

CODIJY User Guide

CODIJY 3.7.0 by [CODIJY](#)

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Register CODIJY

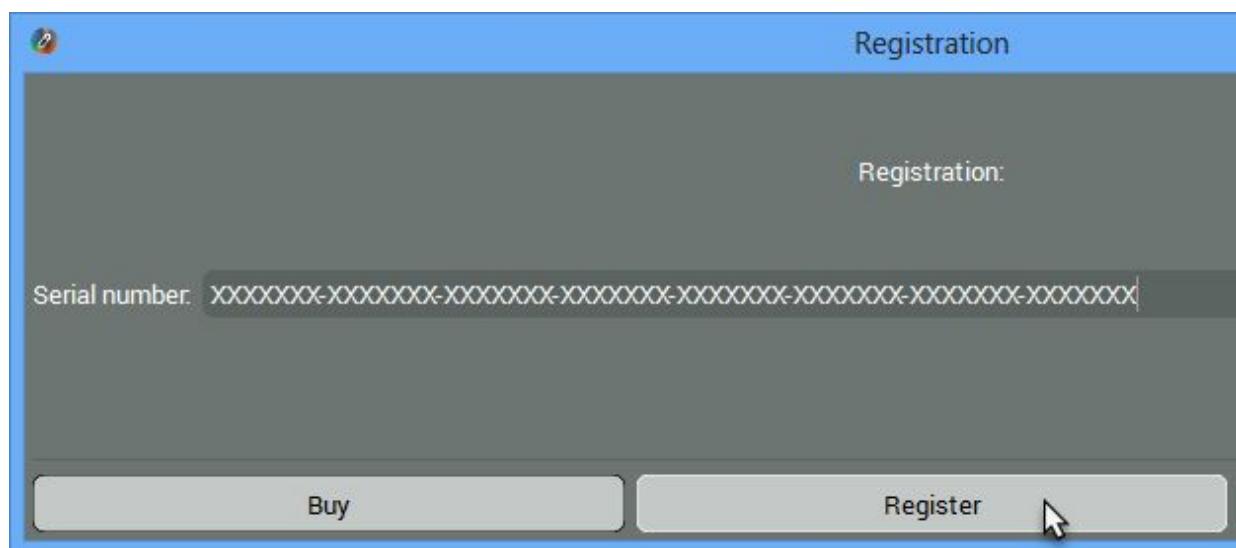
To register CODIJY:

1. Copy/paste CODIJY a Serial Number into Registration dialog.

NOTE: If you have to type it in, keep in mind that **zeros** and **Os** may look alike; same applies to letters **L**, **I** and **1**.

2. Click Register.
3. Restart CODIJY.

TIP: The Serial Number is not accepted immediately . You may need to work in CODIJY for a minute or two, before the Trial watermarks disappear from the Result preview.



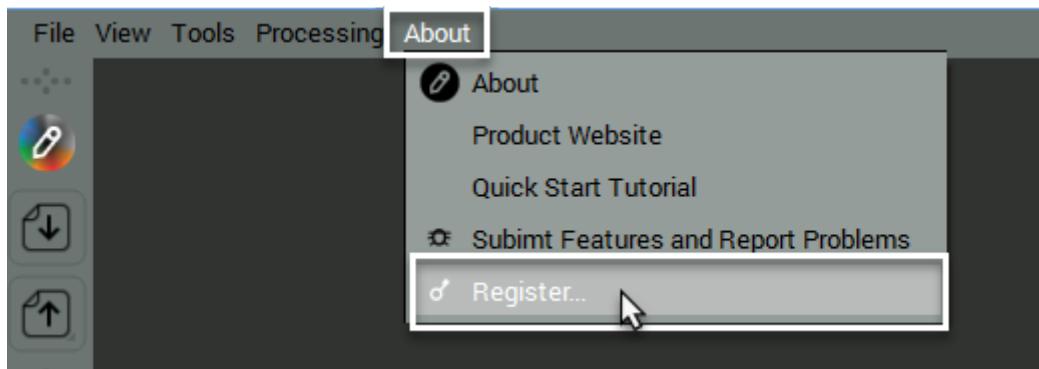
Call Registration Dialog in CODIJY Trial

When the program is in the trial mode, the dialog with Register button does not show up each time you launch CODIJY. To register software, please call Registration dialog from within the application.

Option 1. Click the *Register* button on the toolbar



Option 2. Go to *About* -> *Register*



Option 3. Click *CODIJIY* logo on the toolbar to call the *About* dialog. Then click the *Key* icon in its bottom right corner.



Interface

CODIJY interface offers a convenient workspace for easy manipulation of photo colors. All the tools and features are at hand.



You can switch between Editor, Result and Split Views using **Tabs** (5) at the bottom of the Work Area (1)

Editor - the canvas displaying a B&W image, where you are supposed to draw color masks.

Result - preview of the colorized image, generated while [image processing](#). When the program switched to Result, it disables [editing tools](#).

Split View - displays Editor and Result side by side. You may change portrait to landscape orientation of Split view.

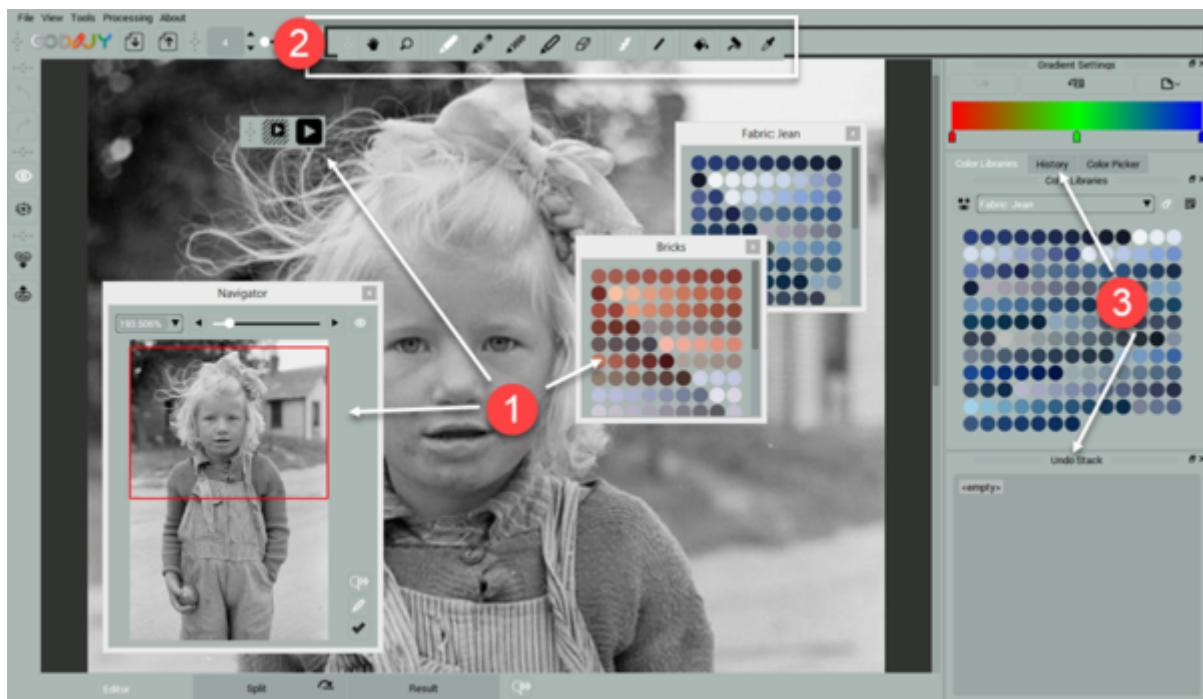
NOTE: Editing tools will grey out, when the *Result Pane* is active in the Split View. To enable them, just click over pane with the *Editor*.

Top and left-side areas (2) are meant for [toolbars](#). *The right side area* - for [docking windows](#).

Main menu (4) can be [enabled](#) manually, when disabled in any of the [layouts](#).

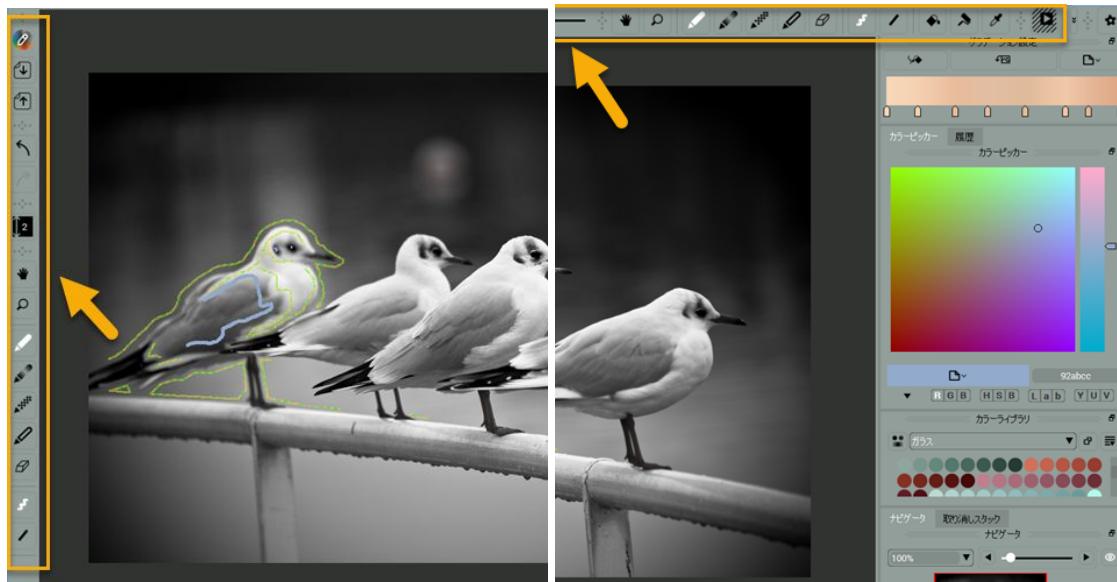
Customizing Workspace

CODIJY lets you organize your workspace in a convenient way. You can [disable unnecessary elements](#), and rearrange the other e.g. *make float, reposition, hide under tabs*



Why my screen looks different than on screenshots?

CODIJY offers 8 predefined [layouts](#) designed to fit most critical tools onto screens with lower resolution. When you install CODIJY, it identifies screen resolution and sets matching layout.



TIP: You can [change layout](#) in Preferences or [enable missing toolbars and dialogs](#) manually.

Toolbars

Tools toolbar hosts main drawing and repaint tools.



1. Arm Tool & Zoom
2. Drawing Tools: Pen Tool, Gradient Pen, Color Protect Pen, De-color Pen, Eraser.
3. Drawing Modes: Freehand & Line work with all Pen tools and Eraser
4. Repaint Tools: Repaint, HSB Repaint, Color Picker Tool

Other major toolbars are:



1. **File** toolbar: Open, Save Document / Export Image
2. **Undo / Redo** Toolbar
3. **Masks**: Normal & Overlay Masks
4. **Import / Export Masks** to *CMSK files (**Pro Edition Only**)
5. **Brush size** toolbar - sets size for Pens and Eraser Brushes
6. **Actions** - Process Image /Partial Processing

Additional toolbars offer access to [Project Explorer](#), Document Info, Printing, [Registration](#) etc.

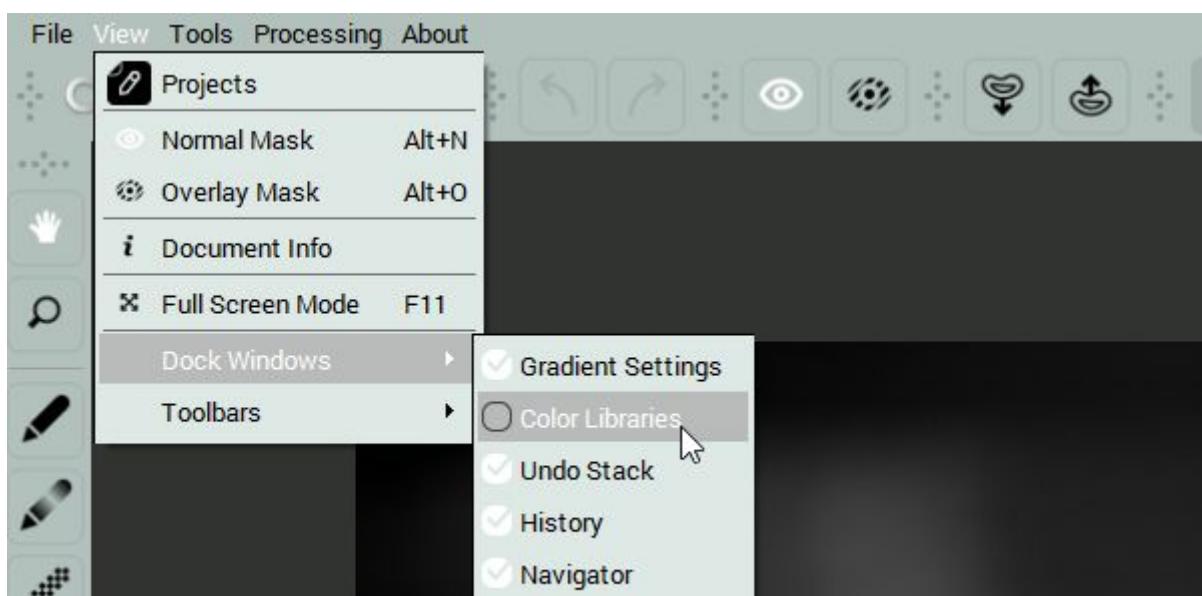
Enable Missing Toolbars & Dock Windows

You can enable disabled toolbars and Dock Windows, from the Context or Main Menus.

Option 1. Right click (Win) / Cmd + Click (Mac) over empty toolbar area to call Context Menu.



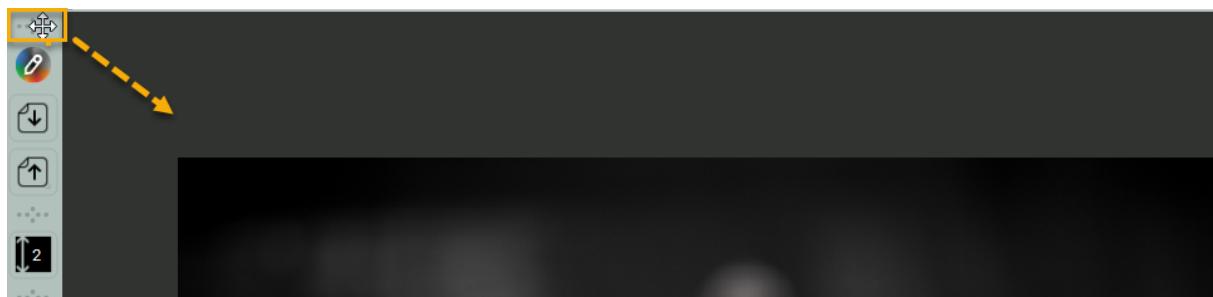
Option 2. Go to View-> Toolbars (Dock Windows)



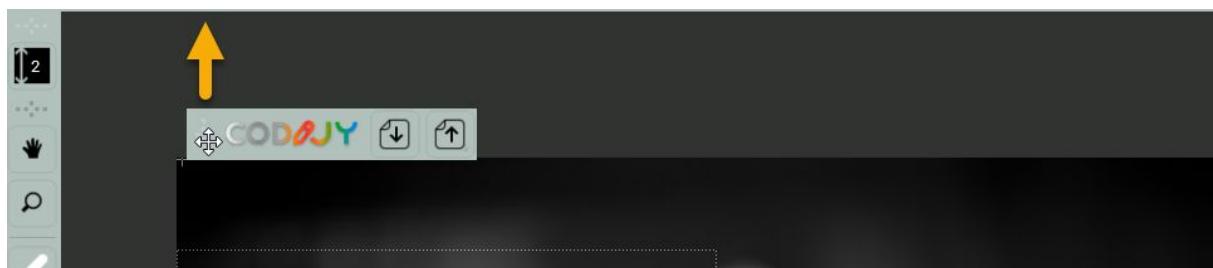
Reposition Toolbars

You can change position of the toolbars by dragging and dropping them over new position. Same applies to [dock windows](#).

