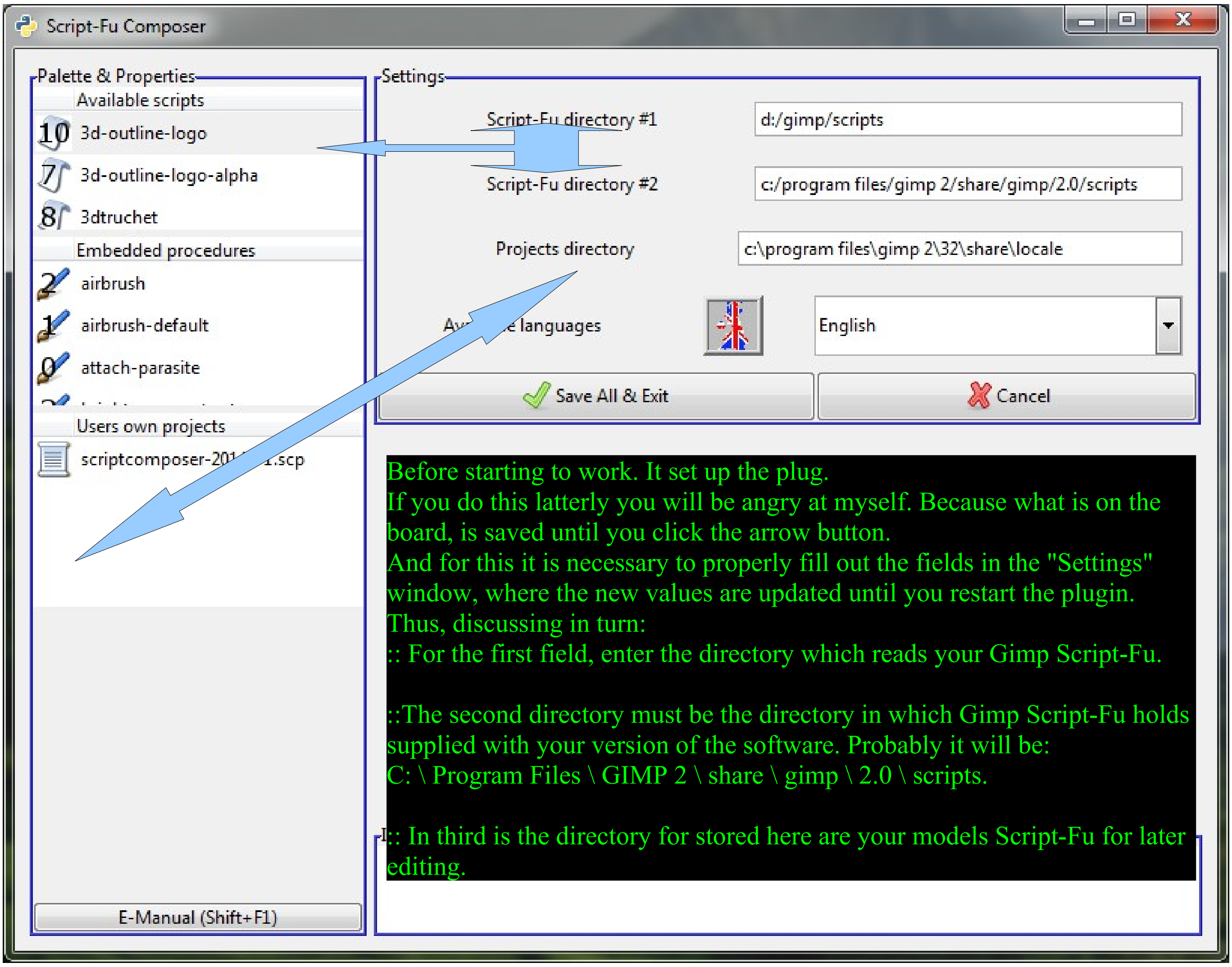

Script-Fu Composer
Palette & Properties
Available scripts
10 3d-outline-logo
7 3d-outline-logo-alpha
8 3dtruchet
Embedded procedures
2 airbrush
1 airbrush-default
0 attach-parasite
Users own projects
scriptcomposer-201…1.scp
E-Manual (Shift+F1)
Settings
Save All & Exit
Cancel

