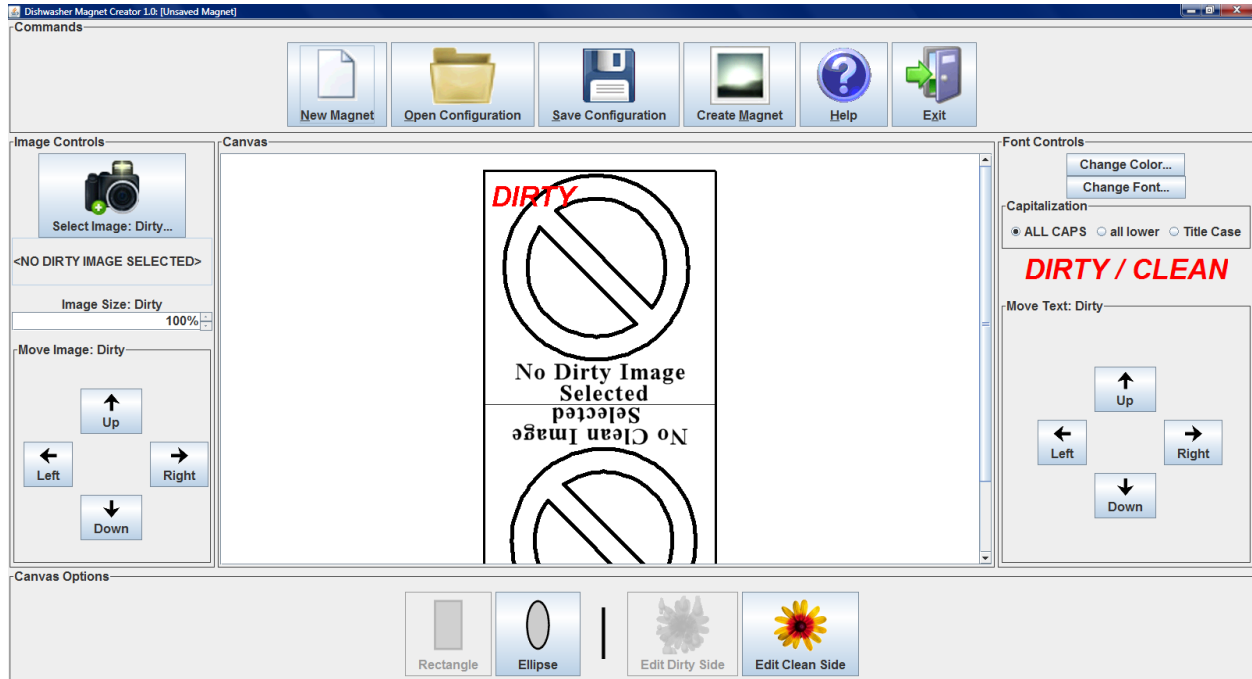


Dishwasher Magnet Creator User Guide

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Background Information

The DishwasherMagnetCreator is a web-based software tool designed to take your favorite photos and turn them into magnets for your dishwasher. Each magnet has a side for "Dirty" and a side for "Clean." This program takes your images and provides basic graphic manipulation functions to get the images just right. The magnet can be saved and printed onto magnetic paper or affixed to a magnet.

Sample Dishwasher Magnets



Features

DishwasherMagnetCreator creates a blank *canvas* when opened. The *canvas* is the area in the middle of the window where two images can be added: one for *dirty* and one for *clean*. The top of the canvas shows the *dirty* image and the bottom of the canvas shows the *clean* canvas.

Four toolbars surround the canvas. The toolbar above the canvas (*Commands*) contains command buttons, such as open, save, and exit. The right toolbar (*Font Controls*) controls the font used on the canvas. The left toolbar (*Image Controls*) controls the images on the canvas. The bottom toolbar (*Canvas Options*) switches between various canvas modes. The functionality of each toolbar is explained in the following sections.

Commands Toolbar

The *Commands Toolbar* includes the following buttons and functionality:



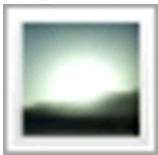
Creates a new magnet by resetting the canvas and returning all options to the default settings (removes all images and fonts used).



Opens a previously created Dishwasher Magnet (.dishmagnet file). This allows the modification a previously created Dishwasher Magnet. Important note: the images used to create the image are not saved as part of this file, only the settings used. When opening the .dishmagnet file in the future, the images will be loaded from the location they were opened previously.



Saves the current Dishwasher Magnet (.dishmagnet file). This allows configuration to be modified in the future.



