

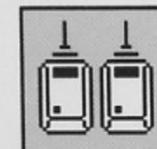
FROM THE DUBL-CLICK COLLECTION



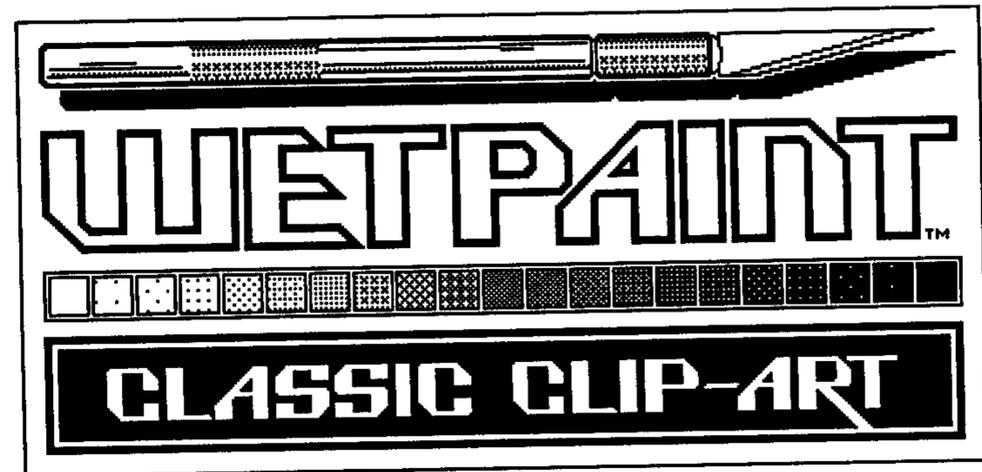
*By Cliff Joyce, Barbara Paugh,  
Doug Robertson, Jim Thomas  
and Austin Durbin*



**DUBL-CLICK SOFTWARE**  
18201 GRESHAM STREET  
NORTHRIDGE, CA 91325  
(818) 349-2758



**DUBL-CLICK SOFTWARE**



**WetPaint artwork drawn by:**  
Cliff Joyce, Barbara Paugh, Doug Robertson and Jim Thomas

**With contributions from:**  
Austin Durbin, John Fish, Gary Gregg, Eric Hoffman, Pete Hoffman,  
Dr. Terrence Lucas, Bill Martin, Karen McRoberts and Jim Moy.

**Desk Accessories and Manual written by:**  
Cliff Joyce and Austin Durbin

**Technical and/or Emotional Support provided by:**  
Apple Computer, Austin Durbin, Arnold Familian, Clint Joyce and Karen Joyce

The WetPaint manual and software are ©1986 Dubl-Click Software, Inc.  
Certain portions of the software are also © Cliff Joyce, © Jim Thomas,  
© Dr. Terrance Lucas and © Apple Computer, Inc.  
WetPaint and World Class Fonts! are trademarks of Dubl-Click Software, Inc.  
FullPaint and FullWrite are trademarks of Ann Arbor Softworks, Inc.  
MacBillBoard is a trademark of CE Software, Inc.  
SuperPaint and LaserBits are trademarks of Silicon Beach Software, Inc.  
PageMaker is a trademark of Aldus, Inc.  
MacWrite, MacPaint, MacDraw, ImageWriter, LaserWriter are trademarks of Apple Computer, Inc.  
Macintosh is a trademark of McIntosh Laboratory, Inc. and is used by  
Apple Computer, Inc. with its express permission.

---

**What should I  
do first?**

The first thing you should do is make backup copies of all your WetPaint disks. They are not copy-protected. Instructions for using the Finder to copy disks and files can be found in your Macintosh owner's manual.

**And next?**

It would be helpful to read pages 3 - 6 of this manual if you are not familiar with paint programs (like FullPaint or MacPaint). The few minutes you take to read them may actually save you time in the long run!

## What is *not* included on the disks

The WetPaint disks are data disks. That is, there is no System or Finder on any of them. That means you will have to start up the Macintosh with one of your own System disks before you can do anything with WetPaint. (*Complete instructions for Accessing and Using WetPaint files begin on the next page*).

## What is included on the disks

WetPaint is primarily a collection of clip-art stored in files created by Ann Arbor Softworks' FullPaint application. WetPaint files may also be read by other "paint" style programs (MacPaint, MacBillBoard, and SuperPaint are some examples). (*See next page for instructions for Accessing & Using WetPaint files*).

There are also some utilities from Dubl-Click:

### *Art RoundUp*

Art RoundUp is a desk accessory that allows you to open/view and copy from WetPaint files without the use of a painting program. It can be used in many Macintosh applications. (*See page 11 for instructions*).

### *Pattern Mover*

Pattern Mover is a desk accessory that lets you copy and/or edit pattern palettes. These are the same kind of palettes that appear in applications like FullPaint, MacPaint, MacBillBoard and SuperPaint (*complete instructions start on page 17*).

WetPaint Volume Two has one font:

### *San Quentin*

This is a 72 point font which can be used along with the Plate Frames file to create special "vanity" license plate messages. Since this font is quite large, we have typed all of the characters from San Quentin 72 into a WetPaint file called Plate Letters, allowing easy access in limited memory situations. To use the San Quentin font, you must first install it using the Font/DA Mover (*complete instructions start on page 7*).

## About the Directories

Starting on page 21 are directories of WetPaint volumes one and two. **Directory of Disk Contents** lists all files grouped by volume and disk. **Directory of Volume Contents** lists all filenames in alphabetic order (the disk name is next to each filename). **Directory of Images** contains a print-out of each file for easy reference.

## Accessing and Using WetPaint files

### About WetPaint documents



WetPaint images are stored in "paint" documents that were created using an application called FullPaint from Ann Arbor Softworks. Consult the **Directory of Images** (*starting on page 23*) to get a quick view of the contents of each file. In addition to the images stored within the WetPaint files, each file contains a unique palette of 36 patterns (plus black and white). *See page 17 for more about patterns and the Pattern Mover DA.*

### Accessing WetPaint images

There are *three* different ways to open and access a WetPaint file:

#### *Double-Click the icon from the Finder...*

If you own FullPaint, you may open one or more WetPaint documents by selecting the file(s)' icon(s) from the Finder. This will simultaneously open the FullPaint application.

#### *Pull-down Open from the File menu...*

You may also open WetPaint files if you own MacPaint, SuperPaint, MacBillBoard or another "paint program" that manipulates files stored in the MacPaint format (*techies*: that's any file with a file type of PNTG). Start by double-clicking the "paint program" to open it. After the program is running, you may open the WetPaint document by pulling down **Open** from the **File** menu, and then selecting the file you wish to open. (Note that some programs like MacPaint and MacBillBoard allow only one open file at a time, so you may have to close the work window before opening a new file).

#### *Use the Art Roundup desk accessory...*

You may also open WetPaint files using our Art Roundup desk accessory (*on disk A of each WetPaint volume*). Art Roundup allows you to copy an image directly from the WetPaint file without leaving an application to do so. You may also invert, horizontally and vertically flip a copy the image before putting it on the clipboard— without affecting the original image stored in the file. Note that if you require further modification of any WetPaint image, we suggest that you use one of the "paint programs." (*For complete instructions on Art Roundup, see page 11*).

## About Large Images:

You will find that some of the WetPaint images are larger than the work window in MacPaint. There are several techniques to transfer these images to your own documents:

### Using MacPaint or MacBillBoard...



If you are using MacPaint or MacBillBoard and are on a Macintosh with less than 512K of random access memory, you will need to copy a large image in sections; one section at a time. Here's how:

Open a WetPaint file, select and Copy a section of the image you want. Close the WetPaint file and open your own file. Paste this section of the image into your file. Close your file.



the lasso tool

Now repeat the instructions in the paragraph above—except copy a different section of the image. If you use the lasso tool (shown in margin) to do your selecting, and always select part of what you previously selected, it is easy to align the new section with the old section when you do your pasting. Repeat all of this until the entire image has been copied.

### Using FullPaint, SuperPaint or Art Roundup...



the marquee tool

If you have any of these programs, and at least 512K of random access memory, then you may copy a large image as a single section.

With these “second generation” paint programs, it is possible to copy more of the image than shows on screen. Using SuperPaint or Art Roundup, the marquee tool (shown in margin) automatically scrolls as you move the crosshairs (the mouse's cursor) outside the content portion of the window.

FullPaint works in a similar manner as described above, except you will need to hold down the option key before you start the marquee selection.

By the way, in FullPaint or SuperPaint: holding down the command key down while selecting will tighten the marquee down to the smallest size that will surround the entire selected image—as soon as you let go of the mouse button.

## WetPaint image Printing Tips

WetPaint images can be printed on both the ImageWriter and LaserWriter printers.



### Within Word processors...

On the ImageWriter (driver version 2.3 or newer):

An image pasted into a word processing document will appear slightly stretched (taller) on the printer unless you select the **Tall Adjusted** option when you do the **Page Setup** (usually located on the file menu).



### Smoothing...

On the LaserWriter (driver version 3.1 or newer):

If you want a WetPaint picture to print exactly the way it appears on your screen (square pixels and all), leave the smoothing checkbox unchecked in the dialog box that appears when you do the **Page Setup** (usually located on the file menu). You may not want to smooth extremely detailed images (that contain lots of gray patterns) as the smoothing process will require a great deal of time, and the image will probably not come out as crisp as it would with smoothing turned off.

### 300 dpi (dots per inch)...

*300 dpi* is fast becoming an overused buzzword to LaserWriter owners. The fact of the matter is that *everything* printed on the LaserWriter is printed at 300 dots per inch. What really matters is what size each of the screen's pixels gets printed on the LaserWriter. *Read on about Scaling...*

### Scaling...

The SuperPaint program from Silicon Beach Software offers a feature called *LaserBits*. *LaserBits* works like MacPaint's *FatBits*, but at a greater magnification.

To provide some perspective: a 1 x 1" image edited in *LaserBits* and printed at 100% on the LaserWriter is roughly equivalent in resolution (on paper) to a standard 4 x 4" WetPaint image printed at 25% on the LaserWriter. Both printed images look quite detailed—you might even say startling.

Now it isn't very practical to create all of your documents at 400% size, just so that the images within them look terrific! Happily, there is an easier way. The idea is to scale just the specific image—not the entire page. The image will look rather muddy on screen, but great on paper. So, the 4 x 4" image printed at 25% is exactly equivalent to the same image stretched 4 times smaller on the screen, then printed at 100%. This technique works great in programs like MacWrite, FullWrite and PageMaker.



On either the ImageWriter or the LaserWriter:

*From within Paint Programs...*

You smooth the image by using the **Print Final** option. **Print Draft** will provide an unsmoothed version of what you see on the screen. If you do not enlarge or reduce the image at print time, it will print completely unscaled and undistorted.

## Font/DA Mover Application

**Using Apple's Font/DA Mover to install fonts and desk accessories.**

The Font/DA Mover (Font and Desk Accessory Mover) is an application for copying fonts and desk accessories among disks or removing them from disks. You will need to use this application to install the San Quentin font, and to install the Art RoundUp, and Pattern Mover desk accessories.

The **Font** and  menus in applications always contain the fonts and desk accessories that are in the current startup disk's System file (a file in the System Folder). Other fonts and desk accessories are contained in files that look like this (in the Finder):



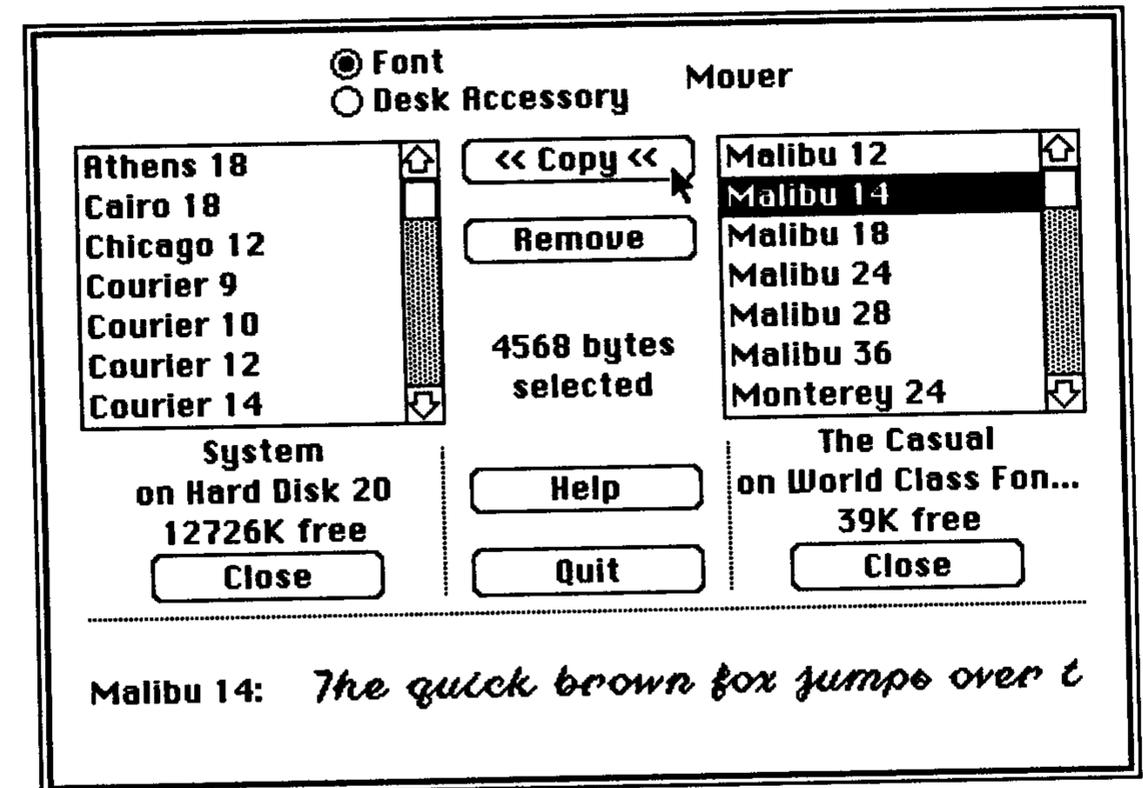
*A font file*



*A desk accessory file*

**Be sure to use the 3.2 or newer version.**

It is important to use the 3.2 (or newer) version of the Font/DA Mover if you are using a Macintosh Plus, or are using the 128K ROMs (*see page 10 for more information as to why*). The version # is in the menu bar.



**1. Select the Font/DA Mover icon and choose Open from the File menu, or just double-click the icon.**

The Font/DA Mover is included on the "A" disk of this collection. You can open it there or copy it to any other disk. You can also open any font or desk accessory file to open the Font/DA Mover automatically from the Finder.

**2. Click either the Font or the Desk Accessory button, depending on what you want to add or remove.**

The list on the left includes all fonts or desk accessories in the System file on the current startup disk, whether the disk is in the internal or external disk drive. If you open a font or desk accessory file instead of Font/DA Mover, the list on the left shows the contents of that file. Also, holding down the option key when the version number first appears (in the upper left corner of menubar), is the same as clicking the **Desk Accessory** radio button.

**3. Use the Open buttons to present lists of any other System, font or desk accessory files on any inserted disk.**

If necessary, first click **Close** to close the file currently displayed. Each **Open** button lets you control what's displayed in its list. Both the file you're looking at and the disk it's on are shown below each list.

Whenever you click an **Open** button, a dialog box appears with a directory of folders and System, font, or desk accessory files on the current disk or in the current folder. (Holding down the option key while clicking the **Open** button will display all file types).

As always, use the **Eject** or **Drive** buttons to look at files on different disks.

**4. Open the file you want to look at by selecting its name and then clicking Open or by double-clicking its name.**

You can look at and work with any existing System, font, or desk accessory files, like the ones that came with your WetPaint disks. If you'd like, you can create a new file for your own collection fonts or desk accessories by clicking **New**, naming the file, and clicking **Create**.

**5. Select the fonts or desk accessories you want to copy or remove.**

You can select from either list. Click to select a single font or accessory, hold down the Shift key while you click additional single fonts or accessories, or drag to select a group. Shift-click to deselect a selected file. The number of bytes selected is displayed as well as the amount of space available on the disk. Both the name of the current file and the name of the disk it's on are displayed below each list.

When a single font is selected, the name, size and a sample of the font are shown at the bottom of the window; when more than one font is selected or when a desk accessory is selected, nothing is displayed. (Holding down the Option key and clicking on a desk accessory displays some resource information).

**6. Click Copy to copy the selected fonts or accessories in the direction the arrows point, or click Remove to remove them.**

Clicking **Copy** copies the fonts or desk accessories to the file displayed in the opposite list; clicking **Remove** removes them from the file they're in. If a font or accessory with the same name as one you selected already exists in the opposite list, it will be replaced by the selected font or accessory. If you remove all fonts or accessories from a font or accessory file, the file itself will be gone the next time you click **Open**. (Have you backed up your disks yet?). You can't remove certain fonts the System needs.

Only fonts and desk accessories in the current startup disk's System file are available to applications you use with that disk. You're limited to 15 desk accessories in a single System file.

**7. Click Quit.**

In the Finder, you can drag any font or accessory files you no longer need to the Trash, or copy or move these files between disks.

**Caution: Memory Constraints.**

The *San Quentin* font may occupy too much memory space to work properly in situations where memory is at a premium. Click on a single font name in Font/DA Mover to display it's size in K. A small font would be in the 5K to 10K range. By contrast, a largest display font is around 32K. Also read the Warning on Art Roundup (on page 15)—before trying to use that desk accessory.



## For MacPlus (or 128K ROM) owners!

### Who does this warning affect?

If you want to install fonts and are using a Macintosh Plus, Enhanced 512K Macintosh, or a Mac that has been upgraded with the 128K Macintosh ROMs, you should be reading this page. (*We apologize for the technical talk that follows!*)

### The Problem:

The part of the Mac's brain that remembers (ROM) how to locate fonts—*The Font Manager*—has been rewritten. The *Font Manager* now expects to find some extra information about font families that may not be installed with your current fonts. (For the techies among us: *Font Manager* expects not only FONT resources, but accompanying FOND resources as well).

If you install new fonts into your System file, and the old fonts do not have this additional (FOND) information, there is a good chance that the *Font Manager* will not be able to locate some of your fonts. At best, you might not have access to all the installed fonts. At worse, this could potentially crash programs.

### The Solution:

The 3.2 version of the Font/DA Mover (included on Disk 'A' of this collection) will install this extra (FOND) information for you, whenever you Copy a font from one file to another, including the System file.

**Here's what to do** (before installing any new fonts!). Use Font/DA Mover to Copy all the fonts that are currently installed in your System file to a new temporary file. After the fonts have been safely copied to the temporary file, Remove them from the System file. (Note: you will not be able to remove some sizes of Chicago, Geneva and Monaco). Then select all the fonts in the temporary file and Copy them back into your System file. This will add all the new (FOND) information about the existing fonts to your System file.

Once this has been done to a System file, you should never have to repeat this procedure for that particular System. You should update *all* your System files.