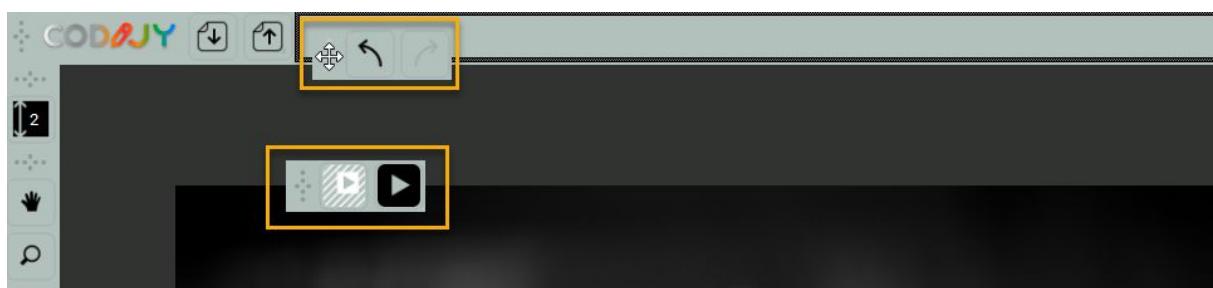
Step 1. Click the toolbar handle and drag it over the work area.



Step 2. Move it to a new position on the toolbar area (at the top)



Step 3. Once the frame, displaying potential position, shows up, release the mouse. The toolbar will snap to it. **NOTE:** If you drop the toolbar, before the frame shows up, the toolbar will remain floating over the working area.

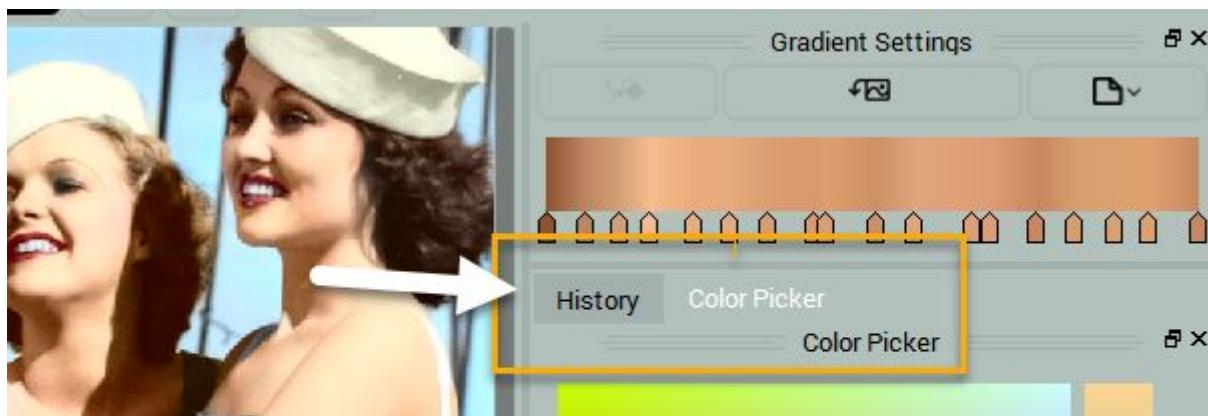


Dock Windows

Dock windows area hosts (A) [Color Libraries](#) (B) [History](#), (C) [Undo Stack](#), (D) [Navigator](#), (E) [Gradient Settings](#), (F) [Color Picker](#) NOTE: the order of dock windows may vary.



To fit a single column, the Dock Windows are hidden under the tabs .



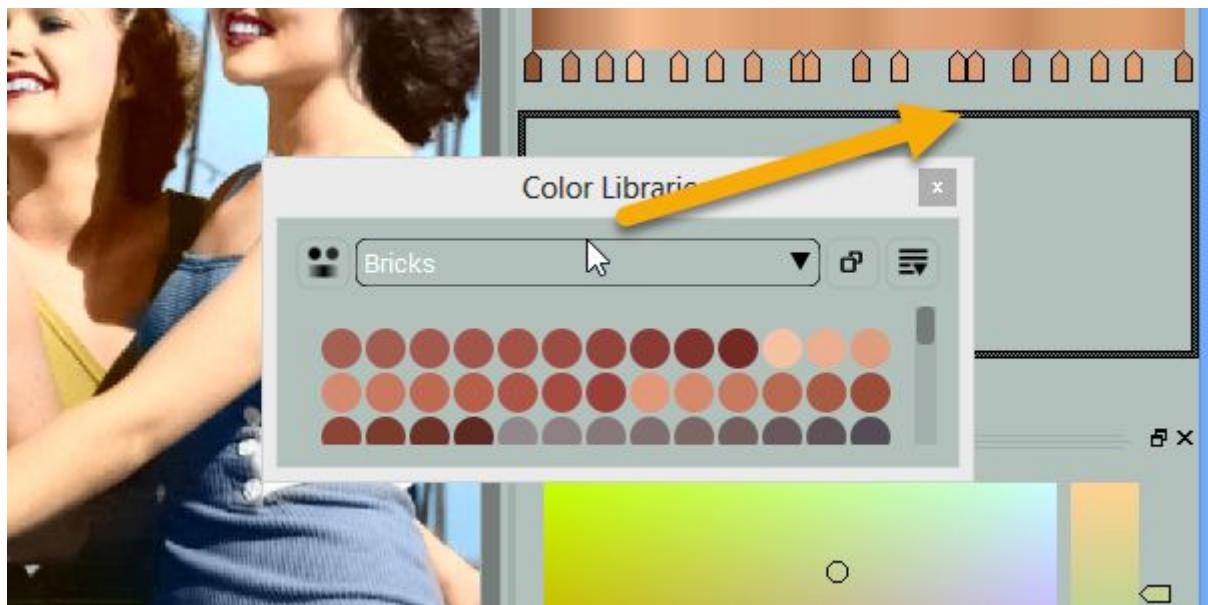
Reposition Dock Windows

To change the order of the dock windows:

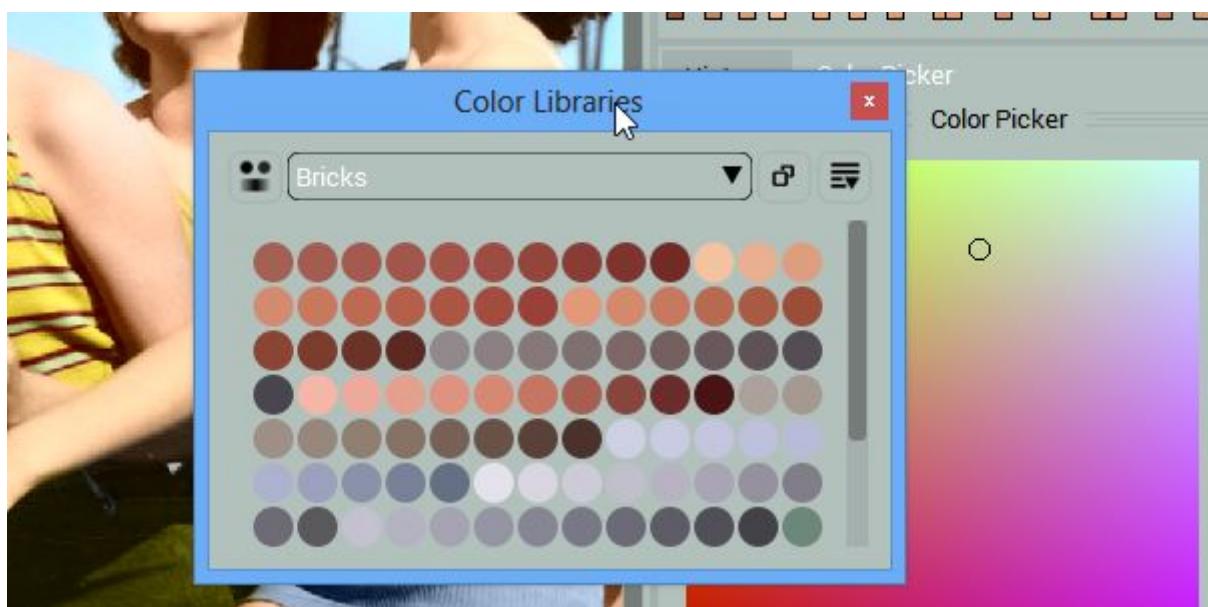
Step 1. Click Window header

Step 2. Drag the window over the *window area*, until the black frame shows up.

Step 3. Release the mouse button. The window will snap to its new position.



Alternatively, drop it over the working area to keep it at hand.

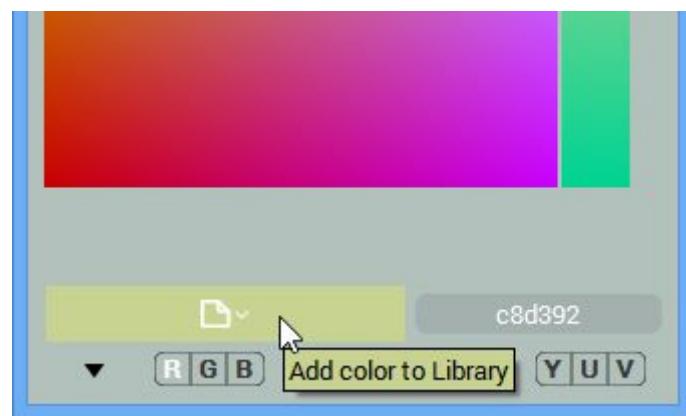


Color Picker

Pick colors (a) using palette, (b) channel by channel, (c) by typing in HEX values. Color Picker works with Pen Tool and Color Picker Tool.



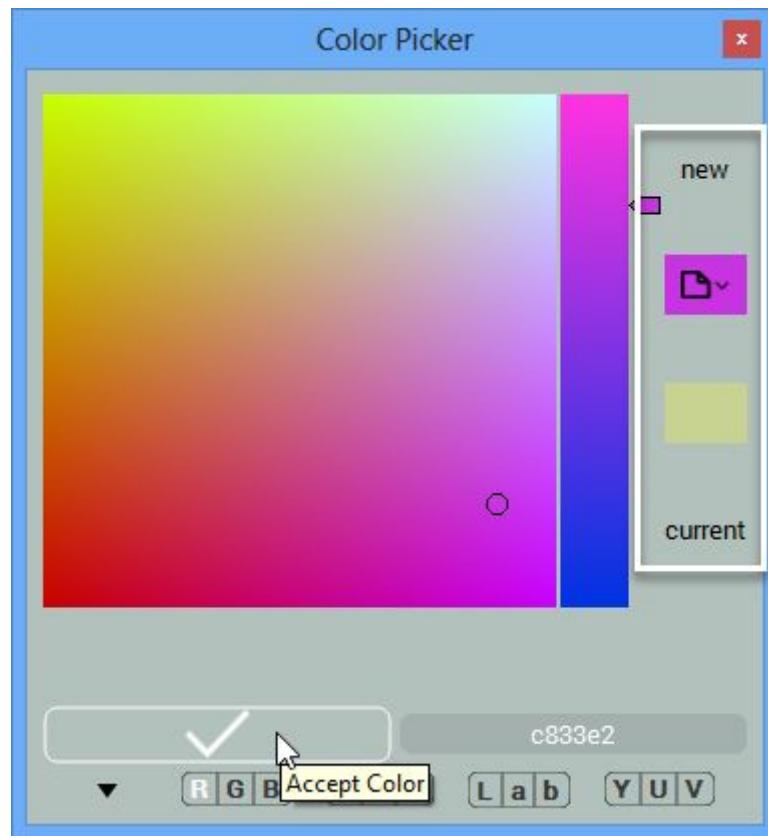
Add selected color to the Library.



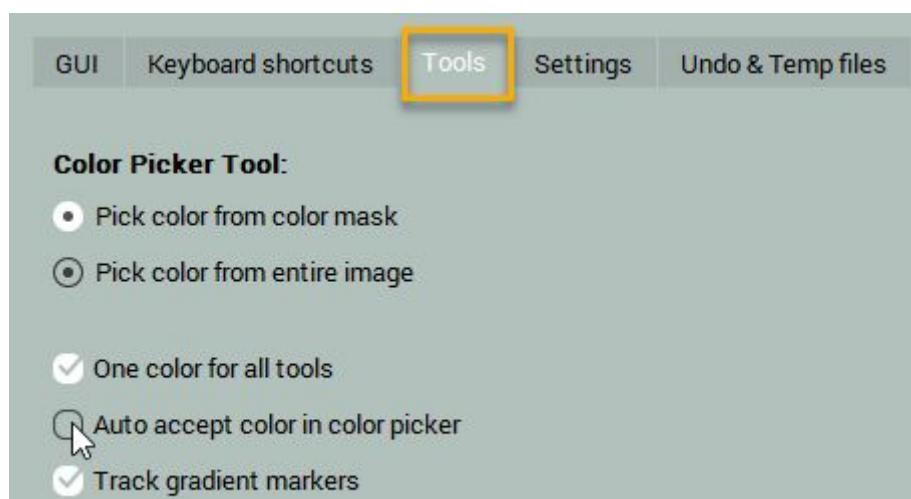
Disable Auto-Accept Colors

By default, the colors you pick get accepted automatically.

When you disable auto-accepting colors, the Color Picker dialog will display both previous and new color. To draw with the new color, you will need to click Accept Color button.



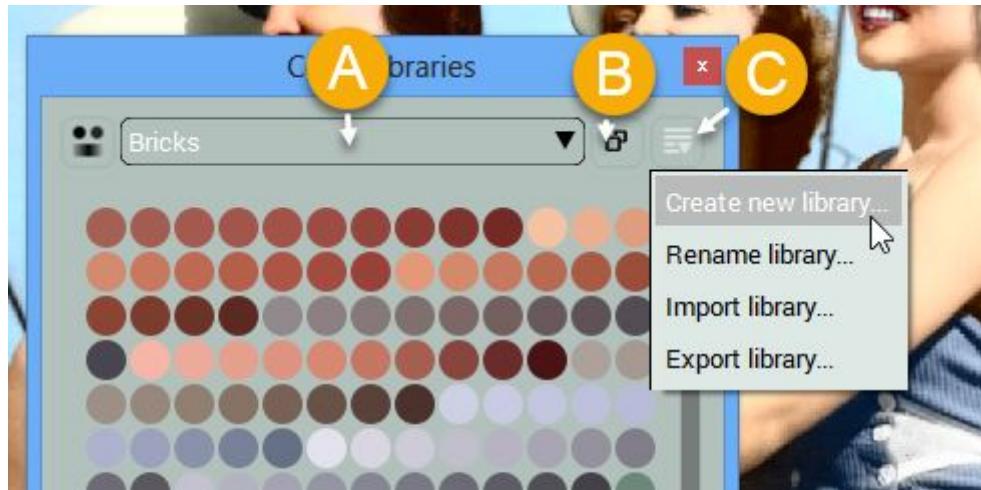
You can disable Auto-Accept Color Mode in [Preferences](#), under the Tools Tab.



Color Libraries

Color Libraries window offers access to ready color sets on 100 popular topics. It lets:

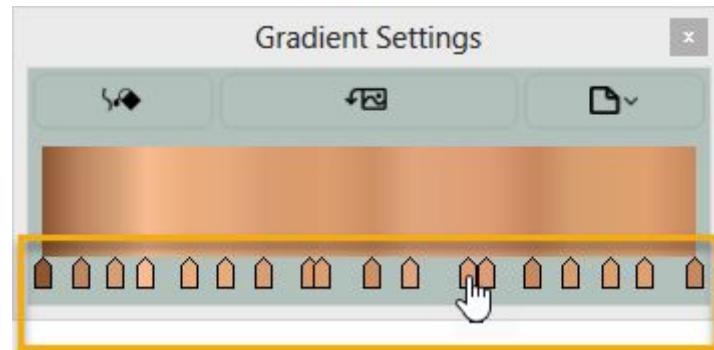
- (A) select libraries from the drop down list,
- (B) open selected library to the floating window ,
- (C) (Pro Edition Only) create / rename / export / import libraries.



TIP: You can [add colors to library](#) from Color Picker, [add gradients](#) from Gradient Settings, export [Color History](#) to library.

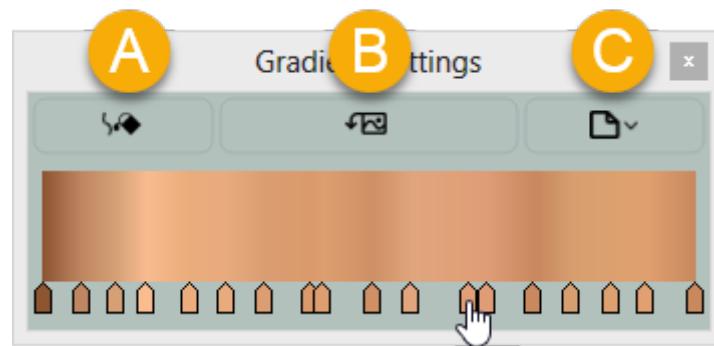
Gradients Settings

Gradient Settings lets edit [gradient masks](#) by moving, [adding or deleting](#) markers and [editing their colors](#). Gradient Settings work with Gradient Pen tool.



