



# **MWGFX MultiPrint Plugin for Project Dogwaffle**

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## Introduction

### **Introduction to Project Dogwaffle**

Project Dogwaffle is an application created by Dan Ritchie for digital painting and animation. Unlike other painting and graphics manipulation programs the aim of Dogwaffle is to provide an environment that emulates as closely as possible the feel and function of real painting. Support for graphics tablets, custom filters, fractal brushes, animated brushes and many other features make it a unique tool for artists wishing to work in the digital medium.

Or in the author's own words...

*"Project Dogwaffle is affordable paint software for the PC with built-in, user-defined, animated & fractal particle brushes. A companion to your 2D+3D web authoring or animation tools, or as your first step into virtual art and matte painting with mouse or tablet, it is here for you to paint, sketch, animate and paint... almost like on the real thing, but without the mess or occasional spill! Draw Anime, enjoy nature painting, edit photos & digital images, add special FX to CG animations and your home movies, do professional post work, and create fantasy art. For developers and VB programmers there's also a free SDK to extend Dogwaffle with more filters and plugins."*

It is available as a free version which is not restricted in any way. It is also available as a commercial version (PD Pro) with many additional features.

### **Introduction to the MultiPrint plugin for Dogwaffle**

One weak point of Project Dogwaffle is the support for printing. The print output offers little user control and no ability to customize the layout.

The MultiPrint plugin for Dogwaffle offers a huge amount of user control over printed output.

- A full WYSIWYG interface lets you place, size and rotate images on the paper.
- You can assemble multiple images on the page layout and design and print your own customized picture pages.
- Images can be pulled into the layout from Dogwaffle with a button-click.
- The layout composition can be sent back to Dogwaffle as an image for further modifications like textured backgrounds and text additions.
- Images can be copied and pasted back into the layout to make it easy to fill the page with multiple copies of the same image.
- Image files can be imported into the layout directly from your hard disk (most image formats supported)
- Keyboard control over many functions.

### **History**

The core code of the plugin was originally designed for a standalone program for assembling and printing up to 10 images on the same page. Designed originally as a way to get good value out of expensive glossy Inkjet Photopaper it also proved useful to people who wanted a bit more control over printing their images.

The plugin code has been greatly enhanced from these beginnings and has added support for many more images and lots of new features. The integration with Dogwaffle makes it easy to create the printed output you want.

## Using the Plugin

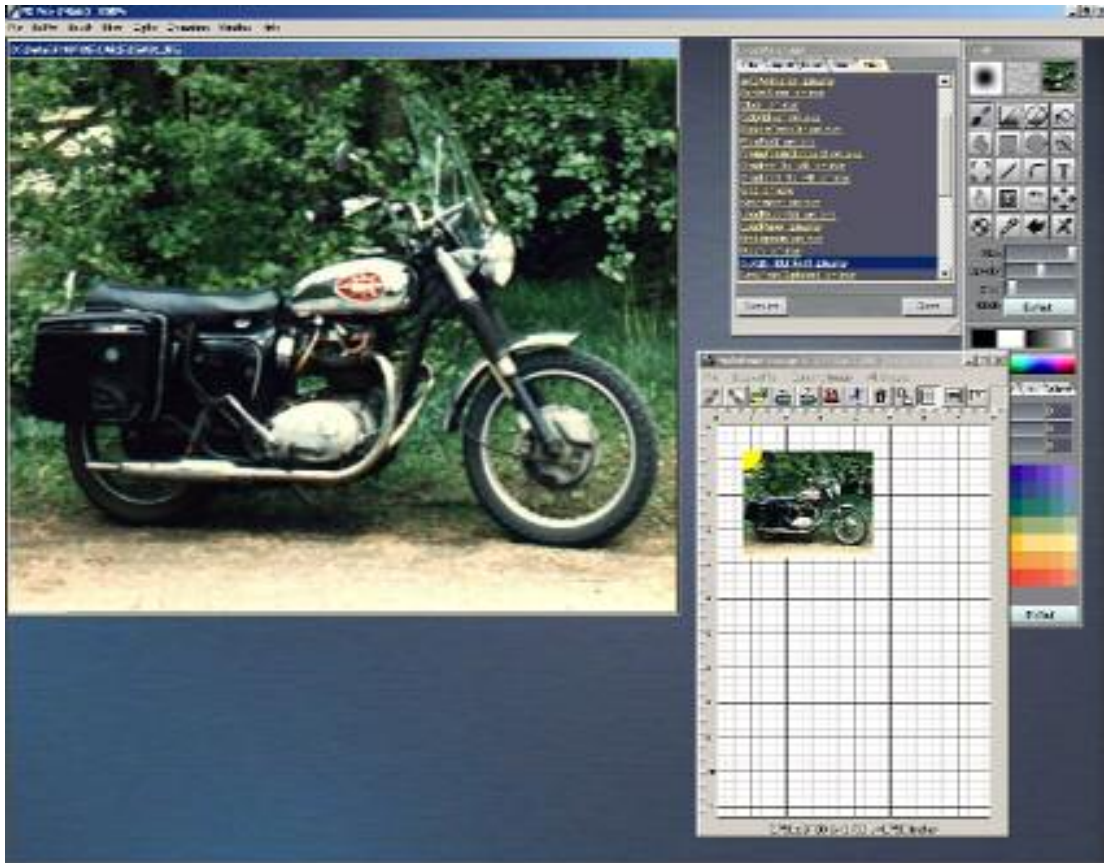
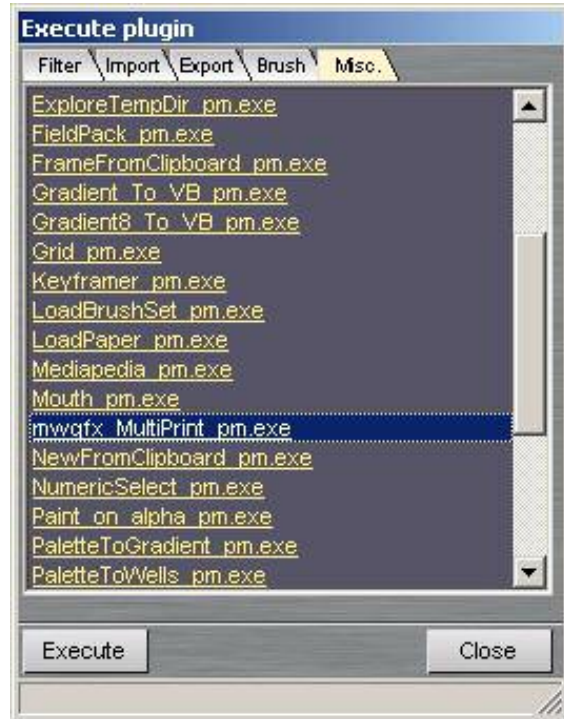
### Starting the MultiPrint plugin

With Dogwaffle running go to the Dogwaffle Plugins window and select the "Misc" tab. If the plugin window is not showing then it can be called up from the Dogwaffle "Window" menu or by pressing the 'k' key on the keyboard.

Click on the mwgfx\_MultiPrint\_pm.exe entry and then click the Execute button to start the plugin.

When the plugin starts you will see the page layout window appear as shown below. It will automatically load your current Dogwaffle image.

The layout window will stay visible at all times. Move it to a convenient location so it doesn't get in your way. If you need to hide it completely while working then use the Minimize gadget of the window to shrink it to the windows taskbar.