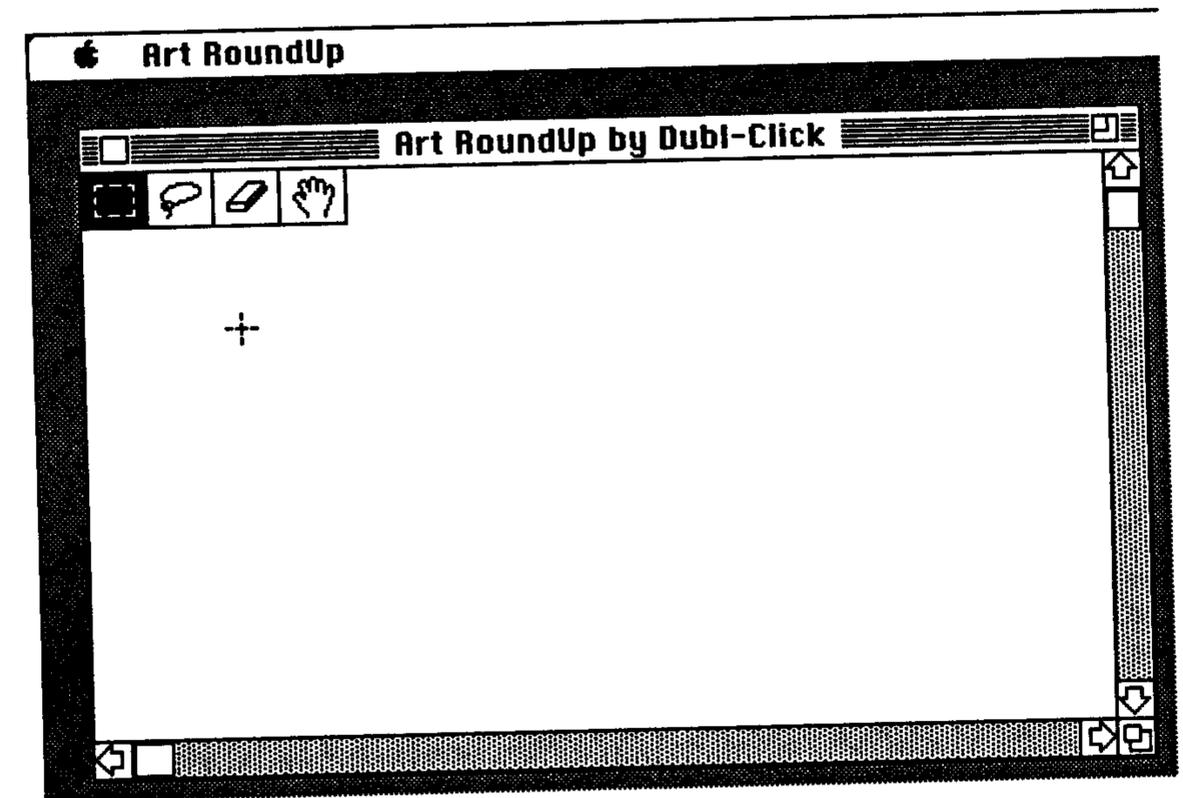
## Using the Art Roundup desk accessory

*Art Roundup* is a desk accessory that allows you to read and copy directly from your WetPaint (or any standard Macintosh "paint") files from within many applications. You no longer need to copy all your pictures to scrapbook files in order to paste them into non-paint documents.

For instance, while writing a letter using FullWrite or MacWrite, you may wish to paste a WetPaint illustration into your word processing document. Art Roundup lets you read the WetPaint file and copy the illustration directly from that file.

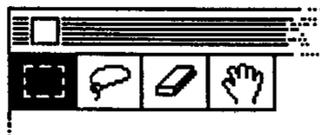
The Art Roundup desk accessory is contained in a Font/DA Mover file of the same name, located in the utilities folder on disk "A" of each WetPaint volume. Art Roundup must be installed using Apple's Font/DA Mover application before it can be used (*see the using Font/DA Mover section of this manual*). After installation, Art Roundup will appear in an application's  (Apple) menu.

Start Art Roundup by pulling down its name from the  menu. The menus associated with the current application will vanish. The Art Roundup menu will appear along with its window:



## Art Roundup Tools

There are four tools in the Art Roundup tool box: The marquee, lasso, eraser and grabber hand:



### The Marquee tool

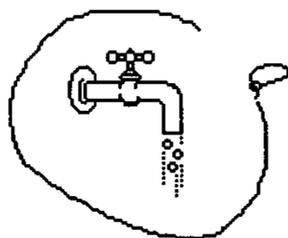
The marquee is a way of selecting an area of the image. When this tool is selected, the cursor changes to a crosshairs shape. Click and drag the mouse, creating a rectangle with a dashed outline—the marquee. If you should move the cursor outside the section of your image that shows on the screen, your image will automatically scroll while you continue to select. This will allow you to select more of the document than will fit in the window.



- Selecting with the Marquee:**
1. Point and click in upper left corner
  2. Drag to lower right and release button

### The Lasso tool (*the inspiration for Art Roundup's name!*)

The lasso tool is also a selection tool. Use the lasso to draw around an image; selecting it. After the image has been selected, it will appear to “shimmer”. The lasso differs from the marquee: Marqueeing selects everything within a rectangular area (including the white pixels); Lassoing selects only the black pixels within an irregularly shaped area. Sometimes images are spaced closely together in files; using the marquee can select part of an adjacent image that you do not want. The lasso comes in very handy for isolating a single image.



- Selecting with the Lasso:**
1. Point and click
  2. Drag around the image
  3. Release mouse button

*The lasso will connect itself to the beginning point, and the selected image will “shimmer.”*

### The Eraser tool

The eraser allows you to “white out” part of an image that you do not want to be selected with the marquee. *Erasing will not affect your original file, as Art Roundup can only read files, and does not write anything back to them.*

Sometimes the eraser/marquee combination can be a good alternative to using the lasso tool. This is useful in situations where images are spaced so close together within a file that selecting one with the marquee would also leave part of the adjacent image selected as well. The eraser allows you to remove the adjacent image before selecting. If you were not blessed with a steady mousing hand—the eraser may be more your style than the lasso.

### The Grabber Hand tool and the ScrollBars

The grabber tool provides a quick way of scrolling around a file. Simply click and drag anywhere in the window that the cursor appears as a grabber hand. The window will scroll as you drag the grabber hand. Use the grabber hand when you want to scroll very quickly in both horizontal and vertical directions at the same time. While the option key is down, any other tool will change into the grabber tool.

Use the scroll bars for finer adjustments or to restrain the scrolling movement to one axis. The arrows will scroll one pixel at a time—a very slow scroll. Click in the gray area of the scrollbar to scroll at a faster speed.

### The Zoom box

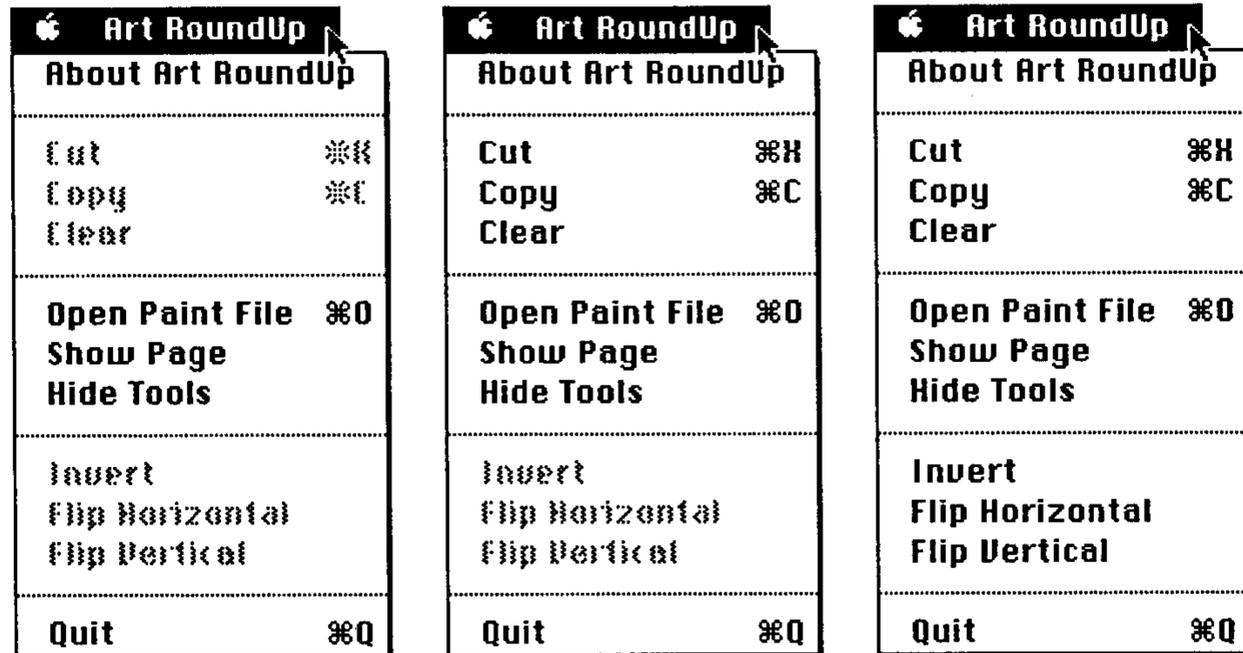
If you are running Art Roundup on a machine equipped with the 128K ROM, the Art Roundup window will have a zoom box in the upper right corner of its titlebar:



Clicking in the zoom box will toggle between two different sizes of your window. One is whatever size the window has been grown to (using the grow box in the lower right corner of the window). The other size will be full-screen (or on large screen displays it will be full-document; no larger than 576 pixels wide x 720 pixels tall).

## The Art Roundup Menu

When the Art Roundup window is the active window (in front of all other windows), our menubar will replace the current application's menubar. Don't worry! Our menubar will go away when the Art Roundup window is no longer active, or when you Quit Art Roundup.



No selection

with Lasso selection

with Marquee selection

Some menu options will be dimmed if you have not yet selected anything using either the Lasso or Marquee tools.

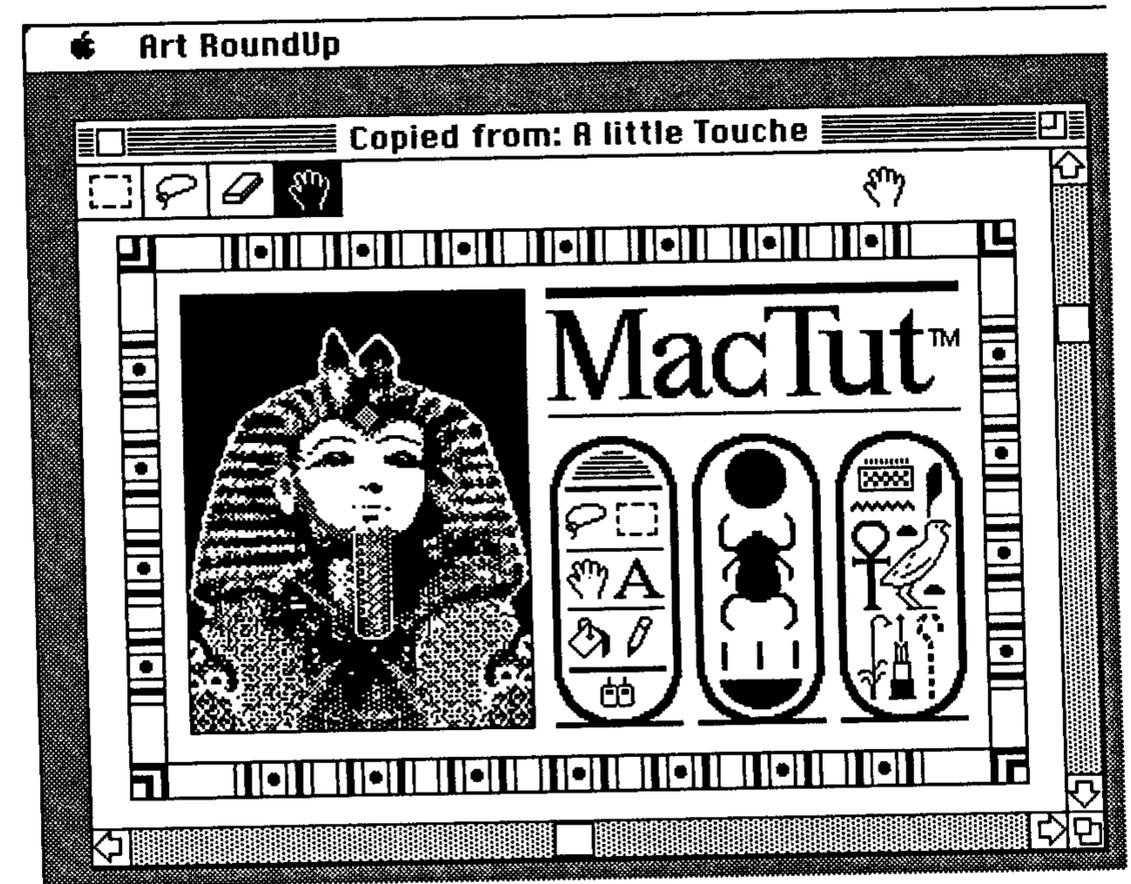
### The Menu items:

**About Art Roundup.** This simply displays an “about” dialog box with information about this desk accessory. Click the OK button to close the “about” dialog.

**Cut and Copy.** These allow you to transfer the current selection to the clipboard, where the image may then be pasted into another document once Art Roundup is no longer the active window. *Cut* works just like the *Copy*, except it also does a subsequent *Clear*.

**Clear.** This erases the current selection to white. The original “paint” document file is not affected—only the onscreen copy of it is. This is a good alternative to the Eraser tool, when you wish to erase a very large section.

**Open Paint File.** This will display a dialog box with a listing of all files that Art Roundup knows how to read. Select the filename you wish to read, and then click the *open* button. Please note that opening a file simply creates a copy of the file, so any graphic operations performed in Art Roundup will not affect the original file. After opening the file, the Art Roundup window will look like this:

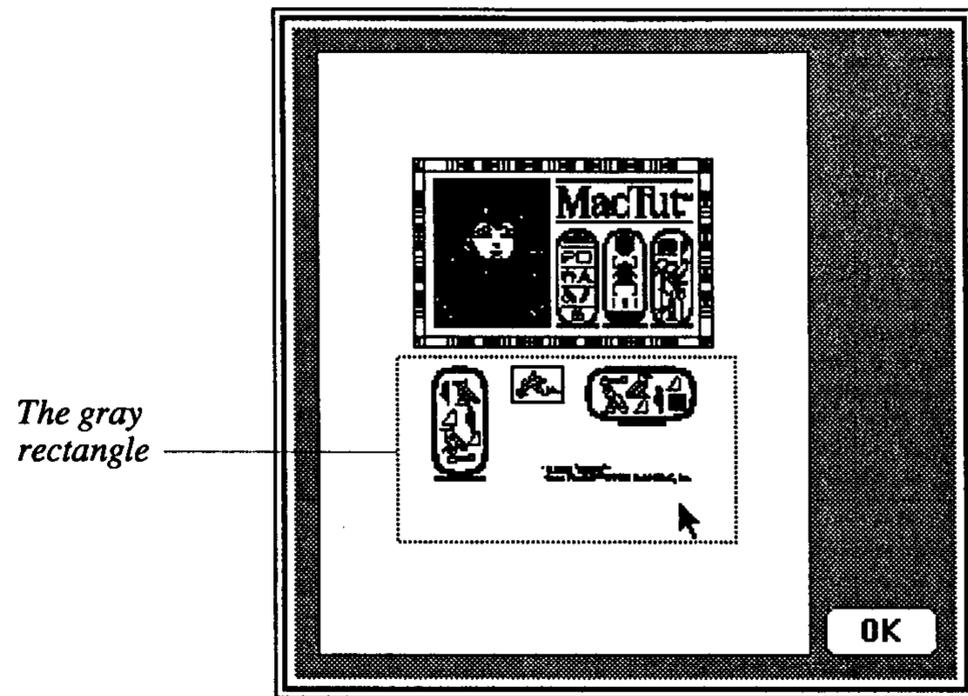


### <<<< WARNING >>>>

The Art Roundup desk accessory itself occupies less than 8K of memory (what used to be considered a theoretical limit to a desk accessory's size). However, a “paint” document when opened and unpacked occupies around 50K of memory. Art Roundup has been designed for speed (primarily in scrolling)—perhaps at the expense of memory. Depending upon how much free memory is available at the time, Art Roundup may not be able to open. Free memory is affected by such things as: the RAM chip(s) in your Macintosh, Switcher, Servant, the current application(s) running, other open desk accessories, and the number of document files currently open. You may find that simply by closing another window, and starting Art Roundup again that there is enough free memory to allow Art Roundup to work.

**Show Page** displays a dialog box (see below) with a reduced size image of the entire page. The gray rectangle inside the representation of the page indicates the current position of the window relative to the entire page. You may click inside the gray rectangle and drag it around the page. Think of this rectangle as a viewer: where ever you drag it, that is the section of the page that will be visible back in the Art Roundup window.

Clicking the *OK* button will close the "Show Page" dialog box. The Art Roundup window will scroll according to where you positioned the gray rectangle in the "Show Page" dialog box.



**Hide Tools / Show Tools.** This will either hide the toolbox (if it is showing) or will show to the tools (if they are hidden). Tap the spacebar as a shortcut to selecting this command from the menu.

**Invert** will invert the current Marquee selection.

**Flip Horizontal** will flip the current Marquee selection backwards.

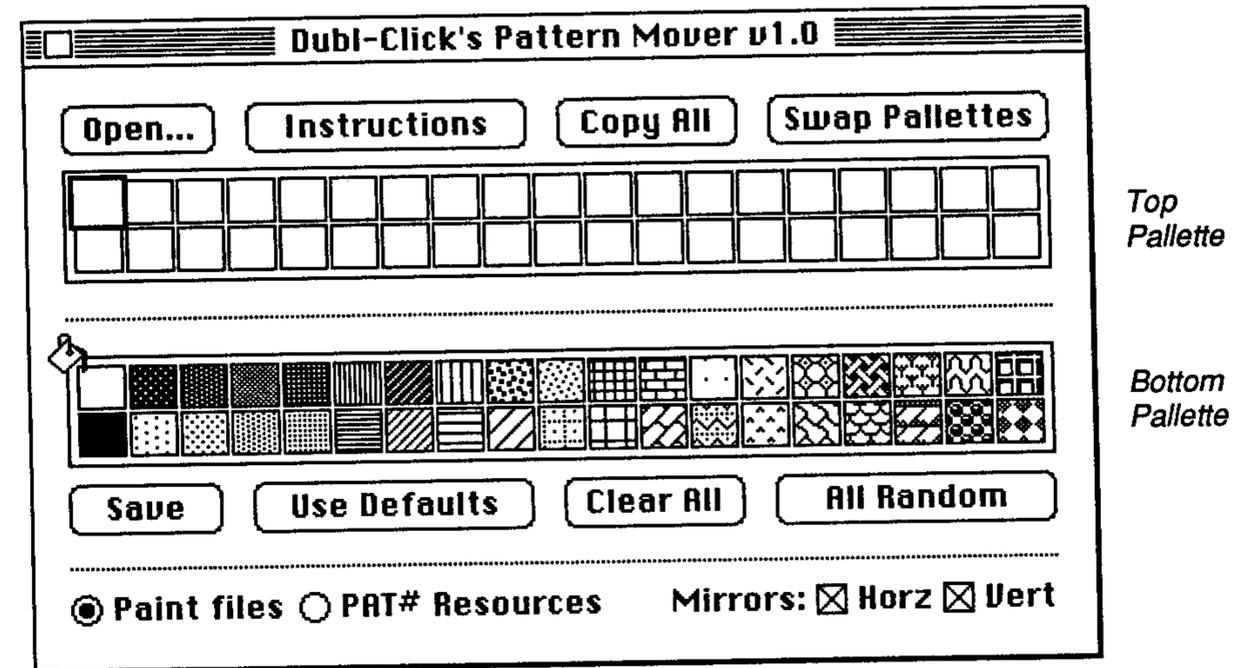
**Flip Vertical** will flip the current Marquee selection upside down.

**Quit** will close the Art Roundup desk accessory and restore the original menubar. You may also quit Art Roundup by clicking once in the Art Roundup window's close box (in upper left corner of the window's titlebar).

## Using the **Pattern Mover** desk accessory

Each WetPaint file has a different set of patterns saved with it. The **Pattern Mover** desk accessory allows you to transfer single patterns or entire palettes between different FullPaint or MacPaint files (not just from WetPaint—but your own files too). You can use Pattern Mover in any Macintosh application that supports desk accessories (that has an Apple menu) including FullPaint and MacPaint.

The Pattern Mover desk accessory is contained in a Font/DA Mover file of the same name, located in the utilities folder on disk "A" of each WetPaint volume. Pattern Mover must be installed using Apple's Font/DA Mover application before it can be used (see the using Font/DA Mover section of this manual). After installation, Pattern Mover will appear in an application's Apple (Apple) menu.