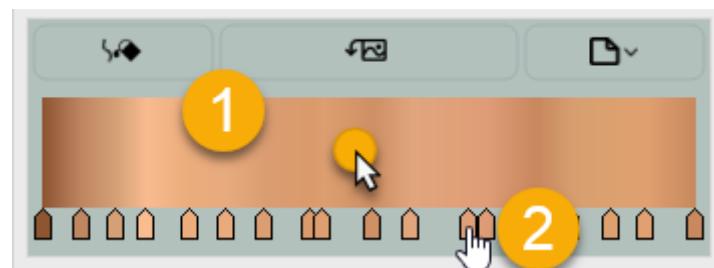
Gradient Settings dialog gives access to:

- (A) Apply Gradients command (use it, after you draw or edit a gradient mask)
- (B) (Pro Edition Only) show/hide [Gradient Capture Dialog](#),
- (C) (Pro Edition Only) add gradient to a library.



Add/Delete Colors from Gradients

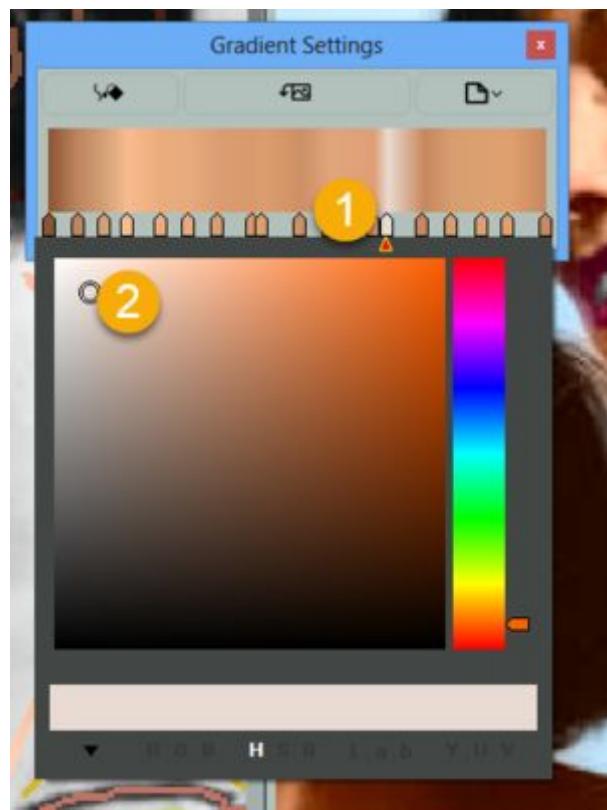
- (A) You can **add new color marker** by clicking anywhere over the color space.
- (B) To **delete marker**, just Right Click (Win) / Cmd+Click (Mac) it.



Edit Colors in Gradients

(A) Click a marker to call Color Picker dialog

(B) Pick new color



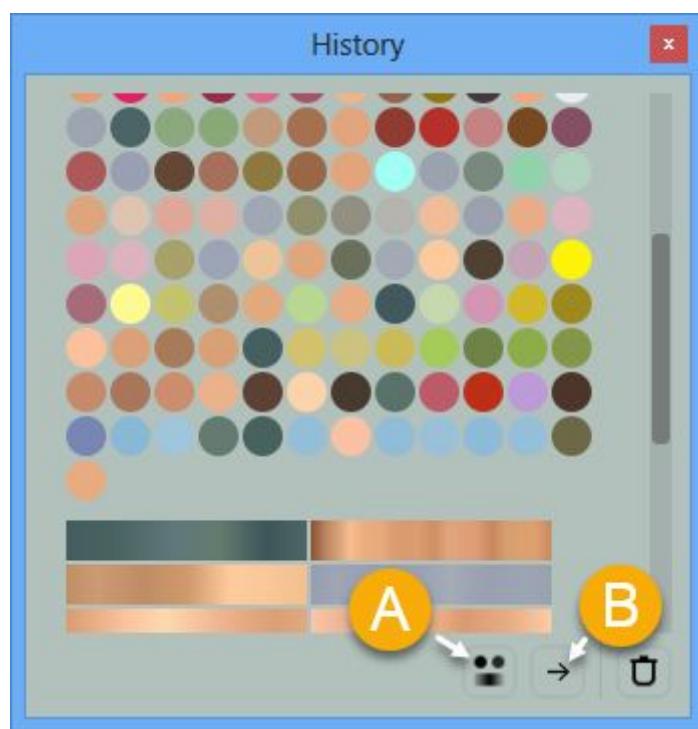
History

CODIJY records all used colors and gradients, to the [document History](#).

History window displays colors & gradients in the order you added them and lets:

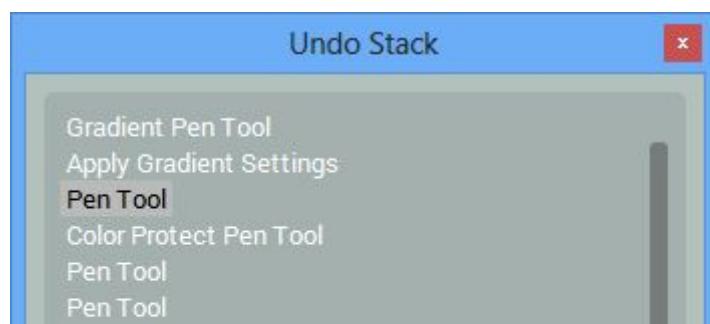
- (A) switch between browsing colors/gradients/ both.
- (B) (Pro Edition Only) export History to a new library.

TIP: You can also **remove** colors from from History by calling a Context Menu over the color.



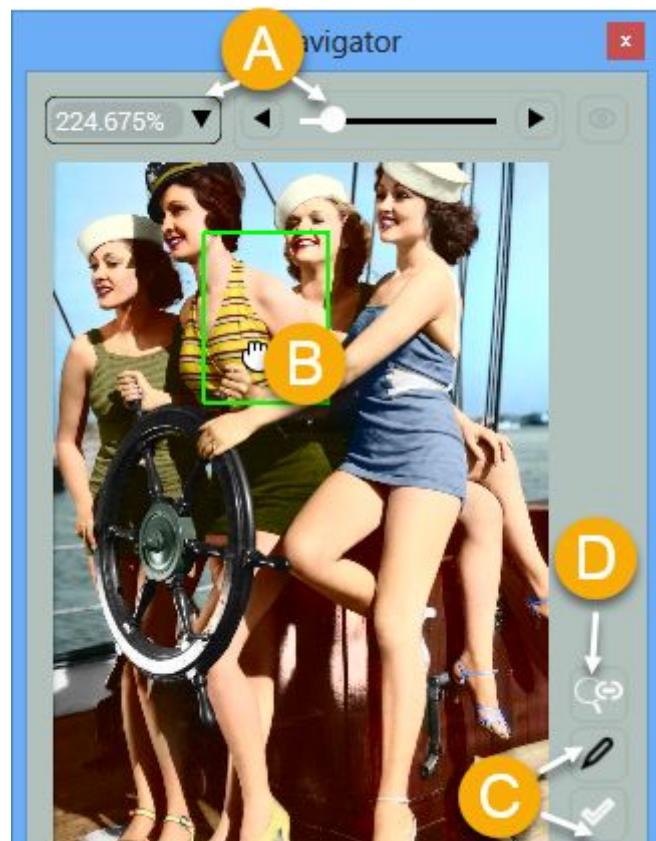
Undo Stack

Undo Stack lets you navigate past actions with ease. You can go back and forth, skipping multiple steps.



Navigator

Navigator enables you to (a) zoom, (b) navigate the image, (c) switch between Editor and Result, (d) [enable/disable Scale Synchronization](#) between views.



Preferences

Preferences contain settings related to language, interface, tools, processing quality etc.

To call Preferences dialog:

Option 1. Press **Ctrl+K** (Win) / **Cmd + K** (Mac)

Option 2. Go **Tools -> Preferences**

Option 3. Click **Preferences** button on the toolbar



Layouts

To make all critical elements fit onto screens with lower resolution, CODIJY offers 8 predefined layouts.

NOTE: Location of toolbars and dock windows in each layout may vary. Some interface elements may be disabled to make the work area fit your screen.

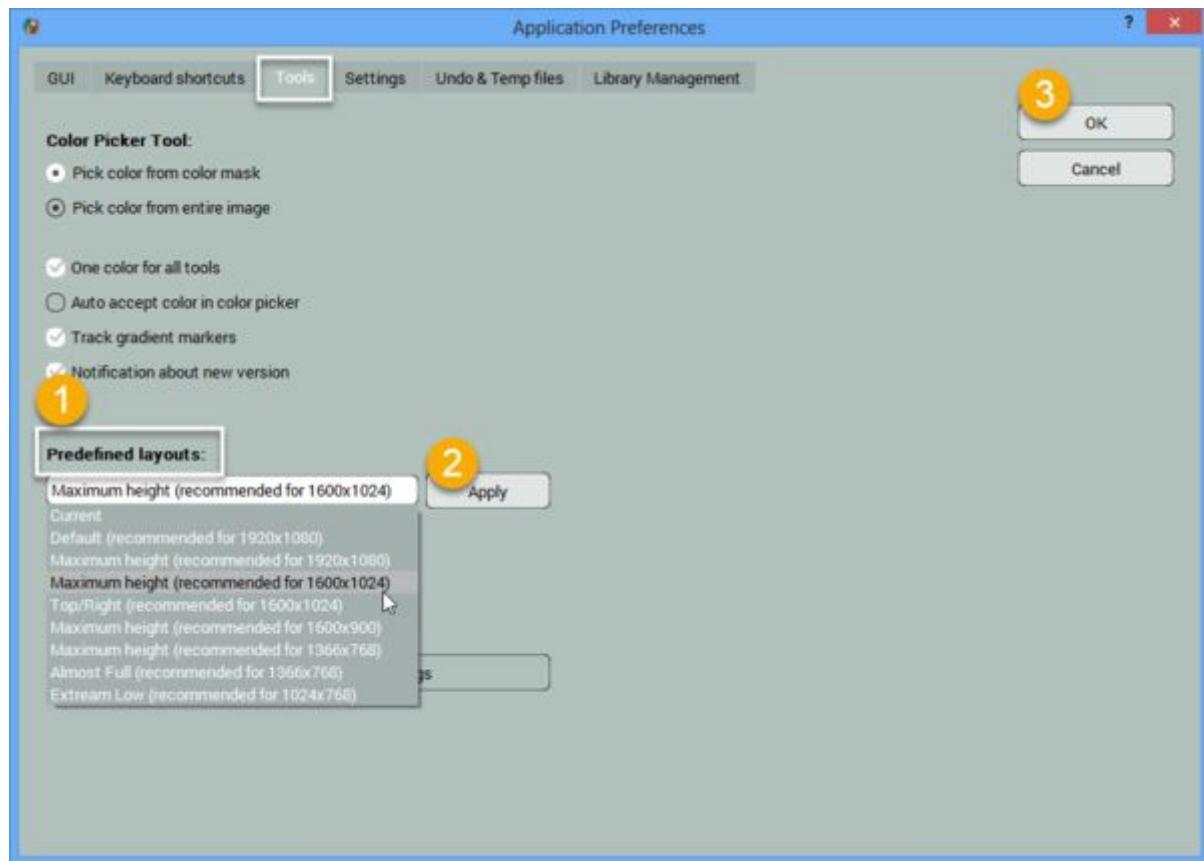
You can change the layout as described below or choose to [enable missing elements](#) manually.

To change a layout, open [Preferences](#) and open Tools tab.

Step 1. Select a new layout under Predefined Layouts

Step 2. Click Apply - The layout will change and you can preview it.

Step 3. Click OK if you wish to keep selected layout

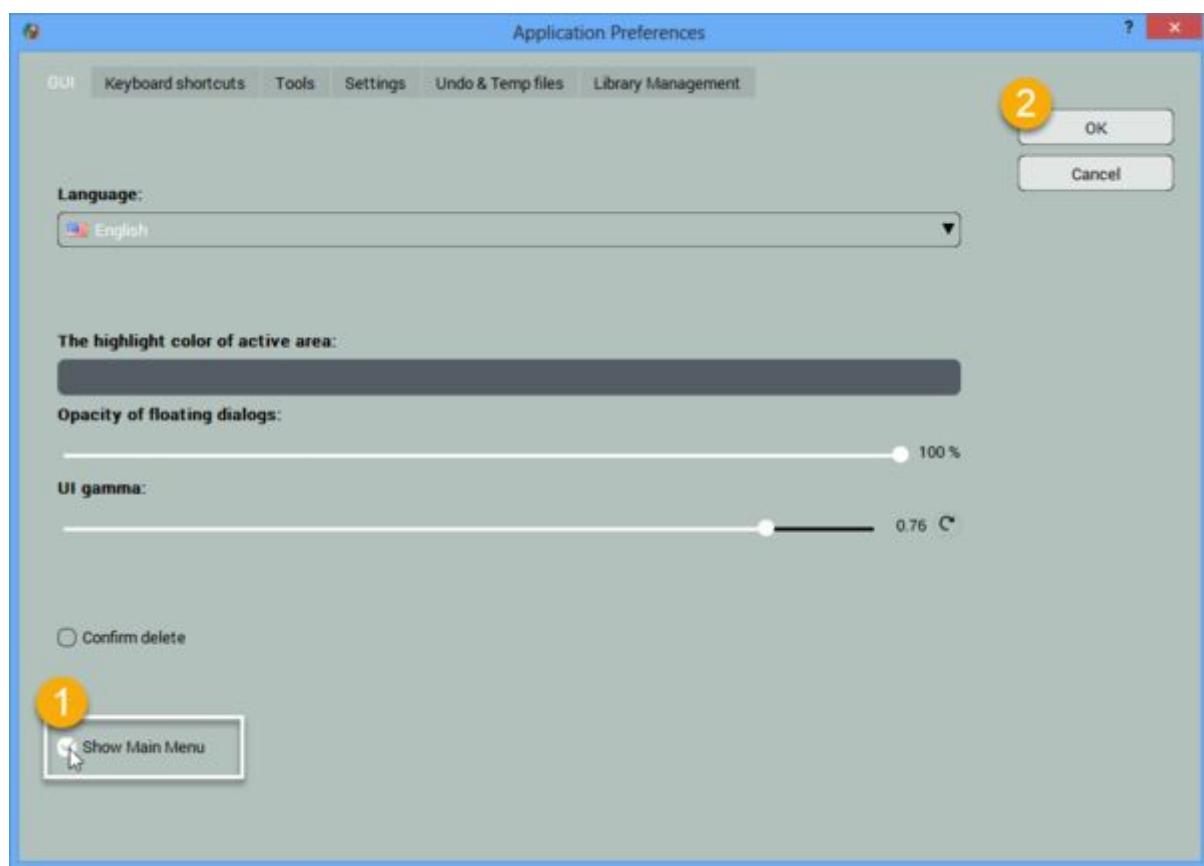


Enable Main Menu

Some interface layouts may have disabled main menu. You can enable Main Menu in [Preferences](#), under the *GUI* tab.

Step 1. Tick *Show Main Menu* box.