## ***Identifying the “current” Image***

When multiple images are displayed in the layout you need to know which is the currently active image so you know which one will be acted upon if you use the Delete or Rotate options or if you wish to use the keyboard to move and size. You also need to know when no images are selected so you can use the options that operate on ALL images at once.

The current active image is displayed with a yellow flash in the top-left corner. To select another image click on it with the mouse. To make it so that no images are active click with the mouse on any unoccupied part of the layout page.

## ***Moving an Image***

If you move your mouse over the image on the layout page you will see the mouse cursor change to a Drag cursor. Press the left mousebutton and hold it down. Now move the mouse and the image will follow your mouse movement. As you move you will see the position values displayed at the top and bottom of the window change to reflect the movement. When you are happy with its location release the mousebutton.

Keyboard – use the cursor/arrow keys on the keyboard to move the current image on the layout

## ***Resizing an Image***

If you move your mouse over the right or bottom side of image on the layout page you will see the mouse cursor change to a diagonal sizing cursor. Press the left mousebutton and hold it down. Now move the mouse and the image will grow or shrink to follow your mouse movement. . As you move you will see the size values displayed at the top and bottom of the window change to reflect the movement When you are happy with its size release the mousebutton.

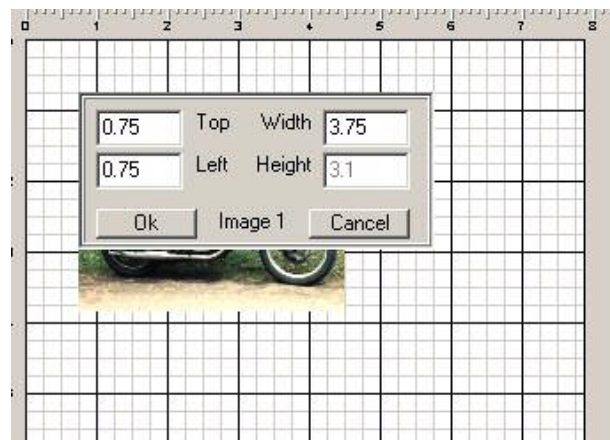
Keyboard – use the + and – keys on the keyboard to make the current image larger or smaller.

## ***Using exact location and size***

Clicking the “Type in dimensions” button at the right end of the toolbar, right-clicking over the image and selecting “Type exact coordinates” or doubling clicking on the image will bring up a window showing the exact size and location of the current image.

To specify an exact location and size edit the numbers displayed here and then click the ok button.

Note that to keep the image in the right proportions you are not able to edit the height. This will be proportionally adjusted when you edit the width




## Loading a new image

There are several ways to add a new image to the layout.


### From Dogwaffle



Click on the  button. This will take the image that is currently displaying in Dogwaffle and load it into the layout as a new image. As an alternative to the button you can select the load option from the Dogwaffle menu or press the 'L' key on the keyboard.

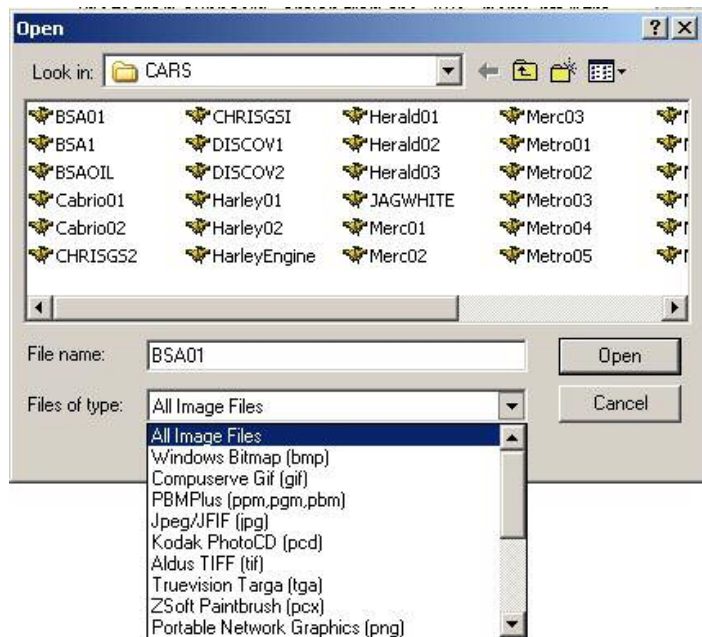
### From a File



Click on the  button or select "Load Image" from the "File" menu. This will open up a file dialog so you can browse your disks and select an image file to load.

Most image formats are supported. The selected file will be opened and loaded into the layout as a new image.

You can see the image formats supported by looking at the drop-down "Files of type" list. By selecting one of these filters you can limit the files in the browser to a single image type. Using "All image files" will cause all image files to be displayed in the list



### From the clipboard

If the windows clipboard currently holds image data this can be pasted into the layout as an image.

An image can be pasted from the clipboard by using the "Load image from clipboard" option from the "File" menu, by right-clicking over an unoccupied part of the layout and selecting "Load image from clipboard" or by pressing Ctrl-V on the keyboard.

### From Scanner or Camera

Multiprint can use the Windows Twain system to get images from most Twain devices. All Scanners and many Digital cameras should support Twain.

On the File menu click on the Twain option. This will open up a submenu where you can :-


- Select which of your Twain devices you want to use
- Acquire an image from the currently active Twain device

The acquired image will be inserted into the page layout as a new image

## Setting up the Printer

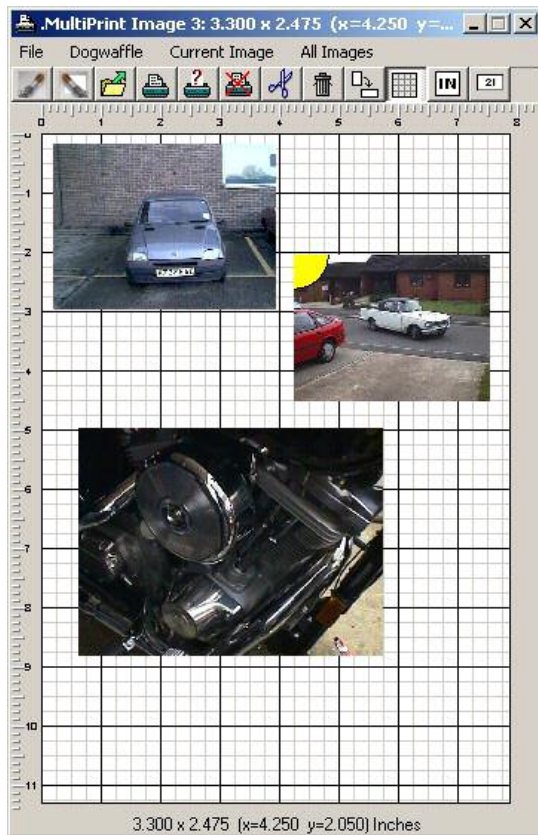
The program takes its size and proportions from the last settings of your printer. The size and orientation are calculated from the paper size (A4, Letter, Legal, C5 etc), the print density (1200x1200 for example) and the print orientation (Portrait or Landscape). It is also adjusted by the information about printable area obtained from the printer driver. Some printers can't print right up to the edges of the paper and this is reflected on the layout – all the visible page is available for printing