### Loading and Saving Patterns from files

Click on the **Open** button to load patterns from any paint file into the top palette. Clicking on the **Save** button allows you to select a file in which to save all the patterns in the bottom palette. The file you load patterns from does not have to be the same file you save patterns to.

## About the buttons:

**Instructions** displays an abbreviated version of these instructions.

**Copy All** copies the top palette to the bottom palette.

**Swap Palettes** moves the top palette to the bottom palette, and vice-versa.

**Use Defaults** copies all the System patterns\* to the bottom palette.

**Clear All** clears every pattern in the entire bottom palette to white.

**All Random** button fills the bottom palette with 38 new random patterns.

## About the checkboxes:

The **Mirrors** come in two flavors: **Horz** (horizontal) and **Vert** (vertical). These govern the symmetry of randomly generated patterns.

## About the radio buttons: (note that only one can be selected at a time)

**Paint Files** indicates that you wish to read and/or write the patterns to FullPaint / MacPaint document files. Note that writing patterns to paint files will not affect the pictures that are also contained within the files.

**PAT# Resources** indicates that you wish to read and/or write the patterns as resources. If you do not know what a resource is, you should probably not use this option, and can skip over this section. Pattern Mover always assumes an ID# 100 type PAT# resource, which happens to be what MacDraw uses. So you can now change MacDraw's patterns (except while MacDraw is open). If you attempt to open a file which does not contain an ID# 100 type PAT# resource, Pattern Mover will just beep. If you save patterns into a file with an existing ID# 100 type PAT# resource, Pattern Mover will renumber the existing pattern list, and save your new patterns as ID# 100. Note that once patterns have been saved as a resource, you can edit them and change their ID numbers using ResEdit (from Apple Computer).

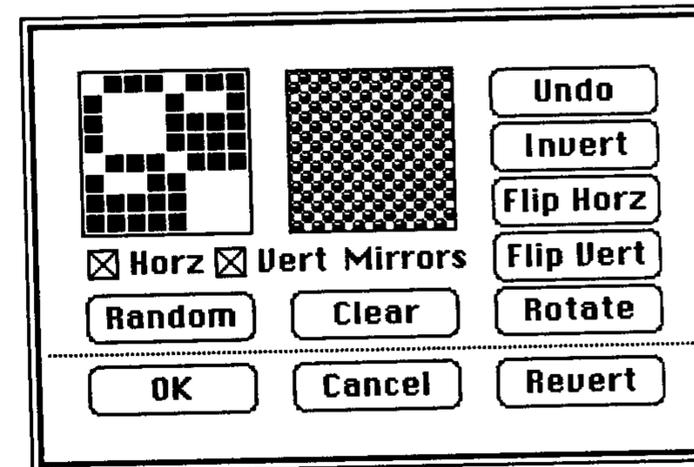
## Moving and Editing individual Patterns

Clicking on an individual pattern in the top palette bestows on it the honor of being the current pattern (and draws a box around it). Clicking on an individual pattern in the bottom palette (with the paint bucket cursor tool) will replace it with whatever the current pattern is.

\* The System patterns are located in the System file. They are a pattern list resource (resource type PAT#, of resource ID#0).

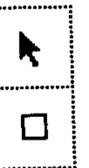
Pulling down **Copy** from the Edit menu, copies the current pattern onto a *psuedo* clipboard (this psuedo clipboard does not allow transfer of patterns between Pattern Mover and other applications). Pulling down **Paste** replaces the current pattern with the pattern on the psuedo clipboard. **Clear** sets the current pattern to white. **Cut** does a **Copy** and then a **Clear**.

Double-clicking any single pattern (top or bottom) will bring up a Fatbits-style editing window (shown below). You may also hold down the option key and click any single pattern to edit it (without first selecting a new current pattern, or replacing the bottom palette pattern).



While editing, you can perform other graphic operations on the pattern being edited by clicking the appropriate buttons. **Invert** it, **Rotate** it, and **Flip** it vertically or horizontally by clicking the appropriate buttons. **Revert** restores the pattern to what it was before you started editing. **Undo** restores the pattern to what the pattern looked like before your last operation on it (it restores only once—you cannot undo the Undo).

If you move your cursor outside this fatbits-style dialog box, your cursor will change from an arrow to a 8 x 8 pixel box. Click outside the Edit Pattern dialog box, you can “pick up” whatever image is under the box-shaped cursor and turn it into a pattern.



## Using Pattern Mover while working in FullPaint™ or MacPaint™

To change the current file's patterns in FullPaint, first close the file, then pull down Pattern Mover and save the new patterns to your file. After saving the patterns in the closed file, put Pattern Mover away, then re-open the file using FullPaint.

In MacPaint, you can switch patterns in the file you're currently working in without first closing it! Here's how: Just before you pull-down Pattern Mover from the Apple menu, pull-down **Save** from the File menu. After you save the new patterns to your paint file and close Pattern Mover, pull-down **Revert** from the File menu. The new patterns will be read in from disk, along with your picture—which of course never changed between the **Save** and **Revert** commands!



## Directory of Disk Contents

### 1A Volume 1, Disk A

All Aboard #1  
 All Aboard #2  
 Big U.S. Map  
 Getting There  
 Keep on Truckin  
 Men  
 Sea and Ski  
 Shall we play a game?  
 Small Faces  
 Travels  
 U.S. / World Map  
 UnUnited States  
 Women

*Font/DA Mover* (program)  
*Art Roundup* (desk accessory)  
*Pattern Mover* (desk accessory)

### 2A Volume 2, Disk A

Arrows  
 Borders #1  
 Borders #2  
 Borders #3  
 Borders #4  
 Borders #5  
 Charge!  
 Crosses  
 Making Tracks  
 Marquee de Said #1  
 Marquee de Said #2  
 On "SALE" Here

*Font/DA Mover* (program)  
*Art Roundup* (desk accessory)  
*Pattern Mover* (desk accessory)  
*San Quentin* (font)

### 1B Volume 1, Disk B

All Hallow's Eve  
 Be Mine  
 Desk Stuff #1  
 Desk Stuff #2  
 Howdy Pard  
 Let's Party!  
 Make a Memo  
 OK Corral  
 Tools of the Trade  
 Turkey Day  
 WorkTools #1  
 WorkTools #2  
 Xmas Cheer  
 Xmas Santas  
 Xmas Season  
 You Grow on Me

### 2B Volume 2, Disk B

Flags  
 Food Icons  
 For Power Users  
 Heraldry  
 Int'l Icons #1  
 Int'l Icons #2  
 Logo Shapes #1  
 Logo Shapes #2  
 Logo Shapes #3  
 Logo Shapes #4  
 Seasons  
 Semaphores  
 Stars  
 The Old West  
 Trees  
 Weather

### 1C Volume 1, Disk C

Am. Sportsman  
 Animal Fun #1  
 Animal Fun #2  
 Birds #1  
 Birds #2  
 Computers #1  
 Computers #2  
 Computers #3  
 Critters  
 Dinosaurs  
 Don't Bug Me  
 Jumpers  
 Love at 1st Byte  
 Prints Charming  
 Safari #1  
 Safari #2

### 2C Volume 2, Disk C

Desktop Publishing?  
 Eat, Drink...  
 Fun Pix  
 Grin & Bear it  
 K-9 Corp  
 Kennel Club  
 Label Ideas  
 Money, Money...  
 Plate Frames  
 Plate Letters  
 Spin your own!  
 T-Shirt Shop  
 Time Machine #1  
 Time Machine #2



## Directory of Volume Contents

DISK	FILENAME	DISK	FILENAME
1A	All Aboard #1	1A	Getting There
1A	All Aboard #2	2C	Grin & Bear it
1B	All Hallow's Eve	2B	Heraldry
1C	Am. Sportsman	1B	Howdy Pard
1C	Animal Fun #1	2B	Int'l Icons #1
1C	Animal Fun #2	2B	Int'l Icons #2
2A	Arrows	1C	Jumpers
1+2A	<i>Art Roundup</i>	2C	K-9 Corp
1B	Be Mine	1A	Keep on Truckin
1A	Big U.S. Map	2C	Kennel Club
1C	Birds #1	2C	Label Ideas
1C	Birds #2	1B	Let's Party!
2A	Borders #1	2B	Logo Shapes #1
2A	Borders #2	2B	Logo Shapes #2
2A	Borders #3	2B	Logo Shapes #3
2A	Borders #4	2B	Logo Shapes #4
2A	Borders #5	1C	Love at 1st Byte
2A	Charge!	1B	Make a Memo
1C	Computers #1	2A	Making Tracks
1C	Computers #2	2A	Marquee de Said #1
1C	Computers #3	2A	Marquee de Said #2
1C	Critters	1A	Men
2A	Crosses	2C	Money, Money...
1B	Desk Stuff #1	1B	OK Corral
1B	Desk Stuff #2	2A	On "SALE" Here
2C	Desktop Publishing?	1+2A	<i>Pattern Mover</i>
1C	Dinosaurs	2C	Plate Frames
1C	Don't Bug Me	2C	Plate Letters
2C	Eat, Drink...	1C	Prints Charming
2B	Flags		
2B	Food Icons		
1+2A	<i>Font/DA Mover</i>		
2B	For Power Users		
2C	Fun Pix		

DISK	FILENAME
1C	Safari #1
1C	Safari #2
2A	<i>San Quentin</i> font
1A	Sea and Ski
2B	Seasons
2B	Semaphores
1A	Shall we play a game?
1A	Small Faces
2C	Spin your own!
2B	Stars
2C	T-Shirt Shop
2B	The Old West
2C	Time Machine #1
2C	Time Machine #2
1B	Tools of the Trade
1A	Travels
2B	Trees
1B	Turkey Day
1A	U.S. / World Map
1A	UnUnited States
2B	Weather
1A	Women
1B	WorkTools #1
1B	WorkTools #2
1B	Xmas Cheer
1B	Xmas Santas
1B	Xmas Season
1B	You Grow on Me

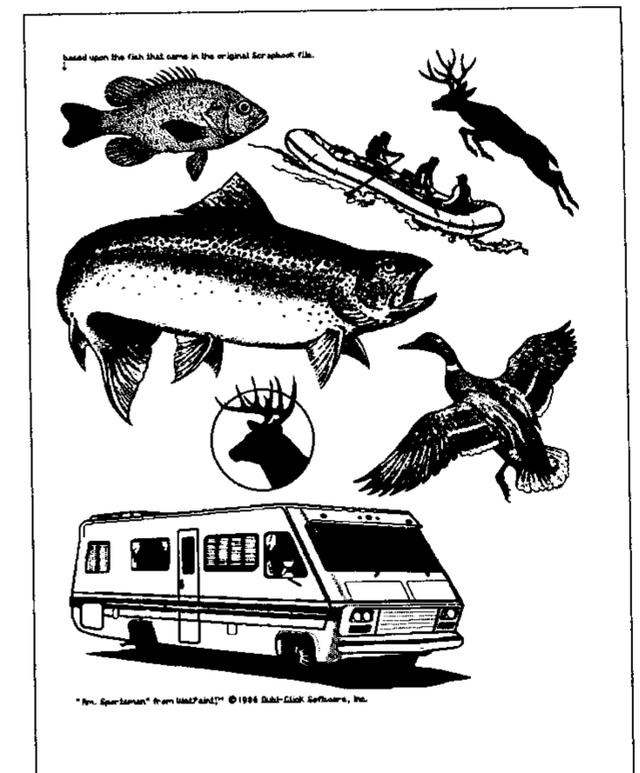
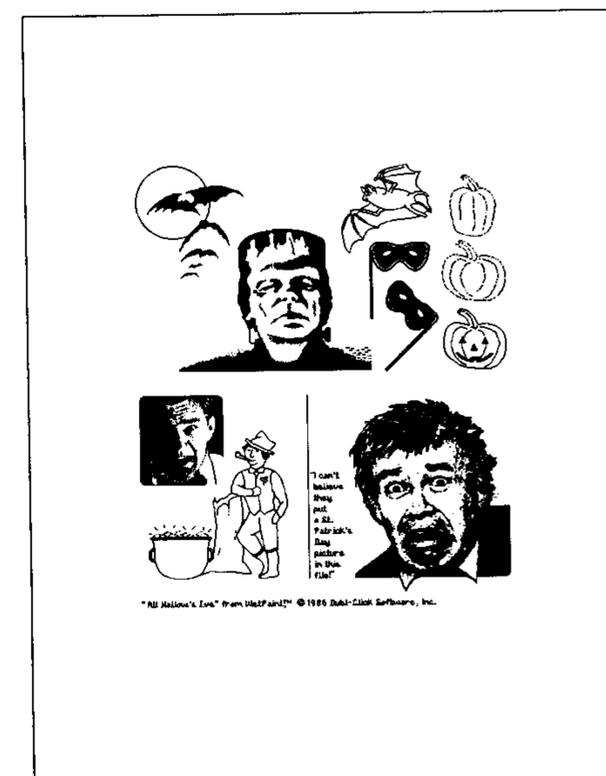
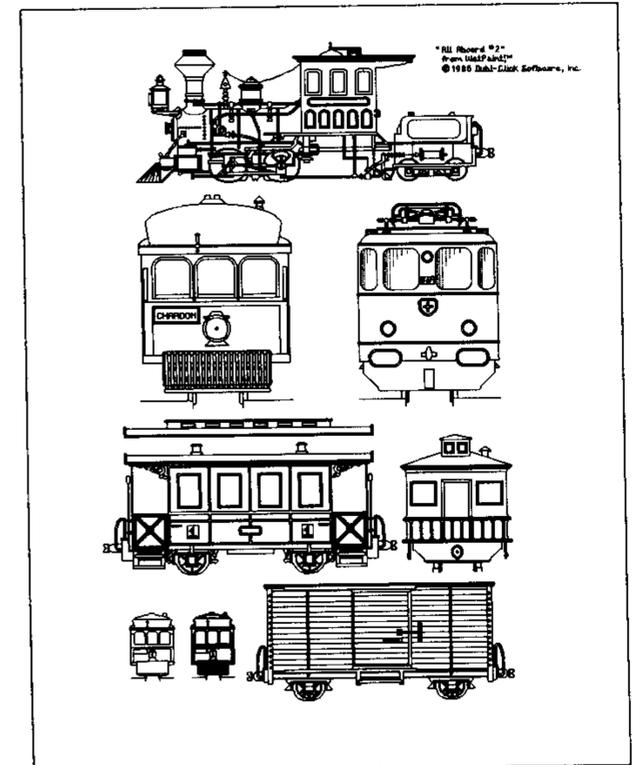
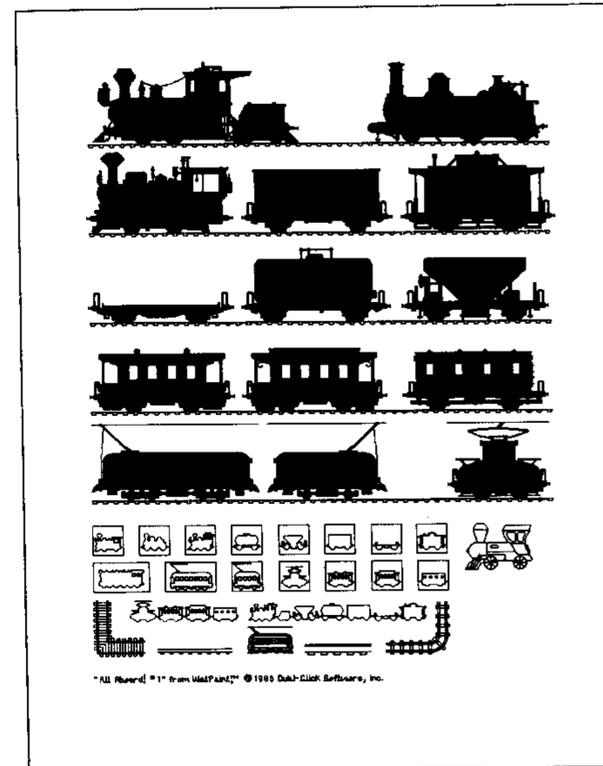
*Programs, Desk Accessories and Font names shown in italic*



