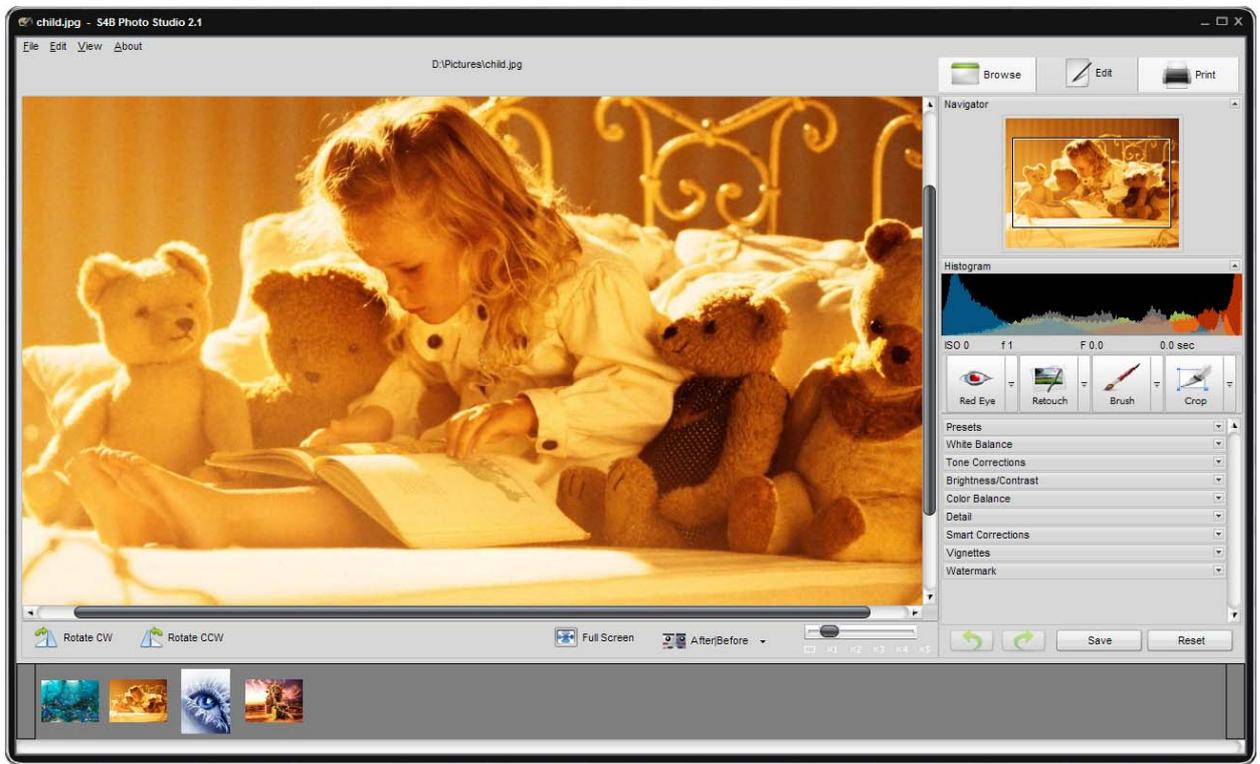
A multi-spectral image captures image data at specific frequencies across the electromagnetic spectrum. It was originally developed for space-based imaging.

Raster images can also be classified by the number of bits used to represent the color of a single pixel, in other words, by color depth:

- 1-bit monochrome - typically the two colors used for a binary image are black and white, though any two colors can be used.
- 8-bit greyscale - greyscale images have many shades of grey in between in comparison with one-bit black-and-white images.
- 8-bit color - the maximum number of colors that can be displayed at any one time is 256.
- 15/16-bit color (highcolor) - it allows 32,768/ 65,536 possible colors for each pixel.
- 24-bit color (truecolor) - it means at least 256 shades of red, green, and blue, for a total of at least 16,777,216 color variations.
- 30/36/48-bit color (deepcolor) - anything superior to truecolor, typically over a billion colors; the xvYCC, sRGB, and YCbCr color space can be used with deepcolor systems.

# Program Interface

**S4B Photo Studio** has an intuitive interface, where you can capture everything with only one look:



**S4B Photo Studio** consists of a single window that comprises the following elements:

**Main Menu** – is used to get access to all the main functions and features of the program.

**Preview Area** – is used to view your photos and work on them by applying the editing tools offered in the program.

**Browse Tab** – is used to navigate through the files and folders system of your computer, network or removable media, view information about the image file you are editing and adjust the zoom level.

**Edit Tab** – is used to edit images using the available editing tools, adjustment menu and image histogram.

**Print Tab** – is used to adjust print settings.

**Navigation Panel** – is used to find the needed photo from the opened folder.

# Main Menu

The **S4B Photo Studio** application can be operated with the help of Main Menu elements. Flexible system of menu elements is a perfect tool for navigating and operating the application, controlling all the processes.

The Main Menu has the following structure:

<b>File Menu Section</b>		
Open	Ctrl+O	Use it to open the needed folder and load all the photos from it into the program for editing.
Open Recent		Use it to open the previously saved or opened photo to edit it. Together with the selected image the entire folder will be loaded into the program.
Save	Ctrl+S	Use it to save the currently edited photo.
Save As	Shift+Ctrl+S	Use it to save the currently edited photo under a different name or into another folder.
Save All Changes		Use it to save the changes made to all images from the current folder.
Save All Changes To...		Use it to save the edited images from the current folder into another folder.
Exit	Alt+F4	Use it to finish work with <b>S4B Photo Studio</b> and exit.
<b>Edit Menu Section</b>		
Undo		Use it to reverse the latest performed command.
Redo		Use it to repeat the latest undone command.
Auto Correct		Use it to correct the selected photo automatically.
Rotate CCW		Use it to change the orientation of the imported photo (portrait to landscape and vice versa).
Rotate CW		Use it to change the orientation of the imported photo (portrait to landscape and vice versa).
Reset		Use it to bring the edited photo to its initial state. If you have already saved the changes made, this option will not be available.
Reset All		Use it to bring all edited photos to their initial state. If you have already saved the changes made, this option will not be available.
<b>View Menu Section</b>		
Browse	Ctrl+B	Use it to open the <b>Browse Tab</b> and find a certain folder in your files and folders system, view thumbnails and information about the selected image.
Edit	Ctrl+E	Use it to open the <b>Edit Tab</b> and edit images using the available editing tools, adjustment menu and image histogram.
Print	Ctrl+P	Use it to open the <b>Print Tab</b> and adjust print settings.
Current Skin		Use it to change current skin.
Full Screen	Ctrl+F	Use it to switch to the <b>Full Screen</b> view.
Fit	Ctrl+1	Use it to resize your image, so that the entire image fits within the <b>Preview Area</b> of the program window.
x1	Ctrl+2	Use it to view the edited photo in full size.
x3	Ctrl+3	Use it to view the edited photo at 300% zoom
After Before	Ctrl+Tab	Use it to preview and compare the selected image before and after editing.
<b>About Menu Section</b>		
Help	F1	Use it to open the <b>S4B Photo Studio</b> help file.
Soft4Boost Home		Use it to visit the Soft4Boost web site.

Page		
Soft4Boost Support Page		Use it to open the Soft4Boost support page, where you can describe your problem or ask a question by filling out our support form.
Email us...		Use it to contact our support staff by e-mail.
About		Use it to read information about <b>S4B Photo Studio</b> as well as our license agreement, or to register and activate the program.