Script-Fu directory #1: d:/gimp/scripts

Script-Fu directory #2: c:/program files/gimp 2/share/gimp/2.0/scripts

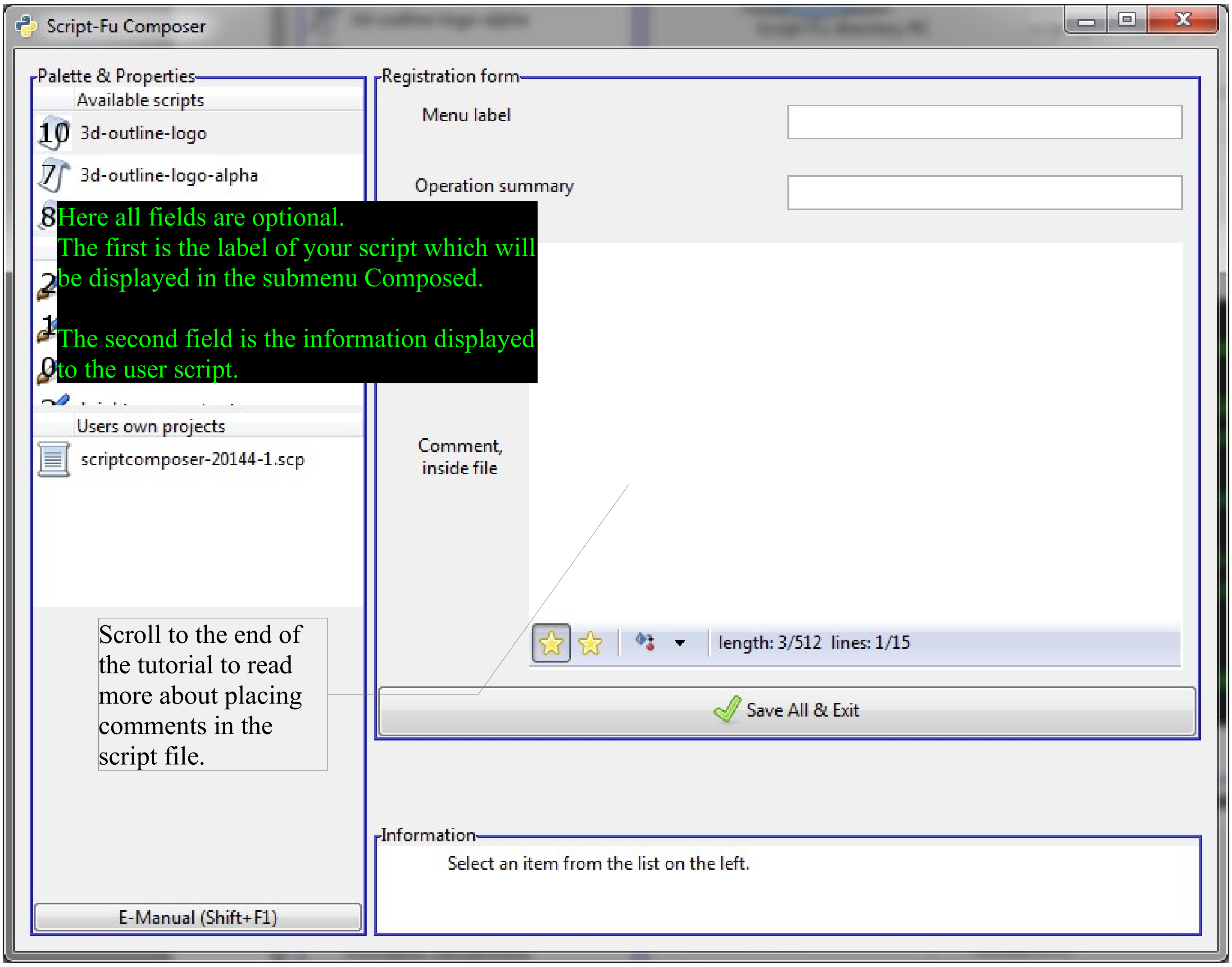
Projects directory: c:\program files\gimp 2\32\share\locale

Av…e languages: English

Before starting to work. It set up the plug.
If you do this latterly you will be angry at myself. Because what is on the board, is saved until you click the arrow button.
And for this it is necessary to properly fill out the fields in the "Settings" window, where the new values are updated until you restart the plugin.
Thus, discussing in turn:
:: For the first field, enter the directory which reads your Gimp Script-Fu.

