HowTo GoDot
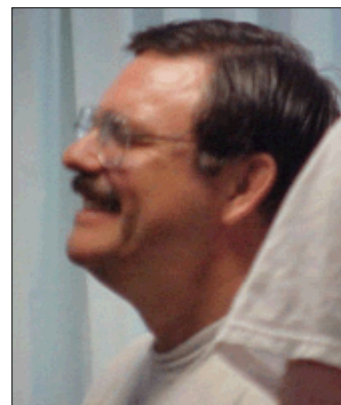
Flip&Mirror

This modifier is one of the three tools to manipulate the direction pixels are heading for (▶TurnClip, ▶TurnScreen). Let us assume a C64 graphic was like a map where North is on top, South is the bottom region, East and West are right and left. Flip&Mirror is to exchange these directions: What was North can be forced to appear in South, and also East and West can move their homes. The images don't become turned; they just get rearranged into the other direction. Flip&Mirror either works for the whole screen or for clips. See the picture with the Janus headed Dale Sidebottom in it.

The original Dale image was part of a photo from an exhibition loaded into GoDot at a size of about 20 by 25 cards. You load it in, render it to screen (left half), and then define a half screen clip of 20x25 (▶ClipWorks) at a position of column 20 (width must be also set to 20 before) which is the *right* half. Next, you **Mirror** the complete image with setting "Select Area: Full". Just click in the graphics preview window on the right to verify what had happened. You now **leave** Flip&Mirror. Be sure "Exec Area" in main screen GoDot is set to "Clip" instead of "Full" and then render the image again. What was rendered the first time will stay unharmed on screen (left half, Dale looking west) and now the
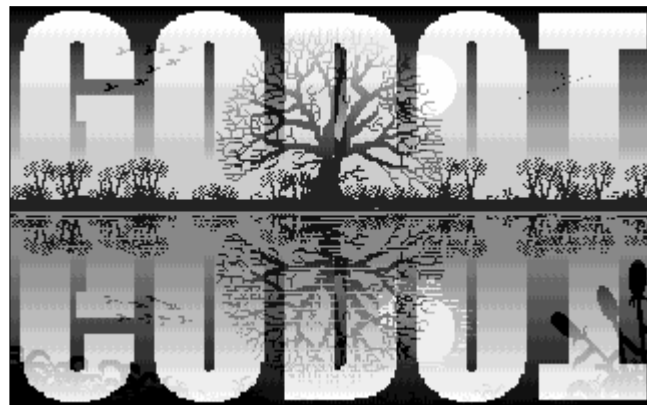
right half will show its new contents: Dale looking east, mixing up to the picture above.

When you affect the whole screen you have the option to move any clip in it to the new position. Just set "Shift ClpPos" to yes (which is the default value).

Look at the image with the tree in it to see an example for function **Flip**. The writing in the background and also the alpha channel to have a smooth transition between tree and writing (▶Gradient) were both created using Flip.

With **UpsideDown** you turn an image (or a clip if selected) head over heels, which means a complete rotation of 180°.

When I apply my signature to images I want to publish, I use a predefined clip image of 5x1 cards like in the dancers'

picture (lower left corner there). In cases I have to flip or mirror a whole image with already a signature in it, I always can correct the signature by applying Flip&Mirror to just the signature.