




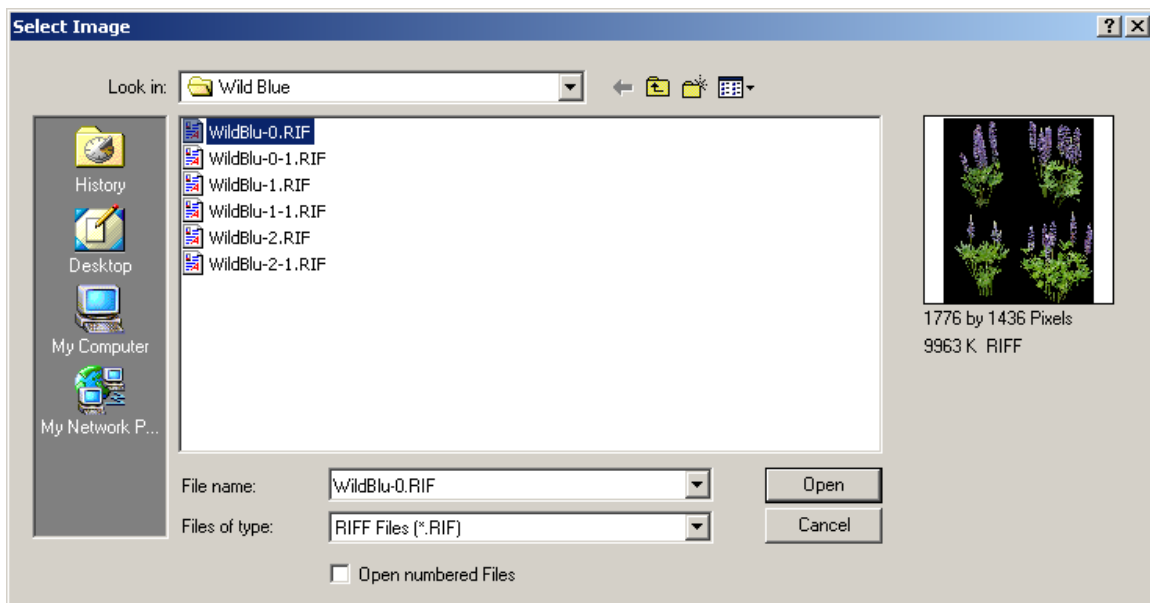
## Nozzle loading & Nozzle Mover & Nozzle libraries in Painter™ 8

There are many ways to store and access your nozzle image files. You can load individual nozzle files if you wish or you can create libraries of nozzles images and use the nozzle mover to create and maintain different categories of nozzle libraries.

### Loading individual nozzle files

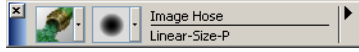
All individual nozzle files are in .Rif file format.

1. Open a new file at any size you wish.
2. Click on the **Paintbrush** icon  in the **Tool Box**, or press the '**B**' key to activate the **Brush** tool.
3. While still in the **Tool Box** and choose the **Nozzle Selector** icon located at the bottom right of the toolbox. This appearance of this icon will change depending on the current selected nozzle file. The **Nozzle Content Menu** will appear. Located at the top right of the menu is the **Selector Menu Arrow**.  Click on the arrow to access the **Nozzle Commands** fly out menu. 
4. Choose the **Load Nozzle...** command.
5. The **Select Image** dialog box will appear. Navigate to the drive and folder your nozzles are stored in. Select a nozzle file and press the **Open** button to load the nozzle.



### Tip

Painter also offers **Shortcut Keys** to make the process less cumbersome. Press **Ctrl + L**, to open the **Select Image** dialog box.

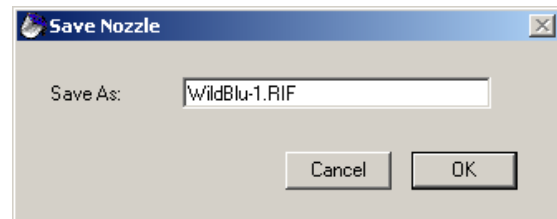
6. Go to the **Brush Selector Bar**,  select the **Image Hose** brush from the **Brush Category** fly out menu.

7. Spray the nozzle images on the canvas.

8. You will have to repeat this procedure every time you want to use another nozzle that is not located in your default nozzle library.

