General Notice

When using this document, keep the following in mind:

1. This document is confidential. By accepting this document you acknowledge that you are bound by the terms set forth in the nondisclosure and confidentiality agreement signed separately and in the possession of SEGA. If you have not signed such a nondisclosure agreement, please contact SEGA immediately and return this document to SEGA.

2. This document may include technical inaccuracies or typographical errors. Changes are periodically made to the information herein; these changes will be incorporated in new versions of the document. SEGA may make improvements and/or changes in the product(s) and/or the program(s) described in this document at any time.

3. No one is permitted to reproduce or duplicate, in any form, the whole or part of this document without SEGA'S written permission. Request for copies of this document and for technical information about SEGA products must be made to your authorized SEGA Technical Services representative.

4. No license is granted by implication or otherwise under any patents, copyrights, trademarks, or other intellectual property rights of SEGA Enterprises, Ltd., SEGA of America, Inc., or any third party.

5. Software, circuitry, and other examples described herein are meant merely to indicate the characteristics and performance of SEGA's products. SEGA assumes no responsibility for any intellectual property claims or other problems that may result from applications based on the examples described herein.

6. It is possible that this document may contain reference to, or information about, SEGA products (development hardware/software) or services that are not provided in countries other than Japan. Such references/information must not be construed to mean that SEGA intends to provide such SEGA products or services in countries other than Japan. Any reference of a SEGA licensed product/program in this document is not intended to state or imply that you can use only SEGA's licensed products/programs. Any functionally equivalent hardware/software can be used instead.

7. SEGA will not be held responsible for any damage to the user that may result from accidents or any other reasons during operation of the user's equipment, or programs according to this document.

SegaConverter 4.83E ReadMe

■ Introduction

The SegaConverter is an application that displays image data saved in PICT, DGT, RGB, BOB or similar formats and converts between these types of files.

It can also be used for editing tasks such as simple retouching, copying, and pasting.

■ Precautions

The SegaConverter may not startup if the image data stored on the clipboard, when copying from or pasting to another application, is too large. Should this problem occur, select "SegaConverter" from the finder and increase the preferred size of the application in "Get Info" under the File menu.

■ File Menu

● New...

Opens a dialog box and creates a new window for a selected image.
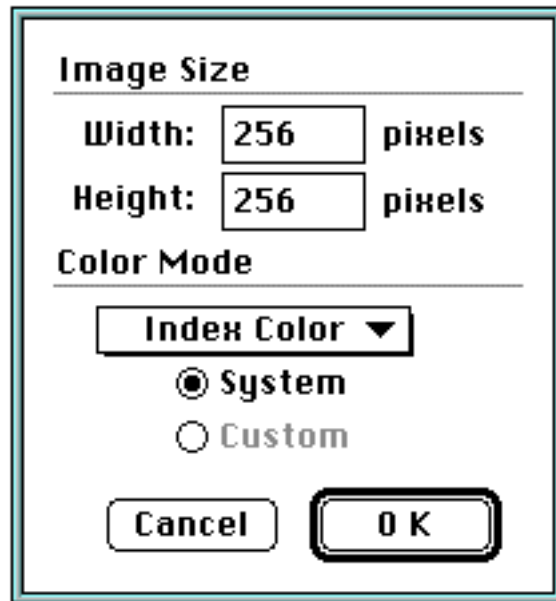
◆ Image Size

Specifies the new window size.

Width: input horizontal size

Height: input vertical size

◆ Color Mode

Specifies the color mode (bit depth) for the new window.

❖ System: uses Macintosh system palette

❖ Custom: uses the palette stored on the clipboard

● Open...

Displays a dialog box, reads a file in the specified format, and displays it in a window.

● Close...

Closes an open window. Closing an unsaved file will call up a dialog box that asks the user whether or not to save the file before closing it. To save, click the "Save" button. Follow the same procedure for the "Save As.." function.

● Save...

Saves the contents of a window under the same name.

● Save As...

Displays a dialog box and converts and saves the file in the specified format. Specify "Save Selection" to save only the contents within a selected area.

