

## GraphicDesignerToolbox 1.2.3 - Docs and SL

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Opcoders today released GraphicDesignerToolbox 1.2.3, a free update to their powerful Mac OS X graphics editor. Perfect for web designers that need to compose seamless tiling textures, trim pixels, prepare thumbnails and add shadows, plus much more. GDT now runs on Snow Leopard as well. GraphicDesignerToolbox provides adjustable building blocks which allows for extensive tweaking and re-use, much like a modular sound synthesizer.

Copenhagen, Denmark - Opcoders today released GraphicDesignerToolbox 1.2.3, a free update to their powerful Mac OS X graphics editor. Perfect for web designers that need to compose seamless tiling textures, trim pixels, prepare thumbnails and add shadows, plus much more!

GDT now runs on Snow Leopard as well. There was only a minor color glitch in the user interface where the drop shadows was slightly wrong. The appearance is now correct. The biggest change is that all the bitmap building blocks now have documentation. Previously only 50% of the building blocks was documented. Focus for the 1.2.x versions is on writing documentation for everything, and this goal is nearly completed.

It was not a success to raise the project size limitation in trial mode to 20 building blocks, so now the limit is 10 again. Sorry for that. Fewer downloads and visitors and eventually people paying for it. It have had the opposite effect than intended. Finally a "Crystal2.box1" project has been added to the Texture sample pack.

### Changes:

- \* Snow Leopard fixes. Mostly device vs. calibrated color issues
- \* Lowered the project size limit from 20 to 10 blocks. Sorry
- \* Added a "Crystal2.box1" project to "Sample Pack - Texture"
- \* The "Mask" block is now obsolete, "Blendmap" is much more powerful
- \* Documented the "Make Tile" block
- \* Documented the "Material" block
- \* Documented the "Matrix" block
- \* Documented the "Matte" block
- \* Documented the "Median Blur" block
- \* Documented the "Outline" block
- \* Documented the "Outline2" block
- \* Documented the "Pattern" block
- \* Documented the "Perlin" block
- \* Documented the "Radial" block
- \* Documented the "Range" block
- \* Documented the "Rasterize" block
- \* Documented the "Reflex" block
- \* Documented the "Render Mesh" block
- \* Documented the "Resize" block
- \* Documented the "RGB Cycle" block
- \* Documented the "Scope" block
- \* Documented the "Shadow" block
- \* Documented the "Sharp" block
- \* Documented the "Slice" block
- \* Documented the "Solarize" block
- \* Documented the "Spot" block
- \* Documented the "Threshold" block
- \* Documented the "To Polar" block
- \* Documented the "Twirl" block
- \* Documented the "Waveform" block

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- \* Documented the "Worley" block
- \* Documented the "Zoom Blur" block

Feature highlights:

- \* Single window editor
- \* Unified bitmap/vector compositing
- \* 103 building blocks
- \* Getting Started pdf included, 27 pages
- \* Multiple difficulty levels: easy, medium, hard
- \* 3 fast-access example projects accessible at launch, many more available online

Requirements:

- \* Mac OS X 10.4 or later
- \* 1 GB system RAM
- \* Graphics card with 64 MB video RAM
- \* 20 MB hard drive space

Pricing and Availability:

GraphicDesignerToolbox 1.2.3 can be downloaded from the homepage. A single user license can be purchased for 29.95 Euros (\$42.95 USD). Media and interested parties may request license codes for reviewing.

GraphicDesignerToolbox 1.2.3:

<http://graphicdesignertoolbox.com/>

Direct Download Link:

[http://graphicdesignertoolbox.opcoders.com/releases/GraphicDesignerToolbox\\_1.2.3.dmg](http://graphicdesignertoolbox.opcoders.com/releases/GraphicDesignerToolbox_1.2.3.dmg)

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Opcoders is a privately funded company founded in 2006 by Simon Strandgaard in Copenhagen, Denmark. Opcoders main focus is the development of GraphicDesignerToolbox for the Mac platform.

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