# Preview Area

The Preview Area is the central part of the **S4B Photo Studio** window and is used to view your photos and work on them by applying the editing tools offered in the program. The **Preview Area** can look different depending on the tab opened:

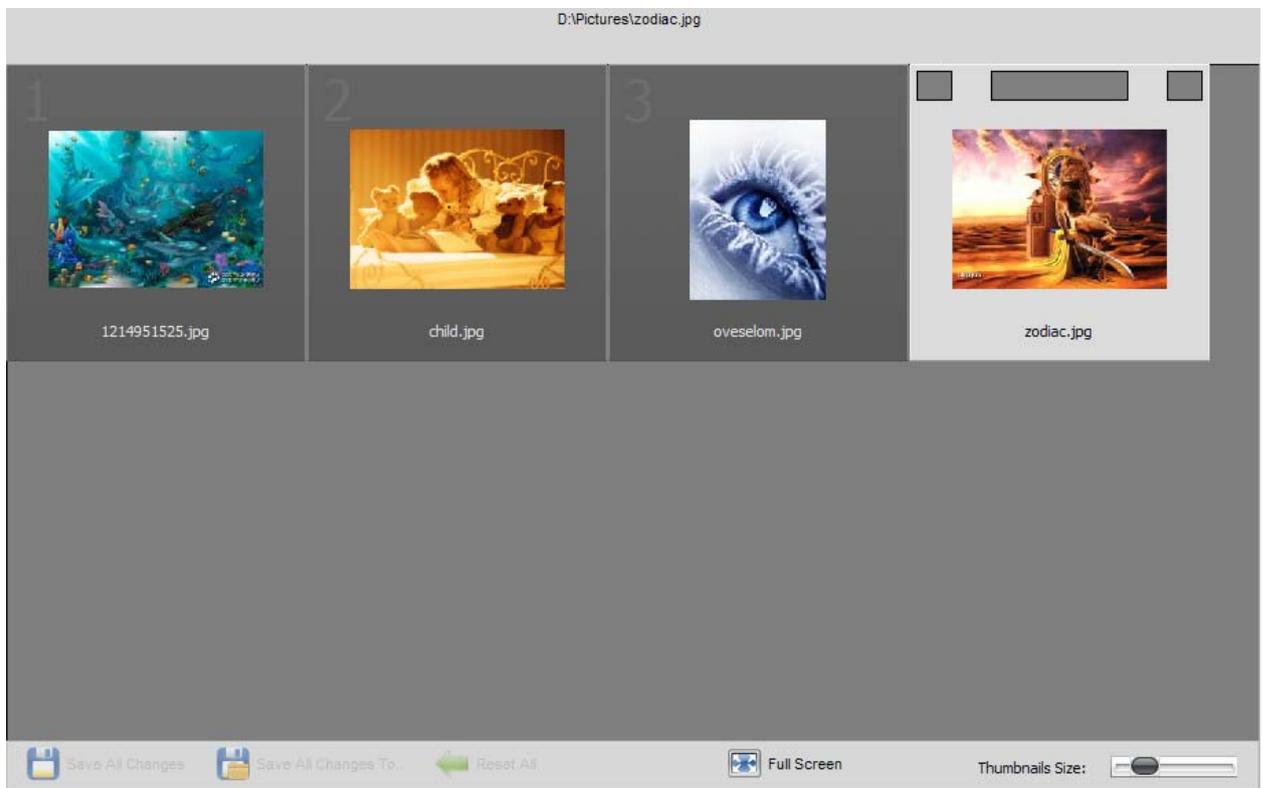
**Browse Tab**

**Edit Tab**

**Print Tab**

## Preview Area with the Browse Tab Opened

After opening the **Browse Tab** and selecting the folder containing the photos you want to edit, you will see thumbnails of these image files. You can switch to this view mode also by selecting the **Browse** option of the **View** section in the **Main Menu**.



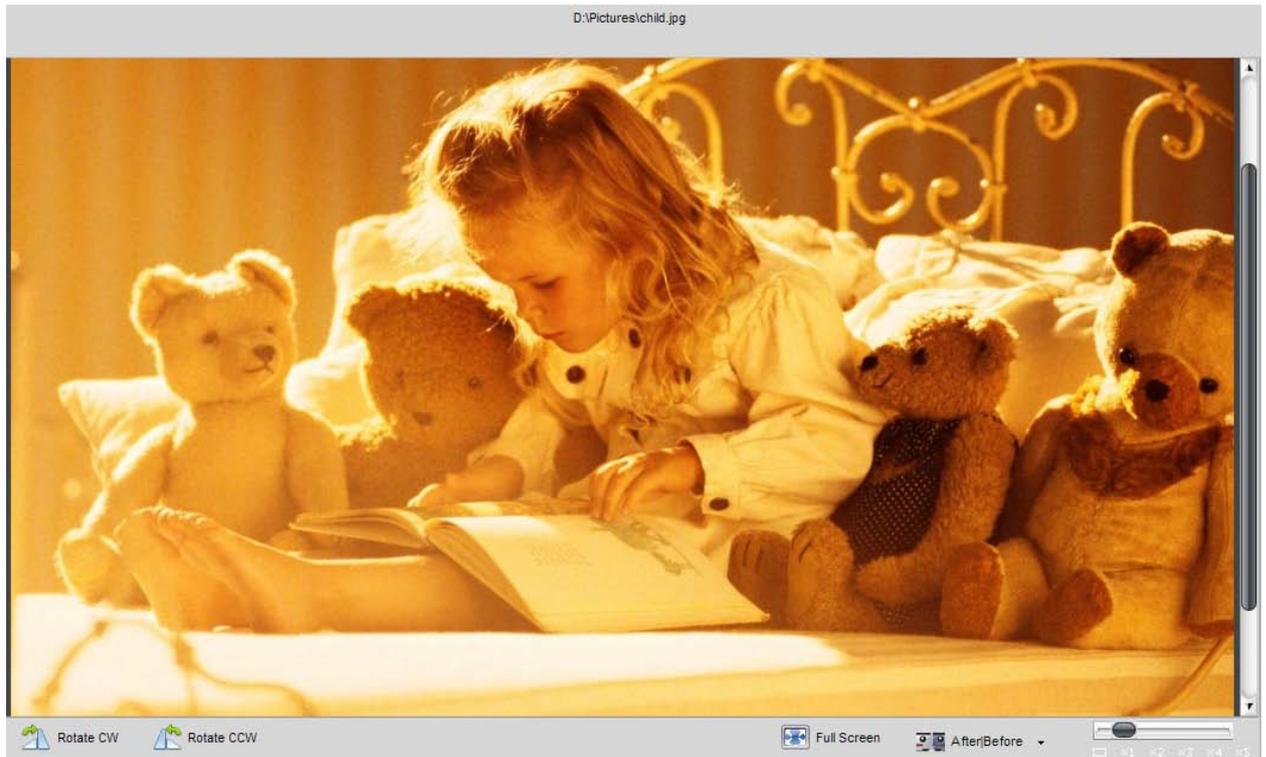
At the top of the Preview Area the whole path to the currently selected image file is displayed, whereas at its bottom the toolbar is situated that comprises the following buttons:

Item	Description
Save All Changes	Is used to save the changes made to all images from the current folder.
Save All Changes To...	Is used to save the edited images from the current folder into another folder.
Reset All	Is used to revert all the changes made to all images from the current folder.
Full Screen	Is used to switch to the <b>Full Screen</b> view mode when an image occupies the entire screen.
Thumbnails Size	Is used to change the size of thumbnails that represent the image files shown in the <b>Preview Area</b> . By moving the indicator along the slider you can set the size you need.

By double-clicking a photo from the **Preview Area** the **Edit Tab** will be opened and the view mode will be changed.

## Preview Area with the Edit Tab Opened

After opening the **Edit Tab** or selecting the **Edit** option of the View section in the **Main Menu** the **Preview Area** looks like in the figure given below. You can also switch to this view mode by double-clicking the corresponding thumbnail.



At the top of the **Preview Area** the whole path to the currently selected image file is displayed, whereas at its bottom the toolbar is situated that comprises the following buttons:

Item	Description
Rotate CW	Is used to change the imported photo orientation (portrait to landscape and vice versa).
Rotate CCW	Is used to change the imported photo orientation (portrait to landscape and vice versa).
After   Before	Is used to split the <b>Preview Area</b> into two parts that will display the original and the image after performing some editing operations. By clicking the arrow beside it you can select one of the available split modes.
Full Screen	Is used to switch to the <b>Full Screen</b> view mode when an image occupies the entire screen.
Size	Is used to change the zoom level of the image displayed in the <b>Preview Area</b> . By moving the indicator along the slider you can set the zoom level you need: one on screen, full size, 200%, 300%, 400%, 500%.