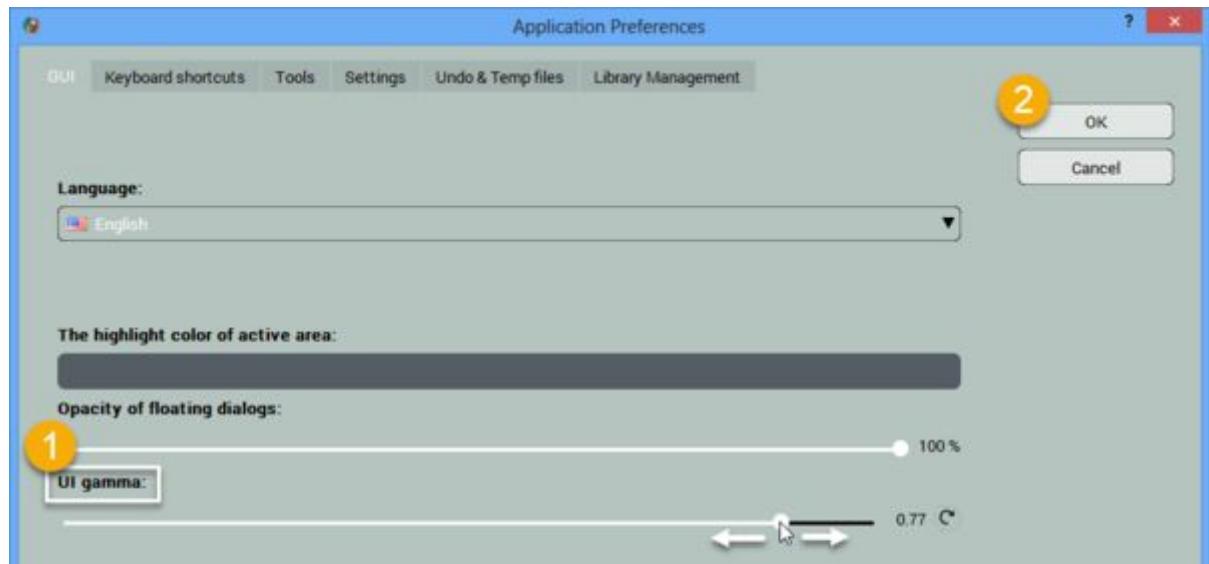
Step 2. Click **OK**



Adjust Interface Brightness

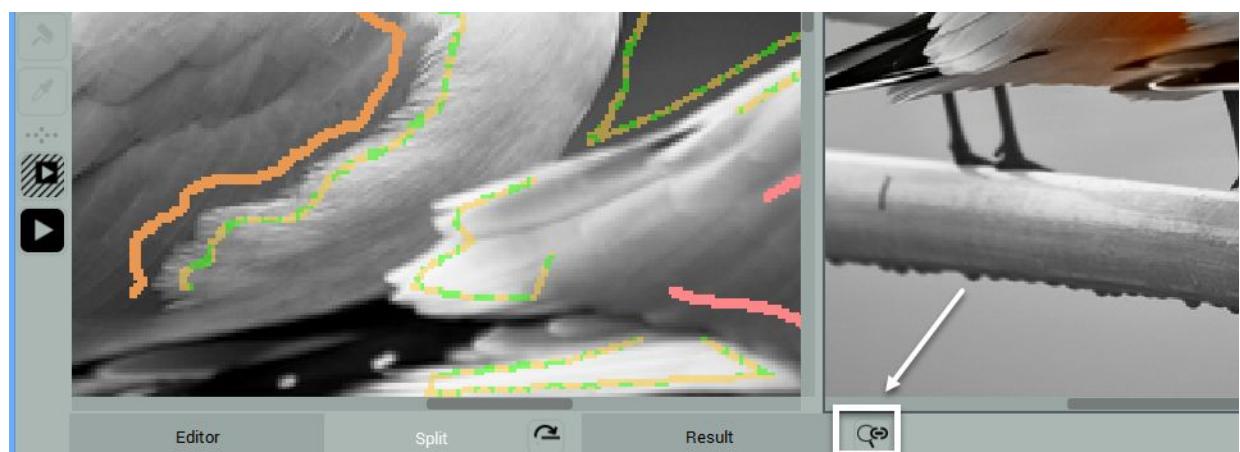
CODIJY interface is best viewed in two color schemes - the bright and the dark one. You can adjust skin brightness to the comfortable level in [Preferences](#), under the GUI Tab.

1. Use *UI gamma* scroller.
2. Click OK



Enable/Disable Scale Synchronization Between Views

When you disable Sync Scale between [views](#), you will be able to zoom and move the pictures in each view independently.



Supported Formats

CODIJY supports its proprietary file formats (MGD, CML, CMSK), as well most popular image formats.

27MGD - is the file format of CODIJY documents. When you save your work to MGD, the file will store the image, strokes/masks, color History and document information. MGD files are cross-platform and can be opened by CODIJY across all supported platforms.

CML is the format of CODIJY [Color Libraries](#). CMSK serves storing the CODIJY Pro strokes (masks).

Both file formats are also cross-platform.

Supported Image Formats:

- JPG - Joint Photographic Experts Group
- JPEG - Joint Photographic Experts Group
- PNG - Portable Network Graphics
- PMP - Windows Bitmap
- PBM - Portable Bitmap
- PGM - Portable Graymap
- PPM - Portable Pixmap
- XBM - X11 Bitmap
- XPM - X11 Pixmap
- TIF - Tagged Image File Format
- TIFF - Tagged Image File Format
- WBMP - Wireless Application Protocol Bitmap Format

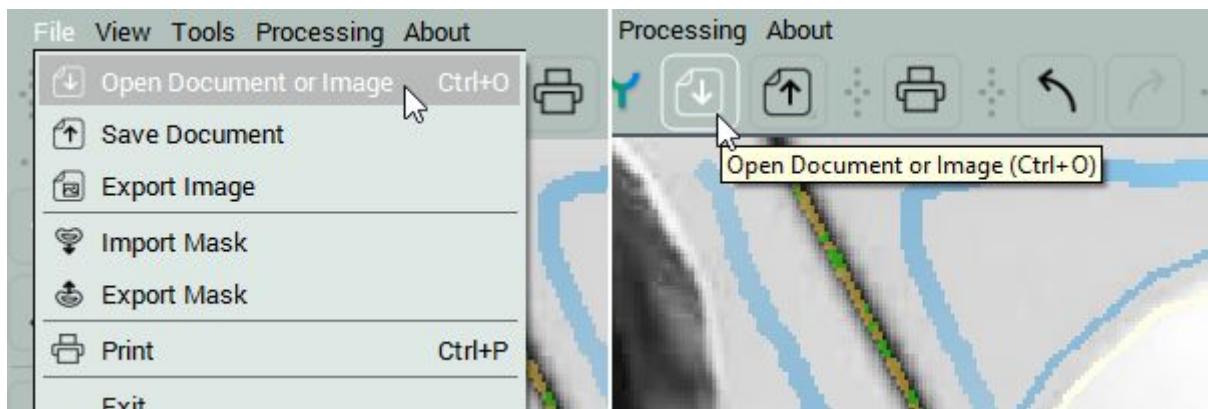
Open Document or Image

CODIJY lets you open [CODIJY document](#) (*mgd file) or an image saved to one of the [supported file formats](#) e.g. PNG, JPG or TIFF

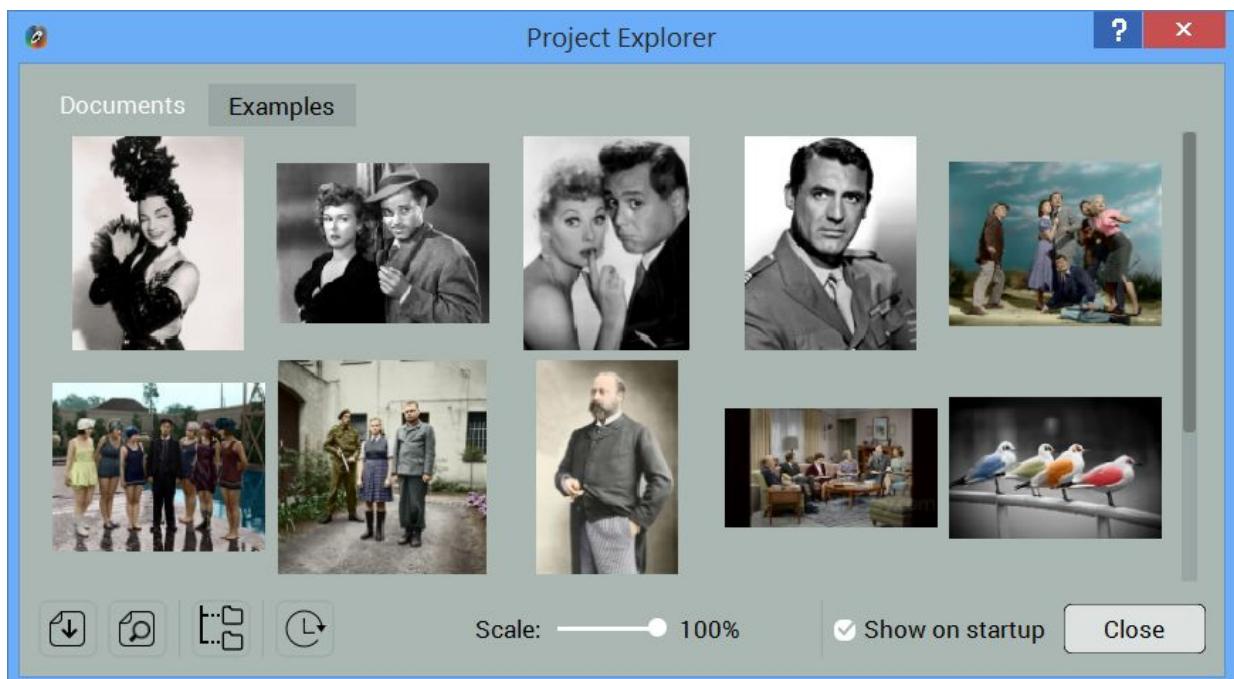
Option 1. Press **Ctrl+O** (Windows) / **Command +O** (Mac)

Option 2. Go to **File -> Open Document or Image**

Option 3. Click the **Open Document or Image** button on toolbar



You can open new and recent files and examples using **Project Explorer** (*View->Project Explorer*).

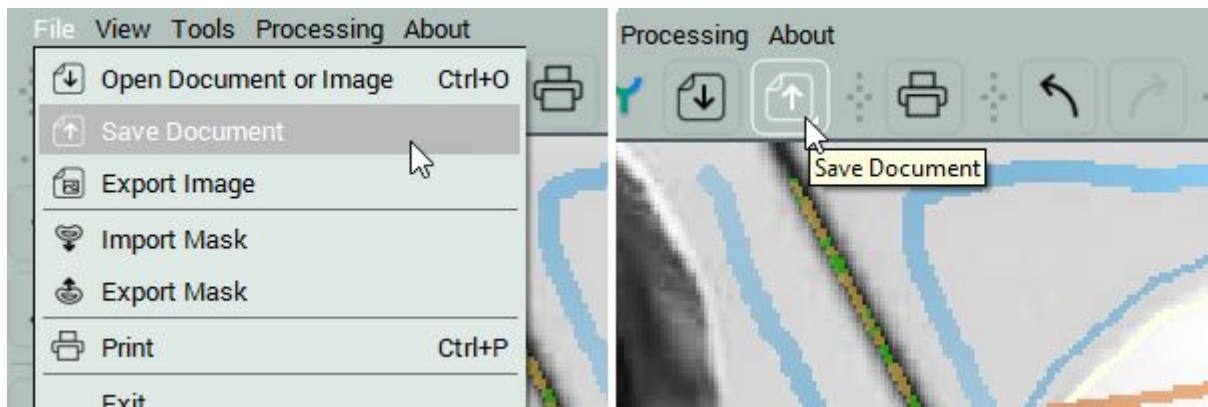


Save your work as CODIJY document

If you want to save your work in progress or the source file, save it to [CODIJY document](#) (*mdg).

Option 1. Go to *File* -> *Save Document*

Option 2. Use *Save Document* button on the toolbar



Export Preview of Result to the Image

After you generated the result preview, you can export it to [supported image formats](#).

Option 1. Go to *File* -> *Export Image*

Option 2.

1. Click *Save Document* button
2. Hold mouse button down for 2-4 seconds,
3. The menu with *Export Image* item drops down.

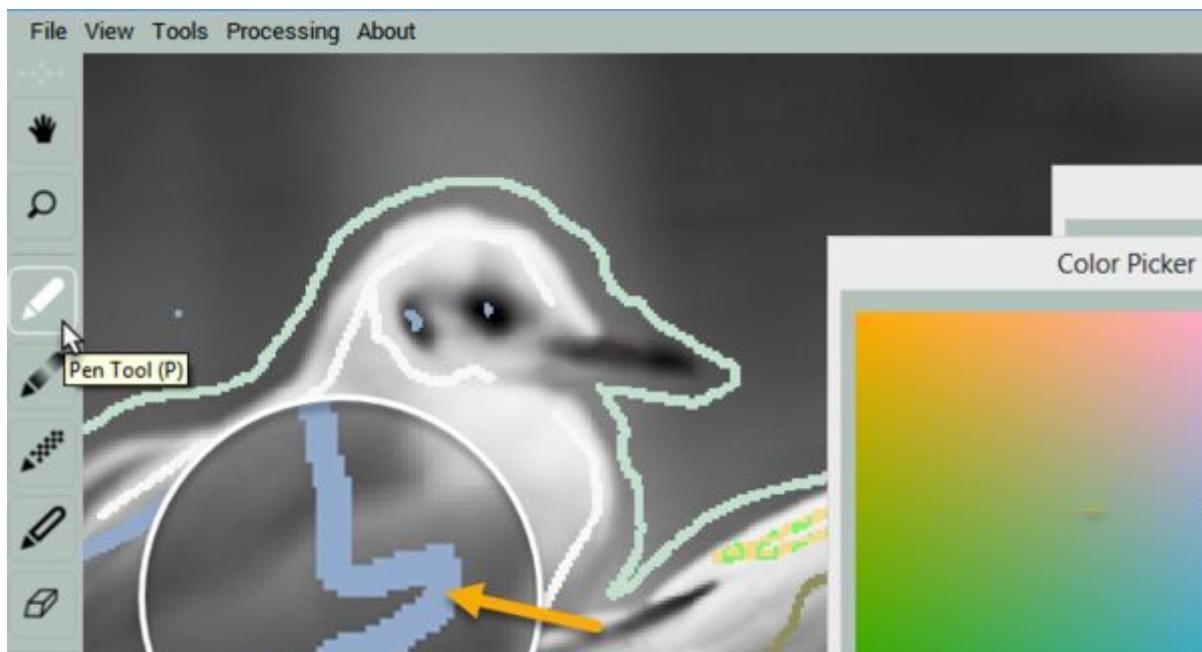


TIP: You can change JPEG export quality in [Preferences](#) under the [Settings Tab](#).

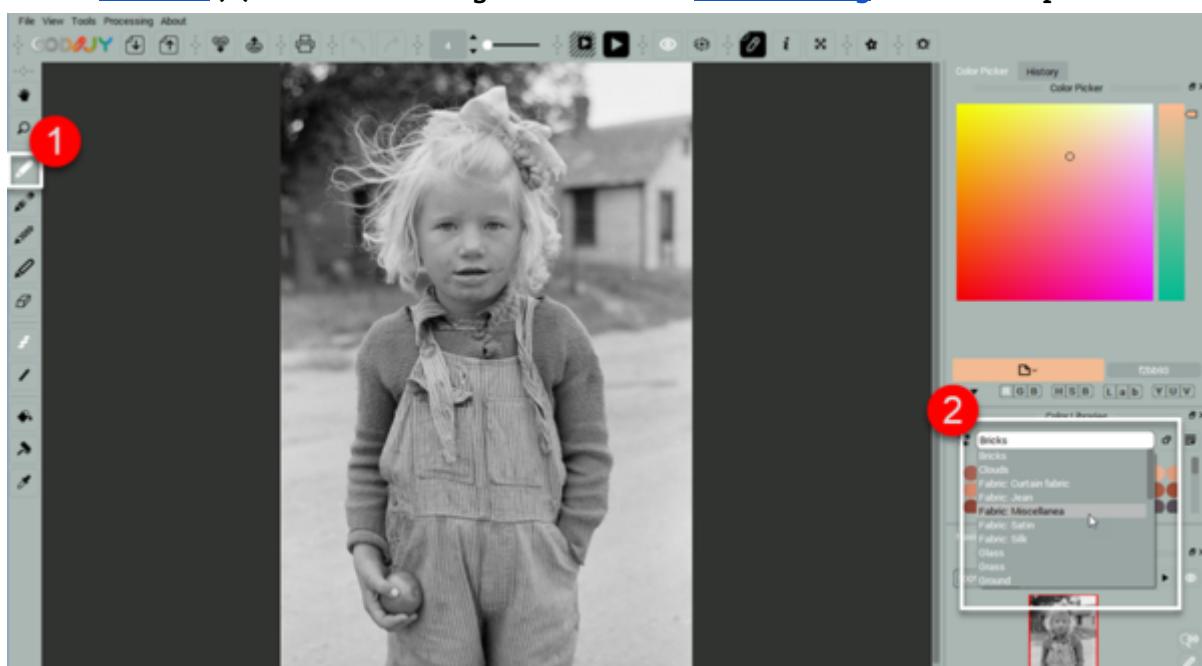
How to draw color strokes (masks)

Most of colorization is done with solid colors. Use Pen Tool (P) to draw color strokes (masks) over different photo areas. Pick colors from [Color Libraries](#) or using [Color Picker](#).

NOTE: CODIY automatically detects borders between objects, once you provide colors for all neighbouring areas.