## Directory of Images

1A All Aboard #1  
1B All Hallow's Eve

1A All Aboard #2  
1C Am. Sportsman

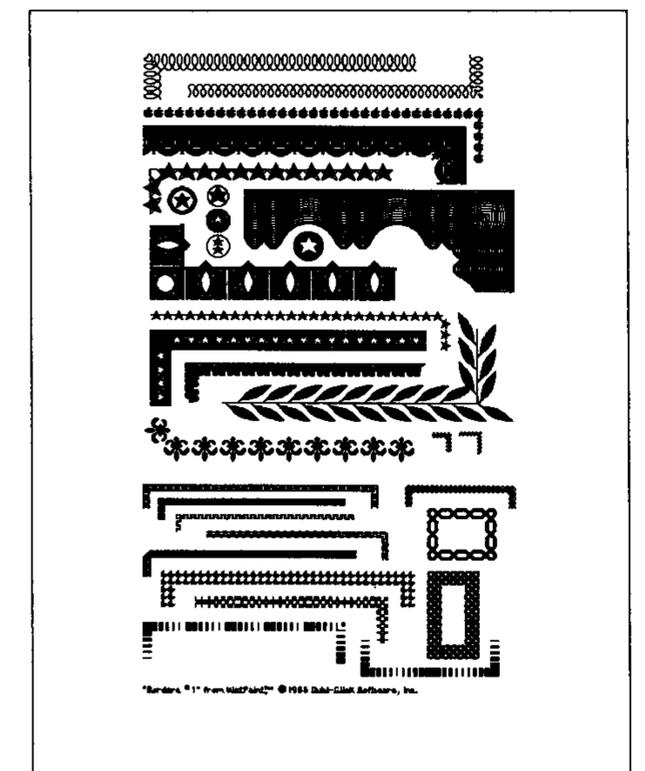
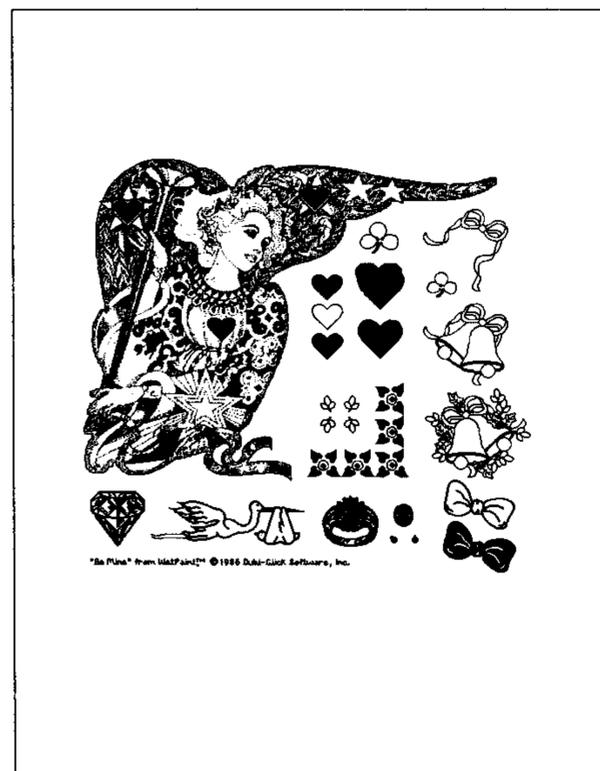
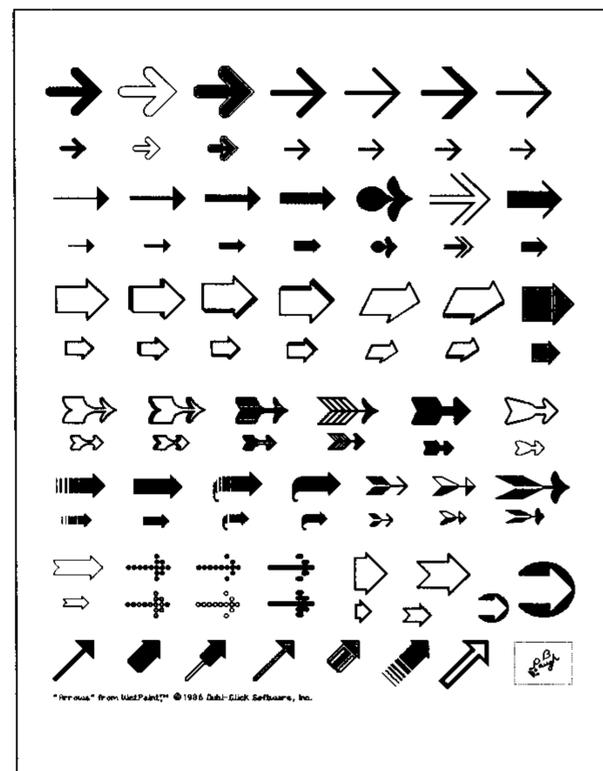
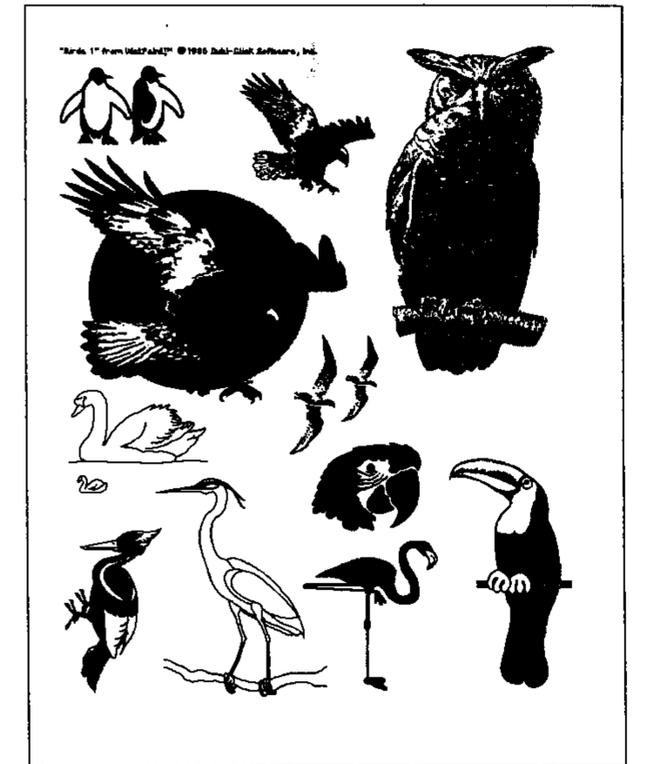
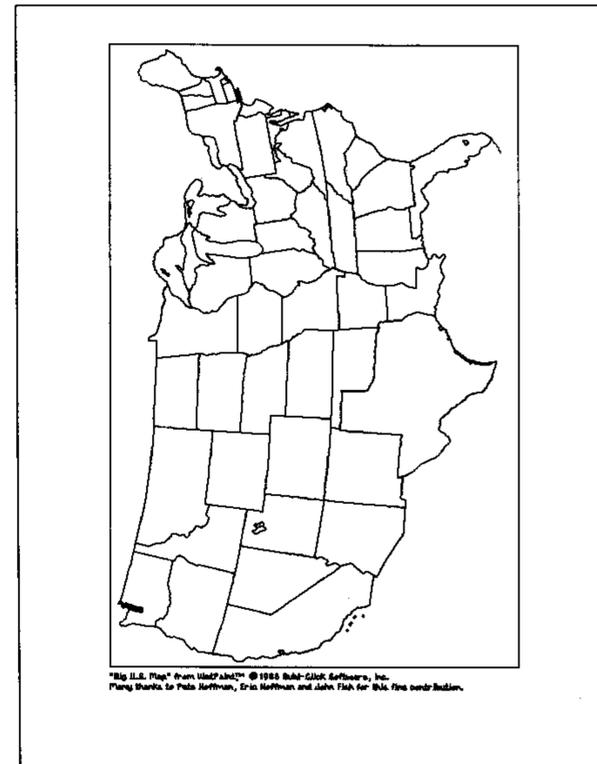
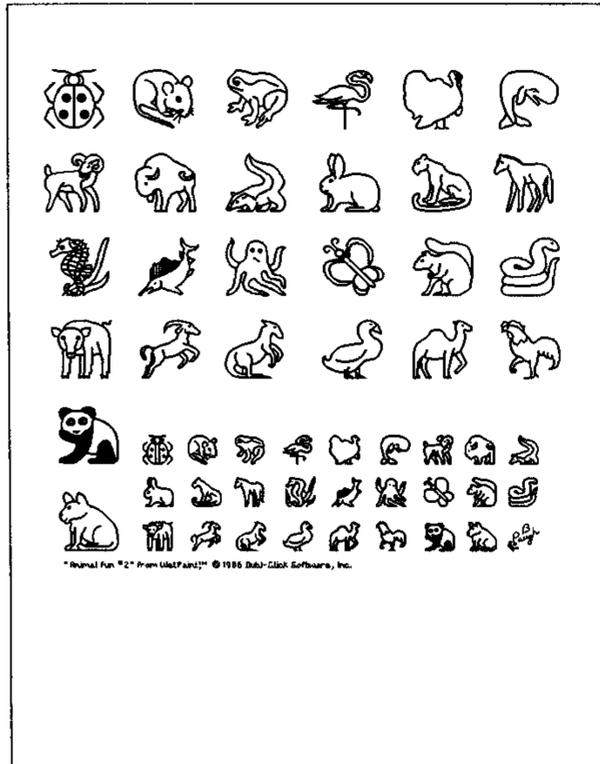
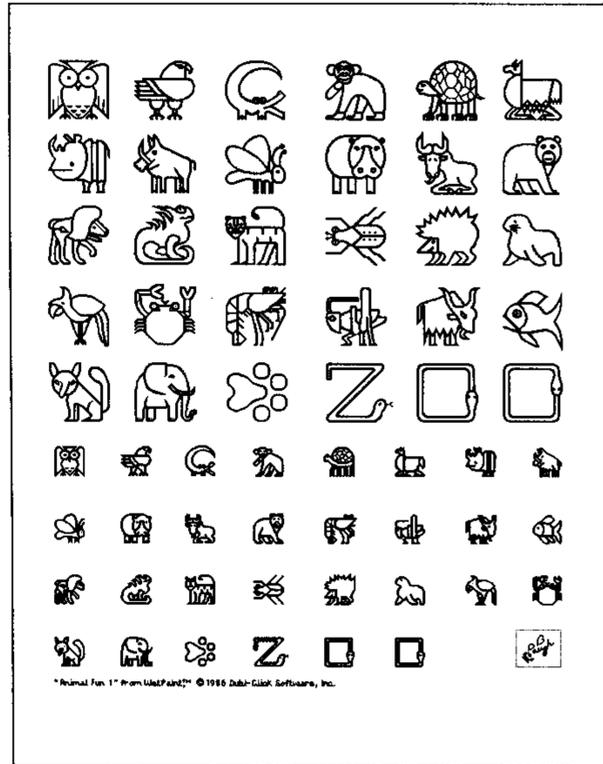


1C Animal Fun #1  
2A Arrows

1C Animal Fun #2  
1B Be Mine

1A Big U.S. Map  
1C Birds #2

1C Birds #1  
2A Borders #1

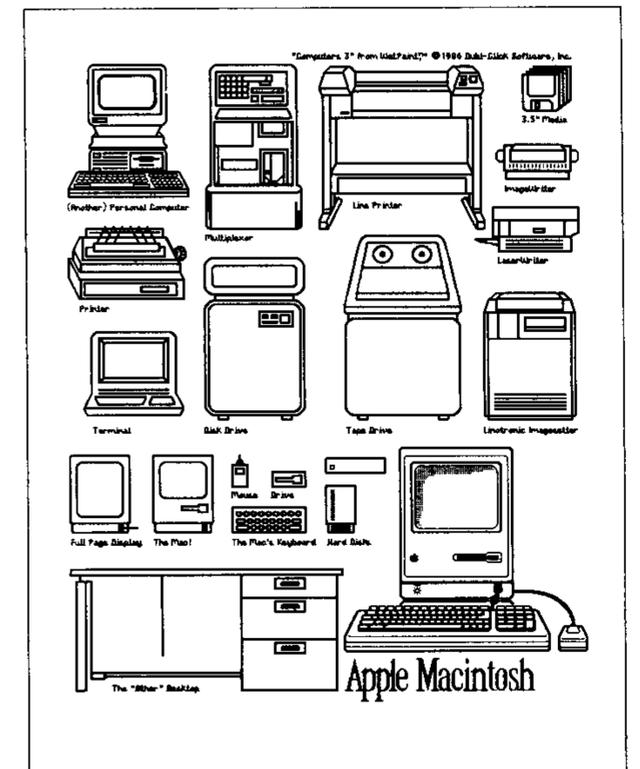
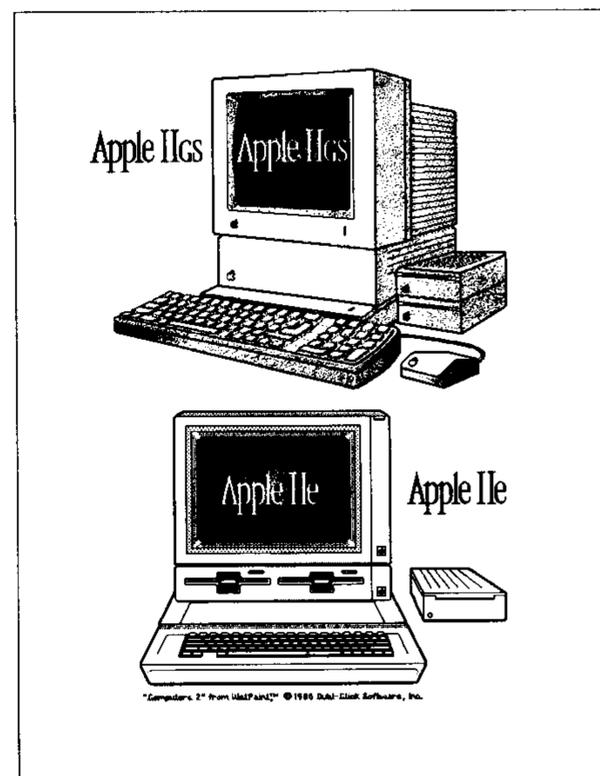
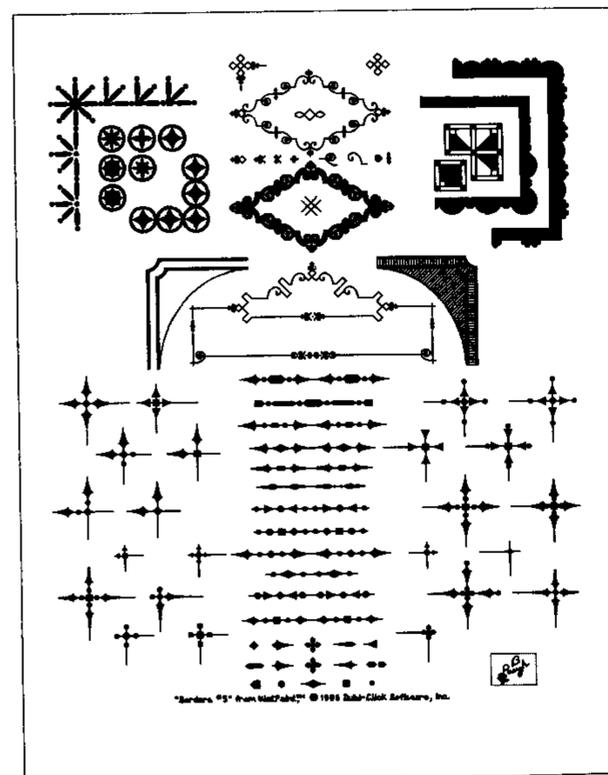
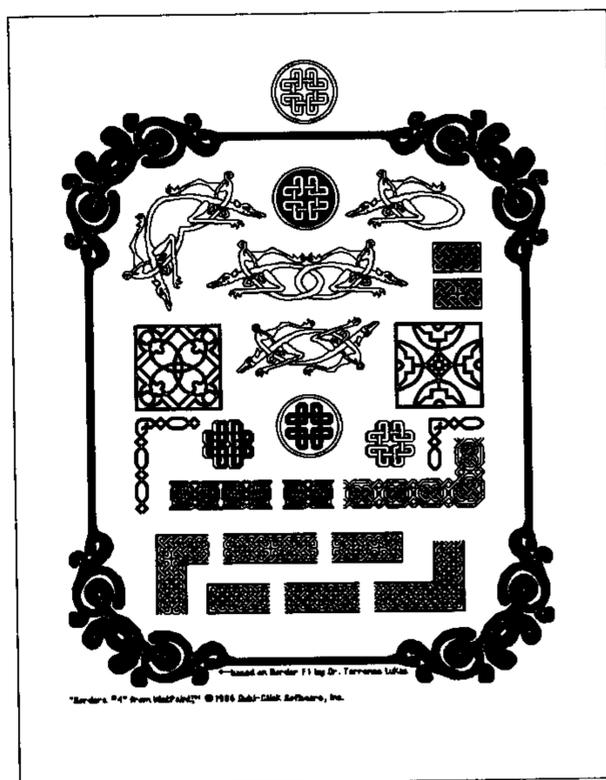
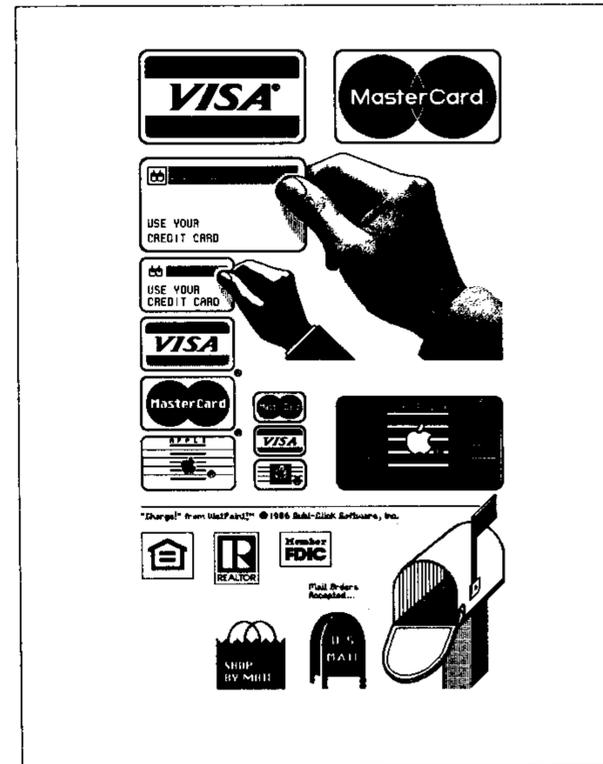
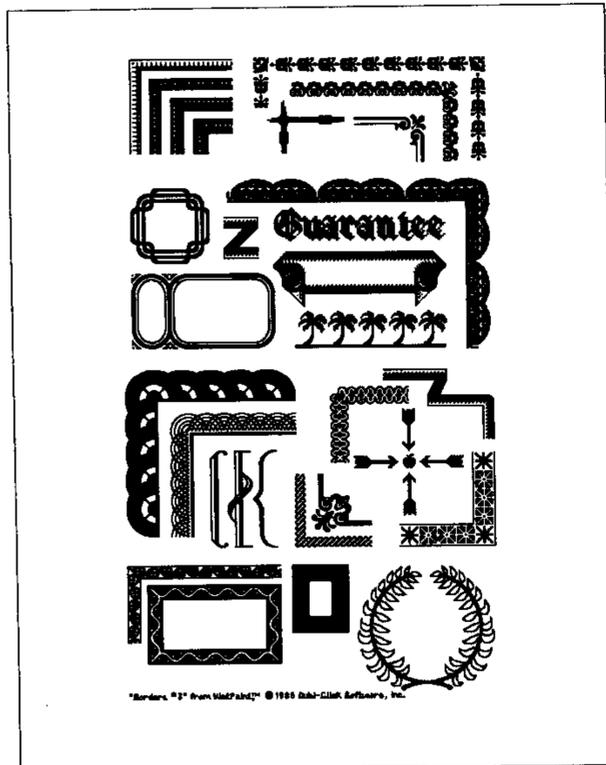
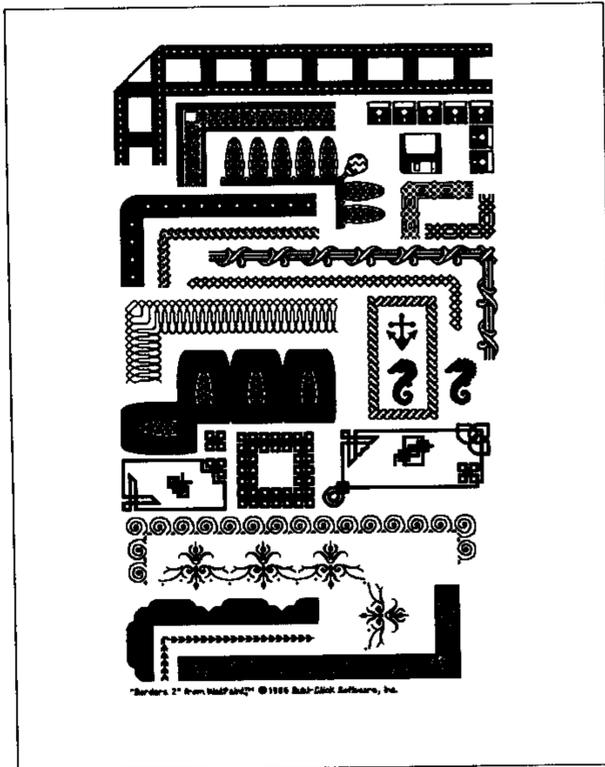


2A Borders #2  
2A Borders #4

2A Borders #3  
2A Borders #5

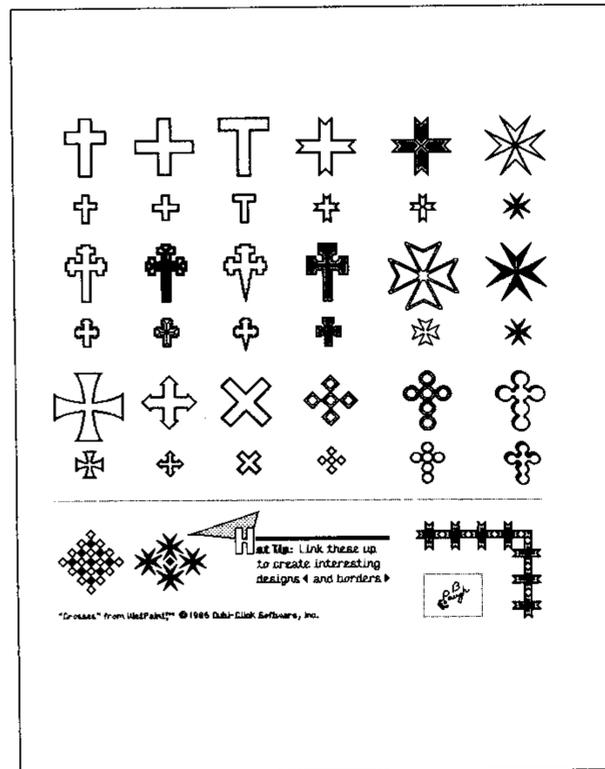
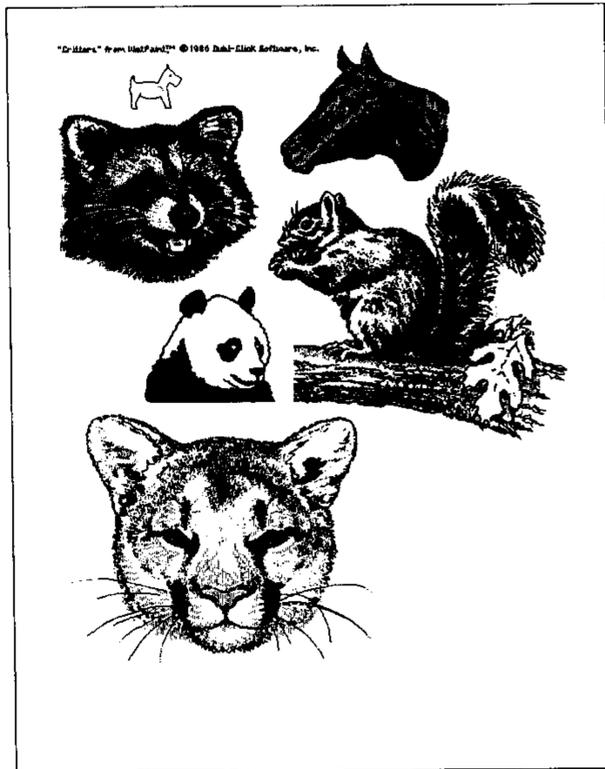
2A Charge!  
1C Computers #2