● Catalog...

Displays a dialog box and displays, saves, etc., files in the selected format from the specified folder. Click the "Do it" button to catalog and the "Cancel" button to close the dialog box.

Catalog: [Slide Show ▼]

New

Do it

Cancel
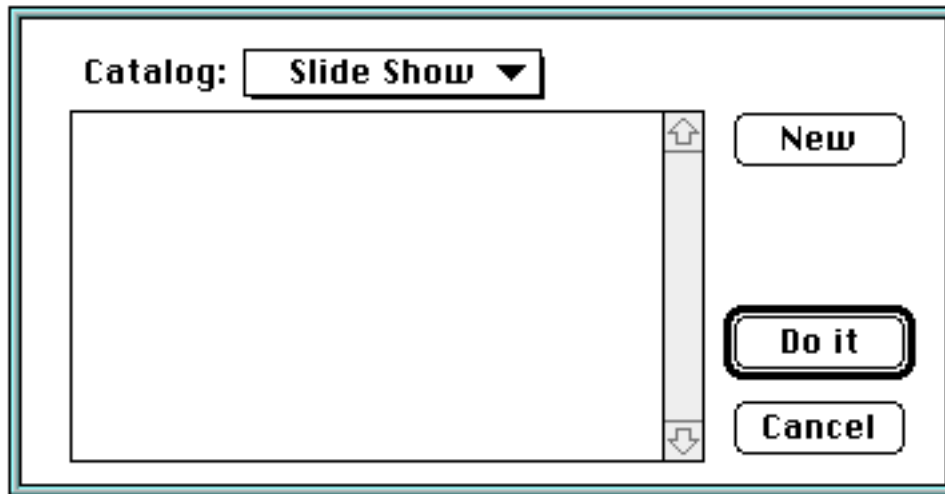
◆ New

Displays a dialog box and registers a file (from the selected folder) in the specified format to the catalog.
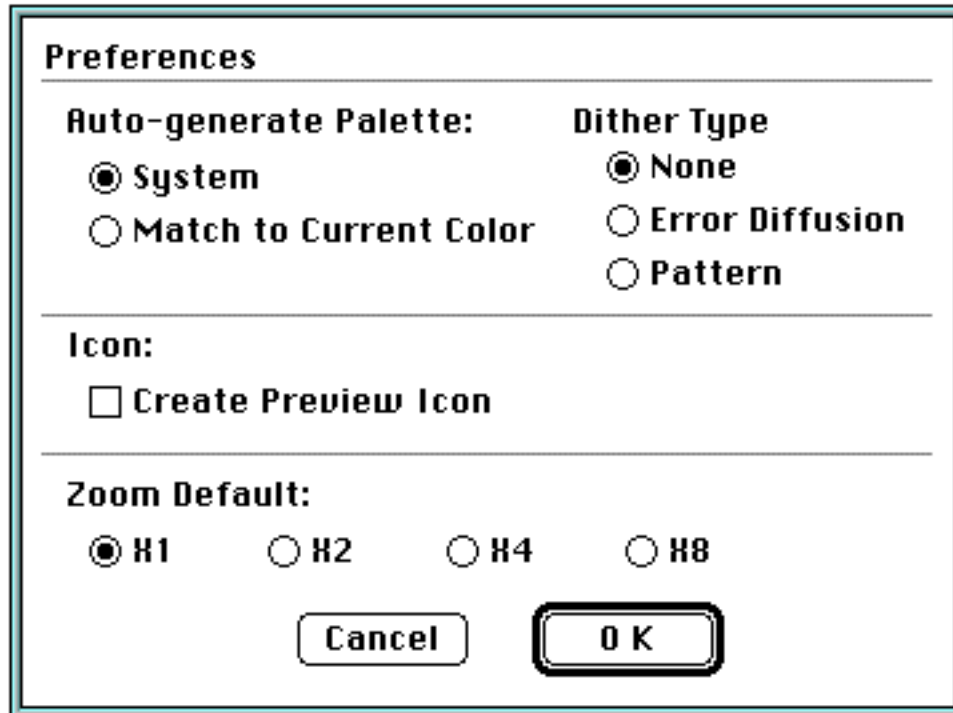
◆ Slide Show

Displays files registered in the catalog consecutively.