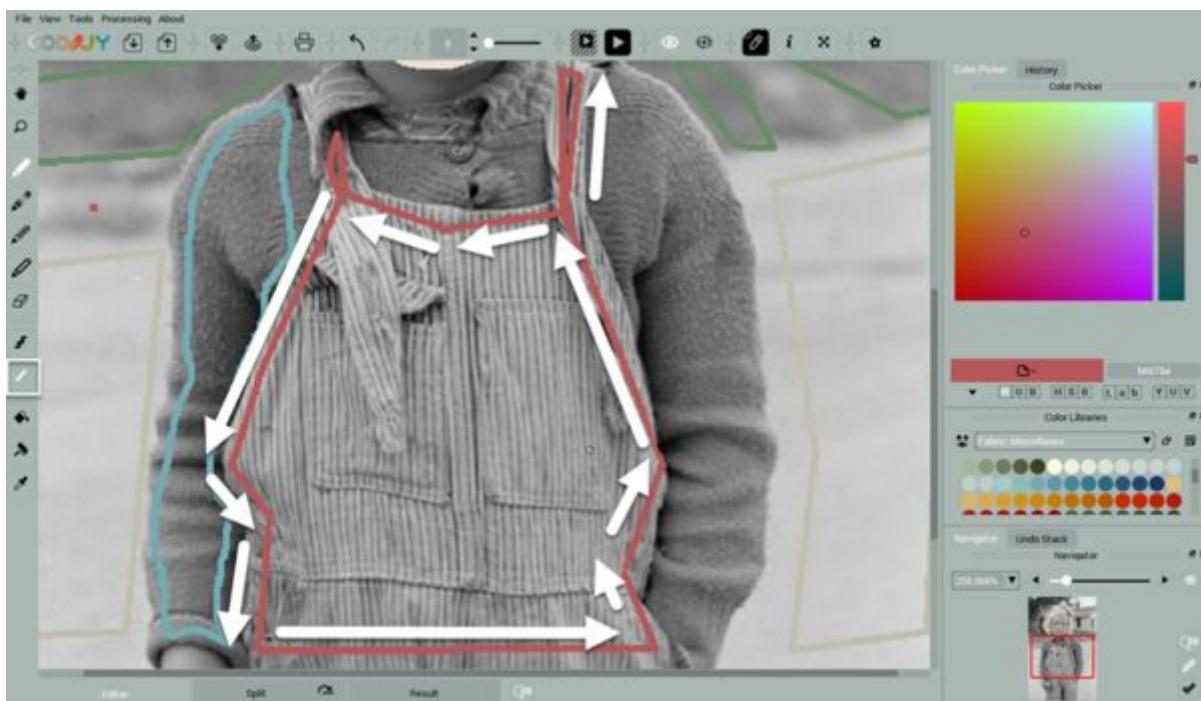
Enable [Pen Tool \(P\)](#). Start with ready colors. Select a [Color Library](#) from the drop down list.



Pick a color and draw a stroke within an area, **close to the border**. By default, you will be drawing in *Freehand Mode (F)*.



When the area has a regular shape, switch to *Line Drawing (L)*. Line masks are faster to draw. Space bar will cut off lines in Line mode, while Escape button will delete the previous line, when you hold the mouse button down. Long-press Space bar to switch between Line and Freehand mode, without releasing the mouse button.



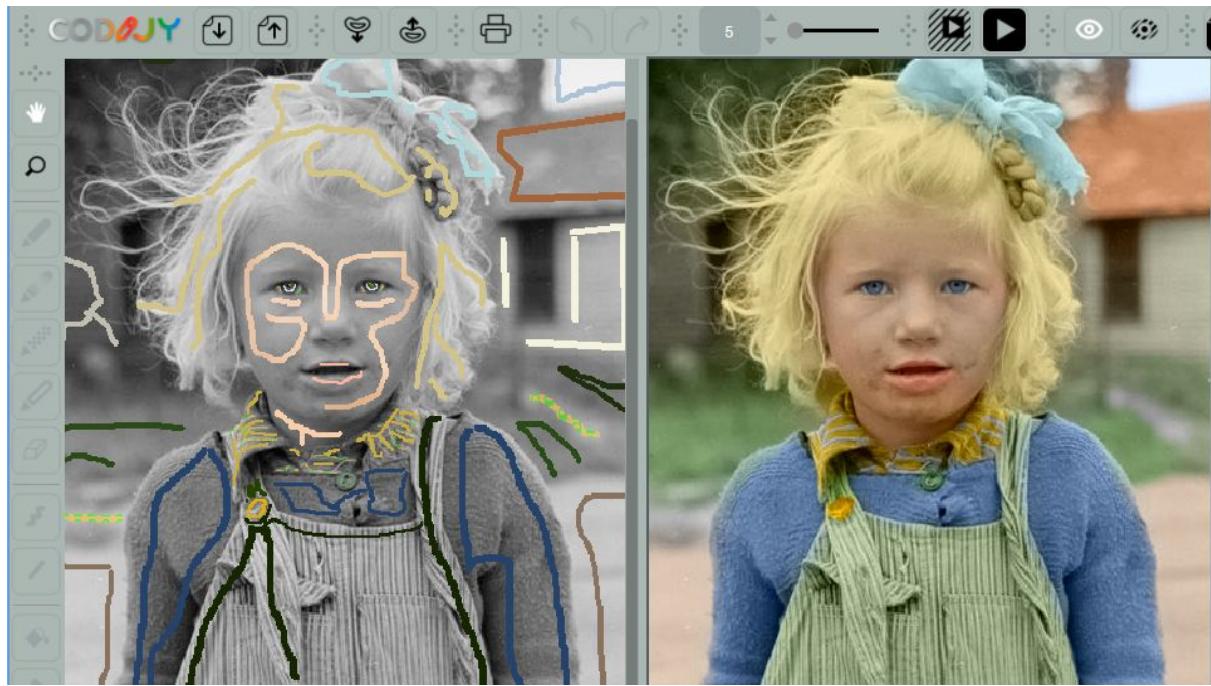
To change brush size, use [Brush Size](#) tool on the toolbar or call Context Menu over the [mask](#).



You can access previously used colors in the [History](#). NOTE: you can [enable History](#), if its disabled in your layout.



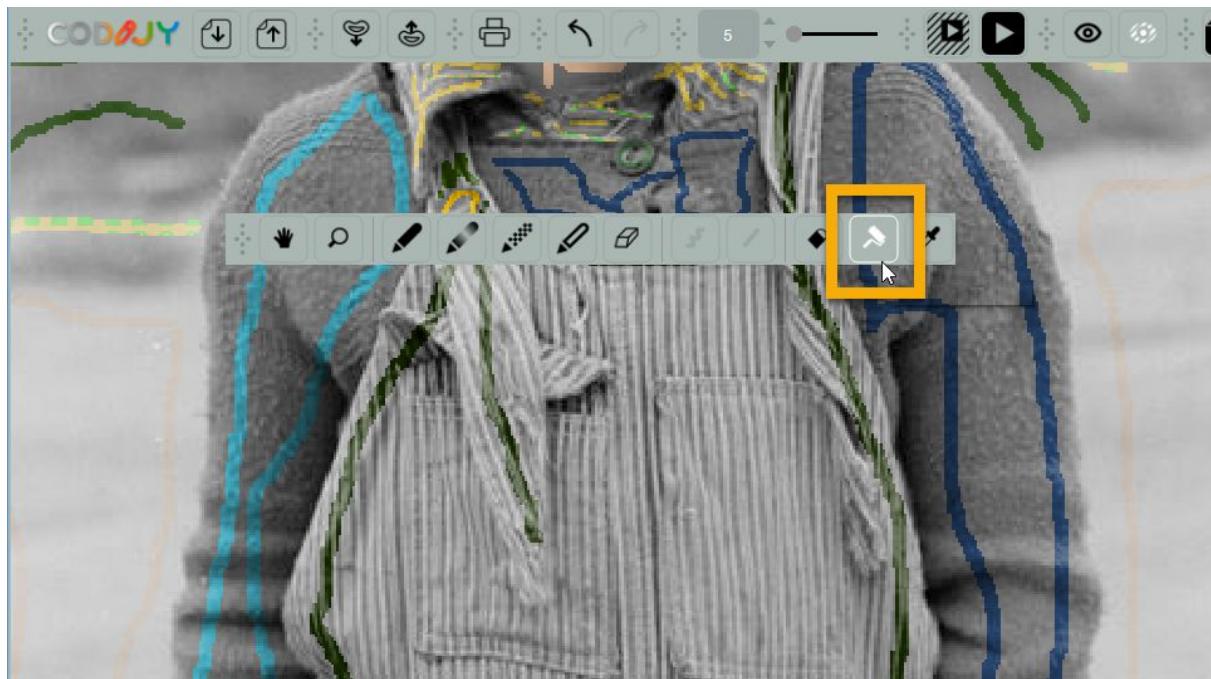
[Process the image](#) (**Ctrl + R (Win) / Cmd + R (Mac)**), when you are done or want to preview result.



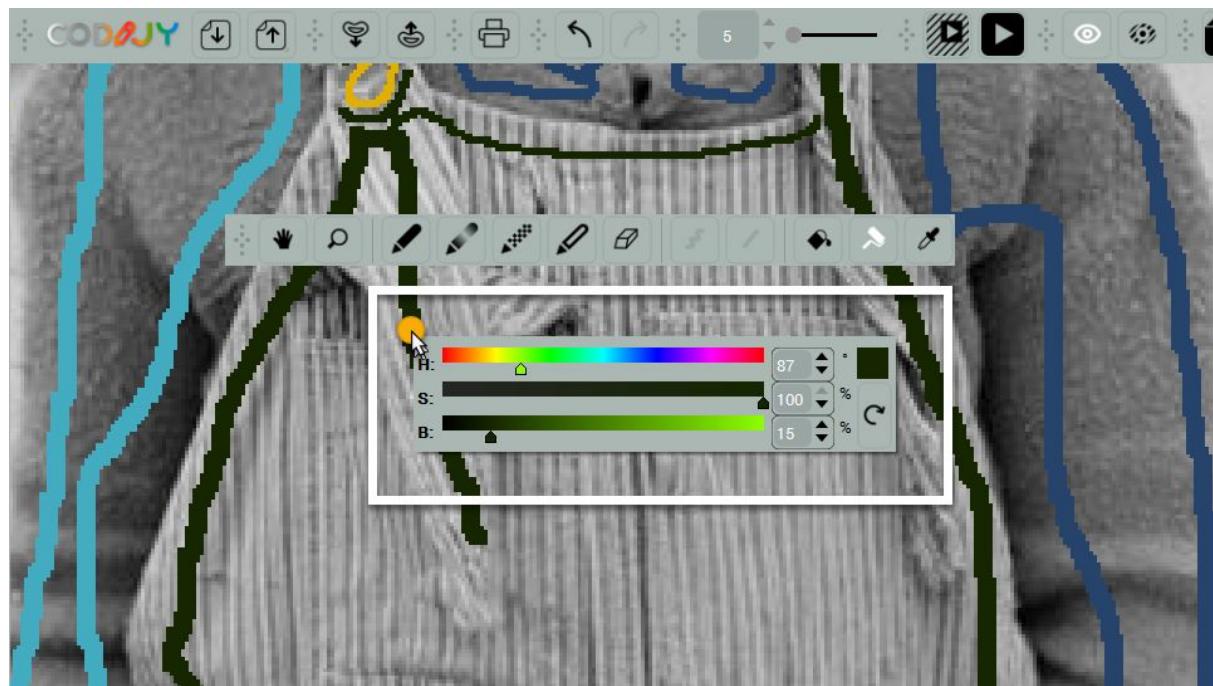
How to edit colors of strokes (masks)

If you want to change the mask color, you can adjust it Hue/Saturation/Brightness.

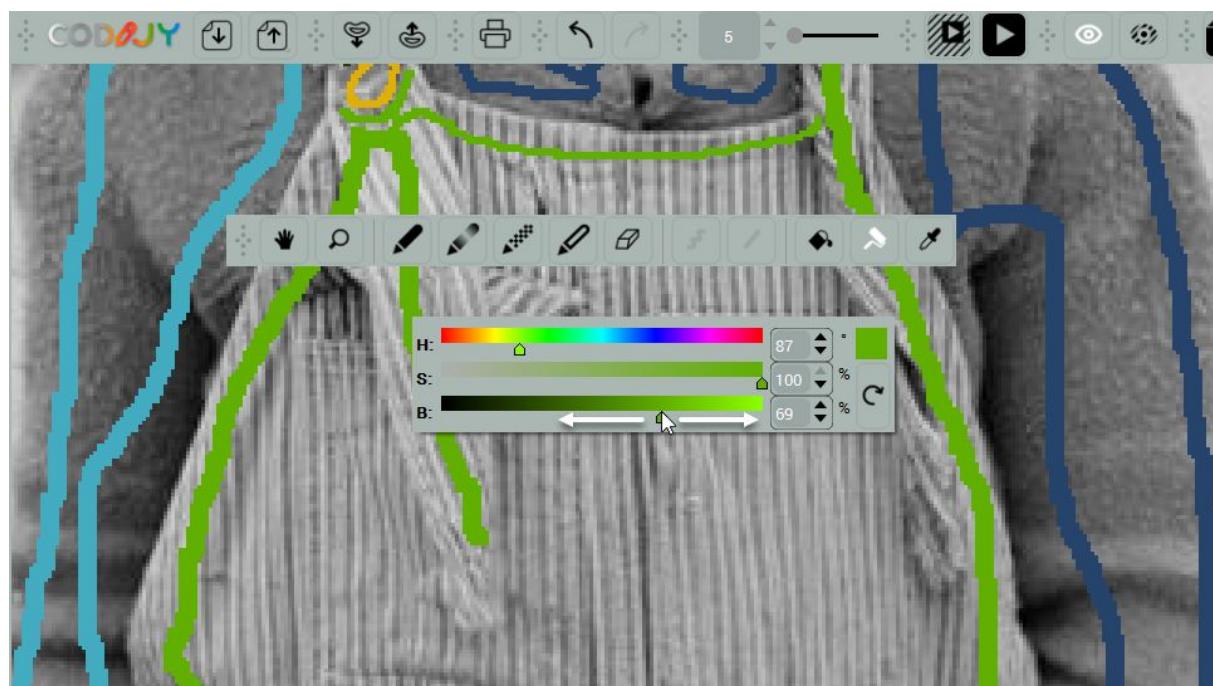
Step1. Enable HSB Repaint Tool (press **H** or click the button with a “paint roller” on the toolbar).



Step 2. Click the mask. The HSB dialog will pop up.



Step 3. Adjust Hue/Saturation/Brightness parameters using handles or digital values. The mask color will change in real time. Process image (Ctrl+R / Command+R) to preview result.

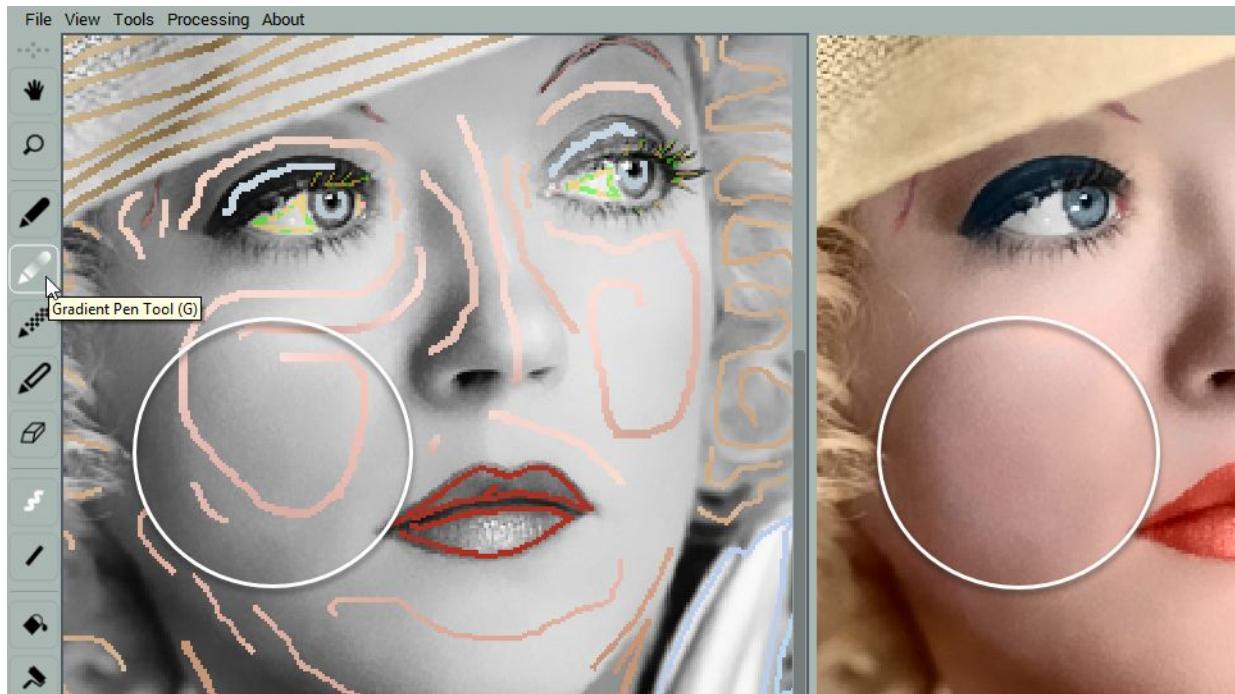


Alternatively, use [Color Picker tool](#) and Repaint Bucket.

