ClipWorks

ClipWorks is GoDot's modifier to create clips. Clips are invisibly marked rectangular areas in an image. There can only be one clip at a time. The smallest one is just one card of 8x8 pixels. The largest clip is as big as the screen (40x25 cards). Their size can only be increased cardwise. Clips can be handled by many more modifiers, loaders and savers (see box).

Clips have been introduced to GoDot to allow combining of images and selective manipulation within one image. You can set a clip either visually (using a pointing device like your mouse) or numerically (by inputting values from your keyboard, you click on an existing value for that). ClipWorks checks for exceeding the limits when typing in values (column plus width not wider than 40, and row plus height not more than 25).

Button "Clip": With a mouse, you click the top left corner of the clip, release your finger, go to the bottom right corner and click again. When working under SCPU power, don't click but hit Enter (otherwise you wouldn't be fast enough to release your finger for one click only). Hitting Stop before the second click doesn't change anything.

Button "Show": The clip you previously set will be shown blinking. If no clip has been defined before, the whole screen will flash. You leave this mode by hitting the Stop key. Note that in multicolor mode the background color does not flash.

Button "Full": Resets GoDot to "no clips defined". If you still change "Execution Area" to "Clip" in main screen, GoDot will act as if it would still be set to "Full". Note that GoDot never looks for a new background color when rendering clips. (You can make use of this behavior if you want to have a distinct background color, see ▶SetBGColor).

Button "Last": If you applied "Full" erroneously, undo that by clicking "Last". It also activates the last used clip settings when you entered ClipWorks in Full mode.

Button "ClrClp": This means "Clear Clip". You'll be prompted by a new window with four more buttons, the largest of which is the GoDot Color Chooser. Click on the color you'd like the clip to be filled with and enter "Inside" (to fill the clip area) or "Outside" (to fill everything else but the clip area). With "Leave" you will leave this window leaving the graphics unharmed.

Button "Zoom": The contents of the clip will be scaled up to screen size. Be sure to have a clip set that applies to the target size. Width and height should be in a ratio of 8:5 (which is the screen ratio of the C64) or close to that if you want an undistorted result.

Button "Shrink": The screen will be scaled down to fill the clip. The note on "Zoom" about correct ratio also applies here. Both "Shrink" and "Zoom" use grayscale data and not colors for their task (useful for printing purposes). If you want scaling with correct colors use modifiers ▶StretchClip and ▶Squeeze2Clip instead.

Button "Accept": Activates your settings. In main screen, "Execution Area" is shown now as "Clip". If you hit "Display" then to render the graphics, only the clip area will be affected.

Button "Leave": Leaves the modifier without activating any changes. Note that "ClrClp" won't be undone.

GoDot modules which deal with clips

Modifiers: ▸.ClipInfo, ▸ClipWorks, (▸Double,) ▸Flip&Mirror, ▸FrameClip, (▸MCSPrep,) ▸Squeeze2Clip, ▸StretchClip, (▸Tile,) ▸TileClip, ▸TurnClip

Special modifiers: ▸Goo, ▸Spin, ▸Twirl (these affect circle shaped clips which don't compare to standard clips)

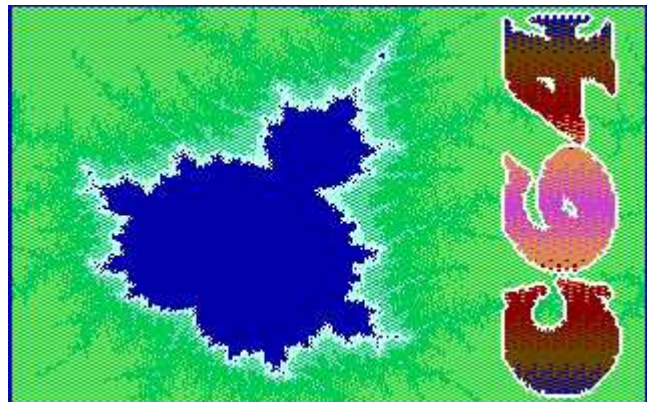Note: Names in parenthesis are modules which only affect specific screen areas.

Loaders: ▸4BitGoDot, ▸4Bit&Arith, ▸4Bit&Map, ▸4Bit&Mask

Savers: ▸4BitClip, ▸GIF, ▸PostScript

Examples: What you can do with clips

Insert text and boxes in your image

Turn a clip left or right

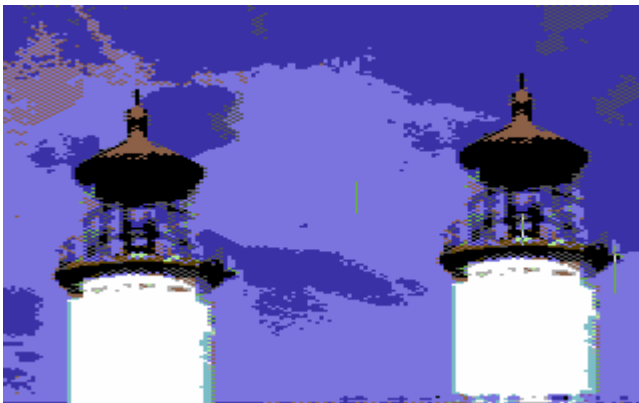

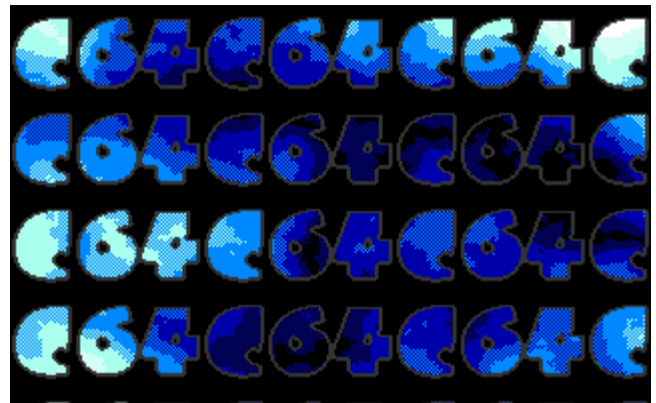Highlight the important things…

Scale down

Set frames

Scale up

Mirror parts of the screen

Join images

Duplicate areas

Overlay images

… and many, many more!