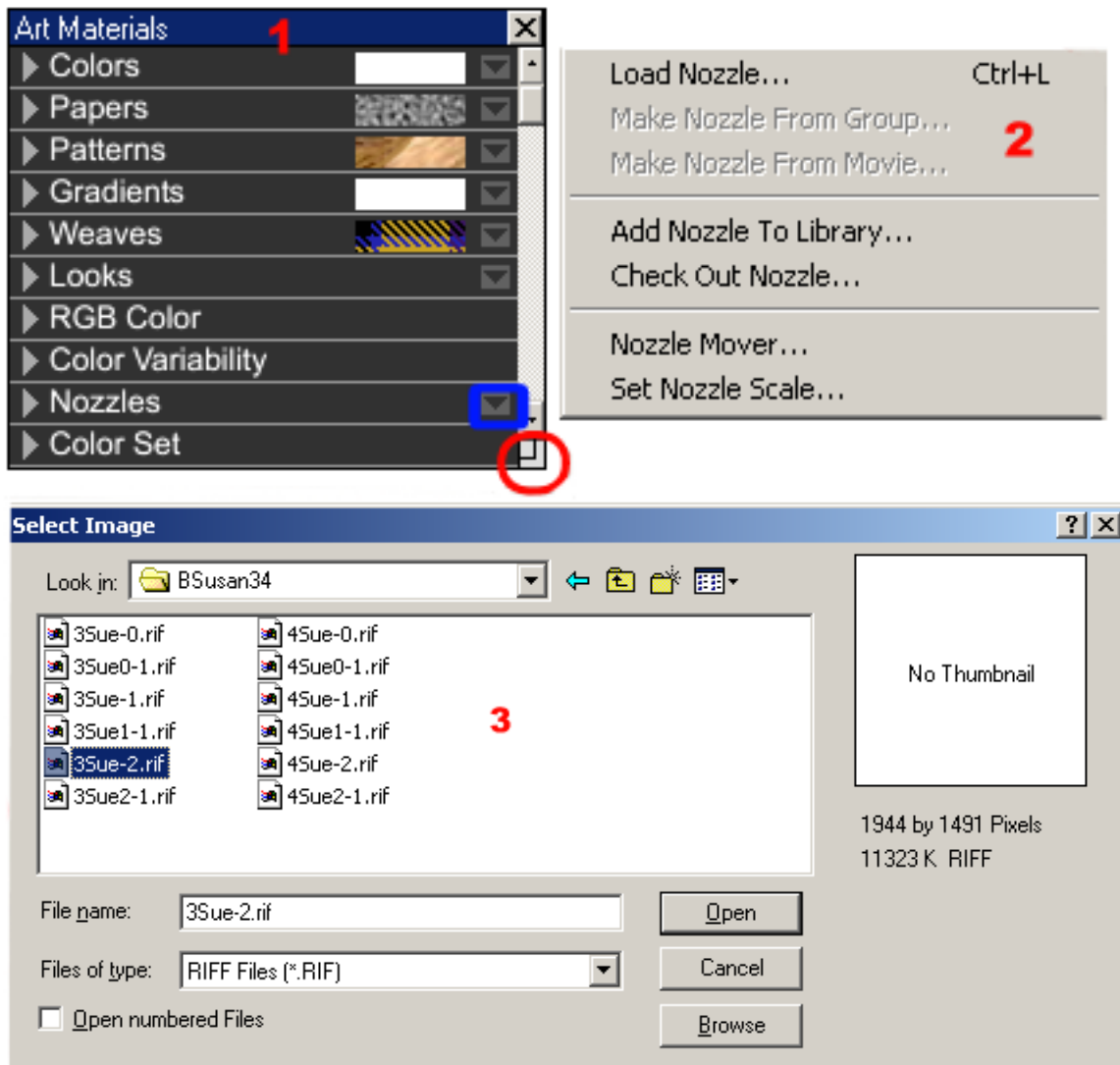


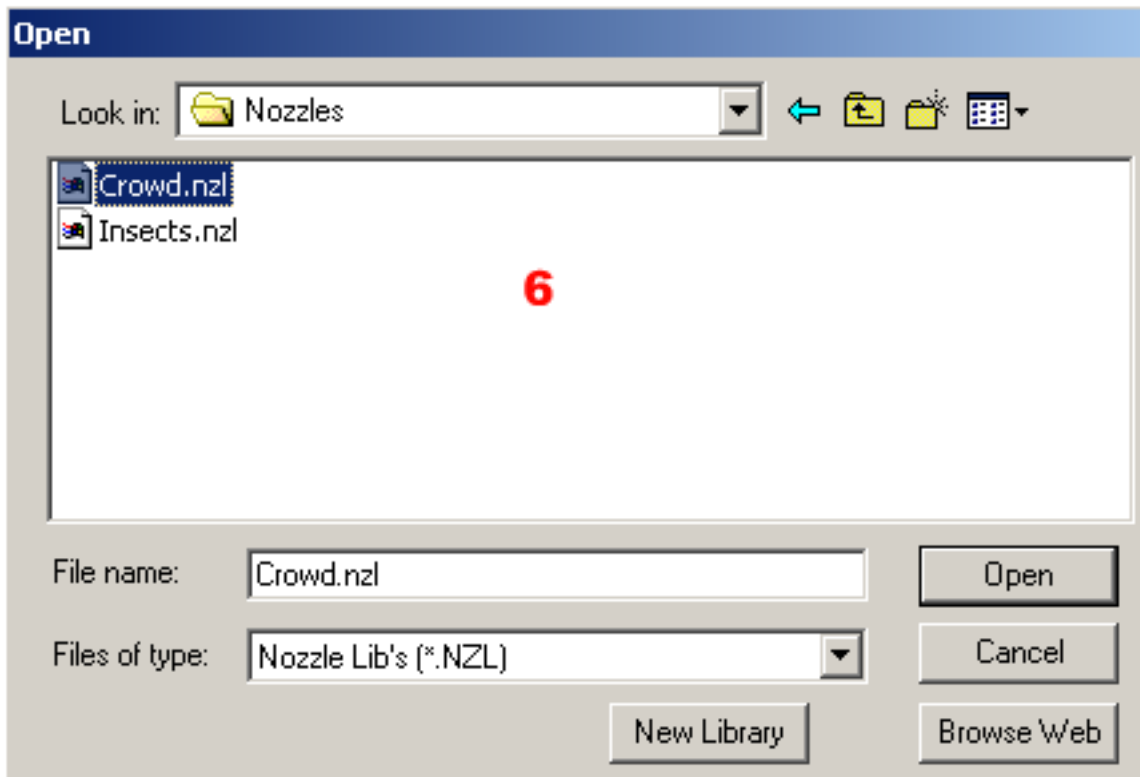