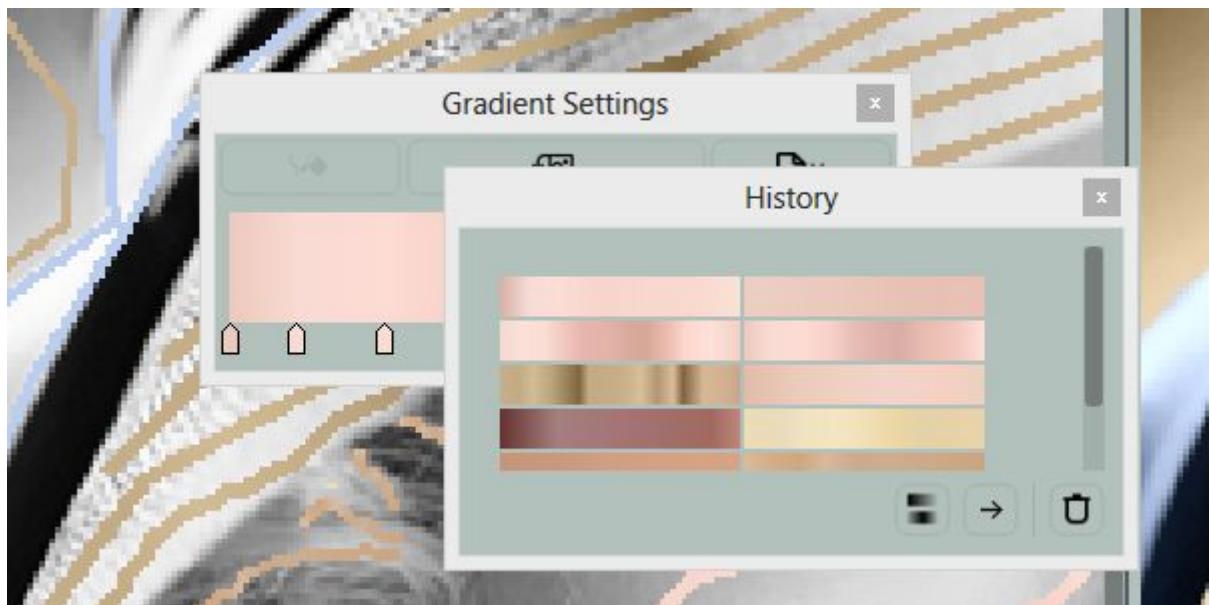
How to Draw Gradient Strokes

Gradient masks let you add multiple colors and their transitions with a single stroke.

Use the Gradient Pen tool (G) to draw gradient strokes.



Gradient Pen draw gradients from [Gradient Settings](#). Used Gradients are saved to [History](#).



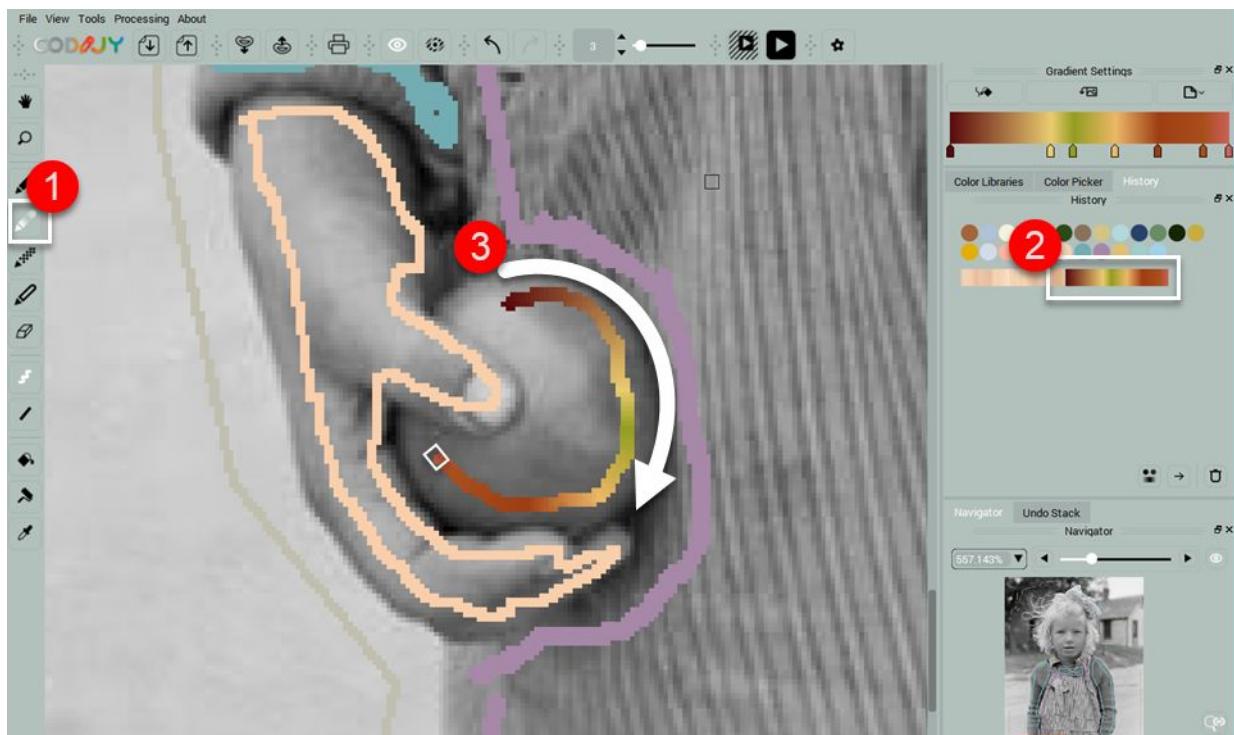
To draw a gradient mask:

Step 1. Select Gradient Pen tool on toolbar.

Step 2. [Compose](#), [capture](#) or [select a previously-used gradient](#) (as in example).

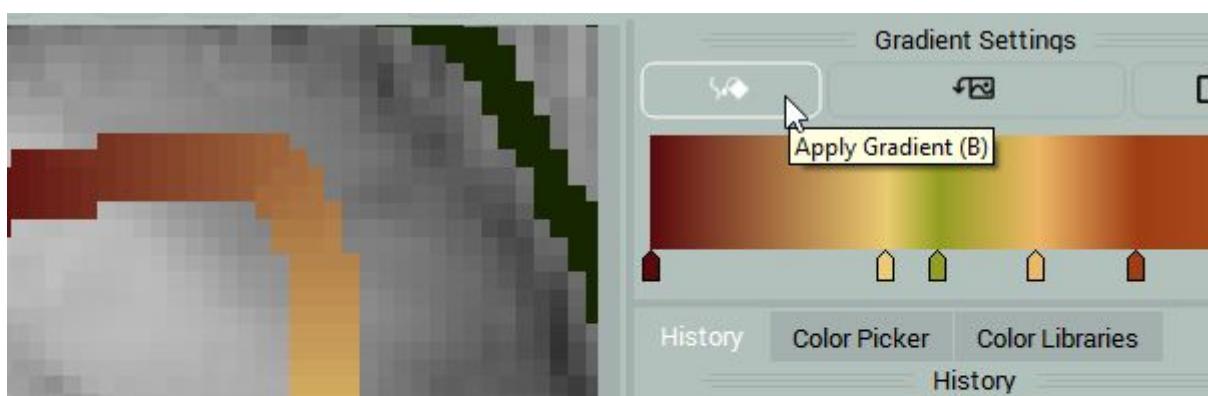
NOTE: We use gradient mask saved to the History of the [example file](#).

Step 3. Draw gradient mask trying to match colors of the gradients with the areas you mean its colors to get applied to.



Step 4. Apply Gradient after you draw mask complete with the mask. Press (B) or click *Apply Gradient* button in Gradient settings.

NOTE: If you don't apply current gradient, the new gradient will apply to the last drawn mask.

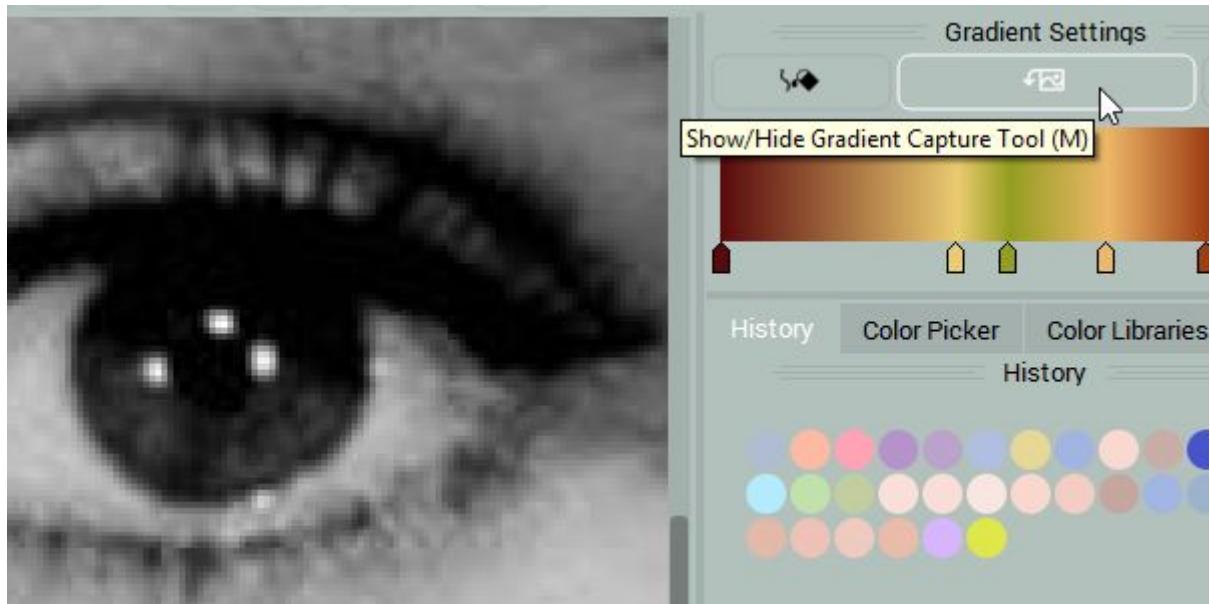


To preview result [process the image](#) (Ctrl + R (Win) / Cmd + R (Mac)).

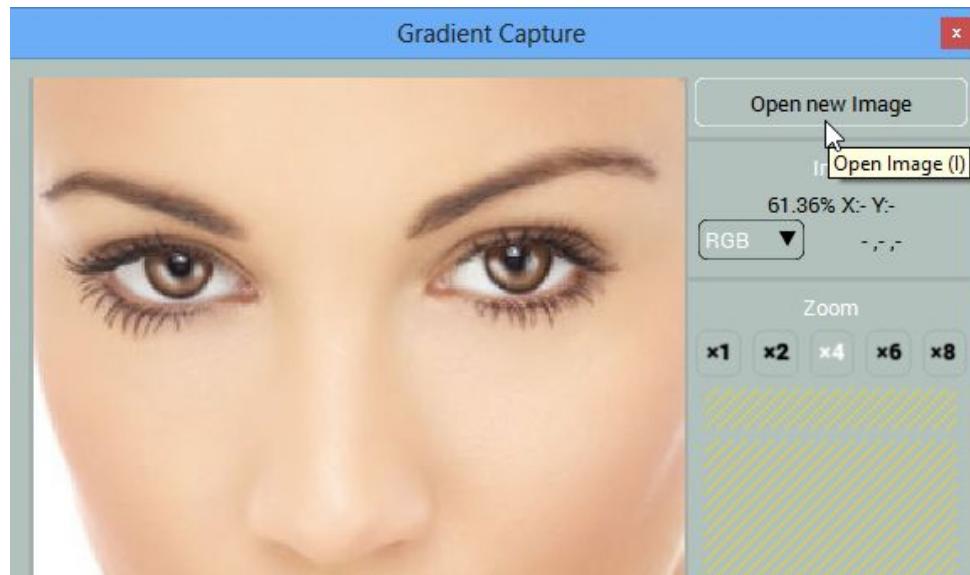
Capture Gradients from Color Images

Gradient Capture tool lets capture gradients from color images. **NOTE:** This tool is available in **Pro Edition**.

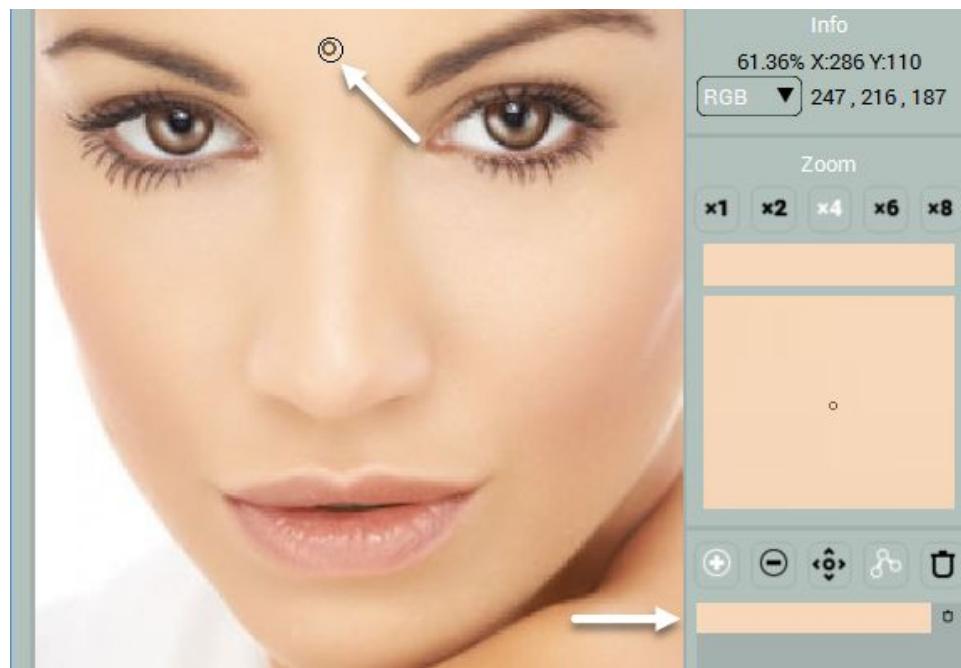
Step 1. Click the *Show/Hide Gradient Capture Dialog* button in [Gradients Settings](#).



Step 2. Click *Open Image* and select the color image.



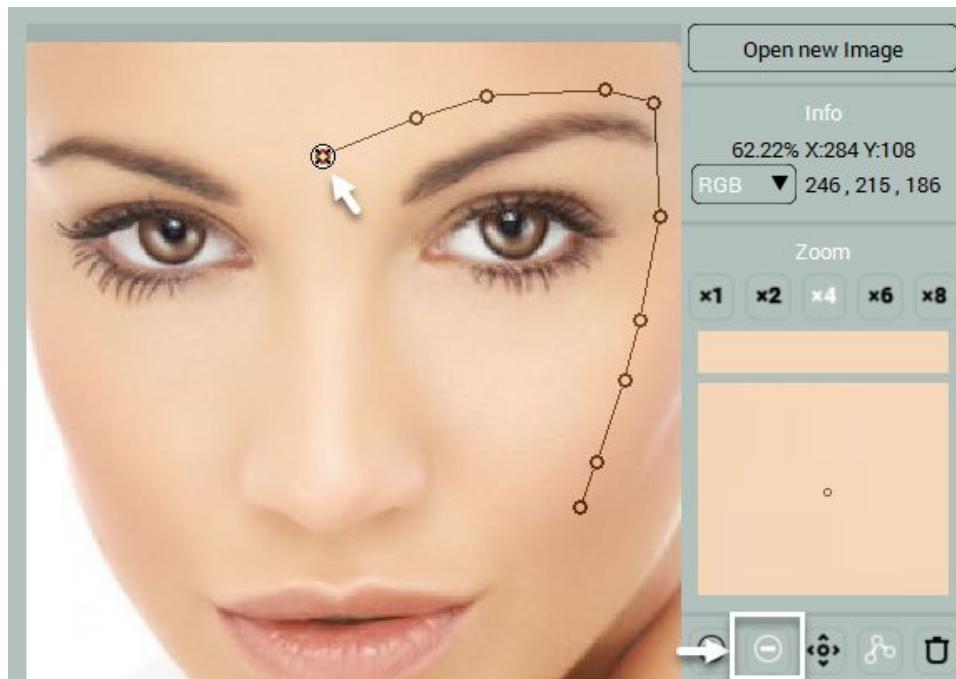
Step 3. Click the to set the pin onto the pixel with the color that should be added to gradient.