9. You can also add a nozzle to your default nozzle library as soon as you load the nozzle. To do this, go to the **Nozzle Commands** fly out menu, click on the **Add Nozzle To Library...** immediately after loading the nozzle. The **Save Nozzle** dialog box will appear.

10. Enter a name in the **Save As:** window and click the OK button. I don't recommend doing this often because the default nozzle library will quickly become bloated and Painter will eventually begin to slow down.



## Loading Nozzle Libraries and creating new ones

All nozzle libraries are in .Nzl file format.

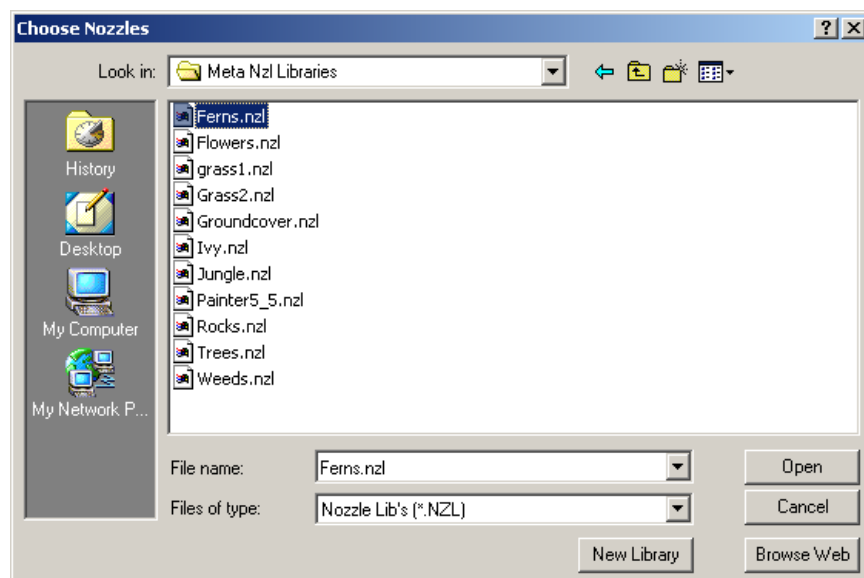
1. Open a new file.

2. While still in the **Tool Box** and choose the **Nozzle Selector** icon located at the bottom right of the toolbox. This appearance of this icon will change depending on the current selected nozzle file. The **Nozzle Content Menu** will appear. Located at the top right of the menu is the **Selector Menu Arrow**. Click on the arrow to access the **Nozzle Commands** fly out menu.



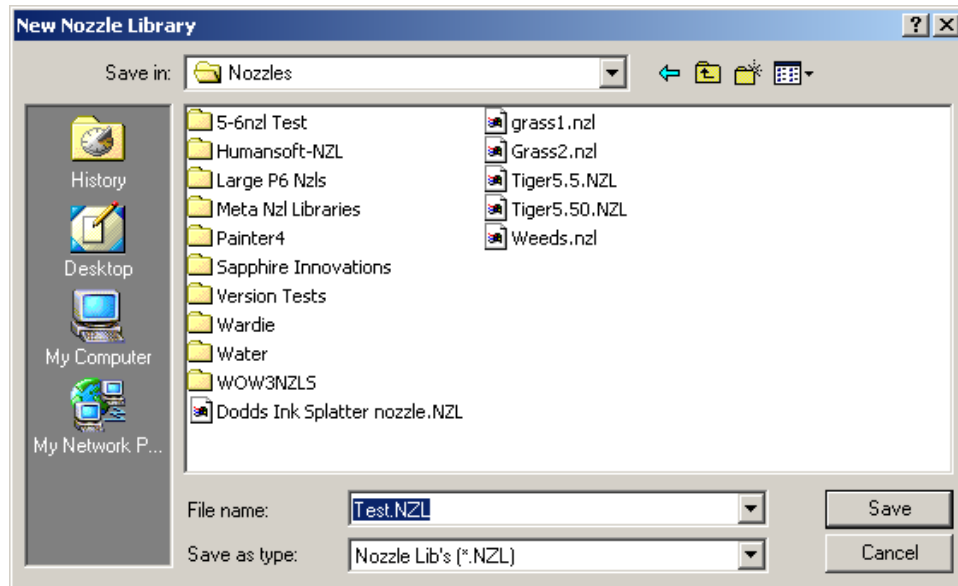
3. Choose the **Open Library...** command and the **Choose Nozzles** dialog box will appear.