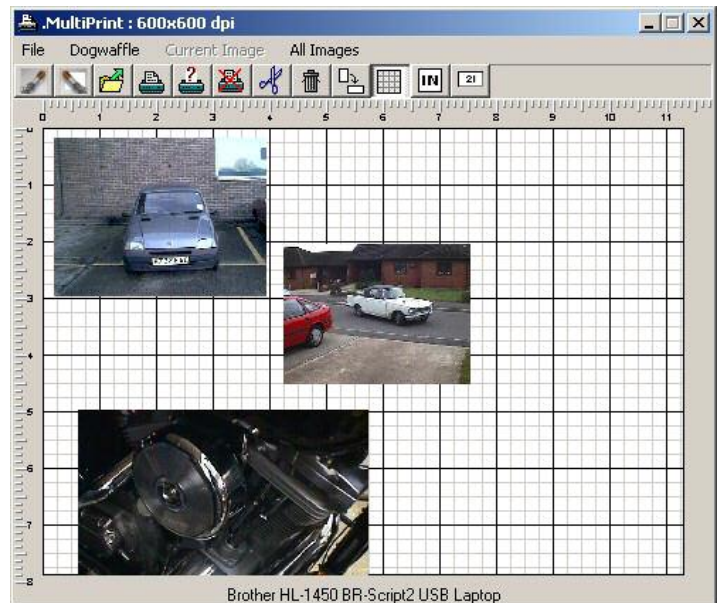
All these settings can be changed from the Printer setup dialog. Call this up with the  button on the toolbar, the Printer Setup option from the File menu or by pressing the 'S' key on the keyboard.

Any changes made here to printer or printer settings will be reflected in the layout.

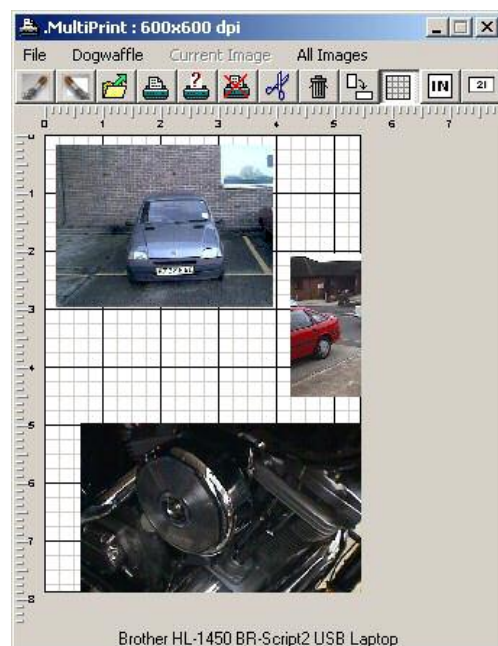
A4 Portrait....



A4 Landscape....



A5 Portrait




The larger the paper size the larger the layout will be.

When no image is currently selected you will see your current printer displayed at the bottom of the window and the current print density showing in the window titlebar.

### Printing the current layout







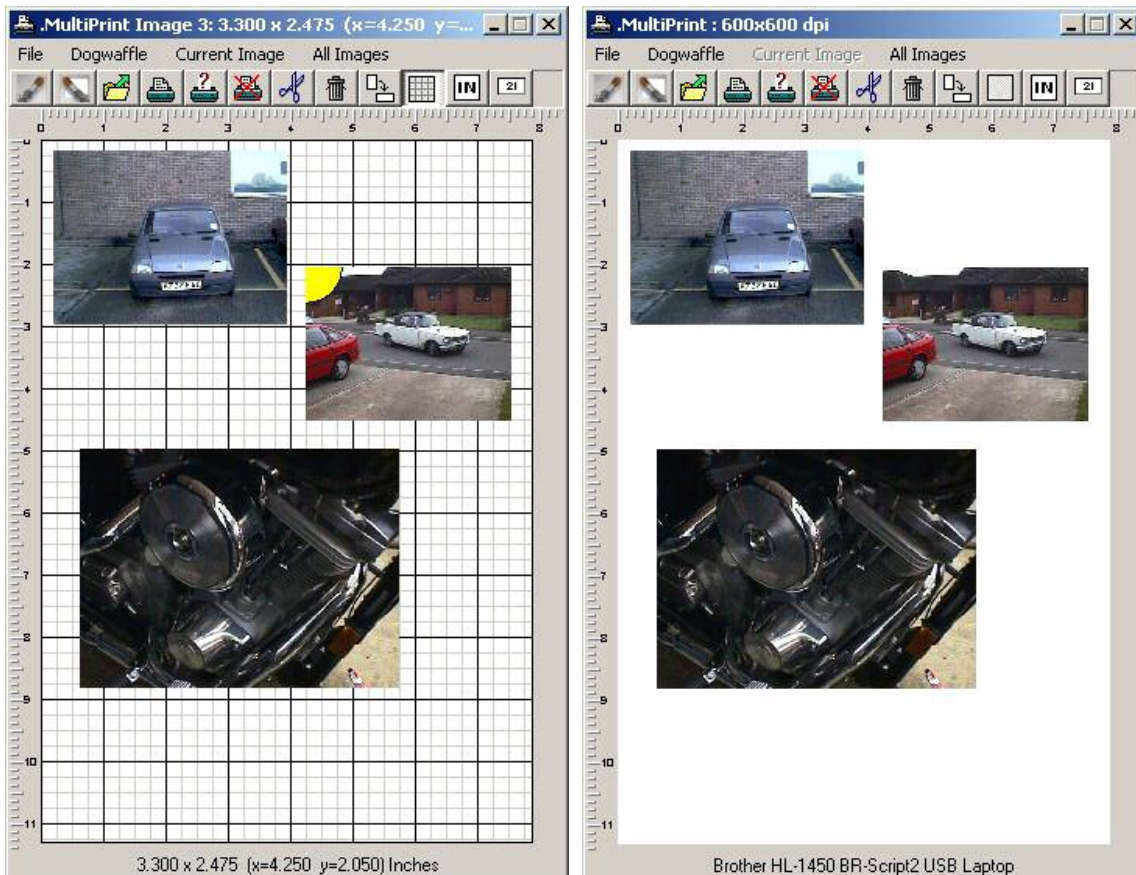
Click the  button on the toolbar, select the Print option from the File menu or press the 'P' key on the keyboard. This will bring up the print dialog for your currently selected printer. Click OK to print the page.

Note that if you wish to make any changes to paper size or orientation then these should be done from the Printer Setup dialog. This will give you a chance to see the affect this has on your page layout and adjust the images accordingly. Making changes to printer settings in the Print dialog will work but you won't see how your layout has been changed until the page is already printing.

### The background Grid

The layout displays a grid background based on the current dimensions. This grid can be turned on and off as desired.