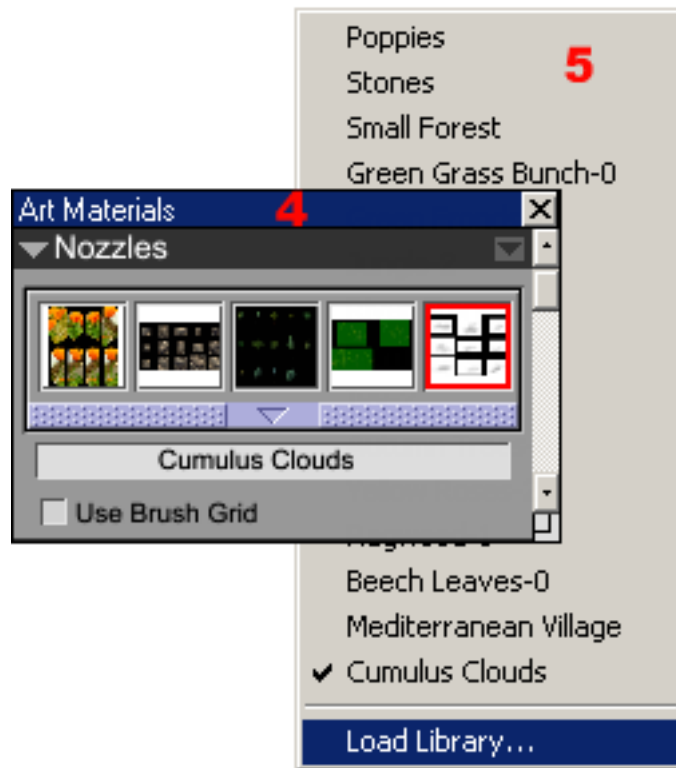
NOZZLE LOADING-MOVING & LIBRARIES

