

Fractal Paths Help

by Craig Macomber, Spin Craft Software

Introduction

Fractal Paths lets you draw a path, or an ordered set of points connected by lines. It then turns it into a fractal by repeatedly replacing all the lines with copies of the original shape. Each time it does this its called an iteration, and fractal paths supports up to 500 iterations.

Features

Full support for multiple renderings and and drawing at once

Saving and reopening saved fractals

Drawing and editing

Path drawing

Point selecting and moving

Customizable horizontal and vertical grids

Optional snap to grid

Uniform and nonuniform region scaling

Line splitting

Point removing

Point and click zooming

Scroll-wheel zooming

Panning

Full color selection

Drawing window display and preview

Live behind path preview

Redraw preview

Stop preview

Status display and progress bar for preview iteration

Full color selection

Rendering

Height and width selection

Can handle large images (Over 64 mega-pixels)

Progress bar

Panning

Live display

Zoom

Saving rendered fractals as image files

Full color selection

Supported Systems

Supported or will soon be supported on Windows (Including Vista), Mac OSX (Both Power PC and Intel), and Linux.

Quick Start

When you first launch Fractal Paths you will see a untitled drawing and its settings window. You can adjust the colors by clicking on them in the settings window. You can draw in girded area in the drawing window by clicking. Each time you click it will add a point. If snap to grid is on the point will be moved to the nearest intersection of grid lines. Once a few points are drawn (not in a line) a preview should be visible. You can continue drawing, use some of the other tool, or watch the preview finish rendering if its not done. For details about various buttons, windows, or other interface elements see the interface guide. For useful advice see Tips and Tricks.

Contact & Web info

Downloads and updates <http://spincraftsoftware.com>

FractalPathsSupport@SpinCraftSoftware.com

System requirements

Screen at least 800*500

About 5 MB of hard drive space

Windows:

Windows 98,NT,2000,XP and Vista (Tested on XP)

Mac:

Mac OSX (Tested on 10.3.9)

Linux:

Linux with GTK+ 2.x (Tested on Ubuntu Edgy Eft 6.10)

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