To turn the grid off click the  button so it changes to   
To turn the grid on click the  button so it changes to 

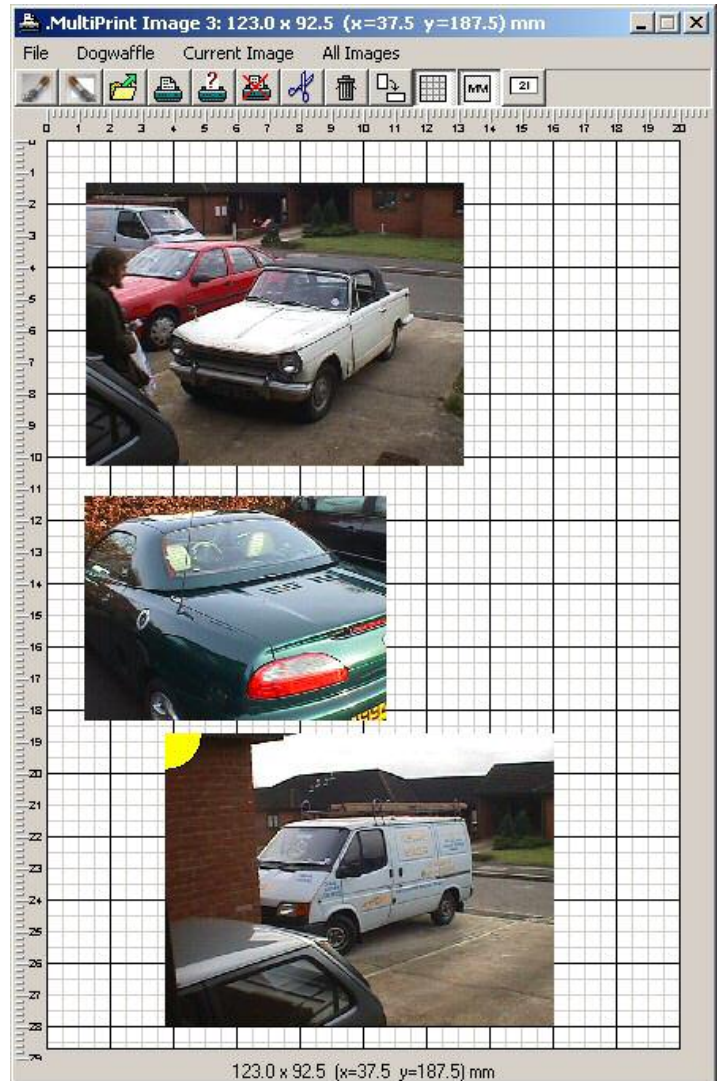
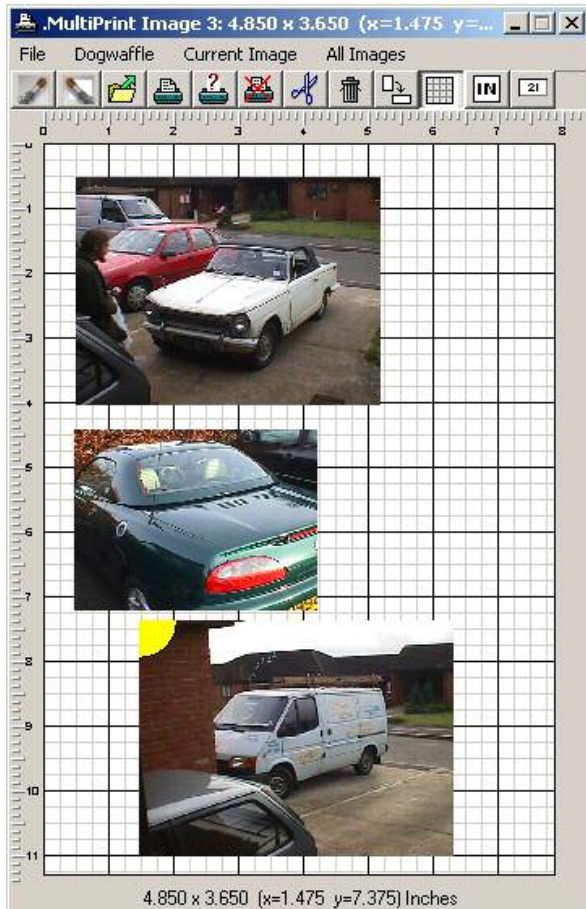


### Imperial and Metric layout

The layout can be displayed in either Imperial (inches) or Metric (cm/mm). This can be changed at any time desired. Because of the necessity to adjust the gradations to fit the actual pixels of the screen display the Metric display is about 20% larger. All images are rescaled to retain their correct relative size and location when you switch between the 2 options so either can be used at any time without changing the actual layout. Being slightly larger the Metric display gives a better view of the layout but also takes up more of your screen area.


To use Metric click the  button so it changes to 

To use Imperial click the  button so it changes to 

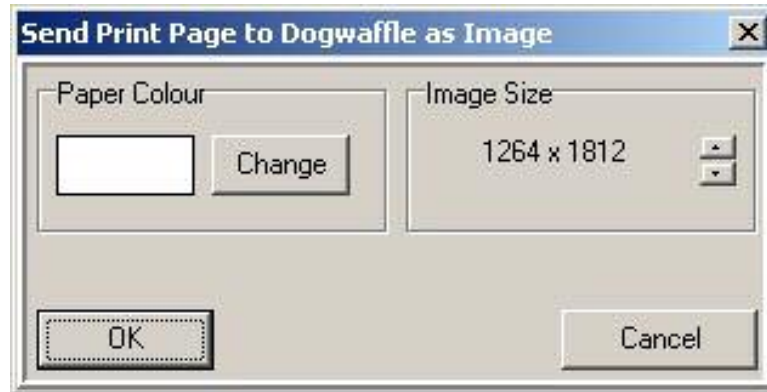


## ***Sending the layout back to Dogwaffle***

There may well be times when you wish to add further items to a page such as text, custom background patterns or to apply special effects. The whole page can be sent back to Dogwaffle as a single image where it can be edited just like any other image. It can then be sent back to the MultiPrint layout.

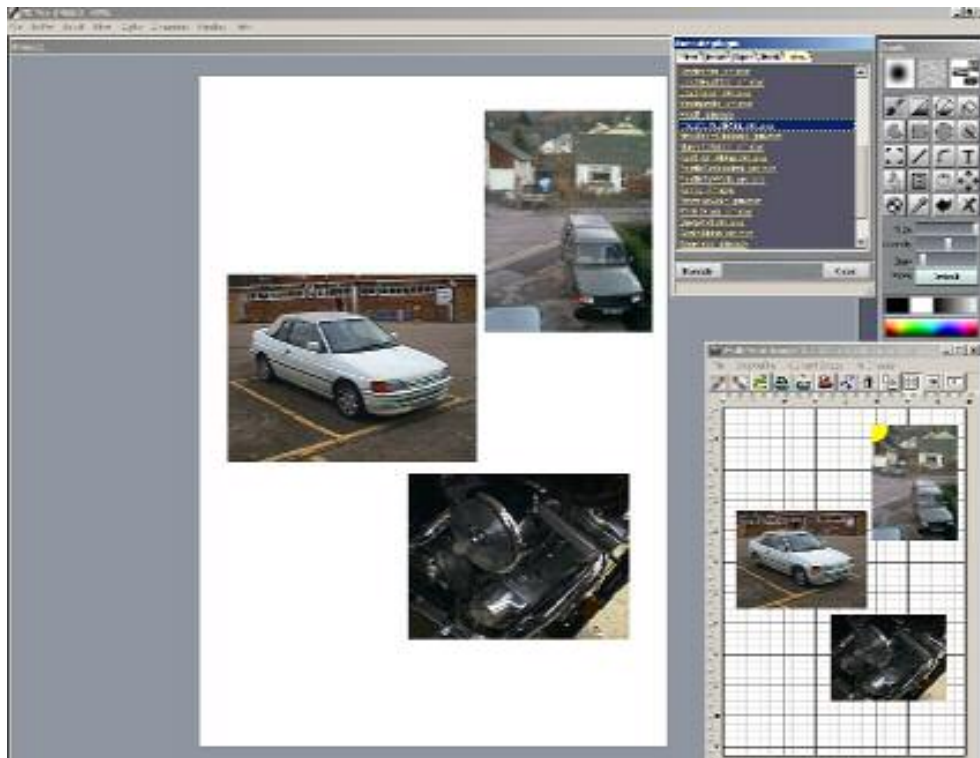
Click on the  button, select the option from the Dogwaffle menu or press the 'D' key on the keyboard.