4. Navigate to the drive and folder your nozzle libraries are stored in. Select a nozzle library file and press the **Open** button to load the library.



5. You can use the **Open Library...** command to create a new empty library if you want to. In order to do this all you have to do is click on the **New Library** button located at the bottom of the **Choose Nozzles** dialog box.

6. The **New Nozzle Library** dialog box will appear. Enter a name in the **File Name:** window, then click on the **Save** button.



### Bug Alert?

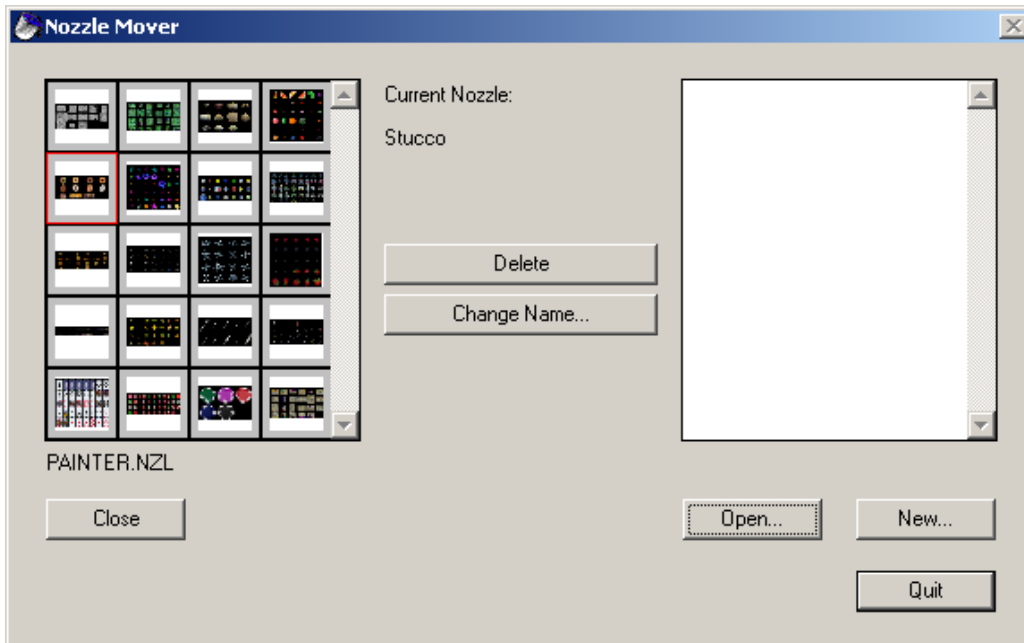
I have been unsuccessful creating a new library using the New Nozzle dialog box. When you click on the Save button Painter crashes immediately, no error message appears and you have no chance to save any new work.

There is another method for creating a new library. This one involves the use of the **Nozzle Mover** command.