To load an individual nozzle press **Ctrl + 3** to open the **Art Materials** palette. The palette may be closed, only showing the content section list (1). Go to the **Nozzles Section Expansion Bar** menu, click once on the **Section Menu** button (has a Blue line around it) the command menu (2) will appear. Select **Load Nozzle...** to open the **Select Image** dialog box (3). Painter also offers Shortcut keys to make the process less cumbersome. Press **Command/Ctrl + L**, to select your nozzle from the **Select Image** window.

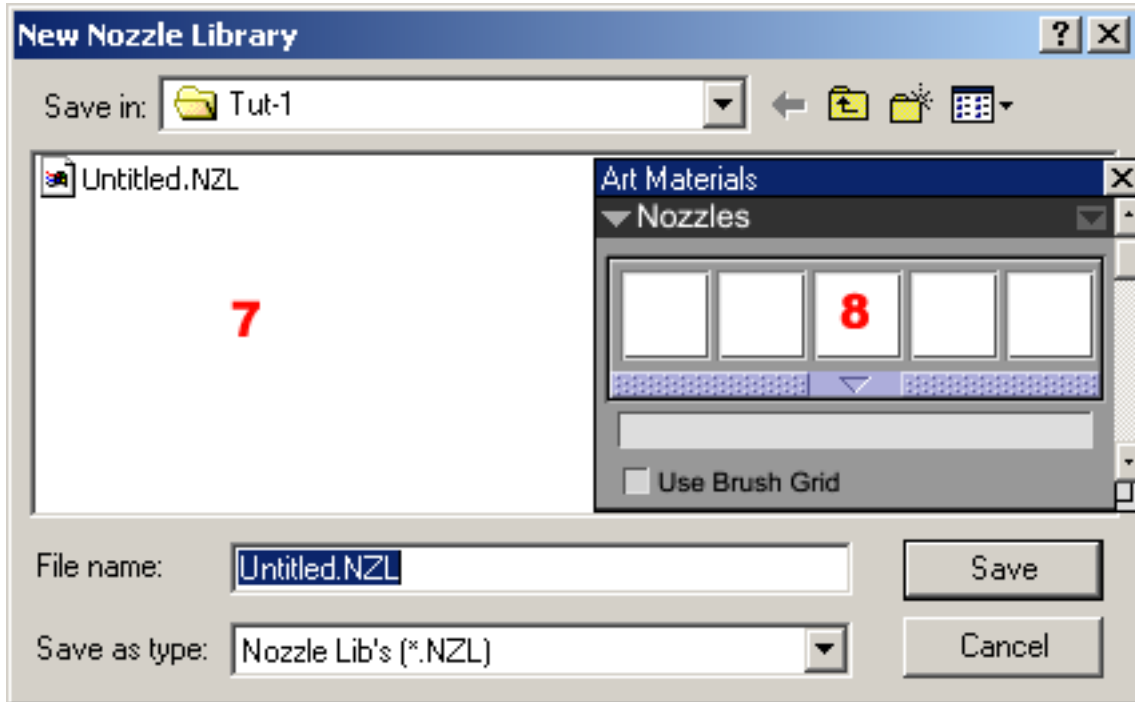


Navigate to the drive and folder your nozzles are stored in. Select a nozzle file and press the **Open** button to load the nozzle. Select the **Image Hose** brush and start painting. You will have to repeat this procedure every time you want to use another nozzle that is not located in your default nozzle library. You can also add a nozzle to your open library as soon as you load the nozzle. To do, this go to the **Section Menu**, and click on **Add Nozzle To Library...** immediately after loading the nozzle.