By double-clicking a photo from the **Preview Area** the view mode will be switched to the **Full Screen**.

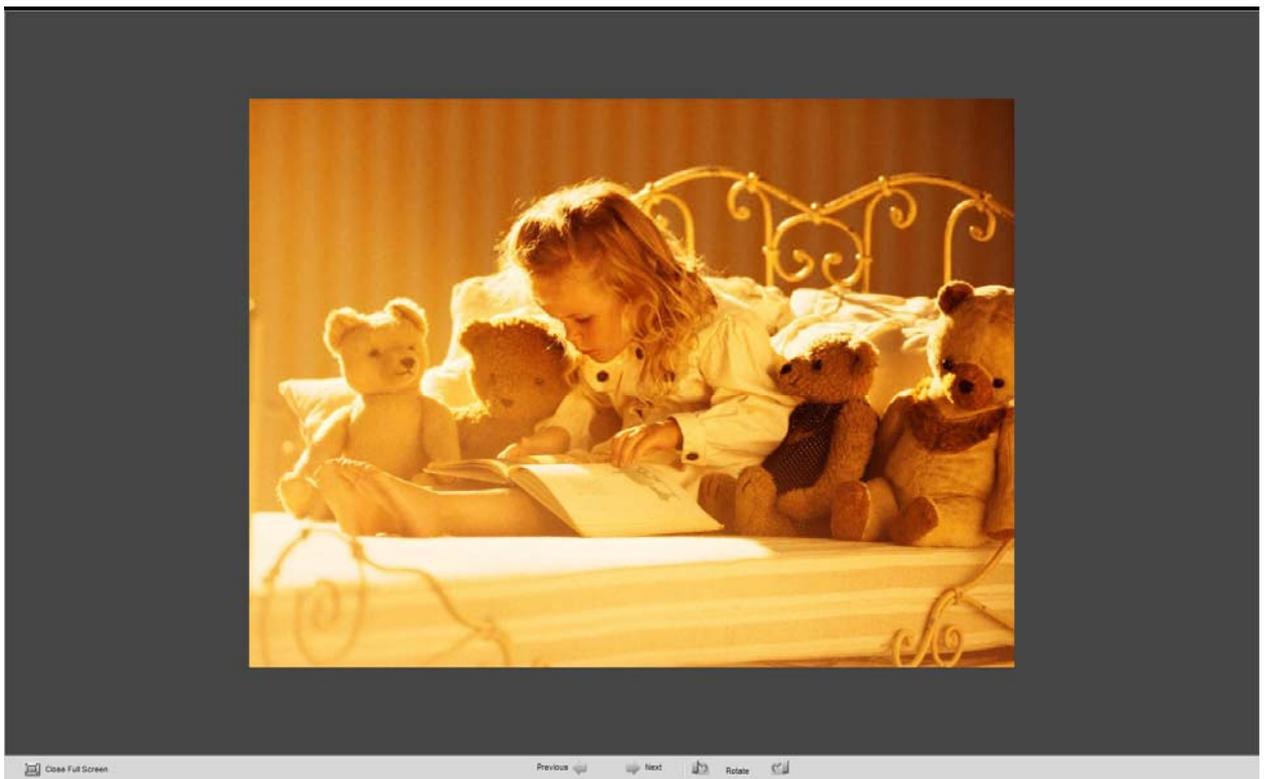
# Full Screen

You can switch to this view mode by clicking the Full Screen button at the Toolbar, selecting the corresponding option of the View section in the **Main Menu**, or double-clicking the image edited in the Preview Area with the left mouse button.

In this view mode the edited image will occupy the whole screen area. If you direct the mouse cursor to the bottom of the screen, you'll see the following buttons:

Item	Description
Rotate CW	Is used to change the imported photo orientation (portrait to landscape and vice versa).
Rotate CCW	Is used to change the imported photo orientation (portrait to landscape and vice versa).
Next	Is used to view the next photo displayed in the <b>Navigation Panel</b> .
Close Full Screen	Is used to return from <b>Full Screen</b> to the view mode, when one image is shown within the <b>Preview Area</b> .
Previous	Is used to view the previous photo displayed in the <b>Navigation Panel</b> .

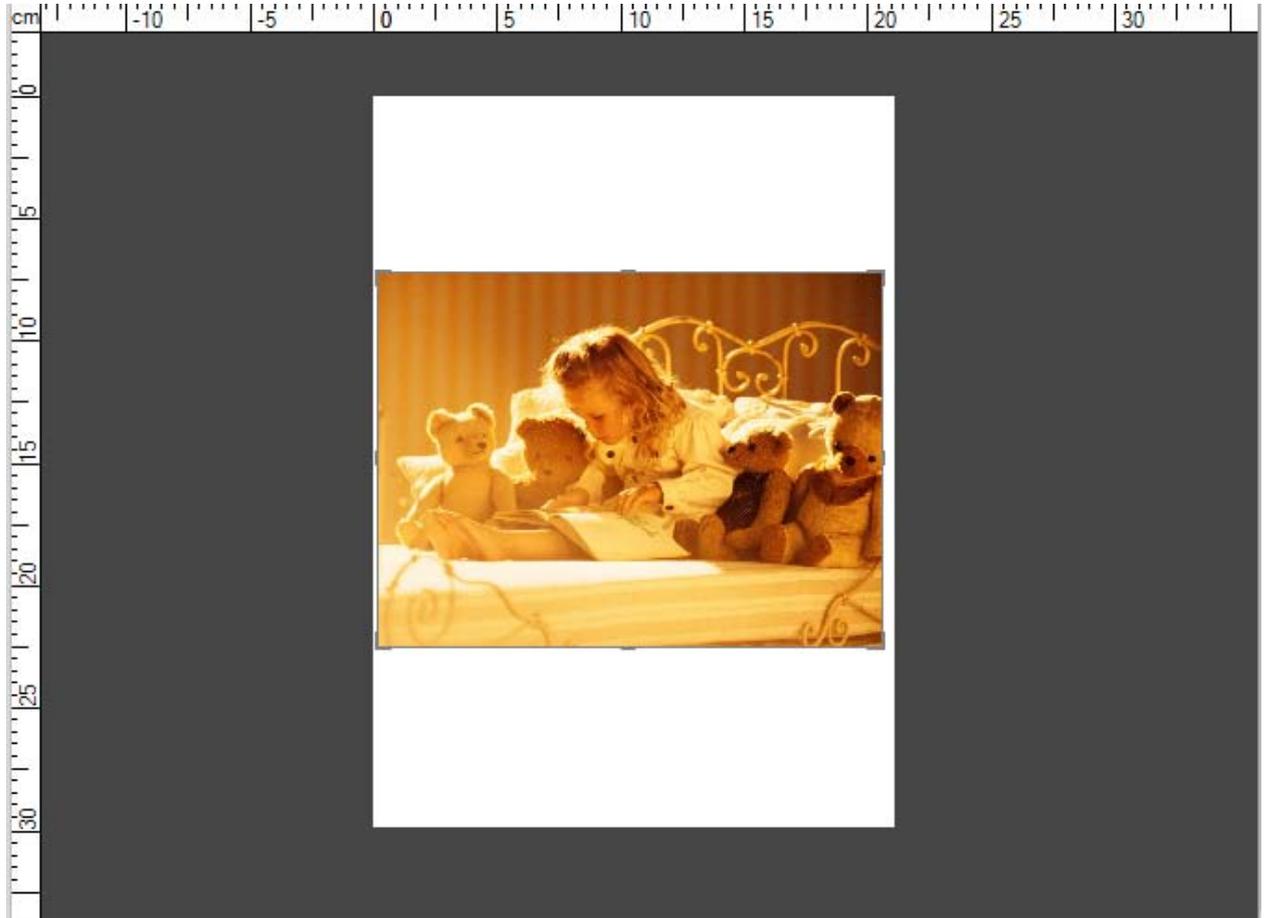
To return to the program window, double-click the left mouse button, use the **Close Full Screen** button situated at the bottom of the screen, or press the **Esc** key.