::The second directory must be the directory in which Gimp Script-Fu holds supplied with your version of the software. Probably it will be:
C: \ Program Files \ GIMP 2 \ share \ gimp \ 2.0 \ scripts.

:: In third is the directory for stored here are your models Script-Fu for later editing.

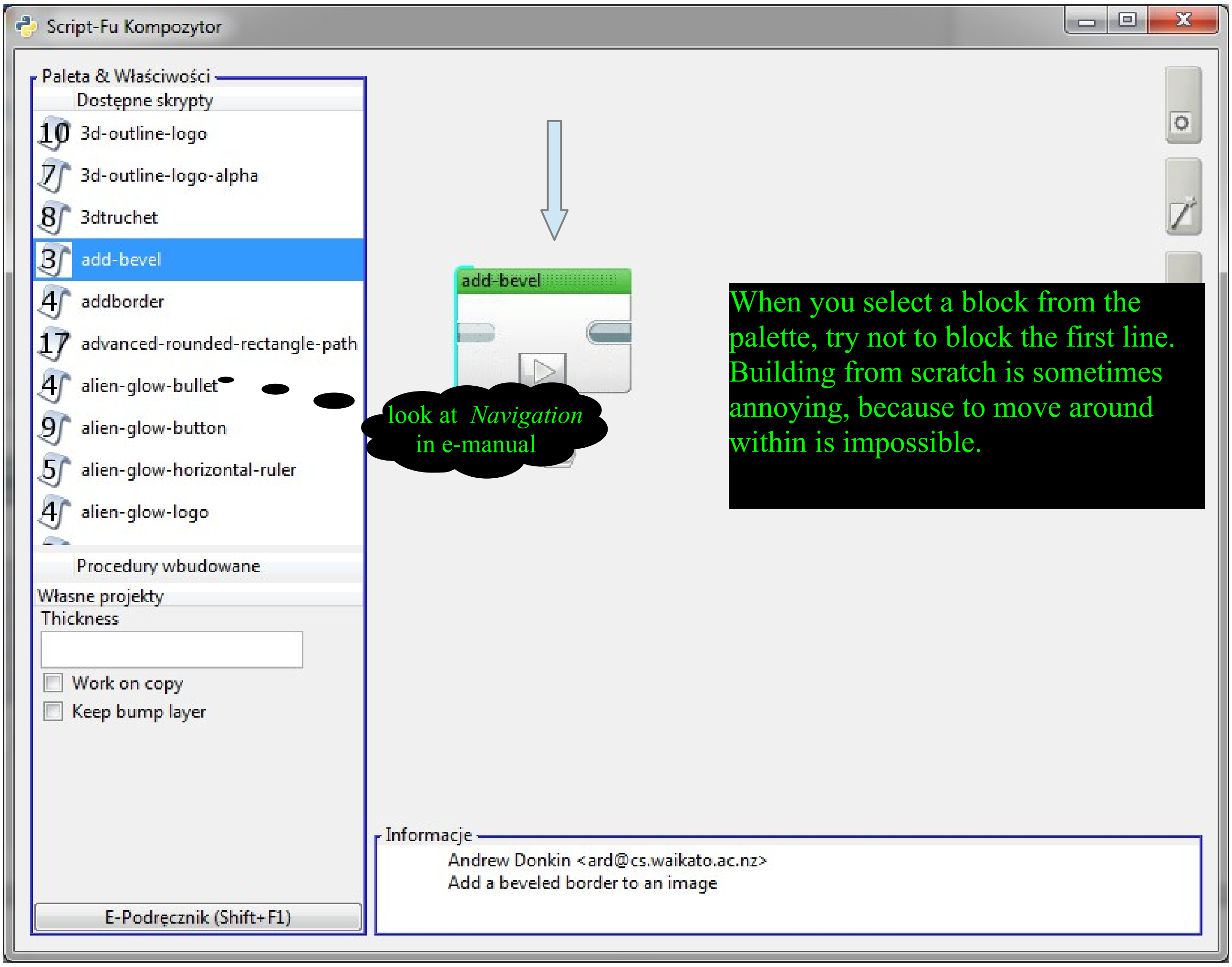

Script-Fu Composer
Palette & Properties
Available scripts
10 3d-outline-logo
7 3d-outline-logo-alpha
8
2
1
0