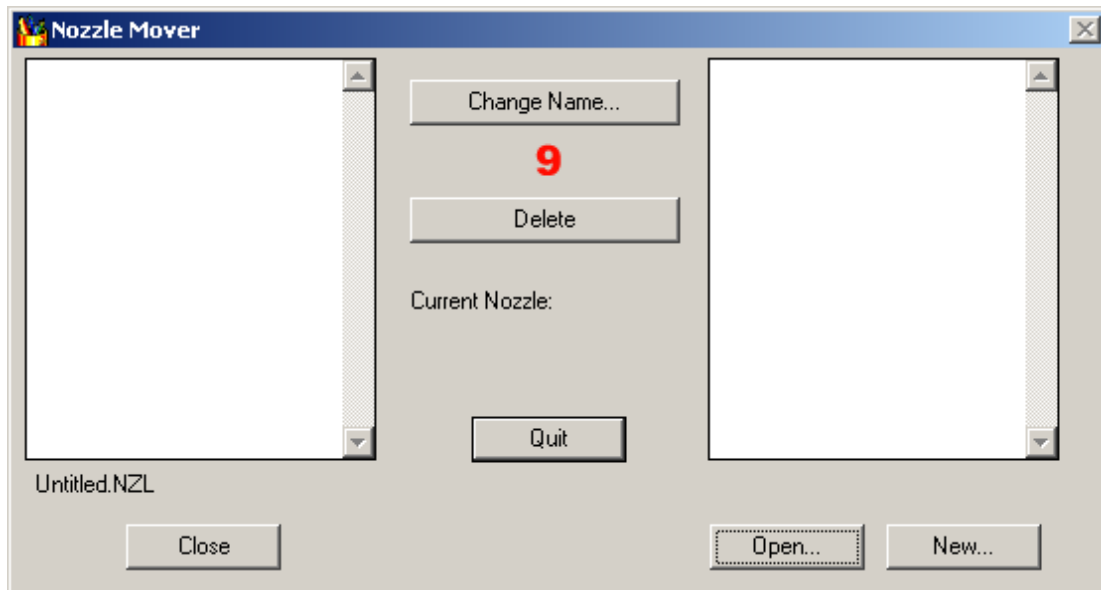
To load a nozzle library click once on the word **Nozzles** on the **Nozzles Section Expansion Bar**. The **Nozzles** palette will appear (4). Click once on the **Nozzle Popup** window (**Cumulus Clouds**, choose **Load Library** from the menu (5). When the **Open** dialog box appears select **Crowd.NZL** (your library name may be different than mine). Press the **Open** button to load the library (6). Now you have access to many of your other nozzles, but what if you want to move them from one library to another.