## Preview Area with the Print Tab Opened

You can switch to this view mode by opening the **Print Tab** or selecting the **Print** option of the View section in the **Main Menu**.

In this view mode the edited image will occupy a certain area on a sheet of paper. At the top and on the left side of the **Preview Area** special rules with cm gradation are situated to help you place the image within this sheet.



# Browse Tab

The **Browse Tab** is situated on the left side of the **Program Window** and is used to navigate through the files and folders system of your computer, network or removable media, view information about the image file you are editing and adjust the zoom level. It consists of the following sections:

**Navigator**  
**Folders**  
**File Info**

## Navigator

It is used to navigate through the photo that is displayed within the **Preview Area** while using zoom. In the navigator you can see the entire picture and its part that is currently shown within the preview area.

Use the **Global Zoom** slider to zoom in and out the selected image. So if you zoom in the image, the image part visible in the preview area will be displayed within the white-outlined rectangle in the navigator. The global zoom has the following levels: thumbnails, one on screen, full size, 200%, 300%, 400%, 500%.

The navigator window can be hidden and then shown by clicking the upper bar.

## Folders

This section is used to navigate through the files and folders system of your computer, network or removable media.

## File Info

It is used to view information about the selected image file. Here you can find the following data that you might need while editing the image:

**File Size** - size of the image file given in megabytes.

**Creation Date** - date and time when the image file was created (year: month: day hours: minutes: seconds) .

**Dimensions** - width and height of the image in pixels (dimensions in inches are given in brackets) .

**Resolution** - it describes detail an image holds, measured here in dots per inch (dpi) .

If you click the **More Info...** button you will see the whole list of image parameters:

**Title** - image name entered manually.

**Author** - person who took this picture.

**Date Picture Taken** - date and time when the photo was shot (year: month :day hours: minutes: seconds) .

**Description** - description of the image subject.

**Copyright** - copyright notice.

**Disclaimer** - statement intended to specify situations that involve some level of uncertainty, waiver, or risk.

**Comment** - additional information on the edited image.

**Equipment Type** - name of the still camera used to shoot this picture.

**Equipment Model** - model of the still camera used to shoot this photo.

**Software ID** - name of the software package used to create the image.

**Version Number** - version number of the software package used to create the image.

**Version Letter** - version letter of the software package used to create the image.

**Host Computer** - computer and/or operating system in use at the time of image creation.

**Warning** - warning about the image contents (available for .png image files only).

**Document Name** - name of a multi-page .tiff image file.

**Exposure Time** - time during which the film or sensor was exposed to light, given in seconds.

**Exposure Compensation** - feature that allows to adjust the automatically calculated exposure (compensation can be either positive (additional exposure) or negative (reduced exposure)).

**Exposure Program** - class of the program used by the camera to set exposure when the picture is taken (the following programs can be used: not defined, manual, normal program, aperture priority, shutter priority, creative program, action program, portrait mode, landscape mode).

**Shutter Speed** - length of time the aperture remains open for a given exposure.

**Lens Aperture** - opening in the camera that allows light to pass through the lens to strike the film.

**Focal Length** - actual focal length of the lens.

**F-Number** (also known as F-stop or relative aperture) - number defined as the focal length of the lens divided by the effective diameter of the aperture (a smaller F-number implies a larger diameter lens and therefore more light available for high-speed photography).

**ISO Speed** - refers to the "film speed" or sensor sensitivity to light (higher ISOs mean the sensor (or film) is more sensitive to light, while lower ISOs mean the sensor will be less sensitive to light).

**Metering Mode** - refers to the way in which a camera determines the exposure (the following modes can be used: unknown, average, center weighted average, spot, multi-spot, pattern, partial, other).

**Flash Mode** - flash mode used to produce this picture (on/ off/ auto, fired/ did not fire, red-eye reduction, retouch).

**Bitmap Type** - type of memory organization and image file format used to store digital images, measured in bits per pixel (image pixels are generally stored with a [color depth](#) of 1, 4, 8, 16, 24, 32, 48, or 64 bits per pixel).

**Color Space** – **color space** used to create this image: sRGB (standard red/green/blue), CMYK (cyan/magenta/yellow, K stands for black), HSL (hue/saturation/lightness), etc.

To close the additional image parameters click the **Less Info...** button. All the strings are always displayed in the **File Info** section, but some of them may contain no values depending on the still camera you used, image file format and camera settings.

# Edit Tab

The **Edit Tab** is situated on the left side of the **Program Window** and is used to edit images using the available editing tools, adjustment menu and image histogram. It consists of the following sections:

**Navigator**  
**Image Histogram**  
**Editing Tools**  
**Adjustment Menu**

## Navigator

It is used to navigate through the photo that is displayed within the **Preview Area** while using zoom. In the navigator you can see the entire picture and the part of it that is currently shown within the preview area. So if you zoom in the image, the image part visible in the preview area will be displayed within the white-outlined rectangle in the navigator.

The navigator window can be hidden and then shown by clicking the upper bar.

## Image Histogram

The image histogram is used to represent the distribution of colors in the edited image, derived by counting the number of pixels of each of given set of color ranges in a typical **color space**. To learn more on **Using Image Histogram** refer to the corresponding section.

## Editing Tools

Here you can find the tools you can use for editing your images, such as: **Red Eye Correction**, **Retouch**, **Brush** and **Crop**.

## Adjustment Menu

Here you can make **adjustments** to the **tonal** range and properties of the represented colors, apply one of the available ready presets, add a vignette or watermark to your images.

At the bottom of the **Edit Tab** the **Undo** button is used to reverse the last command and **Redo** is used to repeat the last command. **Save** is used to save the edited photo under the same name and into the same folder. **Reset** is used to bring the edited photo to its original state. After saving the changes, no action can be undone or reset.

# Print Tab

The **Print Tab** is situated on the left side of the **Program Window** and is used to adjust print settings. It consists of the following sections:

## **Printer Settings**

### **Position**

### **Scaled Print Size**

## Printer Settings

It is used to select a printer and adjust common print settings. Pressing the Page Setup... button you can adjust page settings that fully depend on the printer you are going to use.

## Position

It is used to set the image position on the sheet of paper. You can place the image in the center of the sheet or enter the needed values for distance from the upper and left edges.

## Scaled Print Size

It is used to set the image size on the sheet of paper. You can fit the image into the sheet of paper or adjust its size.

At the bottom of the **Print Tab** the **Print** button is used to start printing the image and **Reset Settings** is used to restore the default print settings. To learn how to print your photos refer to the **Printing Images** section.

# Express Menu

The **Express Menu** is used to facilitate the access to the main functions of the program. The areas of the **Program Window** that offer it are **Preview Area**, **Navigation Panel** and the **Full Screen** view mode. The **Express Menu** can be accessed by right-clicking an element within one of these areas.

## Preview Area with the Browse Tab Opened

**Edit** - used to open the Edit Tab and edit images using the available editing tools, adjustment menu and image histogram.

**Reset** - used to bring the edited photo to its initial state. If you have already saved the changes made, this option will not be available.

**Save** - used to save the currently edited photo.

**Save As** - used to save the currently edited photo under a different name or into another folder.

## Preview Area with the Edit Tab Opened & Navigation Panel

**Undo** - used to reverse the last performed command.

**Redo** - used to repeat the last undone command.

**Reset** - used to bring the edited photo to its initial state. If you have already saved the changes made, this option will not be available.