1C Computers #1  
1C Computers #3



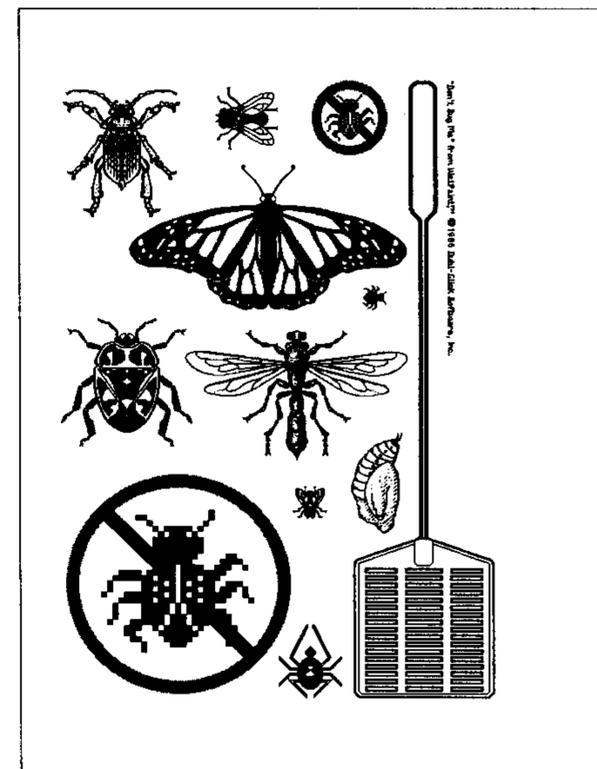
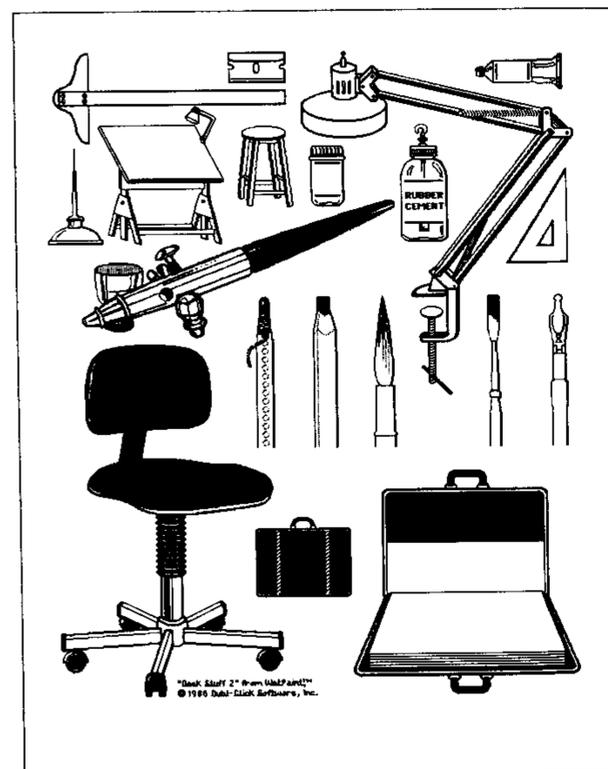
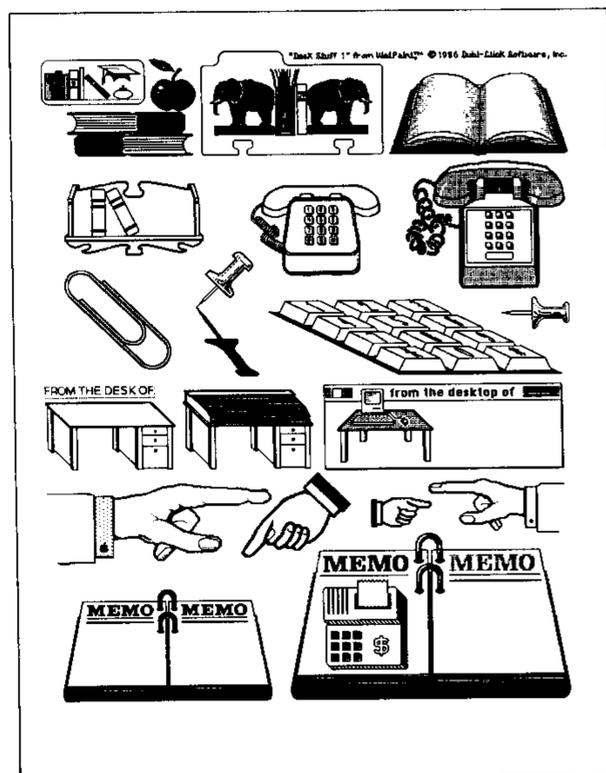
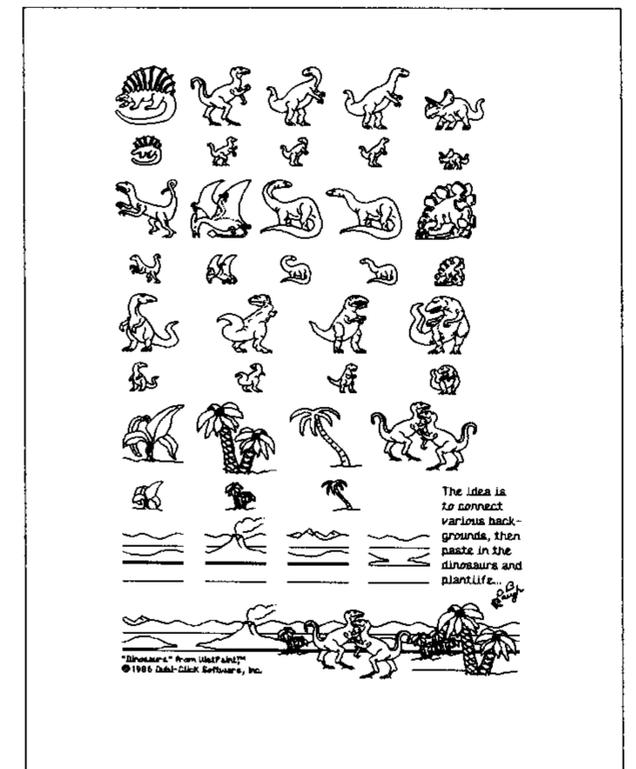
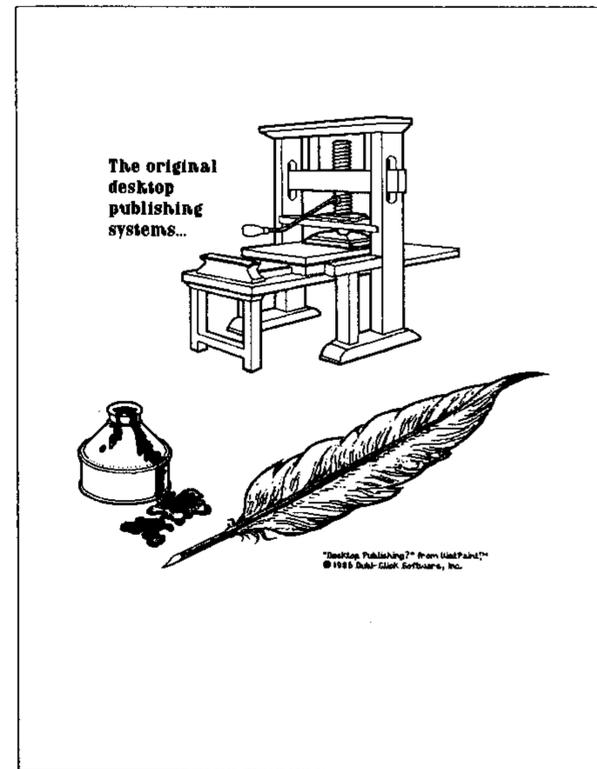
1C Critters  
1B Desk Stuff #1

2A Crosses  
1B Desk Stuff #2



2C Desktop Publishing?  
1C Don't Bug Me

1C Dinosaurs  
2C Eat, Drink...





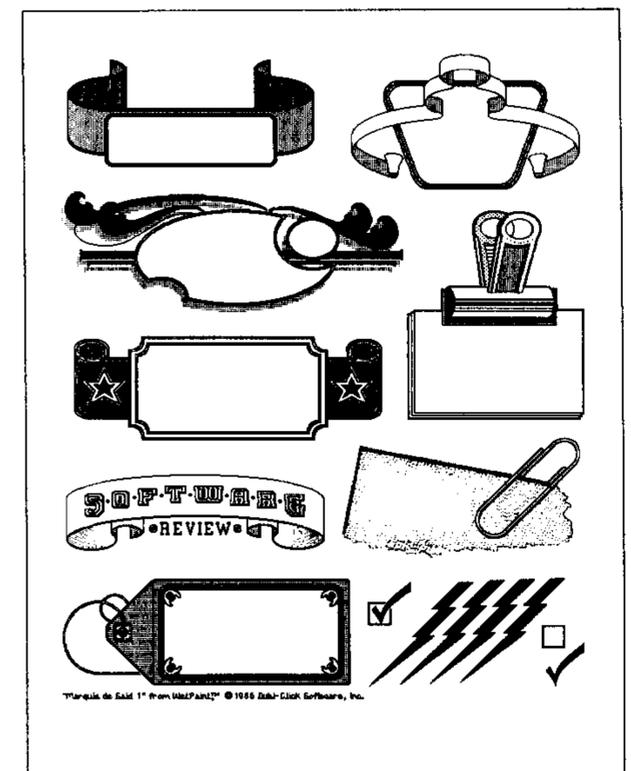
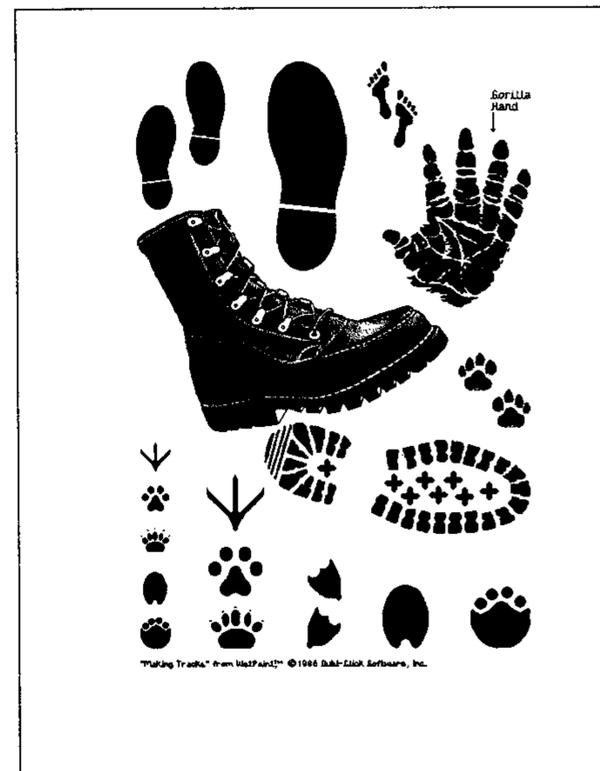
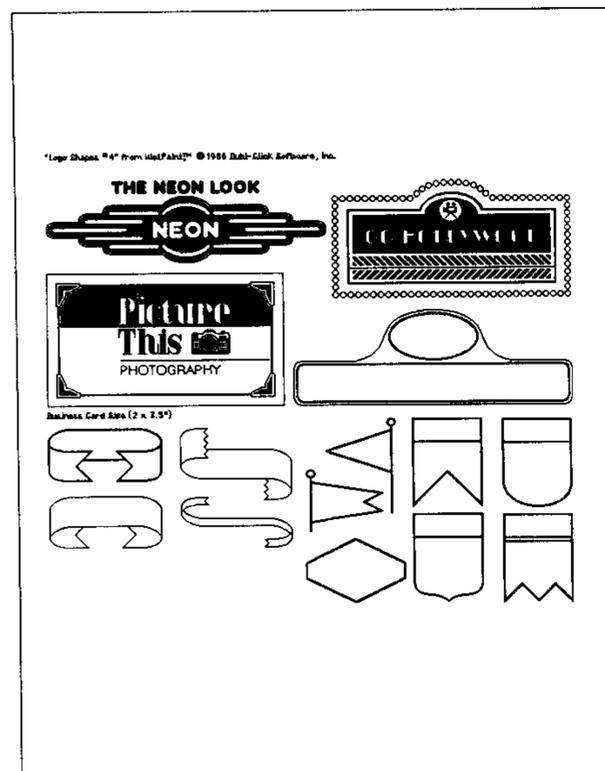
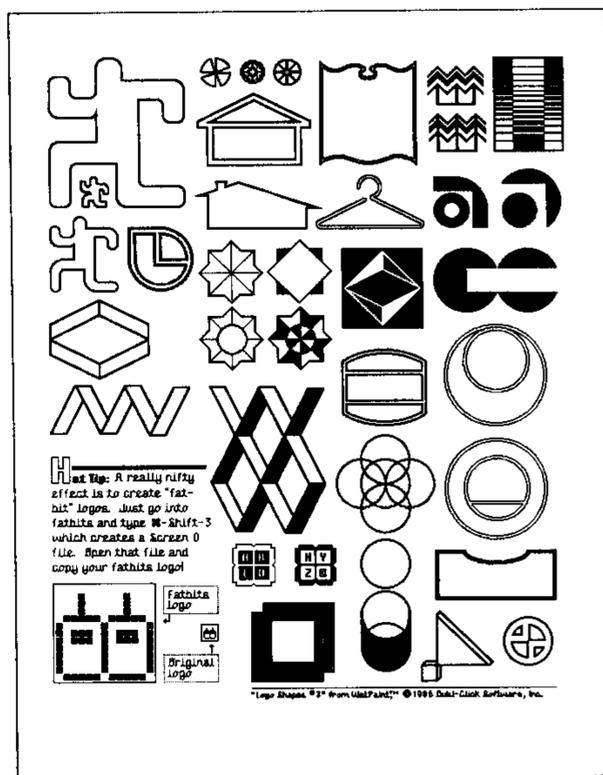
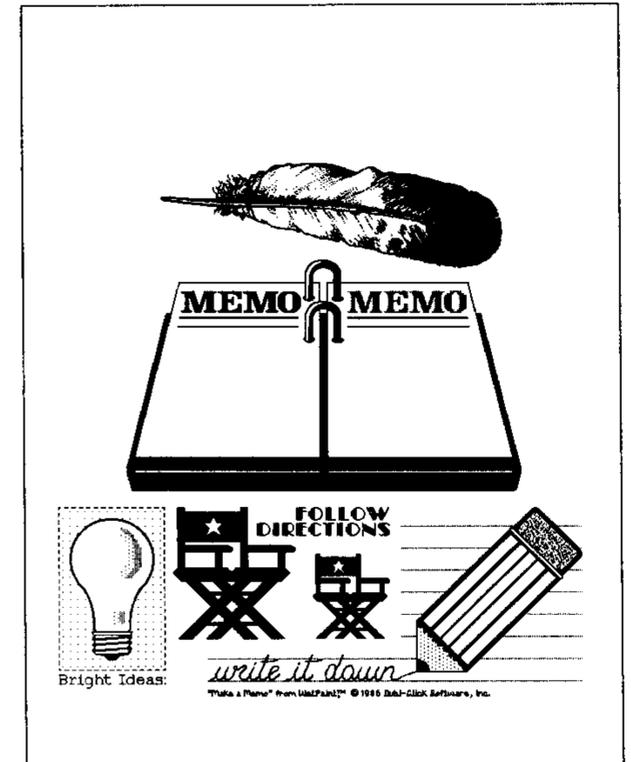
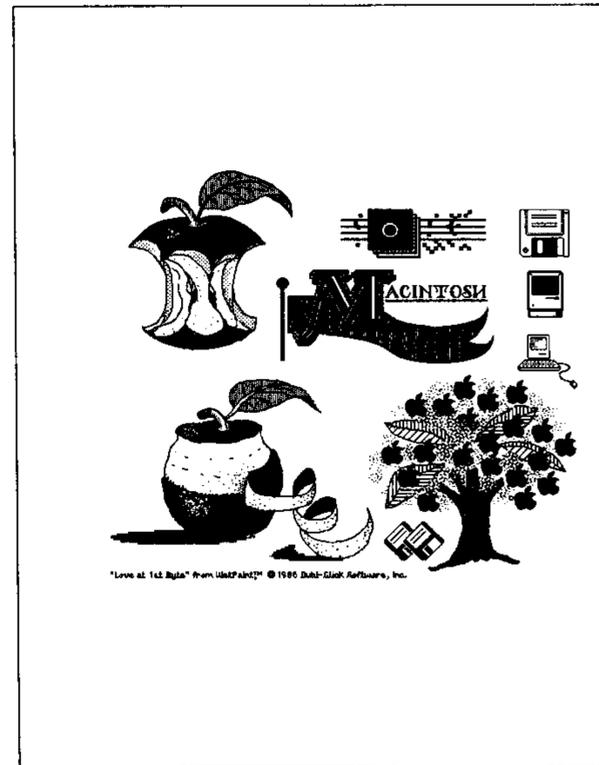
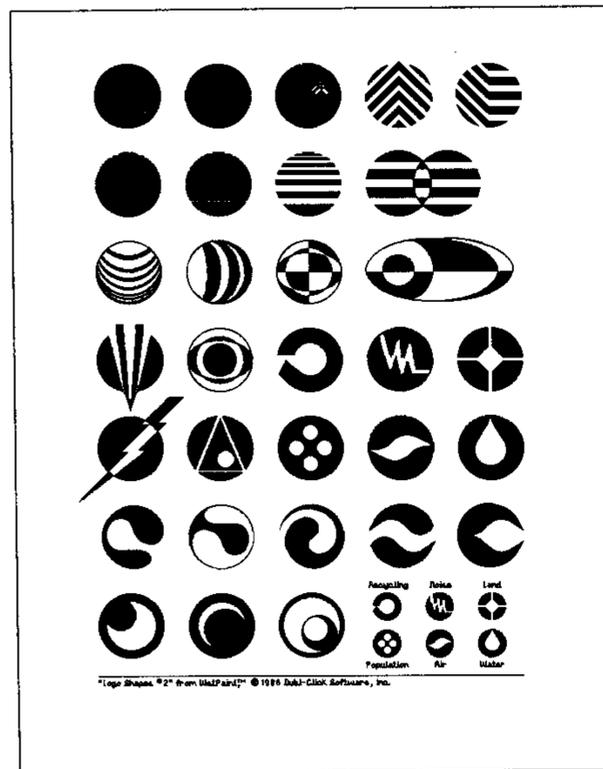
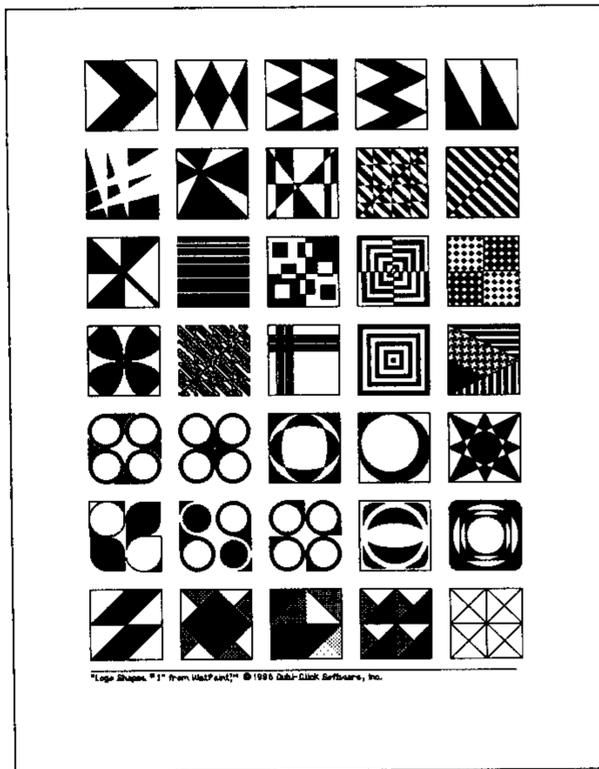