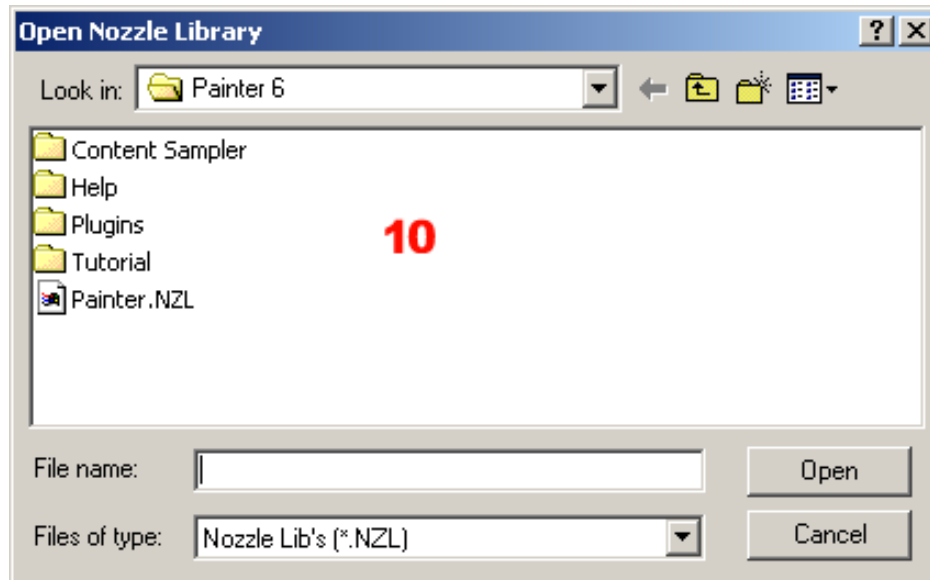


Now that your default nozzle library is probably filled with a variation of nozzles, it is disorganized and a bit larger than Painter likes. In order to clean up the default library you have to create a new one. Think about what you will put in it so you can give it a name that means something to you. To create a new library click on the **New Library** button located on the bottom right of the **Open** dialog box (6). Enter a new file name in the **New Nozzle Library** dialog box when it appears (7). The Nozzles palette has changed. It is filled with empty windows (8). These will fill up with icons as you either add new nozzles or move some of them from another library.

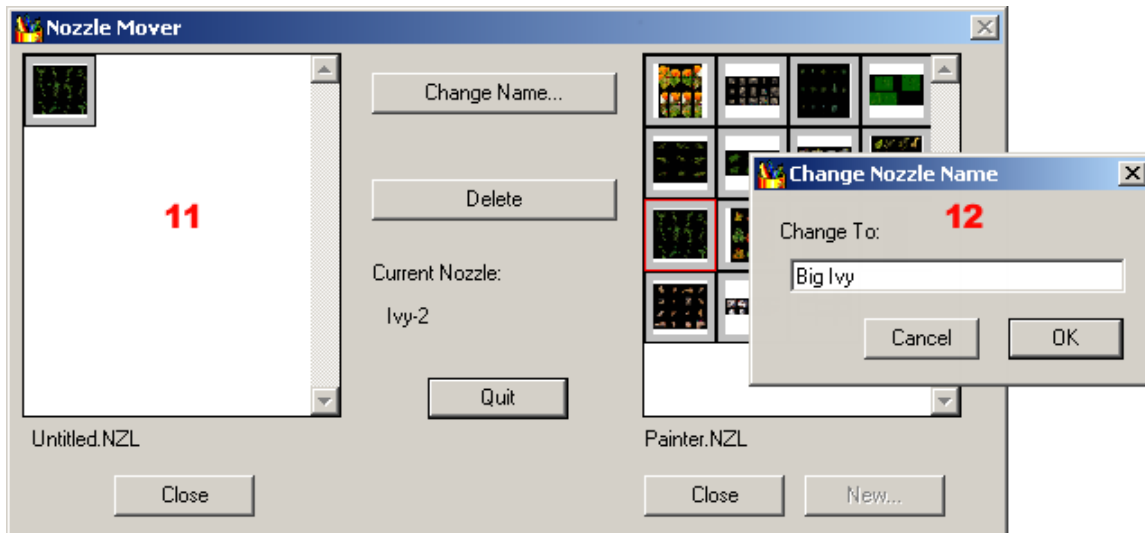


In order to move a nozzle from one library to another, select **Nozzle Mover...** in the **Section Menu** (2). When the **Nozzle Mover** dialog box (9) appears it will be blank in both sides. This is because we created the new library and did not add nozzles in it. Click once on the **Open** button and the **Open Nozzle Library** dialog box appears (10).





Navigate to where your default **Painter.NZL** file is located and click on the **Open** button and the library appears on the right side of the **Nozzle Mover** dialog box (**11**). Just below each window you will find the name of the library it contains. I chose to move the **Ivy_2** nozzle. When you select the nozzle to move it a red outline surrounds your choice, The name of the nozzle will appear under the **Current Nozzle:** dialog. Hold the mouse button down and drag the icon into the left window and release the button. You should see the same icon in both windows. Select the original nozzle click on the **Delete** button to remove the nozzle from the original library. Click once on the icon in the new library, click on the **Change Name...** button. Enter a new name in the **Change Nozzle Name** dialog box (**12**). Click **OK**. If you have quite a few nozzles to move into different libraries you can also create a new Library by clicking once on the **New...** button.



A few more 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 brush (.brs), papers (.pap), color sets (.pcs), 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 and .ssk) files. My nozzle and portfolio libraries and can become over 100MB quickly because of all the nozzles I make. The one that gets deleted every time I shut Painter down is the Pre Built Brush file. I keep all new libraries in folders out side the main Painter folder.