This will bring up a settings dialog where you can adjust how the image is created.



You may wish to set a different colour for the background “paper”. Click on the Change button and a standard windows colour selector will open and you can select any colour you like.

The Image Size can be adjusted between a range of proportional sizes using the up/down arrows. If your intention is to bring the image back after you have performed modifications in Dogwaffle then you should pick a large initial size in order to retain as much individual image detail as possible for later printing.

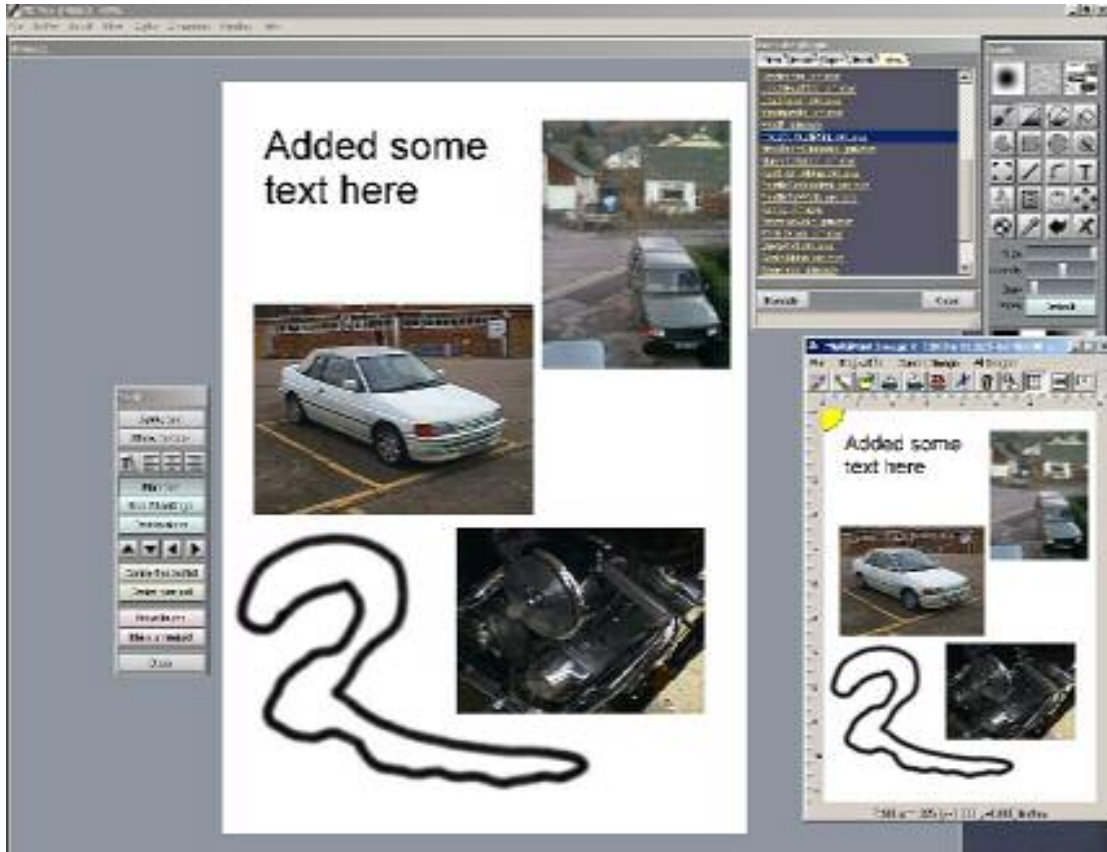


### ***Bringing back an edited layout***

If you have sent the current layout back to Dogwaffle and performed further editing on it you can then bring it back to the page layout for printing.

- Delete all the images currently in the layout (Ctrl+Del)
- Load image from Dogwaffle (L)
- Zoom the image to fill the full page (M)
- Centre the image (C)

It can now be printed or have further images added in the normal way



### ***Saving the layout as a Bitmap***

There may well be times when you wish to add further items to a page such as text, custom background patterns or to apply special effects. When working with Dogwaffle you can use the functions listed above. However there may be times when you want to use another graphics tool to “touch up” the layout or you may wish to save the current layout for purposes other than printing.

Click the “Save current page as Bitmap” option from the File menu or press Ctrl+S on the keyboard. This will bring up a similar settings dialog as the “send layout to Dogwaffle as Image” option where you can adjust the output size and background colour. Once you have adjusted your settings click OK and a normal Save dialog will appear so you can select the file to save to.

To bring this saved image back into the layout follow the instructions for Bringing back an edited layout except using the “Load Image from File” option and browse to the file instead of Loading the image from Dogwaffle.

## ***Sending single images back to Dogwaffle***

There may well be times when you wish to add further items to a particular image such as text or to apply special effects. The currently selected image can be sent back to Dogwaffle as a single image where it can be edited just like any other image. It can then be sent back to the MultiPrint layout either as a new image (using the normal “Load image from Dogwaffle” function) or to replace one of the existing image.

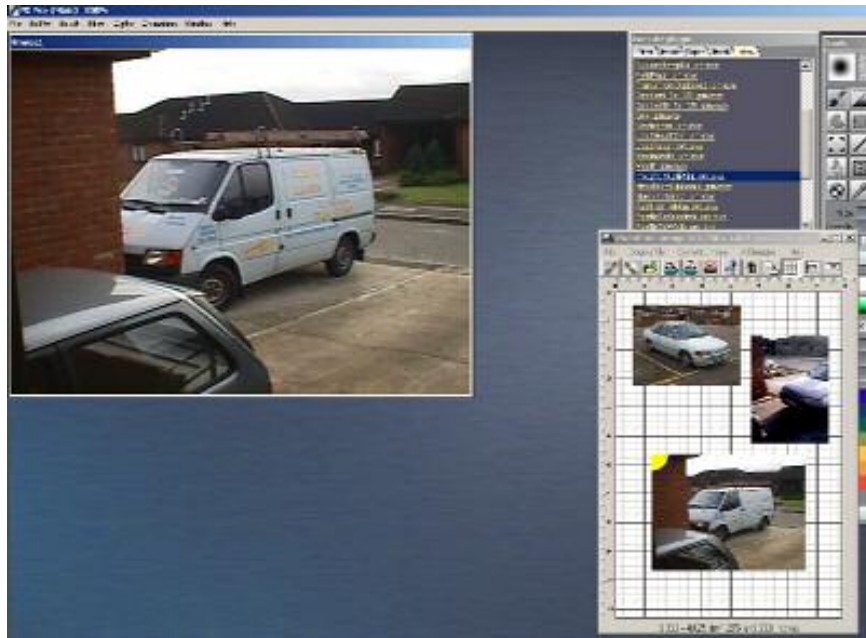
Working normally



Select the image you want to send back for editing.