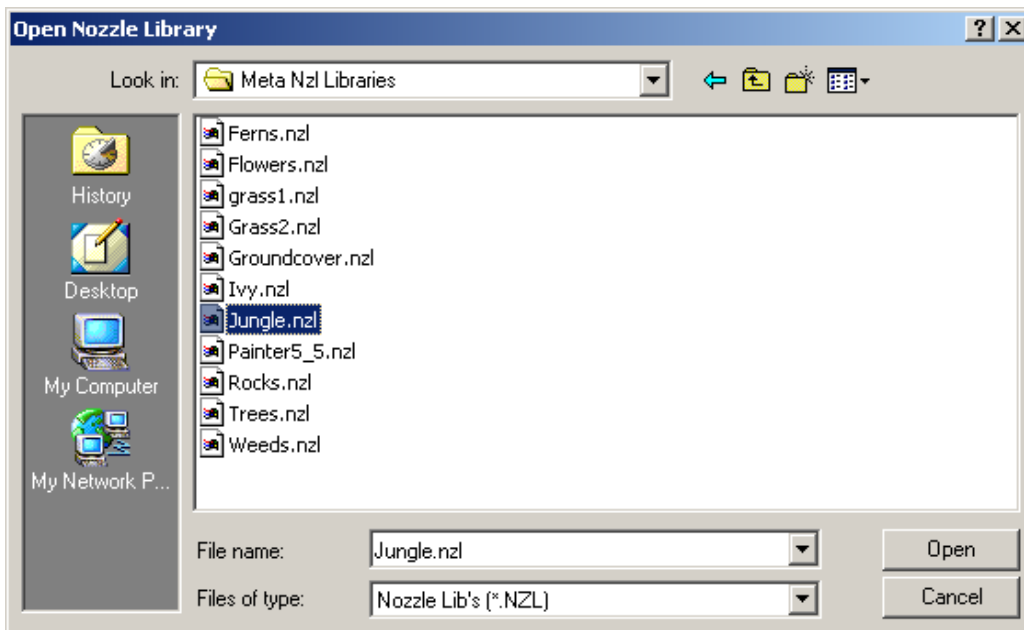
### Using the Nozzle Mover dialog

The Nozzle Mover is used to move individual nozzle files from one library to another. Its use provides a convenient way to maintain small, categorized nozzle libraries.

1. Open a new file any size you wish.
2. Go to the **Tool Box** and choose the **Nozzle Selector** icon located at the bottom right of the toolbox. The **Nozzle Content Menu** will appear. Located at the top right of the menu is the **Selector Menu Arrow**. Click on the arrow to access the **Nozzle Commands** fly out menu.
3. Choose the **Nozzle Mover...** command and the **Nozzle Mover** dialog box will appear. Notice that the default nozzle library (Painter.NZL), located on the left side of dialog, is already open.



4. Before you can move a nozzle file into another library you must either open an existing nozzle library or create a new empty library. Click on the **Open** button to access an existing library. The **Open Nozzle Library** dialog window will appear. Navigate to the drive and folder your nozzle libraries are stored in. Select a nozzle library file and press the **Open** button to load the library.



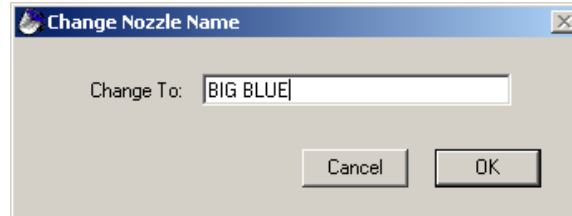
5. Click on the **New** button to create a new empty nozzle library. You are already familiar with the **New Nozzle Library** dialog box (this is the only way I can create a new empty library on my PC).

6. My new library is named **Flowers.NZL**. I want to move the **WildBlu-1.Rif** nozzle I added to the default library. First I click on the nozzle icon. The nozzle file name will appear under **Current Nozzle:**. I moved it by dragging the icon into the new flowers library.



7. The nozzle icon is still active in the default library. You can tell by the red color of the icons perimeter. Click on the **Delete** button to remove the nozzle from the library.

8. If you want to change the nozzle file name, click on the file icon in the new library side of the dialog box to select it. Click on the **Change Name...** button. Type the name and click **OK**.



9. Click on the **Quit** button to return to close the dialog box.

When you want to move files, open existing libraries or create new ones the basic process remains the same whether you are working with paper textures, patterns, weaves, gradients, or any lighting schemes you may have saved while working in Painter.

A few comments about file sizes and you are on your own. Painter likes it when you maintain small core files. These files can become bloated very quickly. I keep the papers (.pap), brush looks (.blk), gradients (.grd), patterns (.ptl), and selection portfolio (.frs) files small because I am not creating a lot of new content to increase their size. I keep an eye on them but rarely have to create a new library. My problem children are the ones that can become monsters such as the image portfolio (.por), or the Scripts (.ssd) files. My nozzle and portfolio libraries and can become over 100MB quickly because of all the nozzles I make. The two files that get deleted every time I shut Painter down are the Pre Built Brush File and the Scripts file. I may save some script files I might want to use again before I remove the file. I keep all new libraries in folders out side the Painter folder. Maintaining small core files and organized libraries should be two of the more important items on your Painter maintenance list.