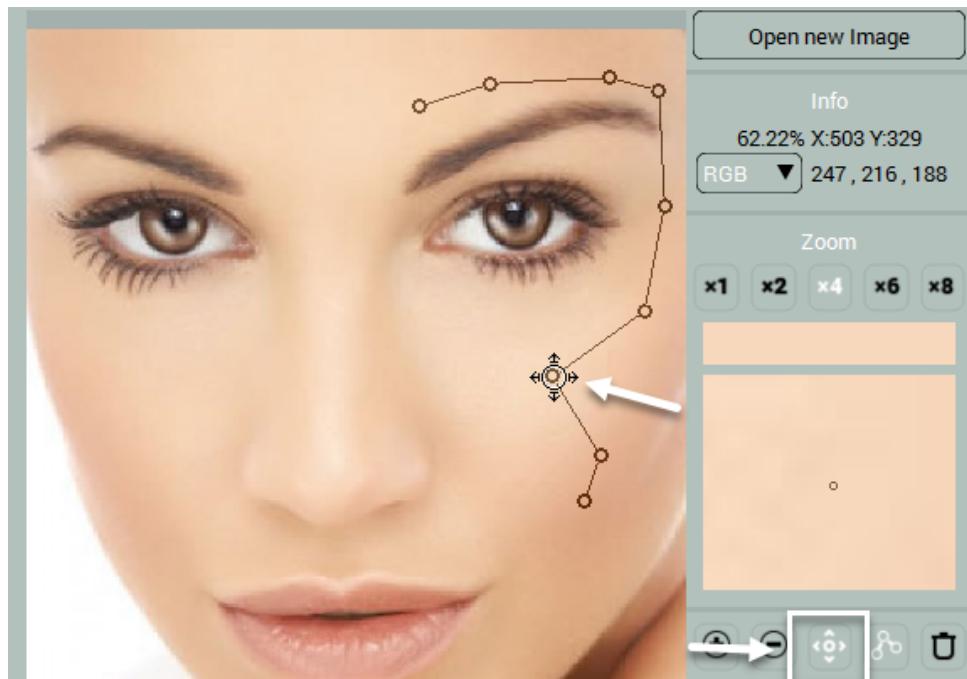
Step 4. Complete a gradient with a few more pins. Independent colors and gradient can be previewed on the right.



Delete Pins If you wish to delete color, switch to Delete Pin (2) and click the pin.

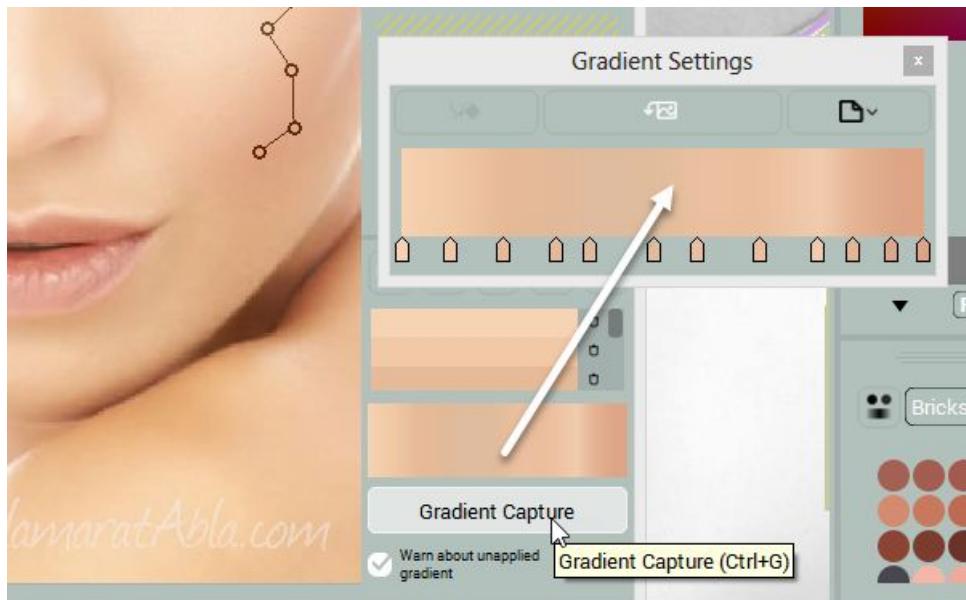


Edit Gradient If you want to visually edit a gradient color, switch to Move Pins tool (3) and reposition one of the pins over to pin the new color.



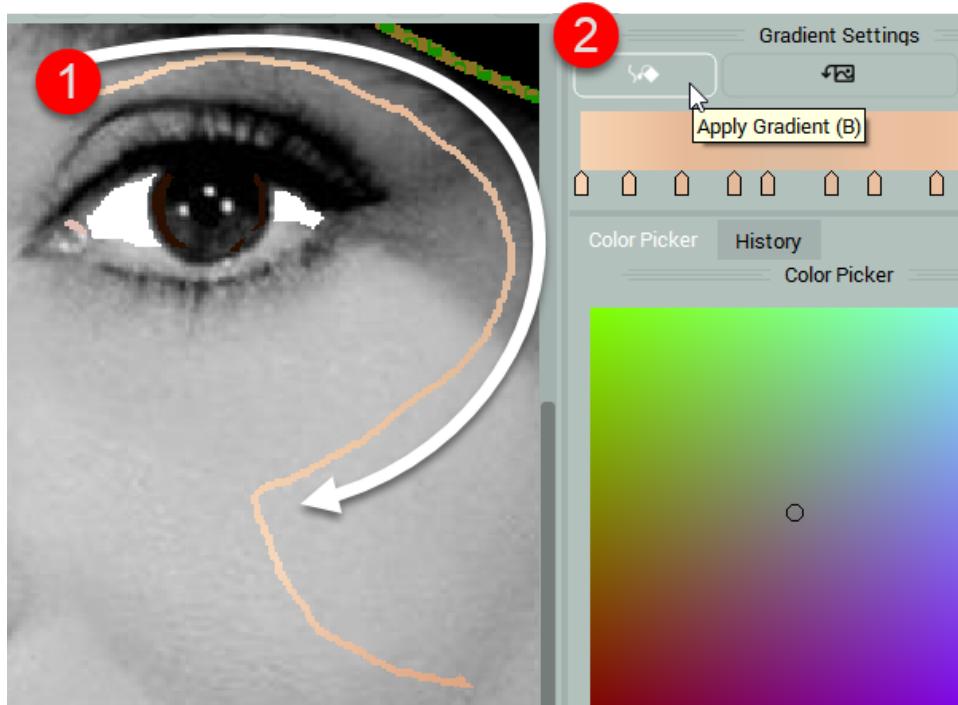
When you are done, click the *Gradient Capture* button or press (Ctrl+G / Cmd + G).

New gradient will show up in *Gradient Settings*.



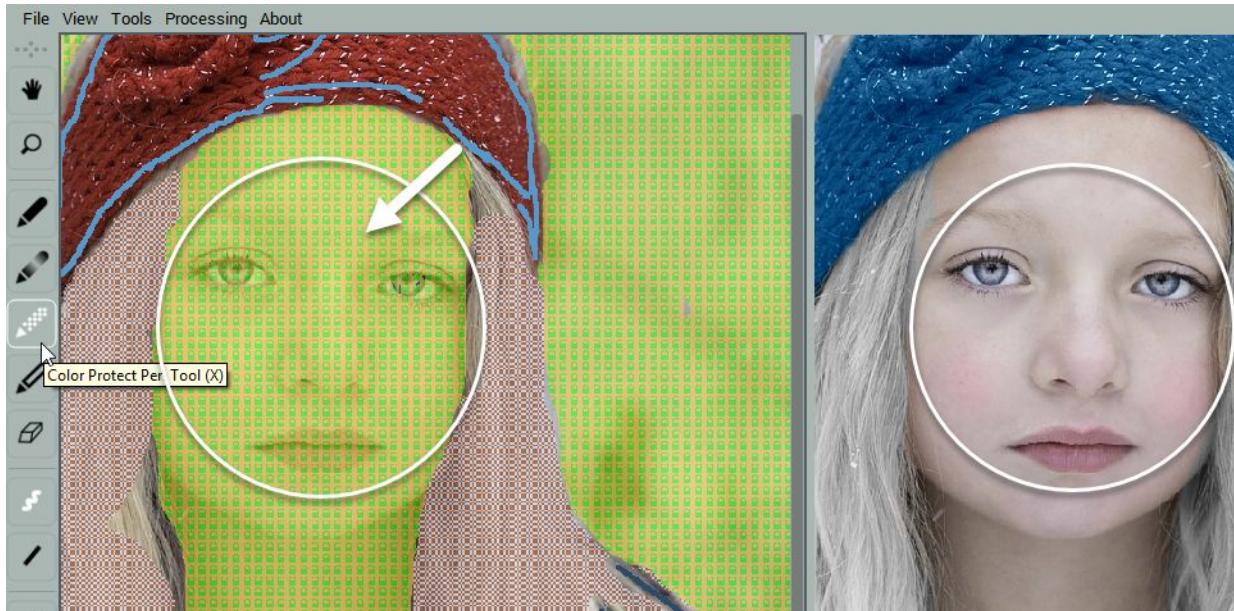
Apply Captured Gradient

After you captured a gradient, draw gradient mask following the route, in which you have set pins, while capturing the gradient. Apply Gradient (B) in Gradient Settings.



How to protect original colors

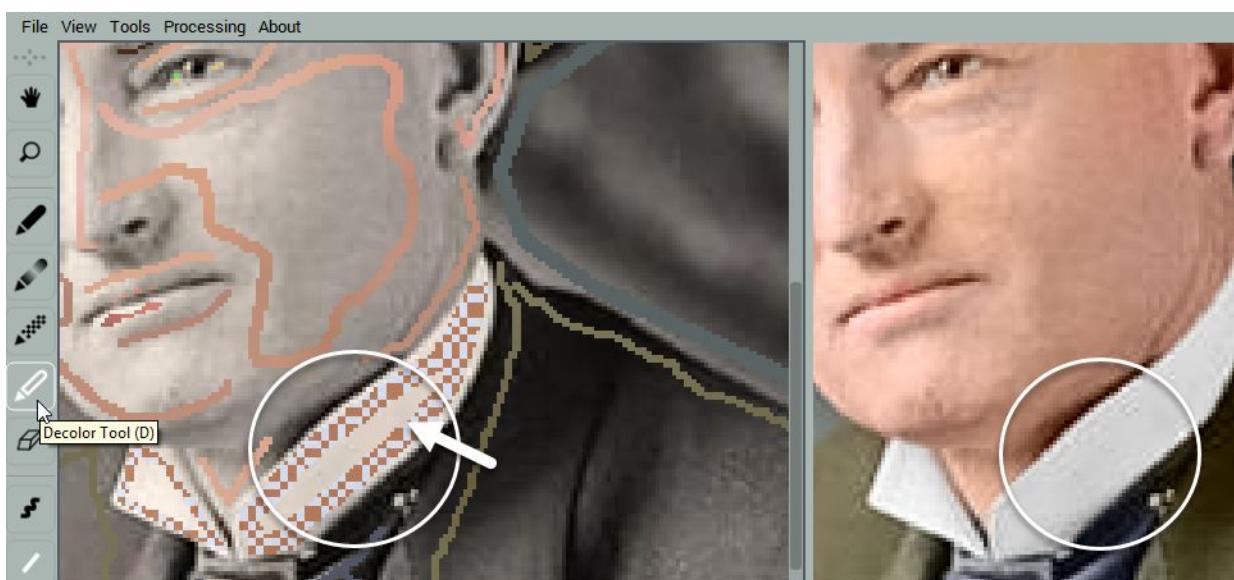
In some cases you may want to protect original photo colors, e.g. when you want to keep the color of some objects intact while CODIJIY will process the image. **TIP:** To protect colors cover the area with protection mask completely.



How to de-color areas

You may want to convert some areas e.g. white clothes, silver or iron parts, to black and white.

Use **De-color pen (D)** to draw de-coloring masks over such objects.



Masks

Strokes you sketch in CODIJY are also referred to as masks.

Masks appear in two modes:

- (a) Normal and
- (b) Transparent Overlay Mask.



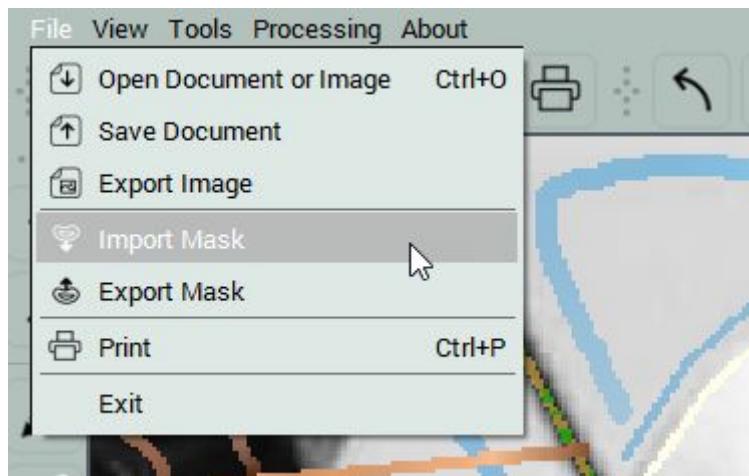
When you save your work to [MGD file](#), the masks get saved along.

You can [repaint color](#) masks and [edit gradient](#) masks.

In **Professional Edition**, you can export masks to CMSK file and import them for another image using the toolbar buttons or from the *File* menu.



TIP: Export/import saves time when you colorize similar images e.g. movie screens.



Full Processing

When you are done with your work or its part, and wish to preview the colorization result, launch Image Processing.

[Option 1. Press Ctrl + P \(Win\) / Cmd + P \(Mac\)](#)

Option 2. Go to *Processing -> Process Image*

Option 3. Click the *Process Image* button.