2B Logo Shapes #1  
2B Logo Shapes #3

2B Logo Shapes #2  
2B Logo Shapes #4

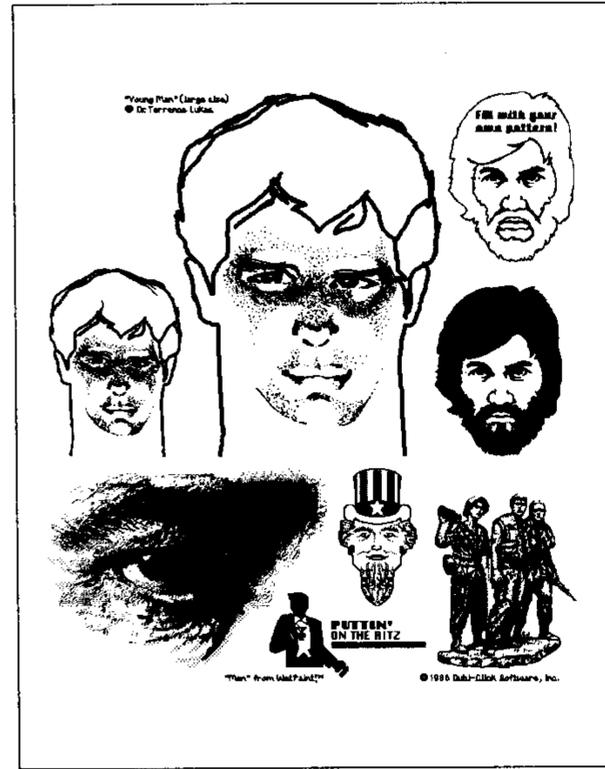
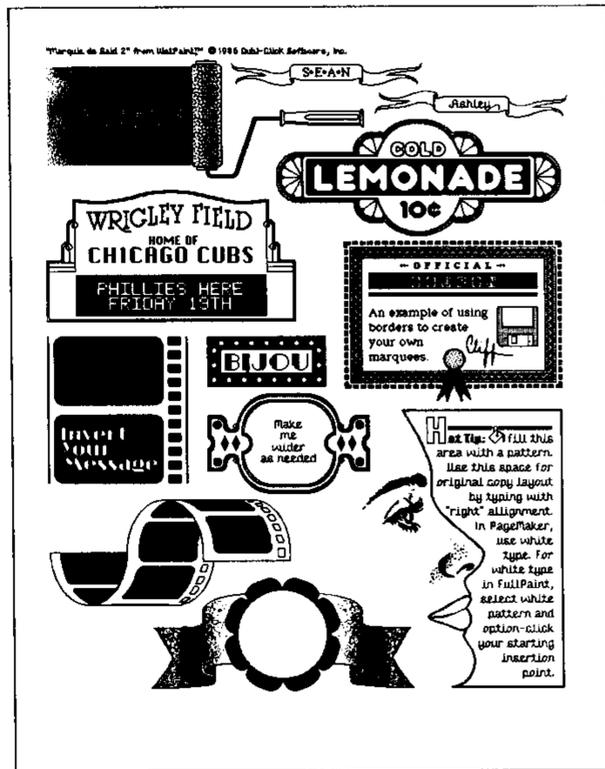
1C Love at 1st Byte  
2A Making Tracks

1B Make a Memo  
2A Marquee de Said #1



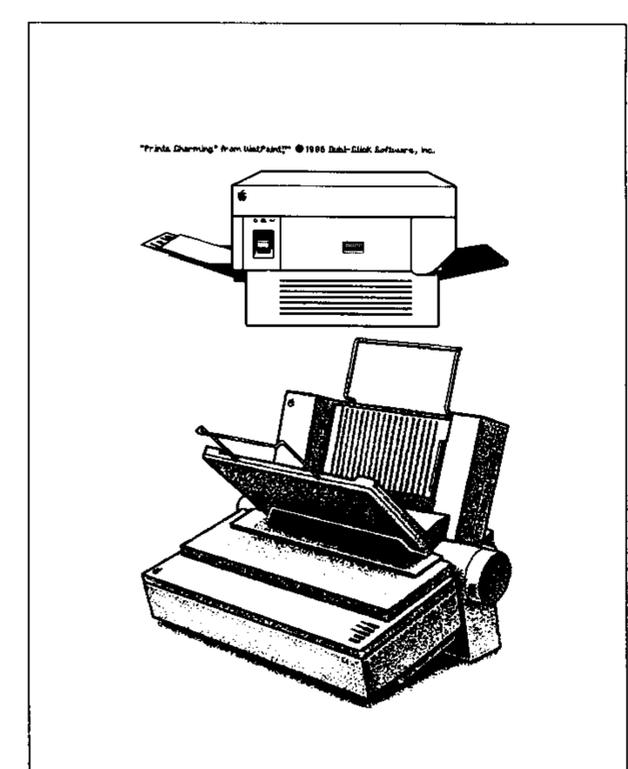
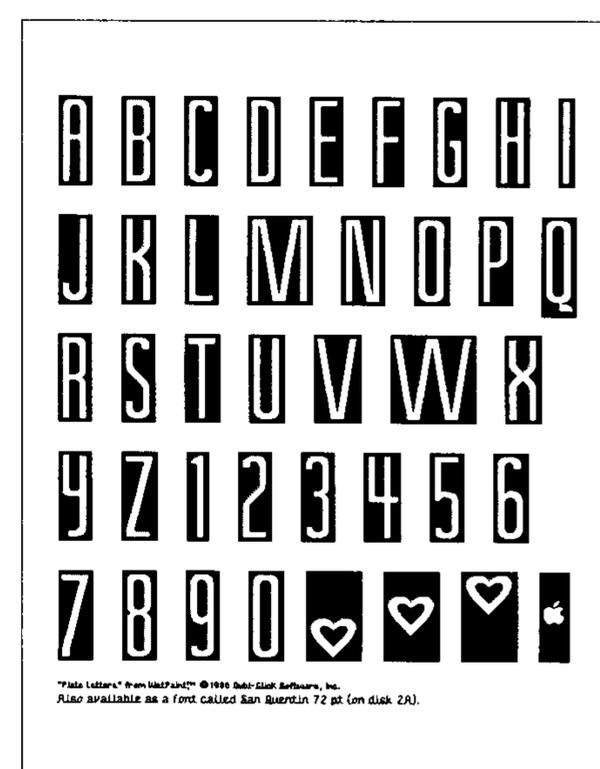
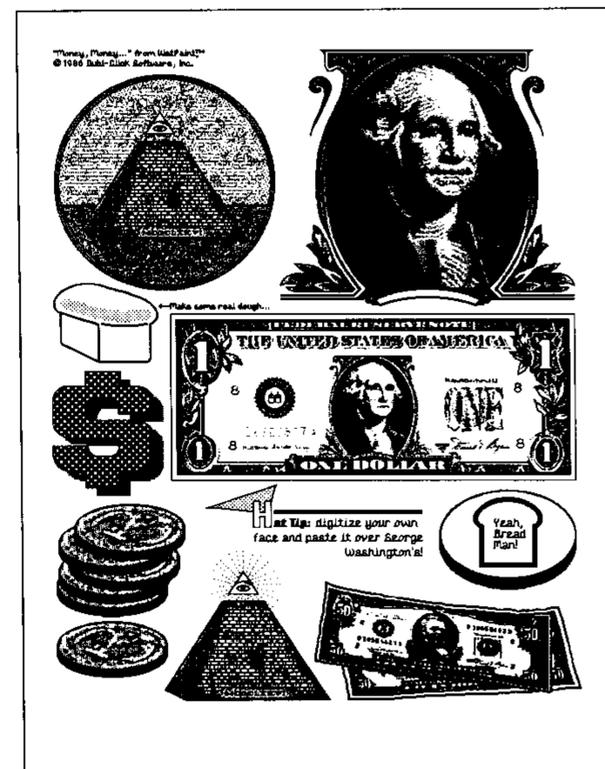
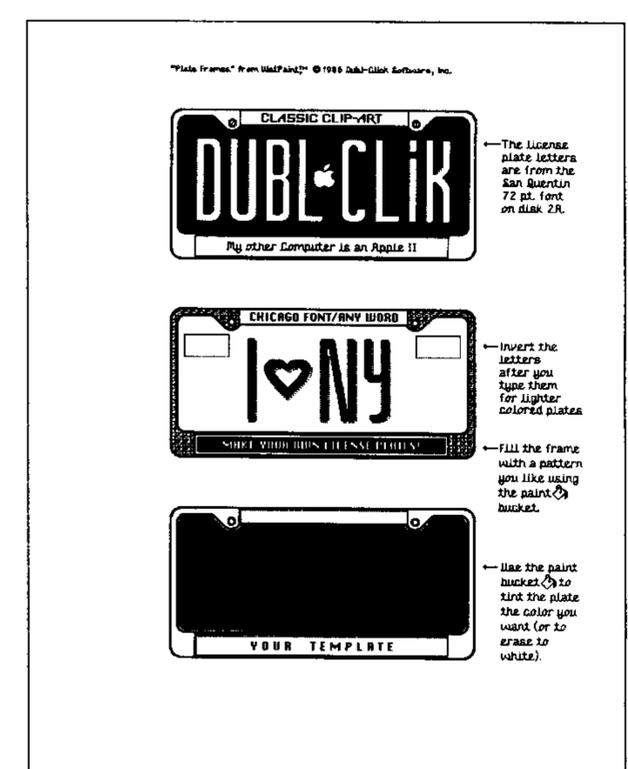
2A Marquee de Said #2  
2C Money, Money...

1A Men  
1B OK Corral



2A On "SALE" Here  
2C Plate Letters

2C Plate Frames  
1C Prints Charming

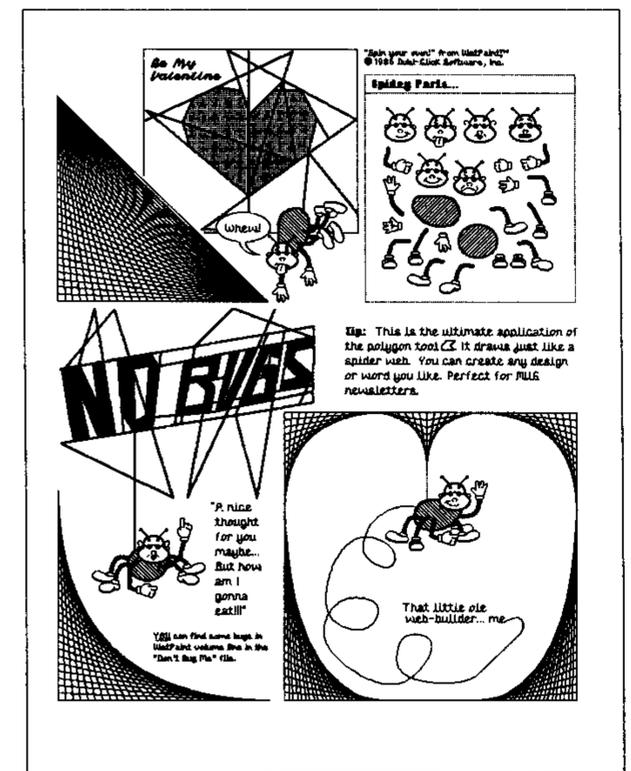
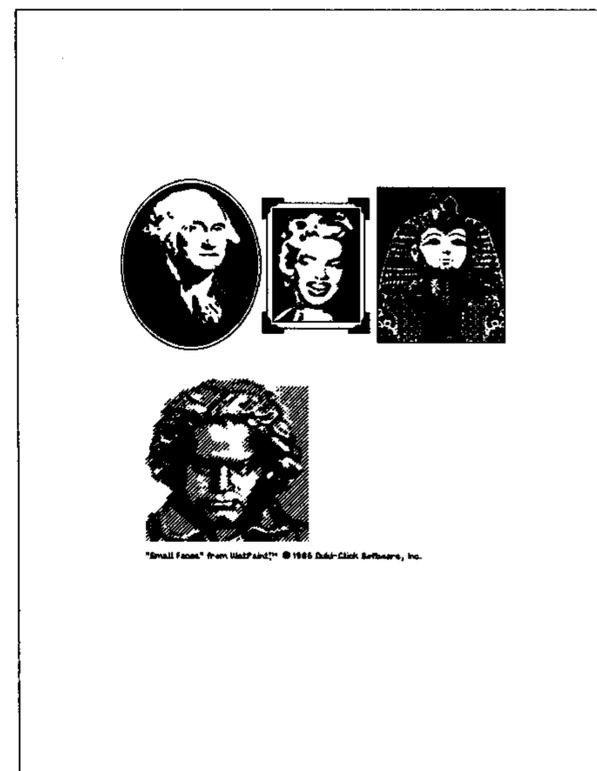
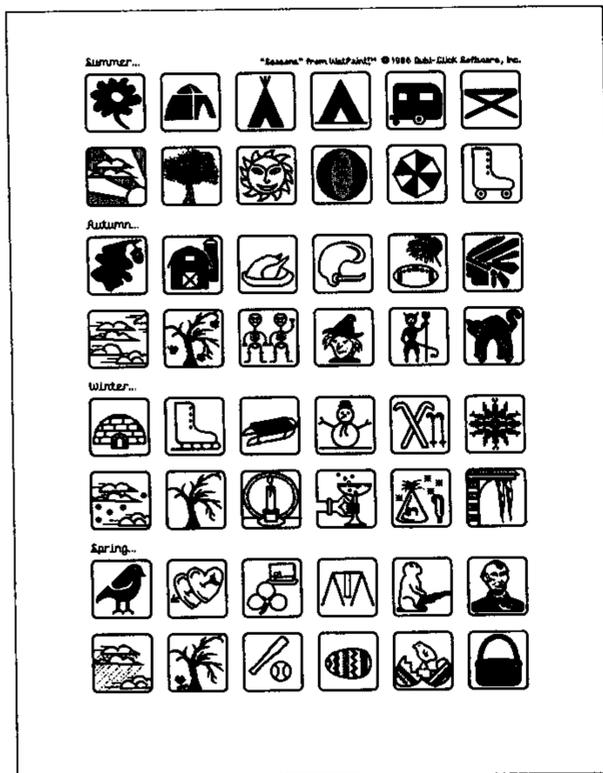
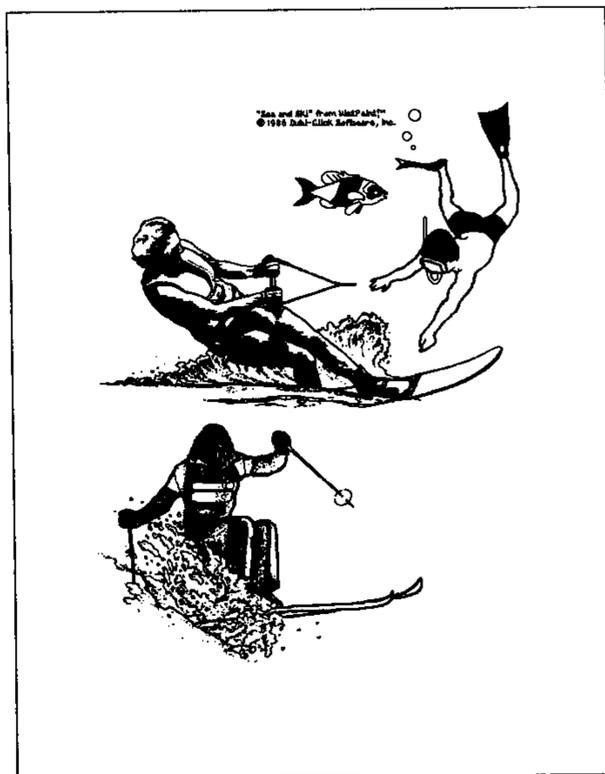
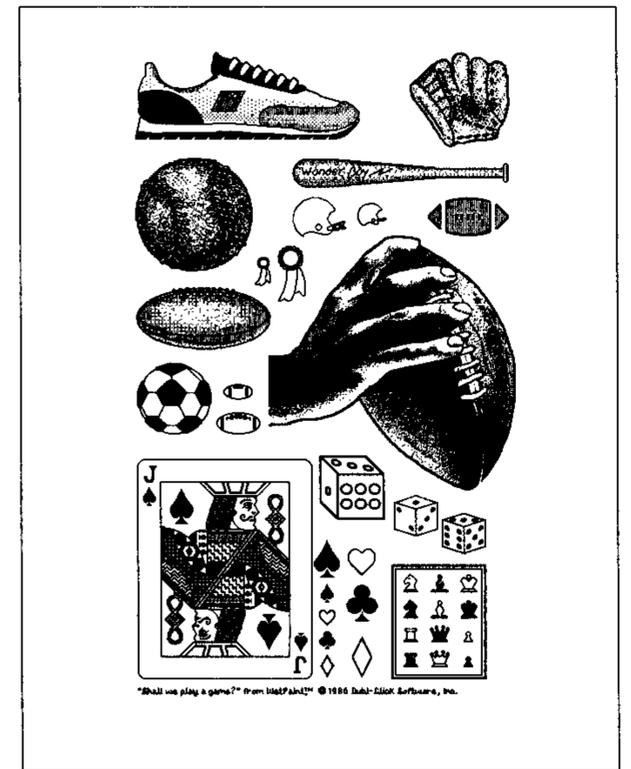
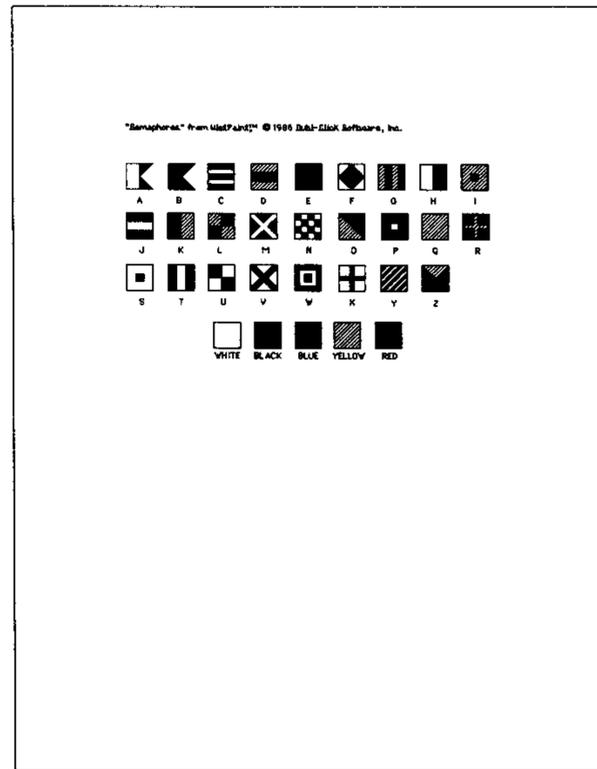
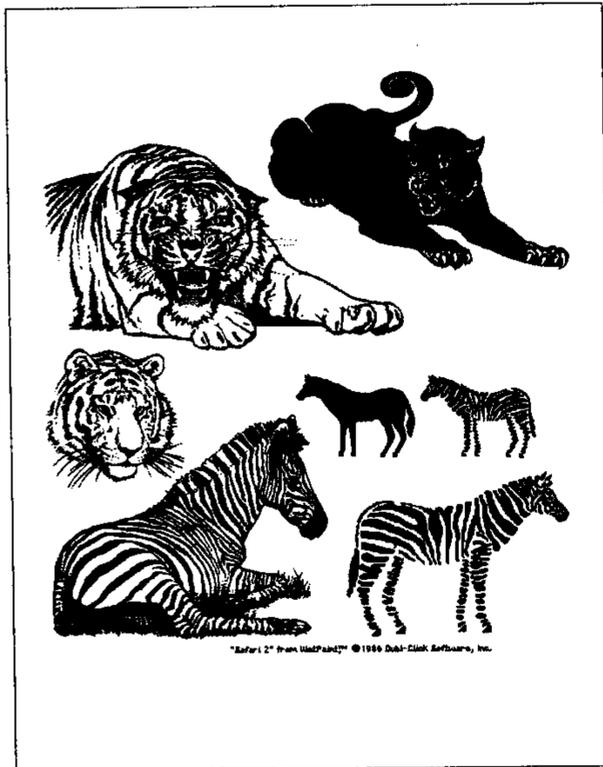
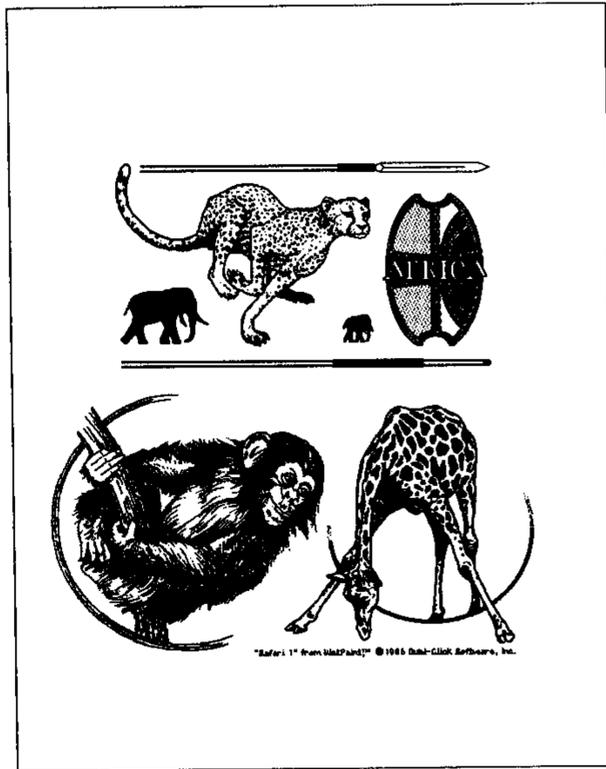


1C Safari #1  
1A Sea and Ski

1C Safari #2  
2B Seasons

2B Semaphores  
1A Small Faces

1A Shall we play a game?  
2C Spin your own!