◆ Save

Consecutively saves files that are already registered in the catalog in the specified format.

● Preferences

Displays a dialog box and sets preferences.

Preferences

Auto-generate Palette:
- ⦿ System
- ◯ Match to Current Color

Dither Type
- ⦿ None
- ◯ Error Diffusion
- ◯ Pattern

Icon:
- ☐ Create Preview Icon

Zoom Default:
- ⦿ X1
- ◯ X2
- ◯ X4
- ◯ X8

[Cancel] [**O K**]

◆ Auto-generate Palette:

Automatically generates a palette when formats (PICT, RGB, etc.) that do not have palette information are converted into formats with palette information (DGT, BOB, etc.) This feature specifies the method by which the palette is generated.

❖ System: Uses the Macintosh system palette.

❖ Match Current Color: Generates a palette optimized for the image.

◆ Dither Type

Specifies the type of dither when the palette is generated automatically.

❖ None: No dithering.

❖ Error Diffusion: Dithers using the error diffusion method.

❖ Pattern: Pattern dithers.

◆ Icon

❖ Create Preview Icon: Pastes the image on to the icon of the saved file.

● Quit

Ends the application.

■ **Edit Menu**

● Undo

● Cut

- ● Copy
- ● Paste
- ● Delete
- ● Select All

  The commands function similar to standard painting applications. Copying and pasting between other applications is possible.

■ **Options Menu**

  Performs operations on the topmost file (the active file).

- ● Get Info

  Displays information related to the active file. Click the zoom box to enlarge the window. If the active file uses a palette, its contents are displayed.
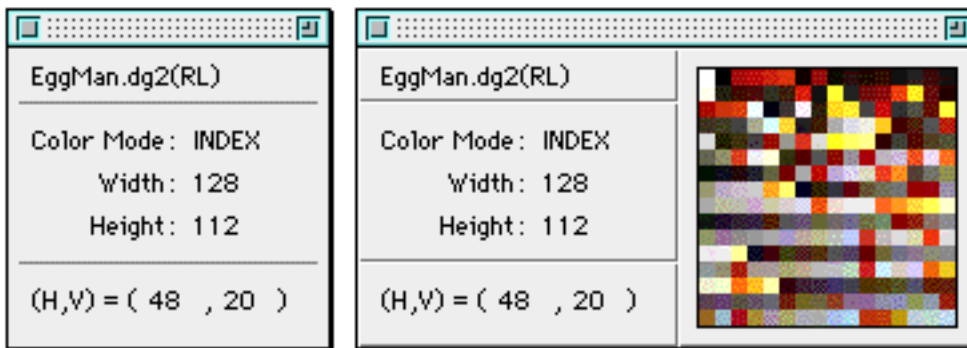
- ● Zoom

  Specifies the magnification at which the active file is displayed.

- ● Grid

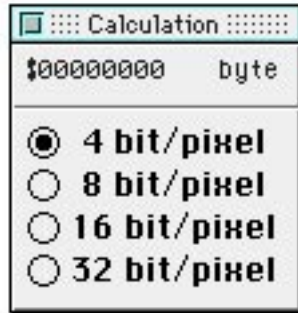 Displays a grid over the active file.

- ● H Select Unit
- ● V Select Unit

  Set the select (move) unit of the select tool in the horizontal and vertical directions.

- ● Calculate Data

  Calculates the amount of data in the selected area.

■ **Window Menu**

Selects the active file or displays a list of availble files.

■ **Tool Palette**

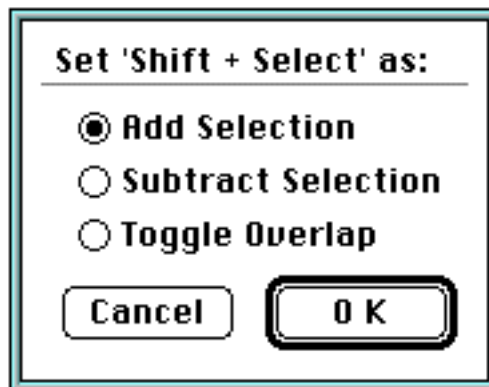Tools work the same way as standard painting applications.