Users own projects
scriptcomposer-20144-1.scp
E-Manual (Shift+F1)
Registration form
Menu label
Operation summary
Comment, inside file
length: 3/512 lines: 1/15
Save All & Exit
Information

Select an item from the list on the left.

Here all fields are optional.
The first is the label of your script which will be displayed in the submenu Composed.

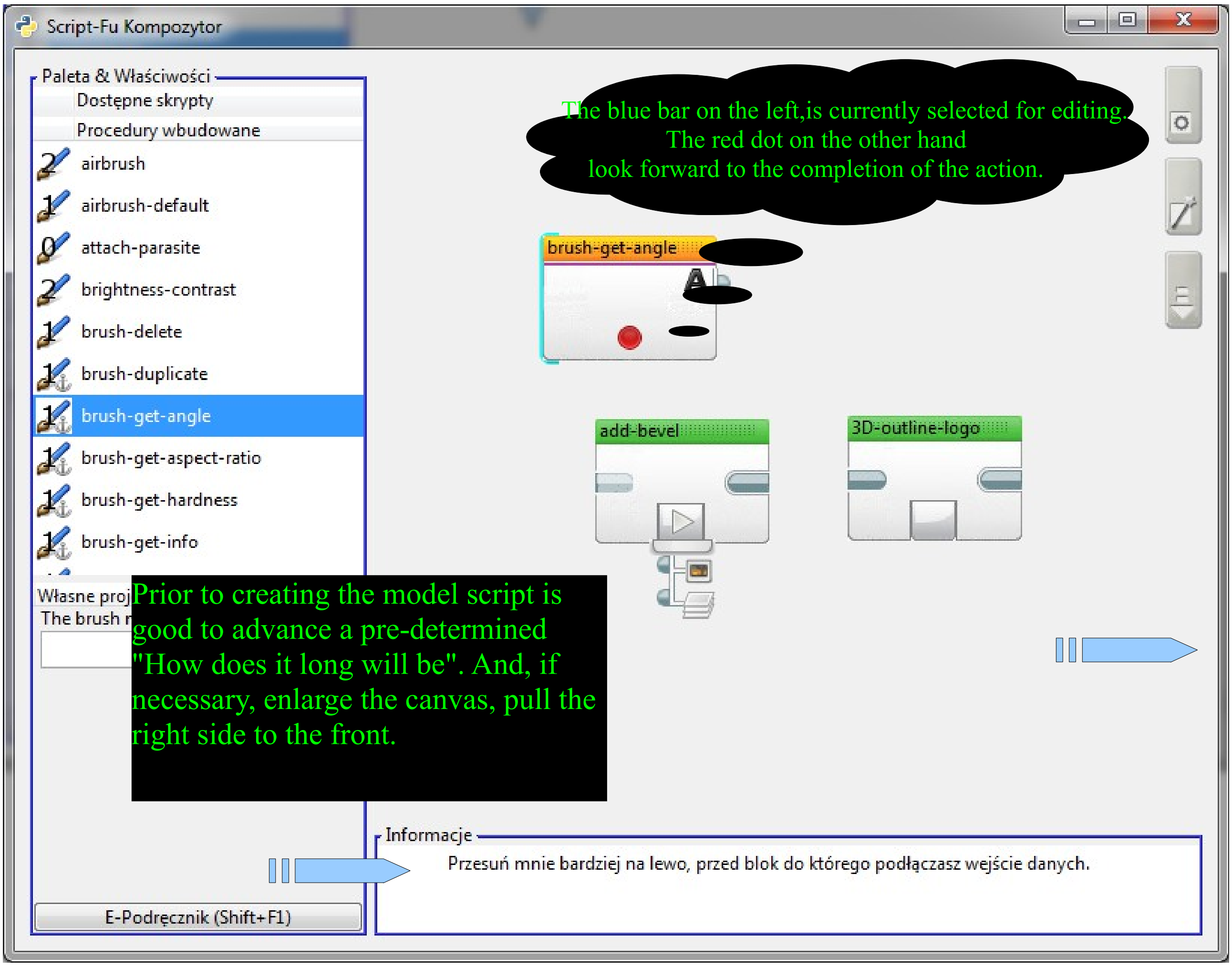
The second field is the information displayed to the user script.