**Save** - used to save the currently edited photo.

**Save As** - used to save the currently edited photo under a different name or into another folder.

# Key Board Shortcuts and Mouse Manipulation

The **S4B Photo Studio** interface allows you to use keyboard shortcuts to facilitate the access to the main program features. They are represented in the table below:

<b>Program Window</b>	
<b>Ctrl + Z</b>	Use it to reverse the latest performed command
<b>Ctrl + Y</b>	Use it to repeat the latest undone command
<b>Ctrl + O</b>	Use it to open the needed folder and load all the photos from it into the program for editing
<b>Ctrl + S</b>	Use it to save the currently edited photo
<b>Shift + Ctrl + S</b>	Use it to save the currently edited photo under a different name or into another folder
<b>Ctrl + B</b>	Use it to open the <b>Browser Tab</b>
<b>Ctrl + E</b>	Use it to open the <b>Edit Tab</b>
<b>Ctrl + P</b>	Use it to open the <b>Print Tab</b>
<b>Ctrl + F</b>	Use it to switch to the <b>Full Screen</b> view mode, when the image occupies the entire screen area
<b>Ctrl + 1</b>	Use it to resize your image, so that the entire image fits within the <b>Preview Area</b> of the program window
<b>Ctrl + 2</b>	Use it to view the edited photo in full size
<b>Ctrl + 3</b>	Use it to view the edited photo at 300% zoom
<b>Ctrl + Tab</b>	Use it to split the <b>Preview Area</b> into two parts that will display the original and the image after performing some editing operations
<b>F1</b>	Use it to open the <b>S4B Photo Studio</b> help file
<b>Alt + F4</b>	Use it to finish work with the program and exit

<b>Folders</b>	
<b>Top Arrow</b>	Use it to move up within the folders tree
<b>Bottom Arrow</b>	Use it to move down within the folders tree
<b>Right Arrow</b>	Use it to open the selected folder, if it contains some other folders
<b>Left Arrow</b>	Use it to close the selected folder, if it contains some other folders
<b>Page Up</b>	Use it to move to the top of the tree - to the very first folder
<b>Page Down</b>	Use it to move to the bottom of the tree - to the last folder
<b>Alt + Left Arrow</b>	Use it to move to the parent folder

<b>Thumbnails</b>	
<b>Enter</b>	Use it to switch to the view mode when one image is displayed within the <b>Preview Area</b>

<b>Full Screen</b>	
<b>Left Arrow</b>	Use it to show the previous image
<b>Right Arrow</b>	Use it to show the next image
<b>Esc</b>	Use it to switch to the previous view mode

<b>Edit Tab</b>	
<b>Left Arrow</b>	Use it to decrease the value of the selected settings slider
<b>Right Arrow</b>	Use it to increase the value of the selected settings slider

<b>Editing Tools</b>	
<b>Esc</b>	Use it to disable the current editing tool and prevent it from fulfilling a certain task
<b>E</b>	Use it to activate the <b>Red Eye Correction</b> tool and open its settings
<b>R</b>	Use it to activate the <b>Retouch</b> tool and open its settings

<b>T</b>	Use it to activate the <b>Brush</b> tool and open its settings
<b>Y</b>	Use it to activate the <b>Crop</b> tool and open its settings

Note, before using the keyboard shortcuts, make sure that the corresponding section of the program interface is enabled.

### Mouse Manipulation

You can also use the scroll wheel (i.e. mouse wheel) to perform some actions within the **S4B Photo Studio** interface:

**Zoom** – if the mouse cursor is situated within the **Preview Area** when the **Edit Tab** is opened or within the Navigator window, by scrolling the mouse wheel you can zoom in and out the displayed photo.

**Navigation** – in the **Preview Area** when the **Browse Tab** is opened you can scroll thumbnails, if one of them is selected. If one of the folders in the Folders Tree is selected, you can scroll the whole folders list.

**Edit Tab** – if you press the **Ctrl** key and click with the mouse one of the settings sliders, you can change the default value to the needed one by scrolling the mouse wheel.

# Working With S4B Photo Studio

Working with S4B Photo Studio is very easy, as you don't need to open additional windows to perform a certain editing task - everything is displayed and can be done within the only **Program Window**. The procedure is the following:

## 1) Add a folder with images to the program

Add images using one of the available methods described in the **Adding and Previewing Photos** chapter. See the full list of supported **image file formats**.

## 2) Perform quick editing operations

After selecting a folder all the image files from it will be displayed in the **Preview Area** as thumbnails. Rotate selected images in the direction you want, apply auto-correction to them.

## 3) Edit the selected photo accurately

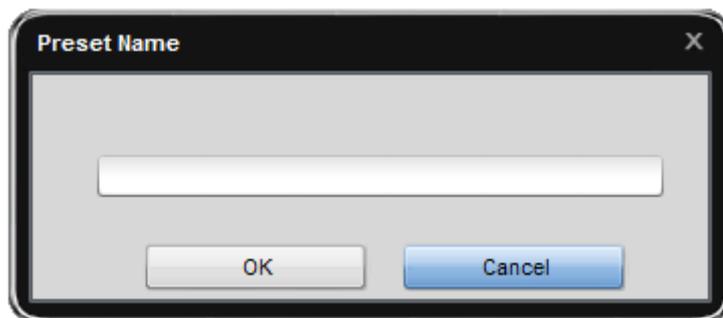
Double-click an image and it will fill the complete **Preview Area**, the **Edit Tab** will open. Adjust the needed zoom level. Correct the whole image or only a part of it, remove the red-eye effect, clone a selection, crop your image, add a vignette or watermark. You can also apply one of the available ready presets.

## 4) Compare the edited photo before and after editing

Press the **After | Before** button to see the changes in comparison with the original photo.

## 5) Save adjustments as a preset

Open the **Presets** section of the **Adjustment Menu** and click the **Save Adjustments as Preset** button. Enter a title for your preset in the opened window and click the **OK** button. The new preset will appear in the list for you to use it in the future.



## 6) Print the edited photo

Switch to the **Print Tab**, adjust the print settings and **print** your photo.

## 7) Save edited images

Save images using one of the available methods described on the **Saving Edited Photos** page.

# Adding and Previewing Photos

Before you can edit your photos, you should find them on your hard disk drive or removable medium and import to the program. To do that you can use the drag-and-drop function, **Main Menu** or folders tree situated on the **Browse Tab**.

## Adding Photos

### **Using drag-and-drop function**

If you find the necessary images in **Windows Explorer** of your PC you can select one of them left-clicking it and drag the image to the **S4B Photo Studio** icon on the desktop and drop it there.

After that the program will be launched with all the photos from this folder loaded to it, and the added image will be displayed in the **Preview Area**.

It's also possible to drag and drop the images from Windows Explorer to the launched **S4B Photo Studio**, when no folder containing image files is selected.

### **Using main menu**

Click the File section of the **Main Menu** and select the **Open** option. Then the following window will pop up and let you find the needed image file.

If you have already opened the image you want to edit once again or you'd like to open the folder containing it, select the **Open Recent** option of the **Main Menu**. All the image files stored in the same folder with the photo you have recently opened will be loaded to the program and seen within the **Navigation Panel**.

### **Using folders tree**

It's very easy to find the photos you want to add using the **Folders Tree** situated on the **Browse Tab**. To do that you should know where the needed photos are stored on your PC or a removable medium. Here you can see the entire structure of the files and folders system on your computer. As soon as you find the wanted folder, click it and its content will be displayed within the **Navigation Panel**, where you can find the image you want to edit.

## Previewing Added Photos

### **Changing view modes**

After you found and added the necessary folder to the program, all of the images from it will be seen within the **Navigation Panel** as a sequence and within the **Preview Area** as thumbnails. Click one of the photos and it will occupy the whole **Preview Area**. By double-clicking the image or pressing the appropriate button on the toolbar you can switch to the **Full Screen** view mode. To return press the **Esc** key or click the **Close Full Screen** button.

### **Navigating through photos**

To navigate through images from the imported folder you can use the **Navigation Panel**. You can also open the **Browse Tab** to view all the photos in the folder as thumbnails and find the needed one.