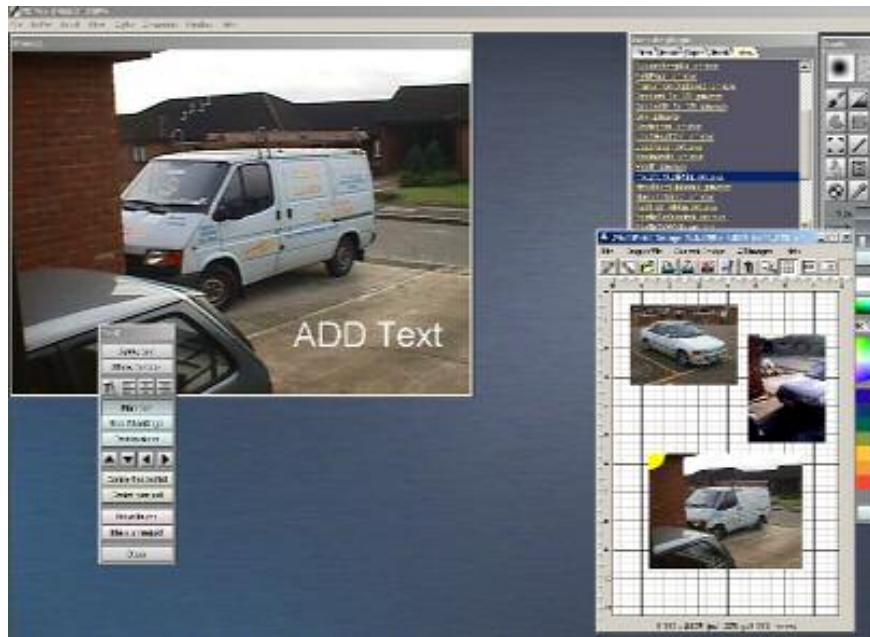
Select the option from the Dogwaffle menu or press the 'E' key.

Confirm the Buffer overwrite prompt to replace the existing Dogwaffle buffer with the image from the layout



## Replacing single images from Dogwaffle

Do any editing you require on the image. Add text or special effects, adjust colour or contrast or anything else you like.



When you are happy with the editing you can either bring it into Multiprint in the normal way as a new additional image

Or


Making sure that the original image is still selected use the "Replace Current image with Dogwaffle buffer" from the Dogwaffle menu or press the 'R' key. This will replace the image with the one from Dogwaffle.

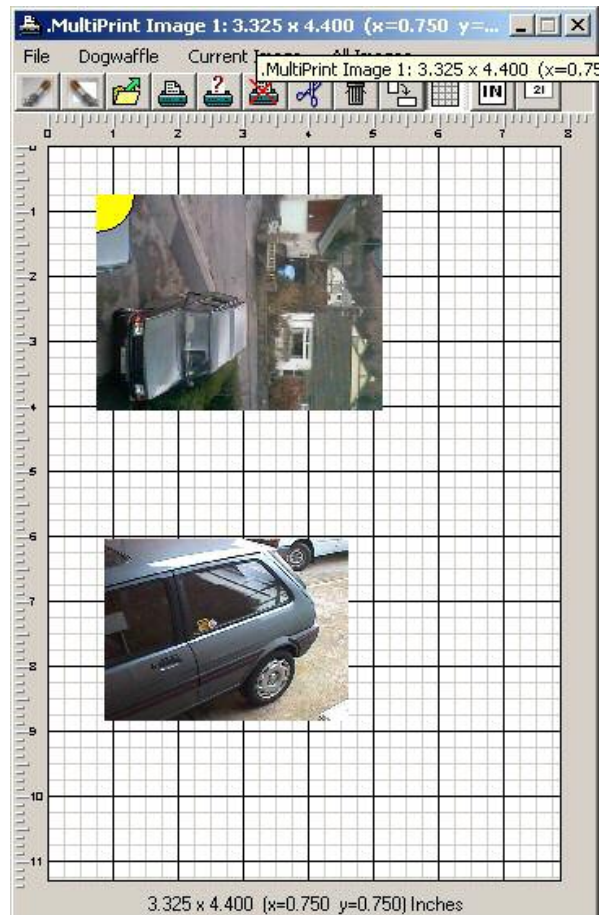
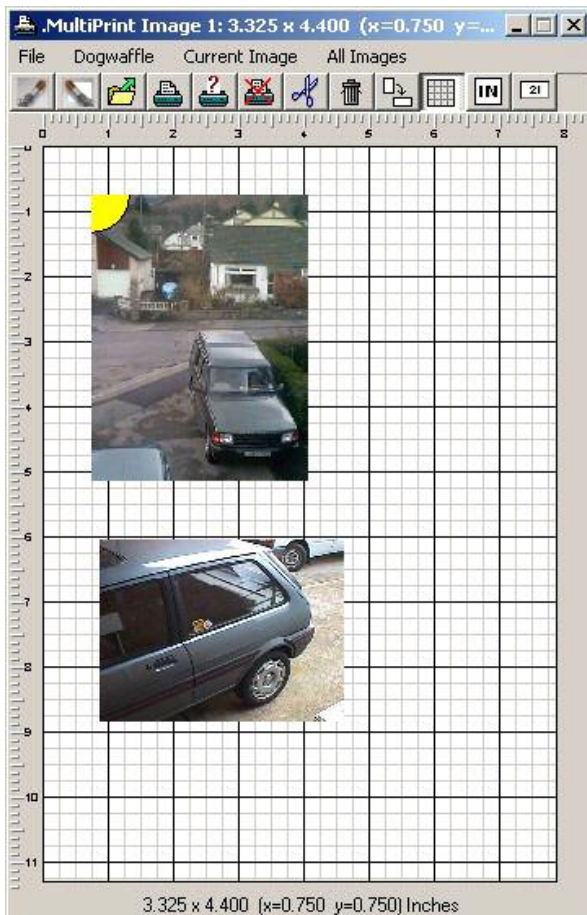


## Rotating an Image by 90 degrees

Select the image you wish to rotate (so it is showing the yellow flash in the top corner)

Then either :-

- Click the  button on the toolbar
- Right-click over the image and select "Rotate 90 degrees"
- Select "Rotate 90 degrees" from the "Current Image" menu
- Press the Z key on the keyboard