Scroll to the end of the tutorial to read more about placing comments in the script file.


Script-Fu Kompozytor
Paleta & Właściwości
Dostępne skrypty
10 3d-outline-logo
7 3d-outline-logo-alpha
8 3dtruchet
3 add-bevel
4 addborder
17 advanced-rounded-rectangle-path
4 alien-glow-bullet
9 alien-glow-button
5 alien-glow-horizontal-ruler
4 alien-glow-logo
Procedury wbudowane
Własne projekty
Thickness
☐ Work on copy
☐ Keep bump layer
E-Podręcznik (Shift+F1)
add-bevel
look at *Navigation*
in e-manual
Informacje

When you select a block from the palette, try not to block the first line. Building from scratch is sometimes annoying, because to move around within is impossible.

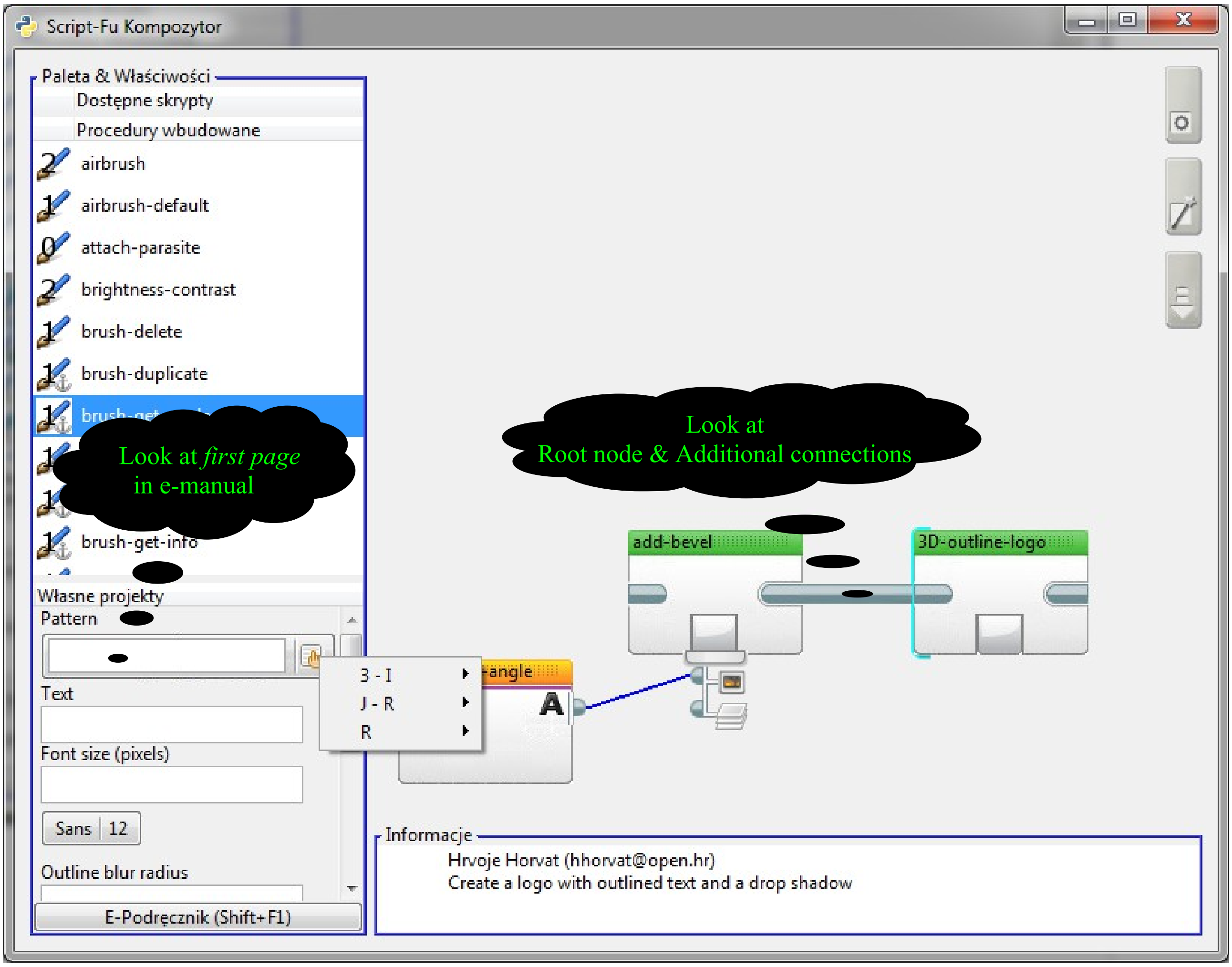
Andrew Donkin <ard@cs.waikato.ac.nz>
Add a beveled border to an image