### **Rotating photos**

It's possible to rotate photos in the **Preview Area** counter clockwise and clockwise by 90 degrees. For this purpose use the Rotate CCW or Rotate CW option of the Edit section in the

**Main Menu**, the corresponding option of the Express Menu, or the buttons situated on the toolbar and displayed on the right. The **Rotate** function will be disabled, if one of the Editing Tools is being used. In order to rotate your image, press the appropriate tool button at the **Edit Tab** to hide the settings area and deactivate the tool.

### **Zooming in and out**

To zoom the edited image in the **Preview Area** select the appropriate option of the View section in the **Main Menu**:

**Fit** - use it to resize your image, so that it fits within the preview area.

**x1** - use it to view the edited photo in full size.

**x3** - use it to view the edited photo at 300% zoom.

You can also use the slider situated on the toolbar and displayed on the right. The following options are available: one on screen, full size, 200%, 300%, 400%, 500%.

It's also possible to zoom in and out the displayed image by scrolling the mouse wheel, if the mouse cursor is situated within the **Preview Area** while editing or within the Navigator window at the **Edit Tab**.

While using the zoom function you can have a look at the Navigator window situated in the **Edit Tab**, where you can see the image area displayed at the moment within the **Preview Area**. So if you zoom in the image, the image area visible in the preview area will be displayed within the white-outlined rectangle in the navigator.

While zooming in a photo some parts of the image won't be seen within the **Preview Area**, as this option zooms in to the center of the image. As soon as you zoom in the edited image, the mouse cursor will turn into a hand. To move the image and see the area you need, click the mouse button and, without releasing it, drag the hand cursor in the desired direction.

# Supported Image File Formats

Image file formats are standardized means of organizing and storing images. Image files are composed of either **pixel** or **vector** (geometric) data. So image formats are divided into three groups: raster formats, vector formats and metafile formats (include both vector and bitmap components).

Raster formats store images as bitmap that is a data structure representing a generally rectangular grid of pixels, or points of color. A bitmap is technically characterized by the width and height of the image in pixels and by the number of bits per pixel. The greater the number of rows and columns is, the greater the image resolution is, and the larger the file is. Also, each pixel of an image increases in size when its **color depth** increases — an 8-bit pixel (1 byte) stores 256 colors, a 24-bit pixel (3 bytes) stores 16 million colors, the latter is known as truecolor. Image compression uses algorithms to decrease the size of a file.

There are two types of image file compression algorithms: lossless and lossy. Lossless compression algorithms reduce file size without losing image quality, though they are not compressed into a file with the same small size as a lossy compression file. When image quality is valued above file size, lossless algorithms are typically chosen. Lossy compression algorithms take advantage of the inherent limitations of the human eye and discard invisible information.

Most of the commonly used raster image file and metafile formats are supported by S4B Photo Studio:

Format	Usage	Info Stored	Quality	Read/Write
BMP (Windows Bitmap)	Microsoft Windows OS Widely accepted		Typically uncompressed, hence large, best image quality	+/+
ICO (Windows Icon)	Microsoft Windows OS	One or more small images at multiple sizes and color depths		+/-
WMF (Windows Metafile)  EMF (Enhanced Metafile)	Microsoft Windows OS	Layout of a printed page containing text, objects and images (line-art, illustrations, content created in drawing or presentation applications)	WMF is a 16-bit format, EMF is a newer 32-bit version	+/+
JPEG, JPG (Joint Photographic Expert Group)	-In digital cameras and other photographic image capture devices -For storing and transmitting photographic images on the WWW -Best for the final distribution of photographic images		-Lossy format 8 bits per color (red, green, blue) for a 24-bit total -Generational degradation when repeatedly edited and saved -Small files	+/+
GIF (Graphics Interchange)	-Suitable for storing graphics with relatively few colors such as simple diagrams, shapes, logos and cartoon style images -Widely used to provide image animation effects		-Limited to an 8-bit palette, or 256 colors -Lossless compression that is more effective when large areas have a single color, and ineffective for	+ / +

			detailed images or dithered 1 images -Small files	
PNG (Portable Network Graphics)	-Best for WWW -Fully streamable with a progressive display option -Best suited for editing pictures	-Gamma and chromaticity data for improved color matching on heterogeneous platforms -Indexed-color, grayscale, and truecolor images are supported	Lossless	+ / +
TIF, TIFF (Tagged Image File Format)	Not widely supported by web browsers, but widely accepted as a photographic file standard in printing industry	- Size, definition, image-data arrangement, applied image compression - Can handle device-specific color space, such as the CMYK	Lossy and lossless (if lossless, editing and re-saving without losing image quality)	+ / +
EXIF (Exchangeable Image File format)	In digital cameras	-Date and time information -Camera settings -Thumbnails for previewing the picture -Descriptions -Copyright information	Lossy and lossless depending on the file format used (JPEG, TIFF Rev. 6.0, and RIFF WAV )	+ / +
PCX (ZSoft Paintbrush File Format)	Used for graphic data storage and exchange in desktop publishing system	Capable of storing up to 256 colors	Compressed (lossless Run-Length Encoding) and uncompressed	+ / +
TGA (Truevision Targa File Format)	The most universally supported 24-bit file format for PC applications	-Capable of storing image data with color depth of 1–32 bits per pixel -Supports color maps 2, alpha channel, gamma value, postage stamp image, textual information, and developer-definable data	Compressed (lossless Run-Length Encoding) and uncompressed	+ / +
RAS (Sun Raster Image File Format)	Widely used and distributed particularly on systems running on the Unix OS	-Capable of storing black-and-white, greyscale, and color bitmapped data of any color depth -Use of color maps 2 supported	Compressed (lossless Run-Length Encoding) and uncompressed	+ / +
RAW, CRW, CR2, RAF, DNG, MEF, NEF, ORF, ARW.	In digital equipment (like cameras or film scanners) as 'digital negatives'	-File header, -Camera sensor metadata, -Image metadata, -Image thumbnail	-Higher image quality, -Finer conversion parameter setting, -Selectable color space, -More information	+ / -

# Editing Images

The editing process within the **S4B Photo Studio** interface can be performed in different ways:

## **Using Editing Tools**

Editing tools can be used to adjust colors in some image areas, clone a selection or crop the edited image.

## **Using Adjustment Menu**

The adjustment menu lets you correct your whole image, select one of the ready presets, add a vignette or watermark.

## **Using Image Histogram**

The image histogram shows the distribution of colors in the selected image and allows you to adjust them.

# Using Editing Tools

S4B Photo Studio offers a number of editing tools for you to perform some operations. They are situated at the **Edit Tab** and can be accessed by clicking the appropriate tool button. After that you'll see all the settings of the tool you have just selected. For more information on the tools settings see the corresponding chapters.

## Red Eye Correction Tool

This tool allows you to easily remove the red-eye effect in a digital photo caused by a camera's flash reflecting on a person's retina and correct eye color.

## Retouch Tool

This tool allows you to clone or paint over some objects depicted in an image.

## Brush Tool

This tool allows you to make some color adjustments to certain areas of your image, rather than to the entire image.

## Crop Tool

This tool allows you to select an image area and discard everything outside this area. You can also rotate, adjust width and height and zoom this area in.

## Red Eye Correction Tool

The **Red Eye Correction** tool allows you to easily remove the red-eye effect in a digital photo caused by a camera's flash reflecting on a person's retina and correct the eye color.

### Settings

After pressing the **Red Eye** button you'll see all the available tool settings and the mouse cursor within the **Preview Area** will be accompanied by an applying area that looks like a white-outlined circle (see the figure on the right). You can select the Size of the applying area by dragging the indicator of the appropriate slider or entering a value into the box next to it and pressing the Enter key. The higher value you set, the larger applying area of the tool will be.

### Using

To correct red-eye effect hover the mouse cursor over one of the eyes so that the applying area covers it and click the left mouse button. The retina color will be corrected.

## Retouch Tool

The **Retouch** tool allows you to clone or paint over some objects depicted in an image.