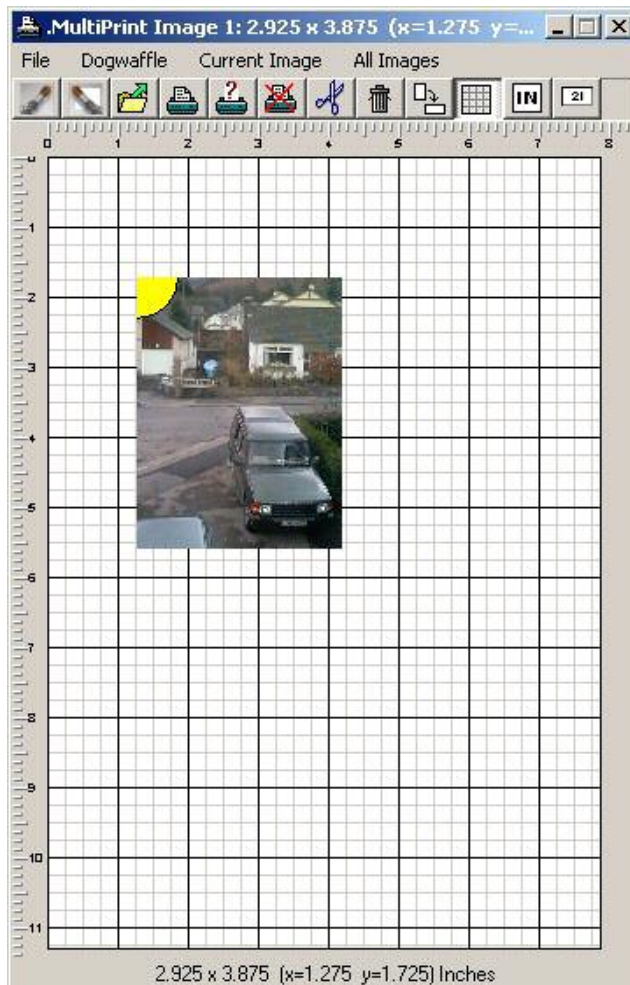
## Zooming an image to maximum size

Select the image you wish to zoom (so it is showing the yellow flash in the top corner)

Then either :-

- Right-click over the image and select “Zoom to Maximum size”
- Select “Zoom to Maximum size” from the “Current Image” menu
- Press the ‘M’ key on the keyboard

The image will be moved to the top-left of the layout and expanded to the maximum size that will fill the maximum amount of the page while still retaining the image proportions.



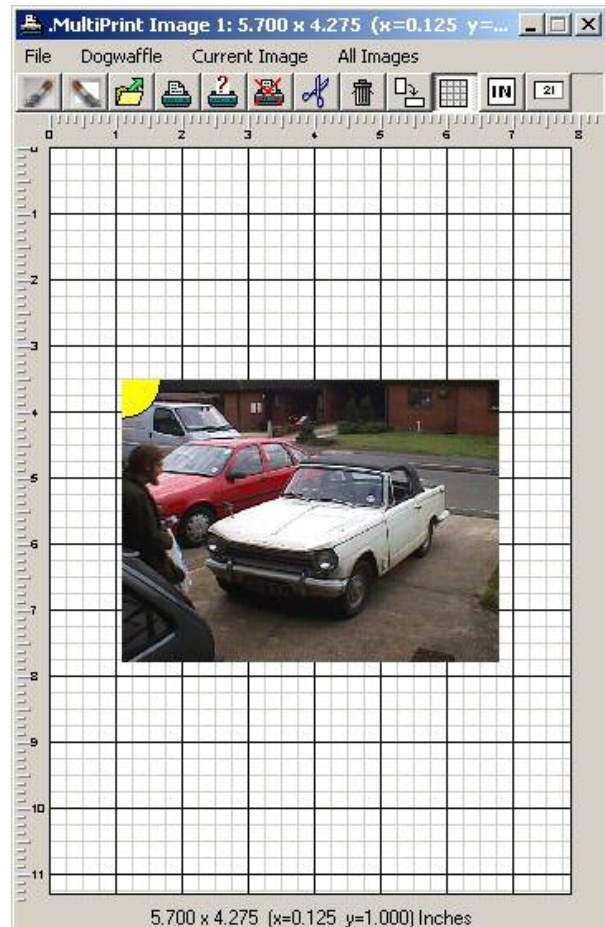
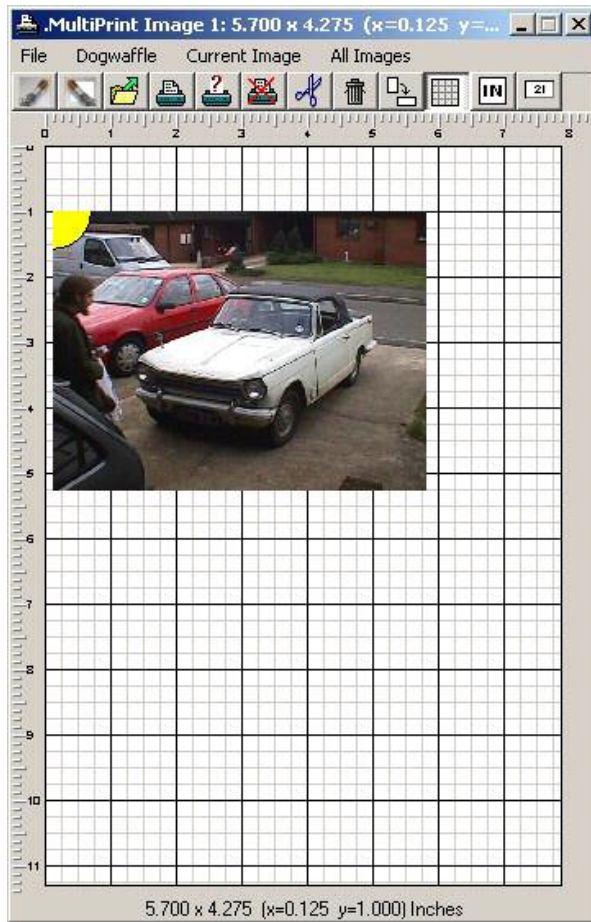
## ***Centring an image on the page***

Select the image you wish to centre (so it is showing the yellow flash in the top corner)

Then either :-

- Right-click over the image and select “Centre on Page”
- Select “Centre on Page” from the “Current Image” menu
- Press the ‘C’ key on the keyboard

The image will be moved so that it is centred vertically and horizontally on the page.



### ***Aligning an image to the grid***

Select the image you wish to align(so it is showing the yellow flash in the top corner)

Then either :-

- Right-click over the image and select “Align with grid”
- Select “Align with grid” from the “Current Image” menu
- Press the ‘A’ key on the keyboard

The image will be moved so the top-left corner is aligned with the nearest horizontal and vertical gridlines. Note that Imperial and Metric display use different grid sizes.

### ***Aligning all images to the grid***

Select the image you wish to align(so it is showing the yellow flash in the top corner)

Then either :-

- Right-click over an empty part of the layout and select “Align all images with grid”
- Select “Align with grid” from the “All Images” menu
- Press Ctrl+A on the keyboard