Script-Fu Kompozytor
Paleta & Właściwości
Dostępne skrypty
Procedury wbudowane
2 airbrush
1 airbrush-default
0 attach-parasite
2 brightness-contrast
1 brush-delete
1 brush-duplicate
1 brush-get-angle
1 brush-get-aspect-ratio
1 brush-get-hardness
1 brush-get-info
Własne proj
The brush r
E-Podręcznik (Shift+F1)
brush-get-angle
add-bevel
3D-outline-logo
Informacje

The blue bar on the left,is currently selected for editing.
The red dot on the other hand
look forward to the completion of the action.

Prior to creating the model script is good to advance a pre-determined "How does it long will be". And, if necessary, enlarge the canvas, pull the right side to the front.

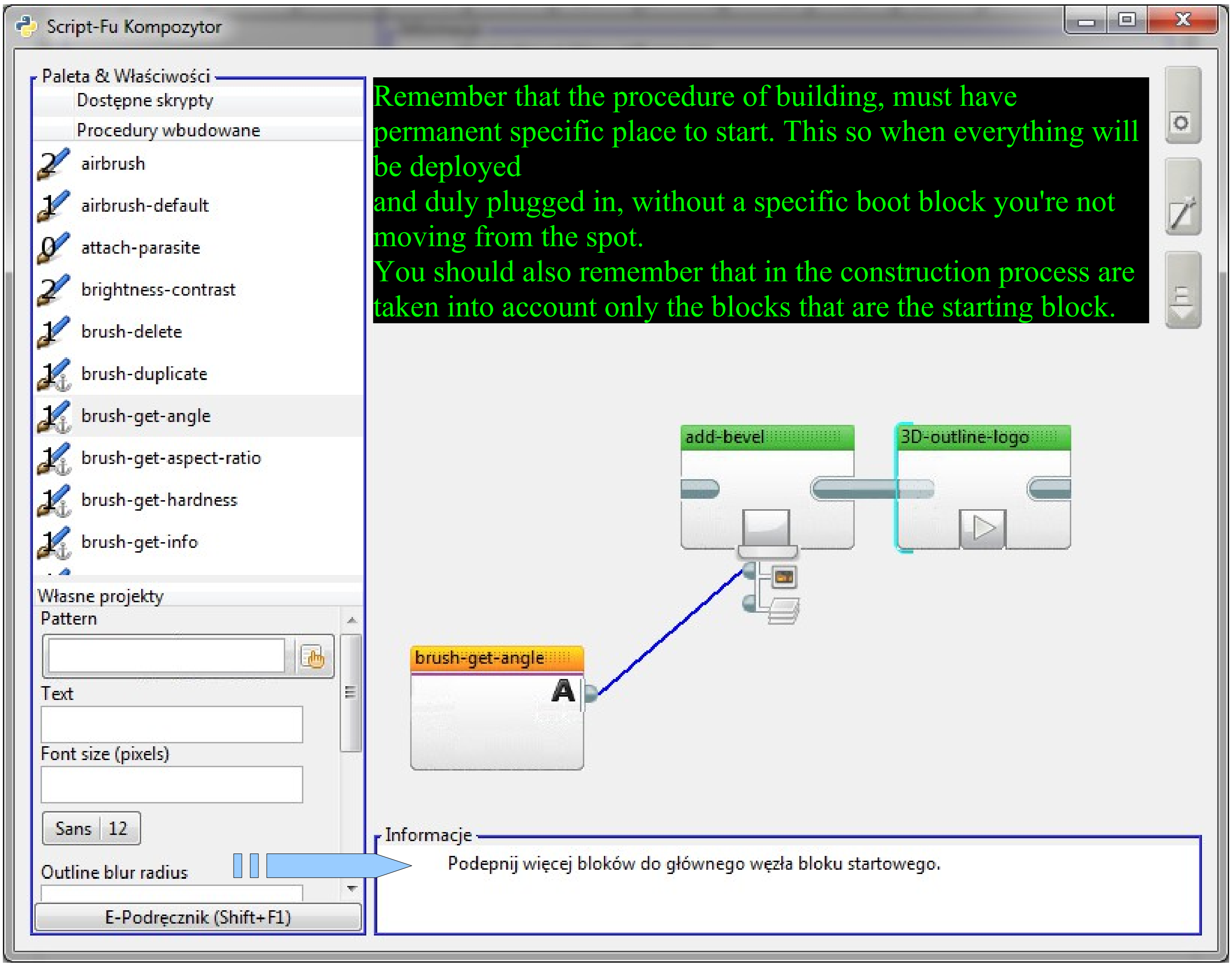
Przesuń mnie bardziej na lewo, przed blok do którego podłączasz wejście danych.