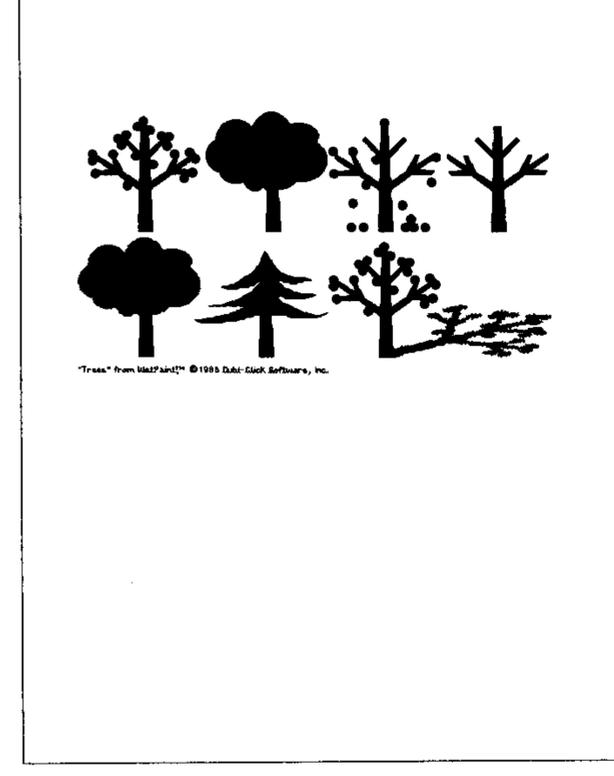
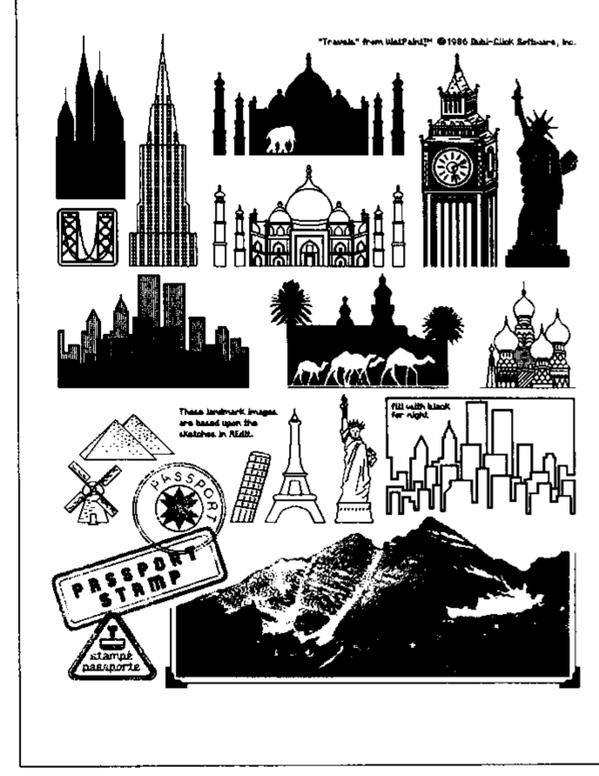
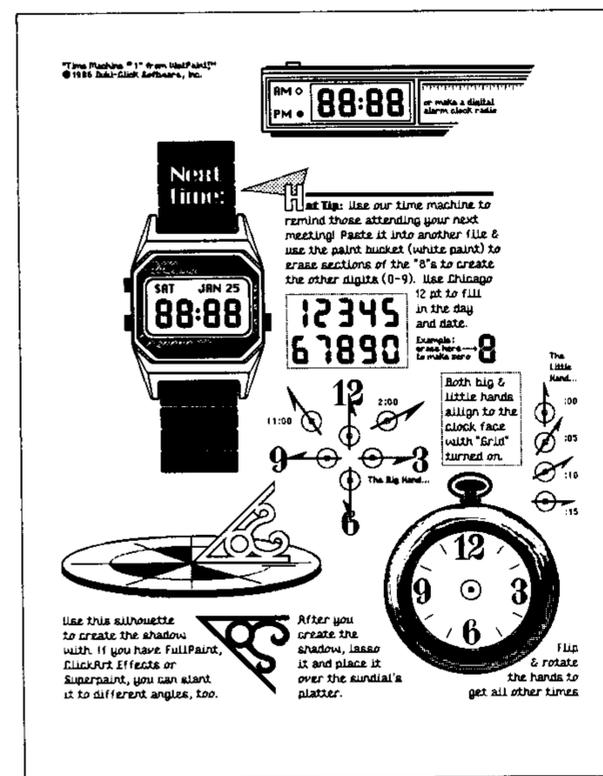
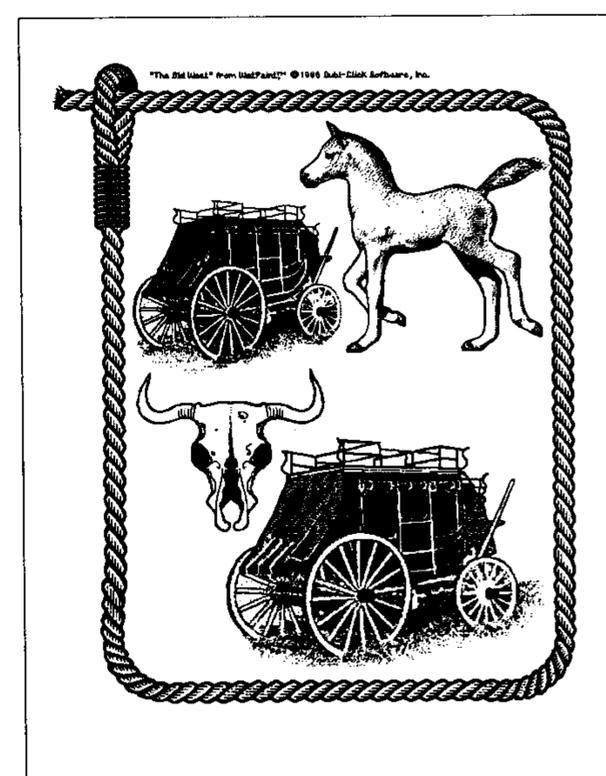
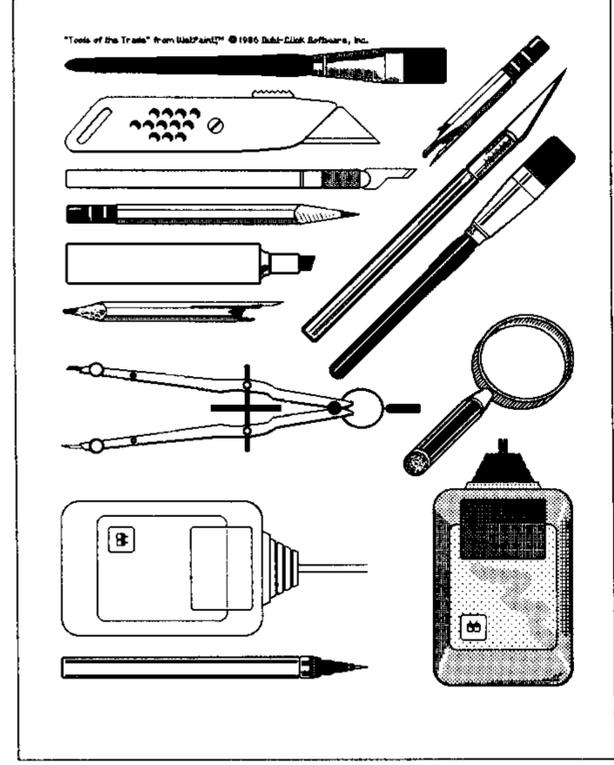
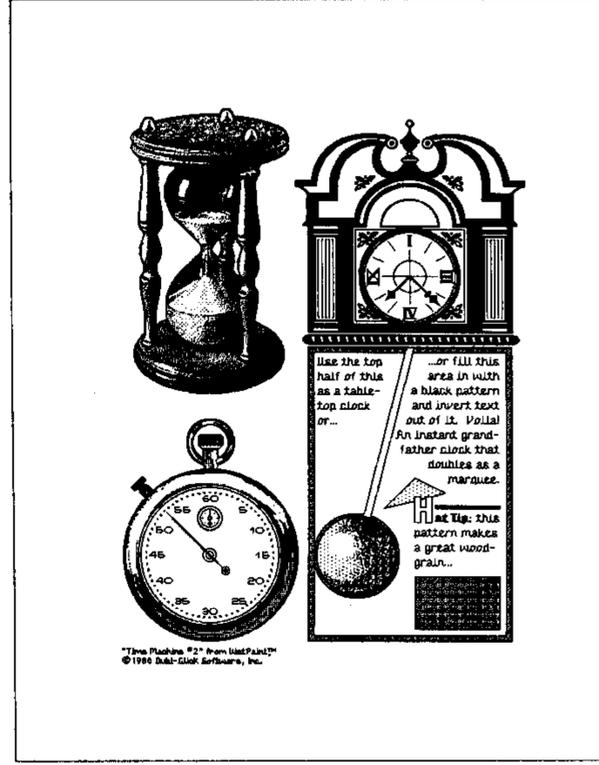
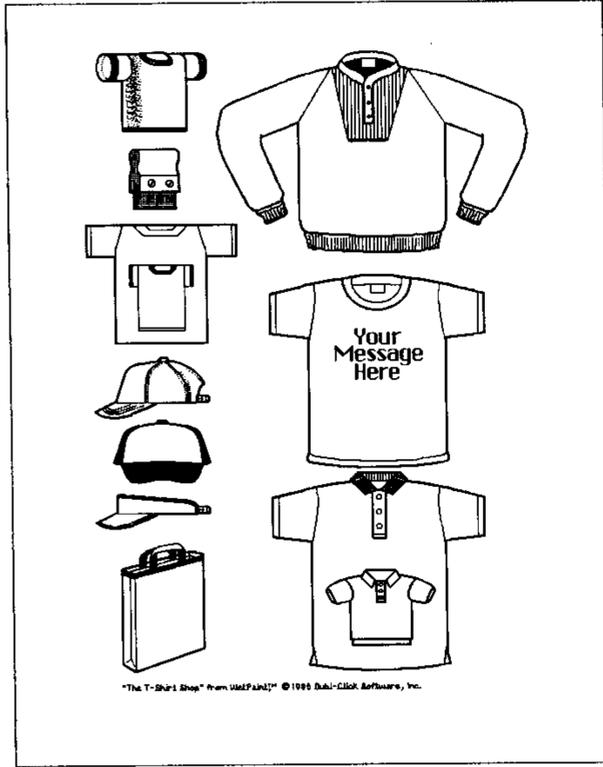
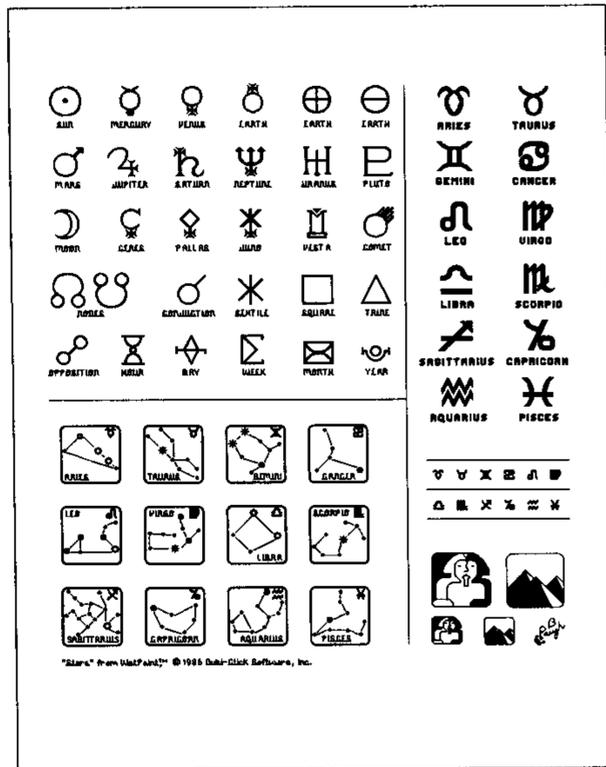