● Select Tool

Drag to specify a rectangular area. After selection, the tool shifts to a standard floating operation.

Shift + Drag to expand the selected area.

Double-click to specify the selection method.

◆ Add Selection: Adds an area to the current selection.
◆ Subtract Selection: Deletes an area from the current selection.

◆ Toggle Overlap: Toggles the overlapping areas of the selections.

● Magnifying Glass Tool

Doubles the display size. Magnification is centered on the point clicked.

Option + Click: Halves the magnification.

Double-click: Returns display to the original size.

● Eyedropper Tool

The color that is clicked becomes the foreground color (drawing color).

Option + Click: Specifies the background color.

● Pencil Tool

Draws using the foreground color.

Option + Click: Same as the eyedropper tool.

Double-click: Changes the pen size.
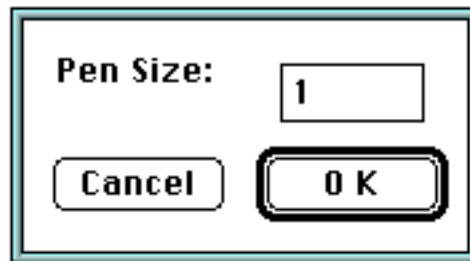
● Foreground/Background Color Box

Displays the current foreground and background colors.

Click on the arrow to swap the foreground and background colors.

When the active file uses a palette, click and drag to select colors.
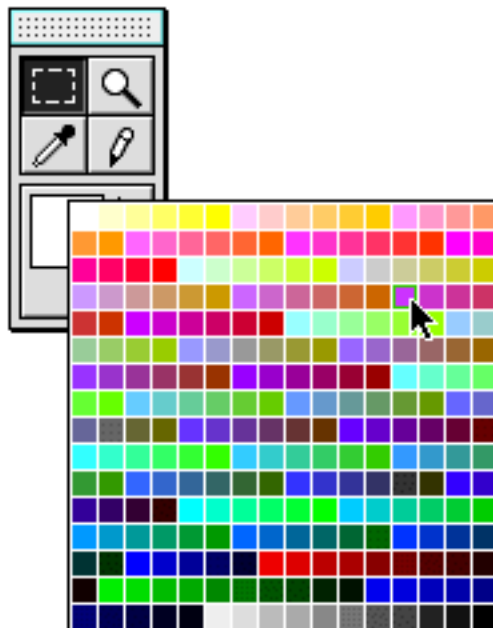
Double-click to display the color picker.

	00	08	10	18	1F		
B 1F							Cancel
G 08							
R 16						7D16	O K
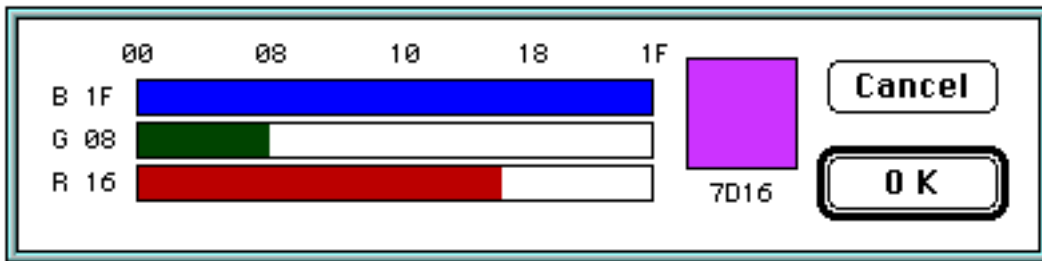
SegaConverter 4.83E Release Notes

■ **Information on 4.79E→4.83E version upgrade**

◆ Several problems have been eliminated.

■ **Power PC compatibility**

◆ Runs in Power PC Native Mode.