Script-Fu Kompozytor
Paleta & Właściwości
Dostępne skrypty
Procedury wbudowane
airbrush
airbrush-default
attach-parasite
brightness-contrast
brush-delete
brush-duplicate
brush-get-info
Własne projekty
Pattern
Text
Font size (pixels)
Sans 12
Outline blur radius
E-Podręcznik (Shift+F1)
3 - I
J - R
R
add-bevel
3D-outline-logo
-angle
A
Informacje

Look at *first page* in e-manual

Look at Root node & Additional connections

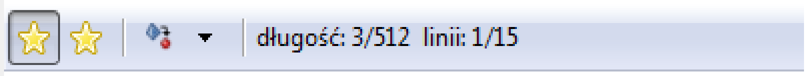
Hrvoje Horvat (hhorvat@open.hr)
Create a logo with outlined text and a drop shadow


Script-Fu Kompozytor
Paleta & Właściwości
Dostępne skrypty
Procedury wbudowane
airbrush
airbrush-default
attach-parasite
brightness-contrast
brush-delete
brush-duplicate
brush-get-angle
brush-get-aspect-ratio
brush-get-hardness
brush-get-info
Własne projekty
Pattern
Text
Font size (pixels)
Sans 12
Outline blur radius
E-Podręcznik (Shift+F1)
add-bevel
3D-outline-logo
brush-get-angle
A
Informacje

Remember that the procedure of building, must have permanent specific place to start. This so when everything will be deployed
and duly plugged in, without a specific boot block you're not moving from the spot.
You should also remember that in the construction process are taken into account only the blocks that are the starting block.

Podepnij więcej bloków do głównego węzła bloku startowego.

PLACING COMMENT



Everything that is written in the toolbar shown above will be placed "as is" at the beginning of your script.
The exception are accented characters of the alphabet in which you write | gain and special text format:

%VARIABLE_NAME_WITH_UPPERCASE_LETTERS%

As regards the destination taskbar icons, they are as follows:

- The amount depends on the number of stars in the catalog of templates _scfiles\templates.
- Places in the edit box the value of the selected environment variable. You can also manually type in, for example %HOMEPATH% – which will be processed at compile time.
- Character counter and used the line allows you to be concise in words and not dwell too much.

You can create your own templates by placing _scfiles directory \ templates files with no extension named:

<position_ident>_<template_name>_comment

Bearing in mind the one simple principle of placing at the beginning of each new line character; (semicolon). Failure to do so will cause that your script will not work.