2B Stars  
2B The Old West

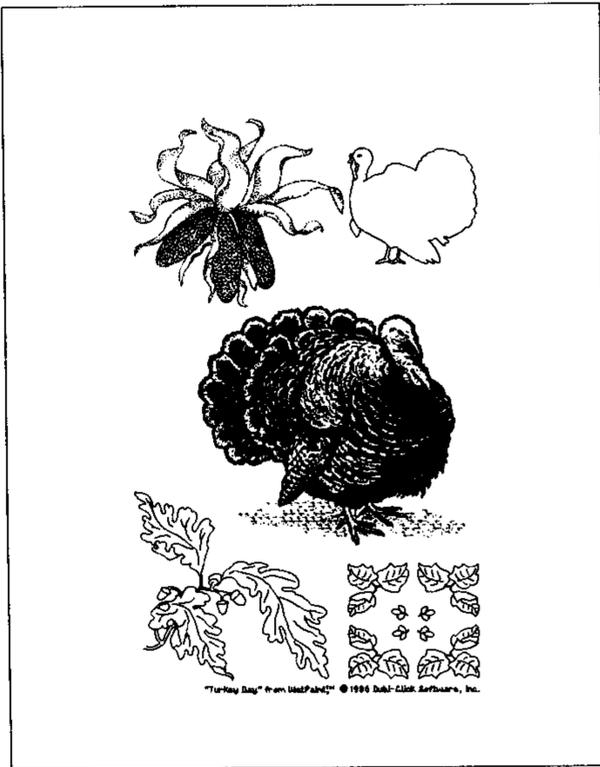
2C T-Shirt Shop  
2C Time Machine #1

2C Time Machine #2  
1A Travels

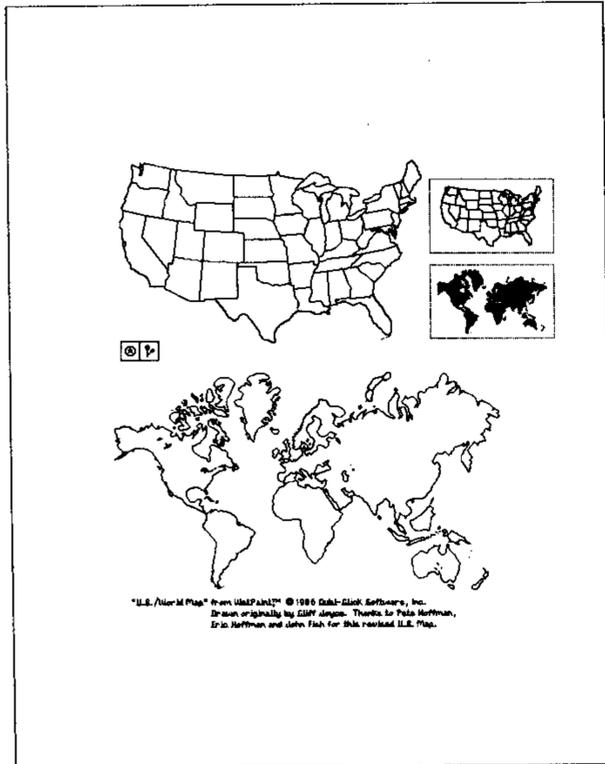
1B Tools of the Trade  
2B Trees



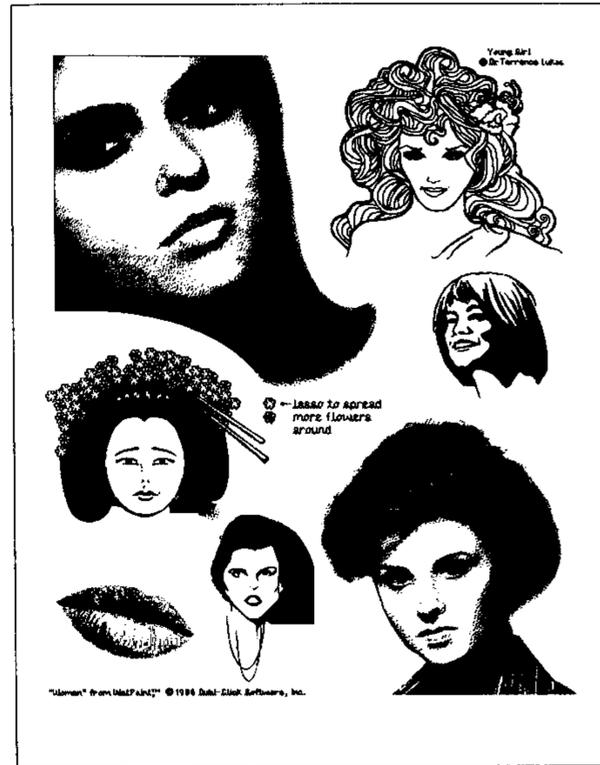
1B Turkey Day  
1A UnUnited States



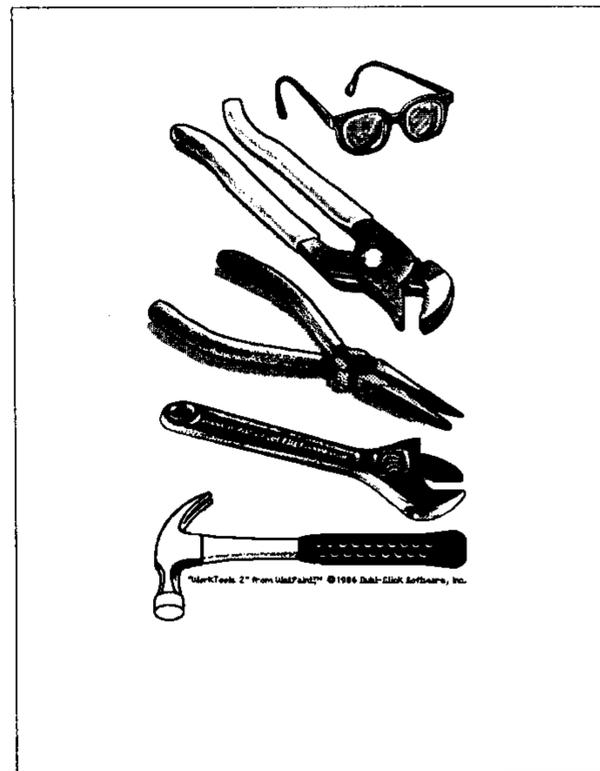
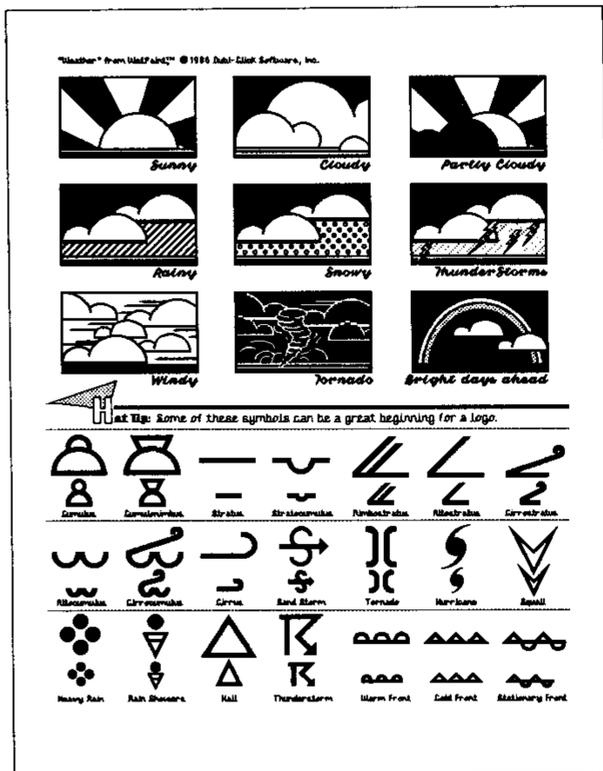
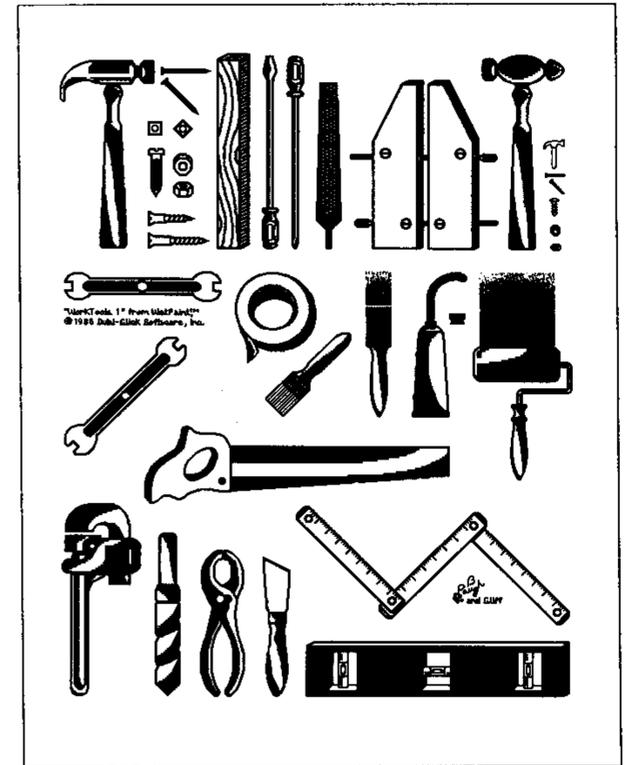
1A U.S. / World Map  
2B Weather



1A Women  
1B WorkTools #2

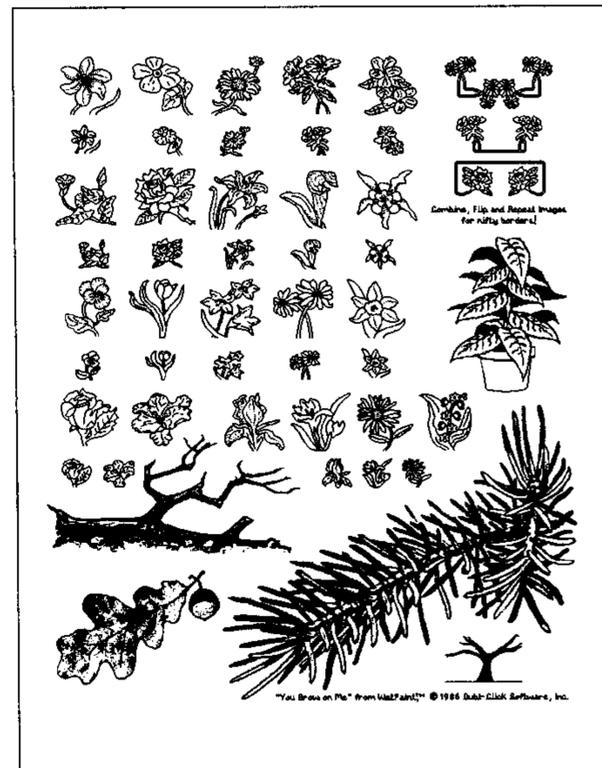
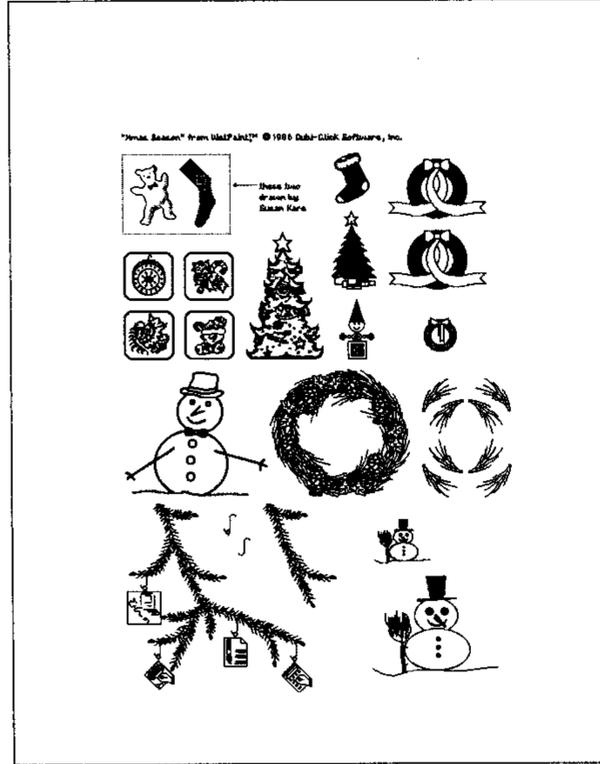
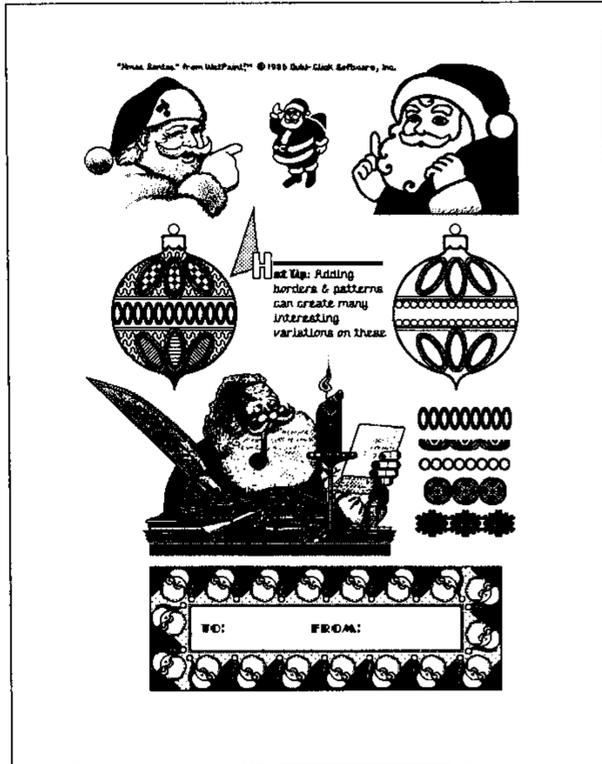


1B WorkTools #1  
1B Xmas Cheer



1B Xmas Santas  
1B You Grow on Me

1B Xmas Season



About the Authors...



**Jim Thomas**

An avid Macintosh user, Jim is also an accomplished designer and illustrator, with wildlife imagery his specialty. During the past 20 years, Jim's illustrations have served a clientele that includes the likes of: San Diego Zoo, Sea World, L.A. Zoo, Wildlife Safari, Anheuser Busch, National Zoo, USC, L.A. County Museum, Ducks Unlimited, Circus Vargas, Bill Burrud's Animal World NBC, King Tut Exhibit Tour '77, the Audubon Society and many others. Jim produces his both own and several montly newsletters for his clients. His Macintosh desktop publishing experience, and the beautiful Flagstaff, Arizona environment have inspired many of the *WetPaint* images. The *WetPaint* name was also his brainstorm. We're not really sure if the above picture is Jim; he only claimed to have digitized it (he hasn't been seen in a tie for years—maybe it's Richard Dryfuss?).



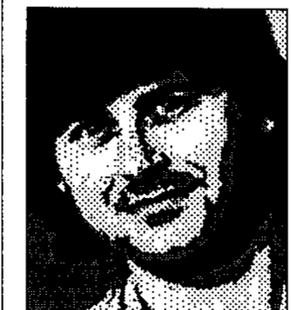
**J. Douglas Robertson**

Doug is a Professor of Binary Digits at Bentley College; a small, regionally accredited business college in stuffy, Waltham, Massachusetts. He continues his research activities with a fervor unequalled east of the Mississippi. Currently intent on internationalizing his endeavors in order to get a guest shot on the David Letterman *Late Night* show, he has co-authored an Egyptology disk called *MacTut* with one of his former students, Barbara Paugh. When it comes, international fame and fortune will not change his modest demeanor. In the meantime, he humbly toils on the latest rage in Macintosh desktop publishing: the *YeGods!* egyptology comic strip, which regularly appears in the prestigious *A Refereed Journal* (which is co-edited by Doug).



**Barbara Paugh**

Barbara was born in Bayonne, NJ on a balmy November morning. Realizing that things could only get better, she enrolled in the Computer Information Systems department at Bentley college in stuffy Waltham, MA where she is now a senior. Upon introduction to the Macintosh and *MacPaint*, she abandoned her dream of becoming a DBA, and embarked upon the caffeine induced artistic odyssey which resulted in the very popular, if not amusing *MacTut*, followed by *WetPaint*. Even though (being a true masochist) she still does not own an external disk drive, Barbara plans to buy a farm in New England where she will "get back to nature" and continue her work as a computer artist. Due to her new naturalist lifestyle, it has become impossible for Barbara to even watch the *Late Night* show, much less appear with co-author Doug Robertson.



**Cliff Joyce**

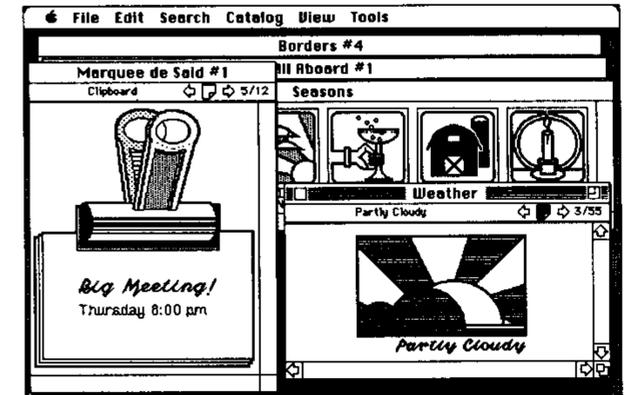
After graduating from California Institute of the Arts in 1979, Cliff started his own graphic design and computerized typesetting business. In 1984 he fell in love with the Macintosh, turning his understanding wife into a computer widow, as he produced two volumes of clip-art and fonts called *Mac the Knife*. A year later after learning 68000 assembly language, he teamed up with Austin Durbin to form Dubl-Click Software and produce their first product, *The Calculator Construction Set*. Cliff also helped produce Dubl-Click's first two *World Class Fonts!* volumes with co-authors Mary Martinez and Steve McClure. When Doug Robertson's international fame and fortune do arrive, Cliff has graciously agreed to journey forth from trendy L.A. and keep Doug Robertson, Pee Wee Herman and David Letterman company on the *Late Night* show.



## PictureBase™ format

*WetPaint* volumes are now available in *PictureBase* format. Ordering instructions appear on your *WetPaint* warranty card.

If you don't yet know about *PictureBase*, now might be a good time to learn about this unique art storage and retrieval system—particularly since you now have several disks of pictures to browse through. *PictureBase* can help you quickly locate and retrieve specific images—because each image is indexed by title and keyword(s), when placed in a *PictureBase* library file. For instance, simply type in “weather” and all images using that keyword are displayed.

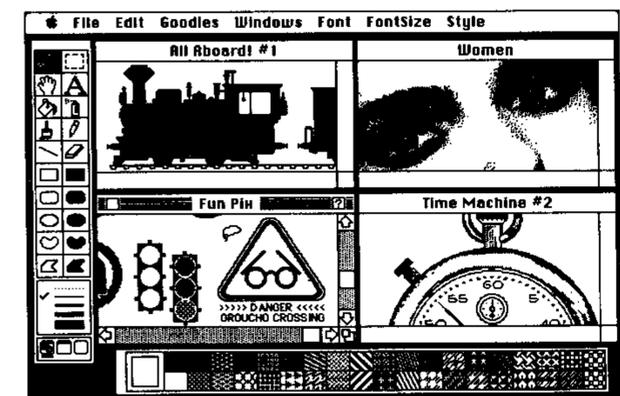


*PictureBase* stores both bitmapped and object-oriented images and supports automatic scaling by 50%, 25% and 12.5%. System requirements: 512K or more of memory, external floppy or hard disk drive recommended. Suggested retail: \$69.95 from: Symmetry Corporation, 761 E. University Drive, Mesa, AZ 85203. Order line: 1(800) 624-2485 (in Arizona 602-844-2199).



## FullPaint™ format

As you have probably noticed, *WetPaint* is distributed in *FullPaint* format files. If you were wondering what *FullPaint* was, don't yet own *MacPaint*, or are more than just a casual *MacPaint* user, you really owe it to yourself to check out the second generation of “paint” programs—of which *FullPaint* is one. *FullPaint* looks, works and “feels” like *MacPaint*. If you've already learned how all of *MacPaint*'s tools operate—including the many “command-shift-option-double-click” shortcuts, you'll be happy that they all work the same way in *FullPaint*. As the name implies, *FullPaint* lets you edit a window the size of the Mac screen (342 x 512 pixels). Tools and patterns float on top of your document, but can be hidden at any time. With 512K of RAM (at least 512K is required), two document files can be open at the same time; four with 1024K. Suggested retail is \$99.95 from: Ann Arbor Softworks, 2393 Teller Road, Suite 106, Newbury Park, CA 91320. (805) 375-1467.



## Suggested Reading

---

***Becoming a Mac Artist*** by Vahé Guzelimian, Compute! Books. A good tips/techniques guide for the novice to intermediate MacPainter.

***Desktop Publishing*** by Kevin Rardin, Plume/Waite. As the name implies, this goes way beyond just "paint" programs, covering layout techniques.

***Mac Graphics*** by Tony Fabri & Gregory W. Thorne, Tab Books. A "good general overview" type of book.

***MacPaint Drafting Design*** by Susan Schmieman, Brady Books. Although focusing on using *MacPaint* as an alternative to *MacDraw* for drafting, this book touches on many basic MacPainting techniques. A good book for the absolute *MacPaint* novice!

***Zen and the Art of the Macintosh*** by Michael Green, Running Press. This is *not* a how-to book, with tips and techniques. It is a collection of Macintosh generated art work. Consider it inspiration; you'll get ideas on layout and design.

## Related Graphic Software

---

***FullPaint / FullWrite Professional***. See description of *FullPaint* on previous page. *FullWrite* is a word processor/page layout package; includes *MacDraw* style graphics tools. Ann Arbor Softworks, 2393 Teller Road, Suite 106, Newbury Park, CA 91320. (805) 375-1467.

***MacBillBoard***. A good single-document alternative to *MacPaint* with lots of new features. Best feature: print multiple copies of the same paint document (a must on the LaserWriter!). CE Software, 801 73rd St., Des Moines, IA 50312. (515) 224-1995.

***MacPaint / MacDraw***. The originals. *MacPaint* is still a masterpiece. Apple Computer, Inc., 20525 Mariani Avenue, Cupertino, CA 95014. (408) 996-1010.

***PageMaker***. A reliable page layout program (we used it to create this manual). Aldus Corporation, 411 First Ave. S., Suite 200, Seattle, WA 98104.

***PictureBase***. See description on previous page. Symmetry Corp, 761 East University Drive, Mesa, AZ 85203. 1(800) 624-2485. In Arizona (602) 844-2199.

***SuperPaint***. Create/edit *MacPaint* and *MacDraw* style pictures within the same program. Includes lots of new paint tools/tricks. Our favorite feature: draw circles from center point. Silicon Beach Software, 9580 Black Mtn. Rd., Suite E, San Diego, CA 92126. (619) 695-6956.

## The Legal Stuff

---

### License Agreement from Dubl-Click Software, Inc.

The price of *WetPaint* licenses the product for use on one Macintosh. You may use print-outs of the artwork contained in *WetPaint* for anything you wish, so long as you do not resell the print-outs as clip-art. If you use *WetPaint* images as logos (without alteration) be aware that you may not be able to protect them with a copyright (consult your own legal counsel on this point). You may make copies of the disks for your own archival purposes. You may not make copies of the disks for others for any purpose including resale.

If you discover physical defects in the media on which this software is distributed, or in the manuals distributed with the software, Dubl-Click will replace the media or manuals at no charge to you, provided you return them along with a self-addressed, stamped return mailer to Dubl-Click Software, Inc.

### The Fine Print from our Legal Eagles

EVEN THOUGH THE SOFTWARE HAS BEEN TESTED, AND THE DOCUMENTATION REVIEWED, DUBL-CLICK MAKES NO WARRANTY OR REPRESENTATION, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THIS SOFTWARE, ITS QUALITY, PERFORMANCE, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. AS A RESULT, THIS SOFTWARE IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU. SHOULD THE SOFTWARE PROVE DEFECTIVE, YOU ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR, OR CORRECTION. YOU RELY ON THE SOFTWARE AND RESULTS SOLELY AT YOUR OWN RISK. DUBL-CLICK SOFTWARE SHALL NOT BE HELD LIABLE FOR ANY DIRECT, INDIRECT, CONSEQUENTIAL, OR INCIDENTAL DAMAGES ARISING OUT OF THE USE, THE RESULTS OF, OR INABILITY TO USE THE PRODUCT EVEN IF DUBL-CLICK SOFTWARE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR CLAIM. ALL IMPLIED WARRANTIES ON THE MEDIA AND MANUAL, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY (90) DAYS FROM THE DATE OF THE ORIGINAL RETAIL PURCHASE OF THIS PRODUCT.

### Font/DA Mover License

This language has been required by Apple Computer, Inc.

Apple Computer, Inc. makes no warranties, either express or implied, regarding the enclosed computer software package, its merchantability or its fitness for any particular purpose. The exclusion of implied warranties is not permitted by some states. The above exclusion may not apply to you. This warranty provides you with specific legal rights. There may be other rights that you may have which vary from state to state.

The *Font/Desk Accessory Mover* is a copyrighted program of Apple Computer, Inc. licensed to Dubl-Click Software to distribute for use in combination with the *WetPaint* Classic Clip-Art Volumes. This Apple software shall not be copied onto another diskette (except for archive purposes) or into memory unless as part of the installation of *WetPaint* fonts and/or desk accessories. When *WetPaint* fonts and/or desk accessories have been installed, the Apple software shall not be used by any other program.