### Settings

After pressing the **Retouch** button you'll see all the available tool settings and the mouse cursor within the **Preview Area** will be accompanied by an applying area that looks like a white-outlined circle. You can change the tool settings by dragging the indicator of the appropriate slider or entering a value into the box situated next to it and pressing the **Enter** key. The following tool settings can be adjusted:

**Size** - select the size of the applying area; the higher value you set, the larger applying area of the tool will be.

**Softness** - select the opacity level of the applying area (0 corresponds to null visibility, whereas 100 - to full visibility).

## Using

To apply the **Retouch** tool you should hover the mouse cursor over one of the objects in your photo, so that the applying area covers it, click the left mouse button and without releasing it move to the needed place. The image part covered by the applying area will be 'copied' and transferred to another place. So you can paint over the objects you don't need or multiply them.

## Brush Tool

The Brush tool allows you to make some color adjustments to certain areas of your image, rather than to the entire image.

## Settings

After pressing the Brush button you'll see all the available tool settings and the mouse cursor within the **Preview Area** will be accompanied by an applying area that looks like a white-outlined circle. You can change the tool settings by dragging the indicator of the appropriate slider or entering a value into the box situated next to it and pressing the Enter key. The following tool settings can be adjusted:

**Paint Mode** - select this brush mode to adjust color and tone in certain areas.

**Erase Mode** - select this brush mode to correct the areas that have been affected by the Brush tool in the paint mode bringing them into their initial state.

*Size* - select the size of the applying area; the higher value you set, the larger applying area of the tool will be.

*Softness* - select the opacity level of the applying area.

*Brightness* - is used to adjust the relative lightness or darkness of the color, i.e. the tonal range of an image area.

*Contrast* - is used to correct the difference in visual properties that makes an object in an image distinguishable from other objects and the background.

*Blur* - is used to reduce contrast between adjacent pixels by lightening pixels next to well-defined edges and shadows, visually smoothing and softening the image areas.

*Sharpen* - is used to focus blurry image areas by increasing the contrast of adjacent pixels.

*Saturation* - is used to correct the strength (purity) of colors. Saturation represents the amount of grey in proportion to the hue, measured as a percentage from -100 (grey) to 100 (fully saturated).

## Using

To apply the Brush tool you should hover the mouse cursor over any area in your photo, so that the applying area covers it, and click the left mouse button. In this way you can adjust color properties in some areas of the image.

## Crop Tool

The **Crop** tool allows you to select an image area and discard everything outside this area. You can also rotate, adjust width and height and zoom this area in.

## Using

After pressing the **Crop** button you'll see all the available tool settings and the image will be enclosed in a gray-outlined rectangle. As soon as you hover the mouse cursor over its edge, the

rectangle will become active and the mouse cursor will turn to a double-sided arrow. So you can zoom in an object displayed in the photo.

As soon as you move your mouse cursor outside the rectangle, it will turn to a round arrow - that allows you to rotate the image in the direction you want.

Within the rectangle you can use a hand cursor - that can be used to drag the image till the needed area is situated within the rectangle.

To apply changes made and hide the crop settings area, click the left button, whereas after pressing the right button all the changes made will be discarded.

## **Settings**

You can change the tool settings by dragging the indicator of the appropriate slider or entering a value into the box situated next to it and pressing the Enter key. The following tool settings can be adjusted:

**Angle** - rotation angle of the edited image.

**Width** -width of the cropped image part.

**Height** - height of the cropped image part.

**Proportion Constraint** - check this box to crop your image preserving the aspect ratio.

**Apply** - after pressing this button all the changes made will be seen within the **Navigator** window.

**Cancel** - after pressing this button the changes made will be discarded.

# Using Adjustment Menu

The **Adjustment Menu** situated at the **Edit Tab** lets you correct your whole image, select one of the ready presets, add a vignette or watermark.

The Adjustment Menu represents a so-called accordion menu, which contains a vertically stacked list of sections. Each of them can be opened by clicking it. Within the opened section you'll see settings that can be changed. To increase a setting value drag the indicator of the corresponding slider to the right, whereas to decrease a value move the indicator to the left. It's also possible to enter the needed value into the appropriate box via keyboard. To apply the entered value to the edited image, press the **Enter** key.

The Adjustment Menu includes the following sections:

- Presets**
- White Balance**
- Tone Corrections**
- Brightness / Contrast**
- Color Balance**
- Detail**
- Smart Corrections**
- Vignettes**
- Watermark**

## Presets

These presets represent ready parameters combinations. The result displayed after applying one of them can also be adjusted by changing color and tone settings.

### **Original**

This is the initial image. You can use this option to switch to the original photo after applying one of the presets.

### **Aged Photo**

This preset gives your photo an antique or aged look.

### **Black and White High Contrast**

This preset makes your photo black and white maintaining its sharpness and contrast.

### **Cold Tone**

This preset adjusts your image to cold colors.

### **Sepia Tone**

This preset transforms image spectrum to brownish which imitates faded photos and yellowish photo paper. It gives your image an antique appearance.

### **Sharp Details**

This preset enhances images that lack sharp detail and depth.

### **Soft Focus**

This preset gives the appearance of blurring the image while retaining sharp edges. It eliminates blemishes, and in general produces a dream-like image.

### **Noon Day Sun Effect**

This preset lets colors bleed out and leaves images flat or blown out.

Use the **Save Adjustments as Preset** button to save the adjusted settings as a new preset. After that it will be included to the list and you will be able to use it in the future.

## White Balance

### **Temperature**

Is used to adjust your image to **warm** or **cold colors**. Negative values represent cold colors and positive values transform to warm colors correspondingly.

### **Tint**

Is used to adjust colors by adding white to a pure hue.

### **Tone Dropper**

This button is used to activate the tone dropper that picks a standard color and helps you calculate temperature and tint values according to it. Using the slider next to the button you can set the needed size of the rectangular area.

Use the **Auto** button to adjust settings automatically. Use the **As Shot** button to restore the original settings.

## Tone Corrections

### **Blacks**

Is used to adjust the black clipping point of an image. Increasing Blacks expands the areas that are mapped to black. The greatest change is in the shadows, with much less change in the **midtones** and **highlights**.

### **Fill Light**

Is used to restore shadow detail. Increasing the value allows you to digitally shine light on dark areas and bring out detail that would otherwise be obscured without affecting areas that should be black based on the Blacks setting.

### **Exposure**

Is used to adjust the **white clipping point** of an image (i.e. the overall image brightness), if your image is overexposed (too much light) or underexposed (too little light). Decrease Exposure to darken the image and increase it to brighten the image.

### **Recovery**

Is used to restore **highlights** detail. By using this simple slider, you can easily bring back some detail from most images without changing the overall exposure or color balance. While certainly it's no substitute for getting the shot right, it's always nice to be able to get back that tiny bit of extra detail you might otherwise lose.

## **Saturation**

Is used to correct the strength (purity) of colors. Saturation represents the amount of grey in proportion to the hue, measured as a percentage from -100 (grey) to 100 (fully saturated).

Use the **Auto** button to adjust settings automatically. Use the **Reset** button to restore the original photo.

## Brightness/Contrast

### **Brightness**

Is used to adjust the relative lightness or darkness of the color, i.e. the tonal range of an image.

### **Contrast**

Is used to correct the difference in visual properties that makes an object in an image distinguishable from other objects and the background.

Use the **Auto** button to adjust settings automatically. Use the **Reset** button to restore the original photo.

## Color Balance

### **Cyan – Red**

Cyan and red are chromatically opposite colors. Cyan is used to refer to the color obtained by mixing equal amounts of green and blue light or the removal of red from white light.

### **Magenta – Green**

Magenta and green are chromatically opposite colors. Magenta is used to refer to the color obtained by mixing equal amounts of red and blue light or the removal of green from white light.

### **Yellow – Blue**

Yellow and blue are chromatically opposite colors. Yellow is used to refer to the color obtained by mixing equal amounts of red and green light or the removal of blue from white light.