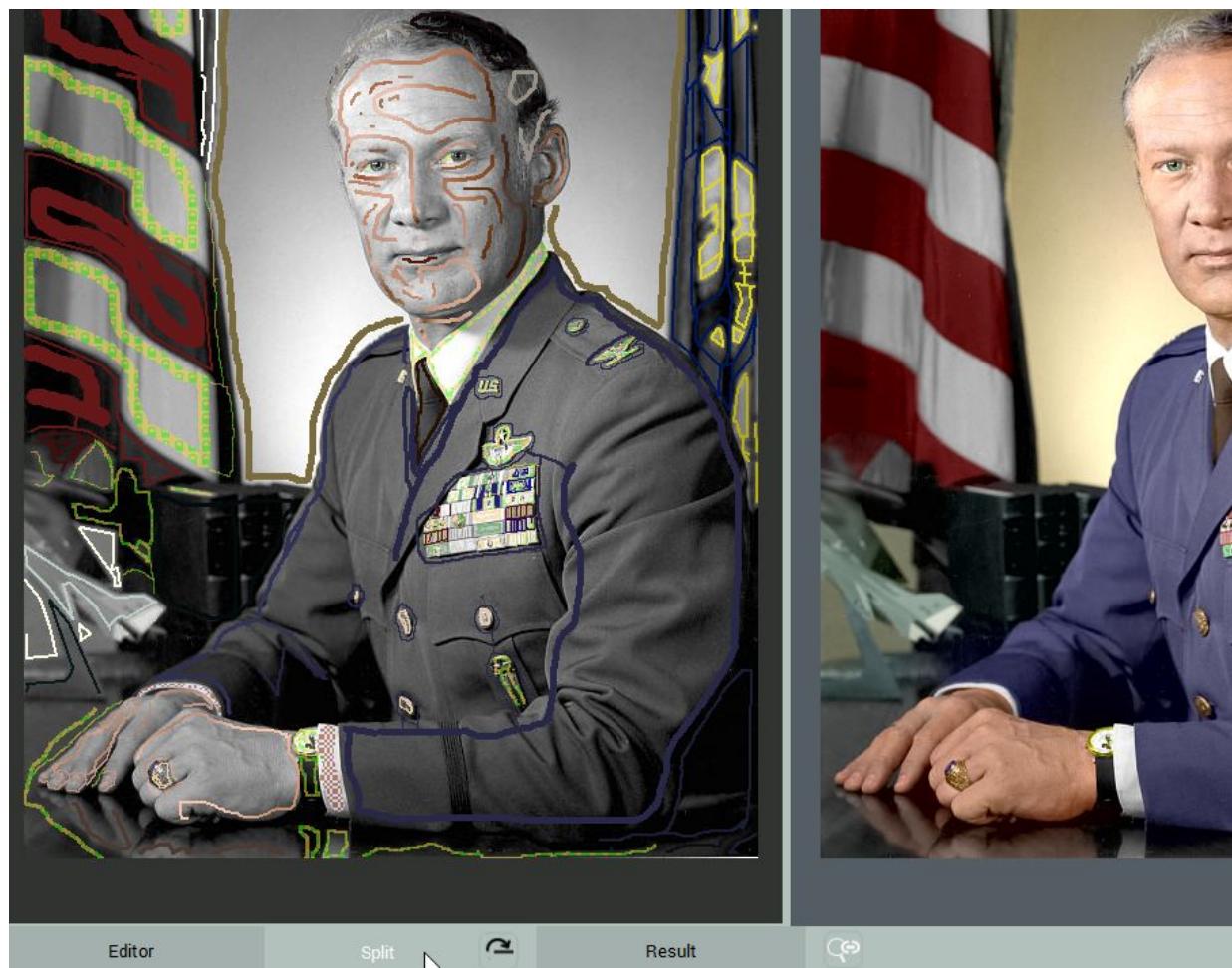
Wait a few moment, until CODIJIY generates preview. The processing speed will depend on the size of the image.

TIP: You can adjust processing quality under Settings in [Preferences](#)



After preview is generated, CODIJP will switch to the Result view.

TIP: To view Editor side-by-side with Result, switch to Split view.



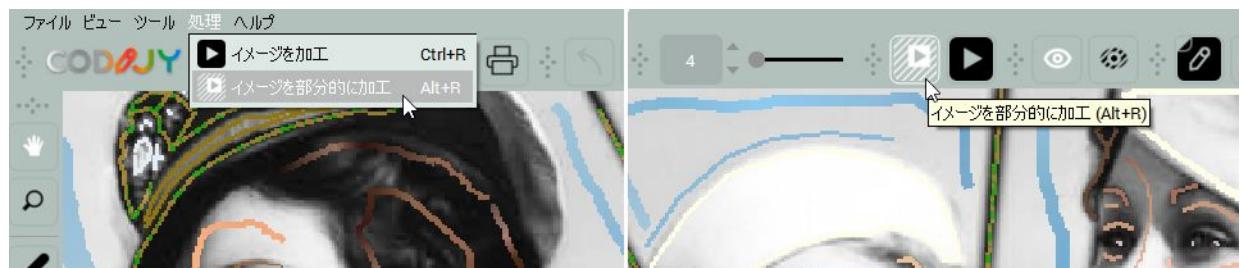
Partial Processing

In case the image is large or you want to speed up image processing process the part of the image you work upon. You can select the part to process in the *Partial Processing* dialog. To open it:

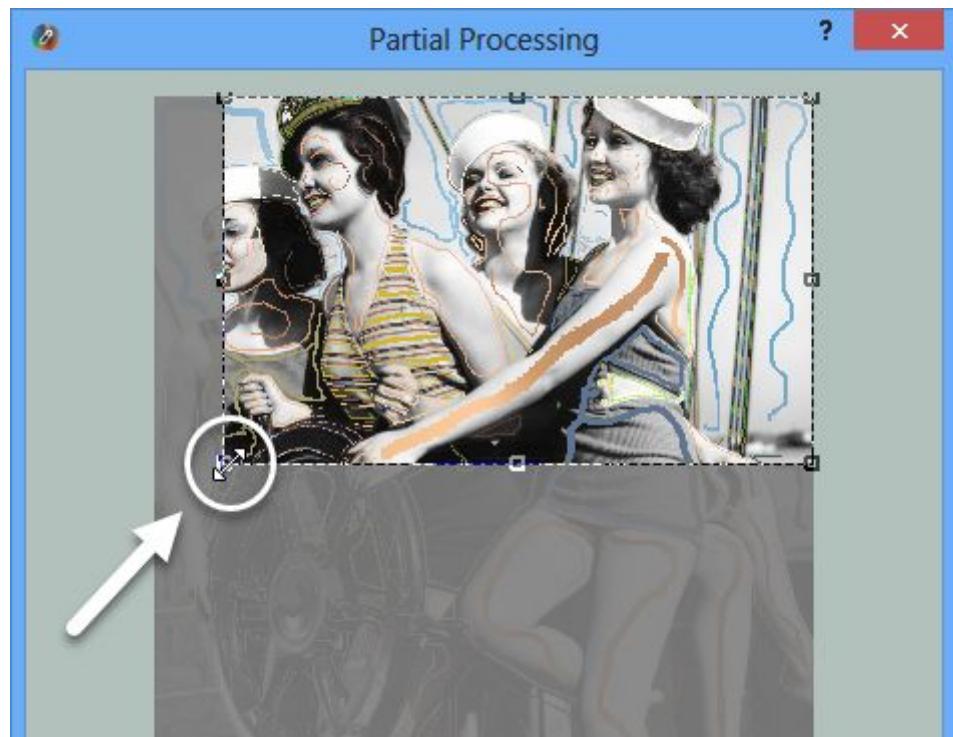
Option 1. Press Alt + R

Option 2. Go to *Processing* -> *Partial Image Processing*

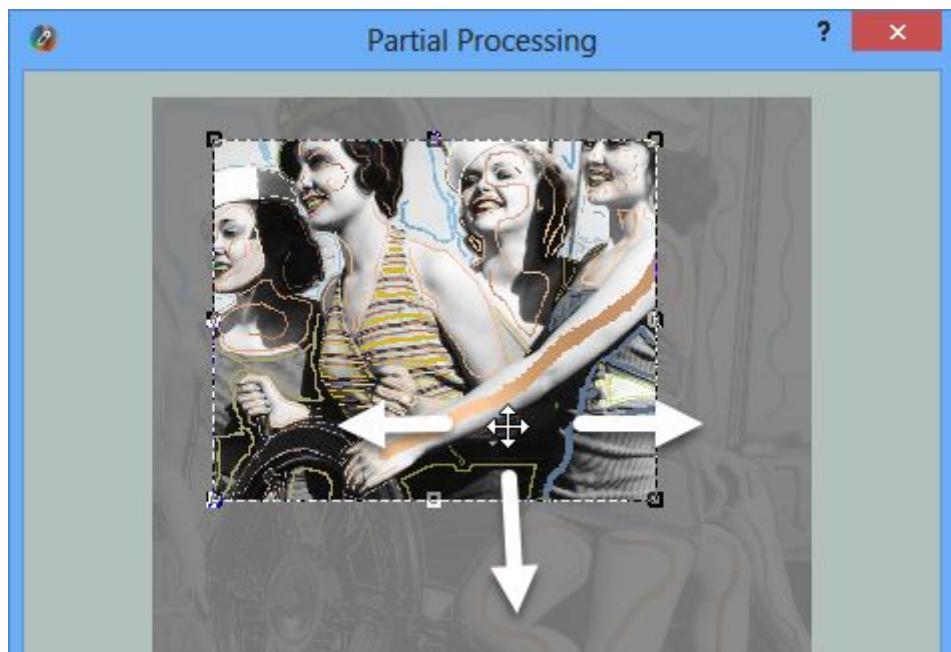
Option 3. Click the *Partial Image Processing* button.



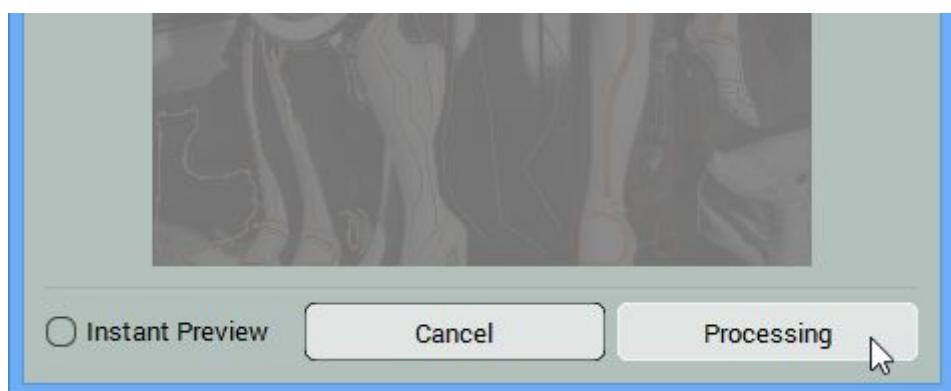
Step 1. In the Partial Processing dialog, select the area to process using handles on the sides or the Selection box.



Step 2. Click and drag the selection box over the area.



Step 3. Click *Processing*.



CODIJIY will generate the preview of the selected area.



Instant Preview Mode

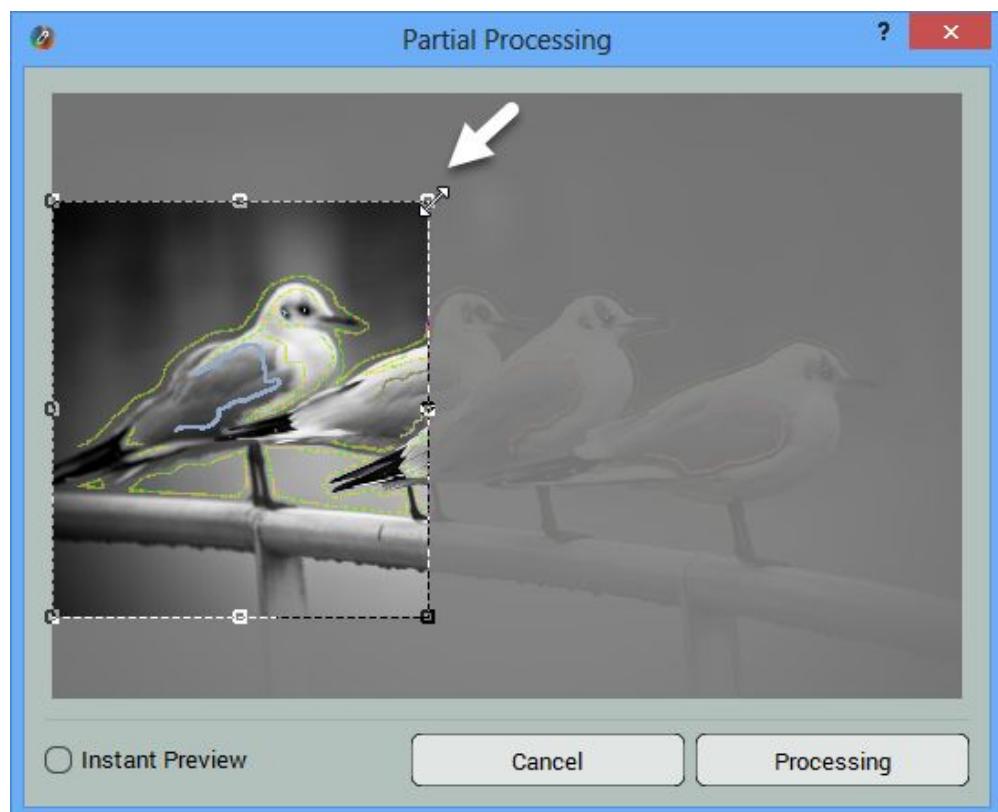
NOTE: Instant Preview Mode is available in Pro Edition.

CODIJY Pro enables you to preview colorization result in real time. To enable Instant Preview Mode

Step 1. Call Partial Processing Dialog

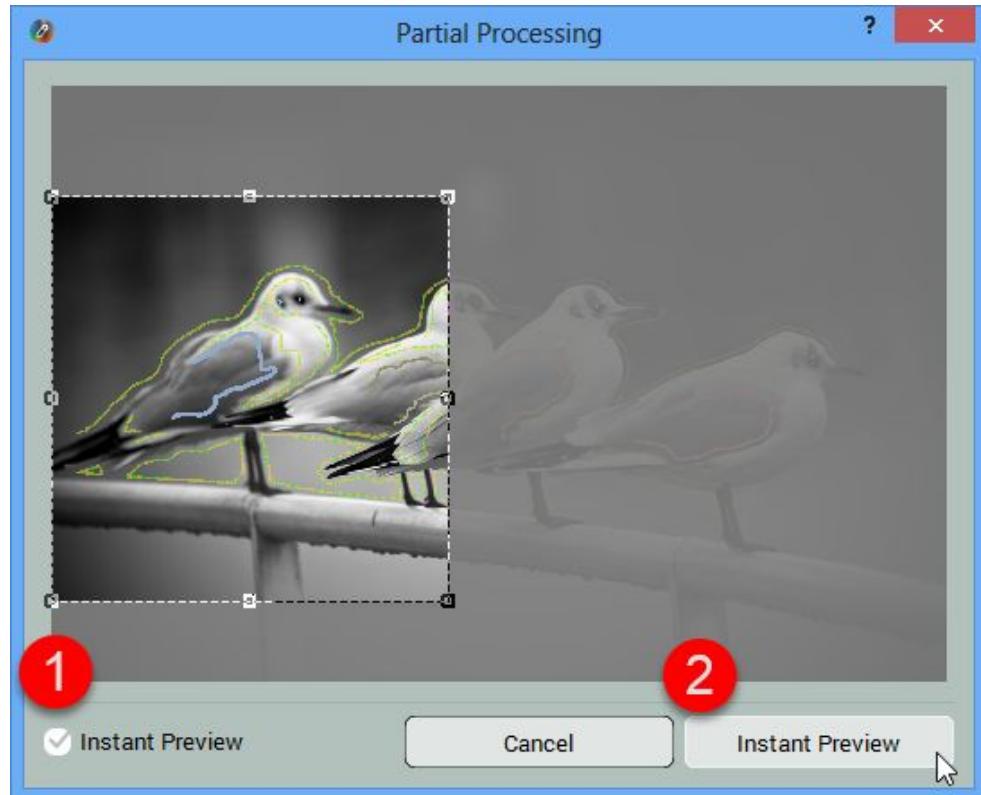


Step 2. Select area to process with the help of the handles of the selection box. Smaller area will ensure faster output.



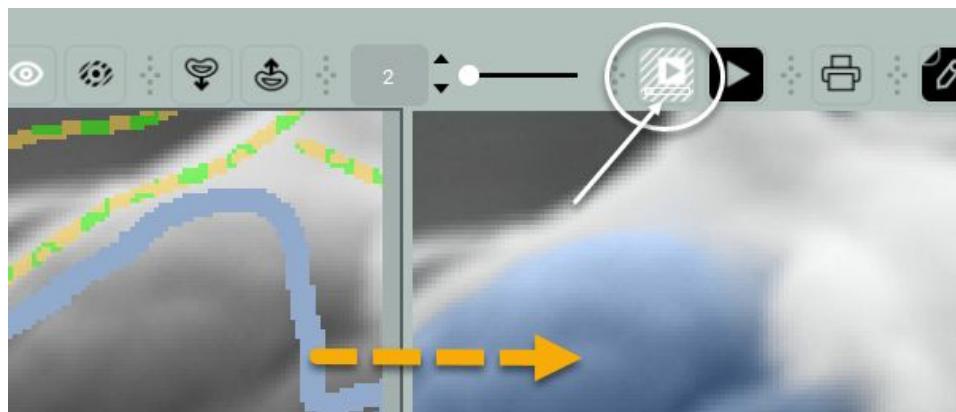
Step 3.

1. Tick *Instant Preview* box in the bottom left corner
2. Click *Instant Preview* button.



When the Instant Preview mode gets enabled, CODIJI will generate result each time you add or modify a mask. For your convenience, when you enable Instant Preview, CODIJI switches to *Split View* displaying the Editor and the Result side by side.

TIP: The tiny progress bar will appear over the partial processing icon, while processing is in progress.



Have Questions?

Please contact CODIY team at support@codijy.com We offer 24/7 unlimited email support to CODIY users.