Creates an image (.png) file from the canvas in the center of the screen.



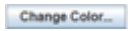
Provides a help window with program information and access to the user guide.



Closes the DishwasherMagnetCreator without saving any changes. The configuration should be saved before exiting the program if it is to be edited in the future.

Font Controls Toolbar

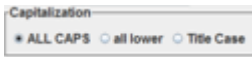
The *Font Controls Toolbar* includes the following buttons and functionality:



Provides a window to select a new font color.



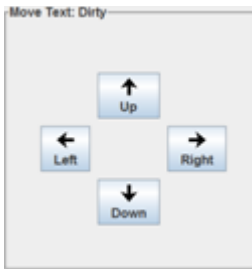
Provides a window to select a new font family and select the font's style (bold, italic, etc).



Selects the case style of the text: all capital letters, all lower case letters, or title case (only first letter is capitalized).



This area shows how the canvas text will look with the selected font options.



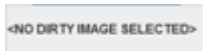
Moves the text on the side of the canvas currently being edited (either the *dirty* or *clean* side; see *Canvas Options Toolbar* for more information). The text can be moved up, down, left, or right by clicking the corresponding button.

Image Controls Toolbar

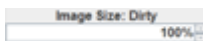
The *Image Controls Toolbar* includes the following buttons and functionality (all controls affect the side of the canvas currently being edited [either the *dirty* or *clean* side]; see *Canvas Options Toolbar* for more information):



Provides a window to select an image to add to the canvas.



Lists the name of the file currently on the canvas.

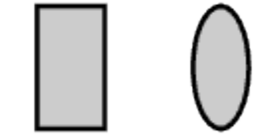


Increases or decreases the size of the image currently on the canvas.



Moves the image on the canvas. The image can be moved up, down, left, or right by clicking the corresponding button.

Canvas Options Toolbar



Makes the canvas a rectangle (default) or an oval – only one option can be selected at a time.



Changes the side of the magnet to be edited. By default the *dirty* side (top) of the magnet will be active. To edit the *clean* side (bottom) of the magnet click the “Edit Clean Side” button– only one option can be selected at a time.

How to Create Magnets: Step-by-Step

This section explains how to create a magnet. These steps can be implemented in a different order and some can be skipped entirely if the default options are desired.

1. Click the “Select Image: Dirty” button to select the *dirty* image for the top of the canvas.
2. Increase or decrease the side of the *dirty* image, if desired, by using the “Image Size: Dirty” box.
3. Modify the placement of the *dirty* image, if desired, by using the “Move Image: Dirty” arrow buttons.
4. Move the *dirty* text by using the buttons on the *Font Controls* toolbar, if desired.
5. Click the “Edit Clean Side” button on the *Canvas Options* toolbar. Note: you may need to use the scroll bar on the right side of the canvas to see the entire *clean* image.
6. Click the “Select Image: Clean” button to select the *clean* image for the bottom of the canvas.
7. Increase or decrease the side of the *clean* image, if desired, by using the “Image Size: Clean” box.
8. Modify the placement of the *clean* image, if desired, by using the “Move Image: Clean” arrow buttons.
9. Move the *dirty* text by using the buttons on the *Font Controls* toolbar, if desired.
10. Click the “Change Color...” button on the *Font Controls* toolbar to change the color of the “Dirty/Clean” text, if desired.
11. Click the “Change Font...” button on the *Font Controls* toolbar to change the font family and style of the “Dirty/Clean” text, if desired.
12. Click the “Create Magnet” button on the *Commands* toolbar to save the image to a file.
13. Click the “Save Configuration” button on the *Commands* toolbar to save the current settings and modify the Dishwasher Magnet again in the future.
14. Click the “Exit” button on the *Commands* toolbar to close the DishwasherMagnetCreator.

Known Bugs

There are several known bugs that will be fixed in upcoming releases:

1. The dishwasher image skews after a tool tip or window is shown. To fix the problem, minimize the DishwasherMagnetCreator then restore the window. The image will be back to normal.
2. After opening a Dishwasher Magnet the capitalization may not be correct. To fix the problem, click the "Change Font..." button, then close it. The capitalization can now be changed.

Planned Enhancements

The following features will be released in a future version of the program:

1. Different Fonts on Canvas – the ability to use different fonts and colors on the canvas (currently, the *dirty* and *clean* fonts must be the same).
2. More Canvas Shapes – the ability to use a circular and square canvas.
3. Adjust Canvas Size – the ability to adjust the size of the canvas.