The boxes below are used for the same purpose but using keyboard. The 1st box stands for "Cyan - Red", the 2nd for "Magenta - Green", the 3rd for "Yellow - Blue".

Use the **Reset** button to restore the original photo.

## Detail

### **Blur**

Is used to reduce or increase contrast between adjacent pixels by lightening or darkening pixels next to well-defined or blurry edges and shadows, visually smoothing and softening or sharpening the image.

Use the **Reset** button to restore the original photo.

## Smart Corrections

### **Clarity**

Is used to add depth to an image by increasing local contrast.

## **Vibrance**

Is used to increase the saturation only in the areas of an image that need it most. Less saturated areas automatically receive the most attention while parts of an image that already have some degree of saturation are affected less.

Use the **Reset** button to restore the original photo.

## Vignettes

This section is used to reduce or increase the brightness of an image at the periphery compared to the image center. This effect helps you draw attention to the center of the photo.

### **Amount**

Is used to set the brightness level. Positive values increase brightness making the image lighter and negative values decrease it making the image darker.

### **Midpoint**

Is used to set the central area size that will stay unaffected.

### **Roundness**

Is used to set the roundness of the central area.

### **Feather**

Is used to set the transparency level of the central area edges.

Use the **Reset** button to restore the original photo.

## Watermark

This section is used to add a watermark to your photos and protect your copyrights. You can add a text or an image that will be inserted as a watermark.

### *Adding Image Watermark*

#### **Add Image**

Check this box to insert an image watermark.

#### **Browse**

Click this button to search for the image you want to use as a watermark. After loading the needed image file the path to it will be displayed in the field next to the button.

#### **Keep Original Size**

Check this box to preserve the original size of the image you are using as a watermark. If you keep it unchecked, you will be able to change the image size in the **Preview Area** by dragging its edges.

#### **Opacity**

Use this slider to set the transparency level of the image you are using as a watermark.

### *Adding Text Watermark*

#### **Add Text**

Check this box to insert a text watermark. Enter the watermark text into the field below.

## **Opacity**

Use the Opacity slider to set the transparency level of the watermark text.

## **Adjust the available text settings**

### *Font*

**Text** - select a font type for your watermark text.

**Style** - apply a decoration style to your text: bold, italics, underlined, strikeout.

### *Color*

**Color** - select a solid color for your watermark text.

**Gradient** - select gradient colors and set the gradient angle.

### *Shadow*

Check the Enabled box to add shadow to the watermark text.

**Angle** - select a shadow angle.

**Distance** - set a distance between the watermark text and its shadow.

**Softness** - set a softness level of the shadow.

**Opacity** - set the opacity level of the shadow.

### *Stroke*

Check the Enabled box to add stroke to the watermark text.

**Color** - select a color for the stroke.

**Thickness** - set a thickness value for the stroke of the watermark text.

# Using Image Histogram

The Image Histogram is used to represent the distribution of colors in the edited image, derived by counting the pixels of each given set of color ranges in a typical color space. It is situated under the Navigator area within the **Edit Tab**.

The **Image Histogram** is minimized by default, but it can be maximized with one mouse click and will look like shown in the figure on the left.

In the both view modes the following parameters are displayed at the bottom of the Image Histogram:

**ISO Speed** - refers to the "film speed" or sensor sensitivity to light (higher ISOs mean the sensor (or film) is more sensitive to light, while lower ISOs mean the sensor will be less sensitive to light).

**Focal Length** - actual focal length of the lens.

**F-Number** (also known as F-stop or relative aperture) - number defined as the focal length of the lens divided by the effective diameter of the aperture (a smaller F-number implies a larger diameter lens and therefore more light available for high-speed photography).

**Exposure Time** - time during which the film or sensor was exposed to light, given in seconds.

The **Image Histogram** represents colors overlay and is divided into four parts, each of them corresponds to Blacks, Fill Light, Exposure and Recovery. You can learn more about them in the **Using Adjustment Menu** chapter.

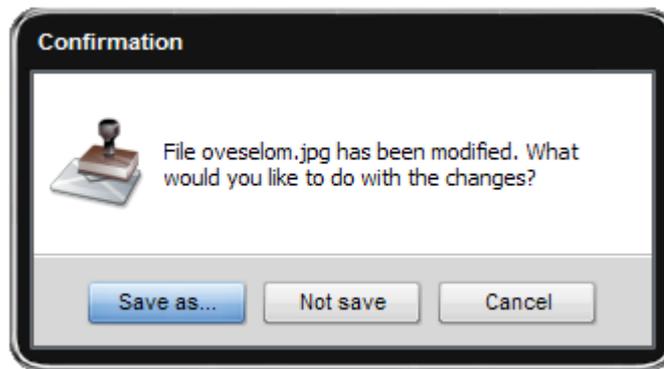
To change one of the above mentioned settings, direct your mouse cursor to the needed area of the Image Histogram. It will turn into a two-directional arrow pointer. So you can drag it to the left or right to adjust **Blacks**, **Fill Light**, **Exposure** and **Recovery**. Moving the arrow pointer to the right you can increase a value, so to decrease it, move the arrow pointer to the left. The current value will be displayed in the right lower corner of the image histogram. It corresponds to the appropriate value in the **Tone Correction** section of the **Adjustment Menu**.

# Saving Edited Photos

The S4B Photo Studio lets you save images not only one by one after editing them but also all at once.

## Saving All at Once

After you edited your first photo and clicked the next/ previous photo thumbnail within the Navigation Panel or in the Preview Area, the following confirmation dialog will appear for you to select one of the available options:



Button	Description
Save As...	Is used to save the edited photo with all the changes made under another name or into another directory and go to the next or previous image in the opened folder.
Not Save	Is used to discard all the changes made to the photo during the editing process and go to the next or previous image in the opened folder.
Cancel	Is used to cancel the saving process and continue editing the image.

## Saving One by One

You can also save your image right after editing it using one of the following saving options:

### **Using the main menu**

In the File section of the **Main Menu** you can select the **Save** and **Save As** options to save the currently edited photo into the same file or under a different name and/or into another folder.

As soon as you choose the **Save As** option, the following window will pop up to let you select the location and type in a file name.

### **Via keyboard**

Use **Ctrl+S** key combination to save the currently edited image into the same file. Use **Shift+Ctrl+S** to save the currently edited image under a different name or/and into another folder.

### **Using the express menu**

To access the express menu, right-click the edited image in the Preview Area and select one of the following options:

**Save** - use it to save changes to the edited photo.

**Save As** - use it to save the edited photo under a different name or/and into another folder.

# Printing Images

S4B Photo Studio also allows you to print the edited images. To do that open the **Print Tab**, select in the **Navigation Panel** the image you want to print and adjust the following settings:

## Printer Settings

**Printer** - select a printer if you have several connected to your system.

**Copies** - select a number of copies.

**Paper Format** - select the format of the paper you are going to use from the list of available ones.

**Orientation** - select between "book" and "album".

**Page Setup...** - adjust page settings that fully depend on the printer you have selected.

## Position

**Center image** - check this box to place the image in the center of the sheet.

**Top** - use it to adjust the image position relative to the upper sheet edge.

**Left** - use it to adjust the image position relative to the left sheet edge.

## Scaled Print Size

**Scaled to fit media** -check this box to fit the image into the sheet of paper.

**Scale** -set the scale in percent.

**Width** -set the image width in mm.

**Height** -set the image height in mm.

**Print Resolution** -in this field the print resolution is displayed which fully depends on the parameters described above.

By clicking the mm link you can change the measurement unit to inch and vice versa.

To restore the defaults press the **Reset Settings** button.

You can also use the Preview Area to adjust the position and size of the image you are going to print. Special rules with cm or inch gradation will help you do that. To change the image size direct the mouse cursor to one of the edges - the mouse cursor turns to an arrow - and drag it to the left or right altering the image width or height. To change the image position direct the mouse cursor to the center of the image - the mouse cursor turns to a hand - and drag it in the direction you need.

As soon as everything is ready, press the **Print** button to start the process.