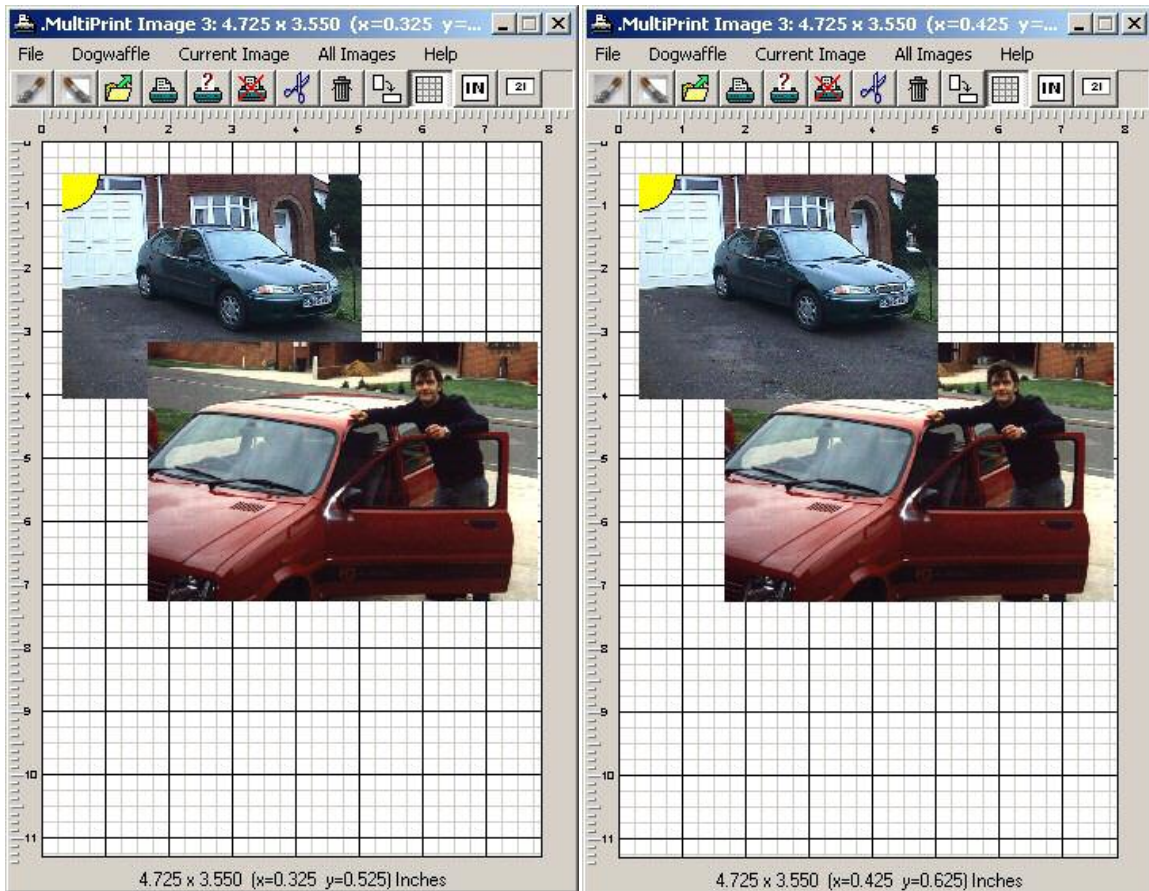
All the images will be moved so the top-left corner is aligned with the nearest horizontal and vertical gridlines. Note that Imperial and Metric display use different grid sizes.

## Reordering images

Sometimes you may wish to create a page where images overlap each other in some places.

Normally the images are layered in the order they were loaded so the most recently loaded image will be the topmost one. If you have 2 images overlapping and you want to have the underneath image displayed above the upper one then :-













- Click on the image you wish to bring up to the top so it becomes the current select image
- Select "Bring to Top" from the "Current Image" menu or press 'F' on the keyboard



## Quick Reference

### *The Toolbar*



	Load image from Dogwaffle.
	Send layout back to Dogwaffle as a composite image
	Load an image from a file
	Print the current layout
	Open the Printer settings dialog
	Exit the program without Printing
	Delete the current image and place it on the clipboard
	Delete all the images
	Rotate the current image by 90 degrees
	Switch layout grid off and on
	Switch between Imperial (inches) and Metric (mm) layout display
	Bring up the panel to directly enter size and coordinates for the current image

### **The File menu**

Load Image from File	Open up the file dialog to load an image file into the layout as a new image ( O )
Load Image from clipboard	If the clipboard currently contains bitmap data load it into the layout as a new image ( Ctrl+V )
Save current page as Bitmap	Save the current layout image as a Bitmap ( Ctrl+S )
Twain	Access the Twain submenu. Here you can select the Twain source device and acquire an image to be added to the page
Printer setup	Call up the Printer Setup dialog so printer, printer settings and orientation can be changed. ( S )
Print	Print the current layout ( P )
About	Opens up the About dialog with info about the program and support
Exit	Exit the program

### **The Dogwaffle menu**

Load buffer from Dogwaffle	Take the image currently displaying in Dogwaffle and insert it into the layout as a new image ( L )
Send Page to Dogwaffle as image	Convert the current layout to a composite bitmap and send it to Dogwaffle to replace the current buffer.( D )
Send current image to Dogwaffle for editing	Send the current selected image to Dogwaffle to replace the current buffer ( E )
Replace current image with Dogwaffle buffer	Replace the currently selects image on the layout with the image from Dogwaffle ( R )

### **The Current Image menu**

Also available by right-clicking over an image.

Copy to clipboard	Place a copy of the current selected image on the clipboard ( Ctrl+C )
Cut to clipboard	Place a copy of the current selected image on the clipboard and delete the image from the layout ( Ctrl+X )
Bring to Front	Move the current image so it is layered above all other images ( F )
Type exact coordinates	Bring up the coordinates panel for the current selected image so the size and location can be set exactly ( T )
Rotate 90 degrees	Rotate the current selected image by 90 degrees clockwise ( Z )
Align to grid	Move the current selected image so the top-left corner is aligned with the nearest gridlines ( A )
Zoom to maximum size	Change the size of the current selected image so it is the largest proportional size that fits the page ( M )
Centre on Page	Move the current selected image so it is centred horizontally and vertically on the page ( C )
Delete	Remove the current selected image ( Del )

### **The All Images menu**

Align to grid	Move all images so their top-left corners are aligned to the nearest gridlines ( Ctrl+A )
Delete	Remove all the images from the layout ( Ctrl+Del )

### **Keyboard shortcuts**

A	Align current image to grid
Ctrl+A	Align all images to grid
C	Centre current image on layout
Ctrl+C	Copy current image to clipboard
D	Send page layout to Dogwaffle as image
E	Send the current image to Dogwaffle for Editing
F	Bring current image to the front
L	Load image from Dogwaffle
M	Zoom current image to maximum size
O	Load image from File
P	Print
R	Replace the current image with the image from Dogwaffle
S	Printer setup
Ctrl+S	Save the current page as a bitmap
T	Type exact coordinates for current image
Ctrl+V	Paste image from clipboard
Ctrl+X	Cut current image to clipboard
Del	Delete current image
Ctrl+Del	Delete all images
+ and -	Make the current image larger or smaller
Cursor/Arrow keys	Move the current image around the page layout

### **Running Multiprint without Dogwaffle**

Multiprint can be run as a standalone program without requiring Dogwaffle to be running at the same time. Of course the functions to load a Dogwaffle buffer and to send the image to Dogwaffle will not function. If used there will be a short pause and then an error message will be displayed.

To run Multiprint go to the windows Start menu, select Programs (or "All Programs") then "MW Graphics", "Multiprint Plugin" and finally click on "Run Multiprint".

When running without Dogwaffle you will still be able to load images from your disks and access all the layout and print functions.

If you have Multiprint running on its own and then start Dogwaffle all the Dogwaffle related functions will start working. You can use it as a standalone layout tool and if you decide you really want to add some extra text or details you can simply start Dogwaffle and then send the image across in the same way as if Multiprint had been started as a plugin.

## Updates

This program uses mwgfx.dll for many functions. This graphics library is frequently updated. Updates for the DLLs can be obtained from the MW Graphics [website](#) and should be checked for on a regular basis..

## Copyrights

All parts of this package are Copyright © 1995-2005 Martin Wright .

## Addresses

Martin Wright - [mnwright@btinternet.com](mailto:mnwright@btinternet.com)  
MW Graphics Website - <http://fly.to/mwgfx/>  
<http://www.mnwright.btinternet.co.uk/>