Fractal Paths Interface

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Drawing Window

The drawing window is where you define your fractal. It's where you create and edit the path. A preview is provided to help you understand and visualize your fractal and its relation to the path.

Modes

There are four modes to select from. They can be changed by switching between the 4 radio buttons in the upper right of the drawing window. At any time the scroll wheel of your mouse if you have one can zoom in or out.

Draw - The draw mode lets you place points. Click in the drawing area to place a point. If snap to grid is enabled the point will be moved to the nearest grid line intersection.

Select - The select mode lets select and move points. To select a point click on it. To select a continuos set of points select the point at one end and hold shift while clicking the point at the other end. To make a discontinues selection of points hold the appropriate key (Control on Windows and Linux, and Command on Mac). You can also select regions. Simply click where there is not a point and drag to draw a rectangle. When the mouse is released all the points inside will be selected. If you hold shift when selecting a region it will not effect the selection of points outside the region, and will invert the selection of the ones inside. To move a point, click on it and drag it to the new location. To move a group of points select them then click and drag a select point to the new location. If you drag a point on top on an adjacent it will combine them. You can only get them exactly on top of each other to combine them when using snap to grid.

Pan - The pan mode allows you so scroll the drawing area. You can click to grab the drawing area and drag it. The cursor is changed to a hand when in pan mode.

Zoom - The zoom mode lets you zoom in or out, while centering the drawing area around the clicked point. If you hold down shift it will zoom out, and without holding shift it will zoom in. The scroll wheel also zooms in on the cursor, but does not center the view.

Buttons

There are several buttons on the right side of the drawing window. Their functions are described below:

Split - Divides a line in half. Which line, or lines, is determined by the selected points. Any line between two selected points will be split.

Scale - Scales, or resizes the points' distances relative to each other. When pressed it opens the scale window. You can select to scale the selected points, or all the points with the checkbox at the top. Below, you can choose uniform or nonuniform, and enter the new size.

Clear - Deletes all the points.

Redraw - Redraws the live preview. If for some reason it did not update, or you want to see the preview render again, use redraw. It will also restart a rendering that has been stopped with the stop button.

Stop - Stops the rendering process of the preview. It can be restarted with the redraw button.

Settings - Displays the settings window.

Render - Creates a new rendering in a new rendering window. The rendering will show the same region currently visible in the preview, and will be colored and sized according to the current settings.

Other Drawing Interfaces

There are a few other ways to interact with the drawing. At any point you can press delete or backspace to remove the selected points, or you can use the select menu, or the keyboard shortcut (Command A on Mac and Control A on Windows)

Status

The status is displayed at the bottom of the drawing window. It displays what the preview is doing. It will ether indicate what iteration is running, or what iteration it finished at. The progress bar at the very bottom shows how done the current iteration is.

Settings Window

There is a settings window for each drawing window. It can always be opened with the settings button. In the settings window are the settings for the drawing and rendering. All the settings are saved with the fractal when the fractal is saved. To change the colors just click on the colored rectangle, and select the new color using the system color picker. The fields for the number of lines refer to how

many grid lines should be drawn at the original zoom. Increase for more lines and smaller boxes, and decrease for fewer lines. Decimal numbers are allowed. The "Frame to rendering proportions" check box limits the horizontal or vertical size of the drawing area so that the drawing area shows exactly the same part of the fractal that the rendering will. If unchecked all available space on the drawing window is used, which can cause the rendering and drawing area to crop the fractal differently.

Rendering Window

There can be as many rendering windows per drawing window as you want. Pressing render will create a new one, and the settings window controls its appearance and the rendering's size. It has a progress bar at the top and allows panning like the drawing window, but is always in panning mode. Click and drag to pan, or scroll around. You can also use the scroll bars. When rendering large fractals you might want to stop the preview in the drawing window to allow more processing time to the rendering. Maximizing the rendering window will help you view large fractals. You can zoom in or out by selecting or entering a percentage with the combo box in the upper left. When the rendering is done the progress bar will disappear and the save button will be enabled. Press save to save the rendering. It can be opened by an image viewing application for later use. This is not the same as saving the fractal. (When you save a fractal, Fractal Paths can reopen it and edit it later)

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