

JWILDFIRE™

WHAT DOES THIS BUTTON DO?

TUTORIAL©

THE BEGINNING

A Quick Look At Where The Main Buttons Take You,
And What They Do Once You Get There

An Original Tutorial Written For
JWILDFIRE™ v1.20 (18.1.2014)

By

Naomi R Richmond

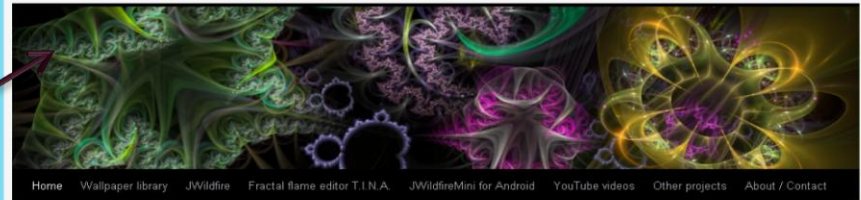
FRACTALHOLICS ANONYMOUS AKA FANTASTICALLY FABULOUS FRACTALS

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Andreas Maschke's Homepage

The home of JWildfire and other cool stuff



JWildfire downloads

Available ZIP files for Java 6 or higher (includes launcher):

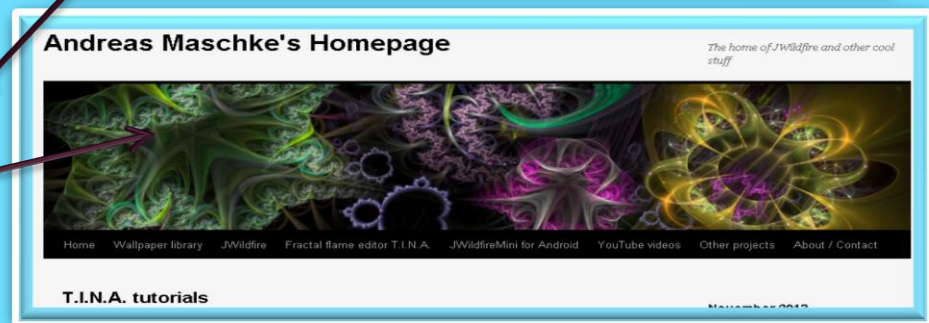
- [JWildfire V1.04 \(25/11/13\)](#)
- [JWildfire V1.03 \(13/10/13\)](#)
- [JWildfire V1.02 \(05/10/13\)](#)

Donations

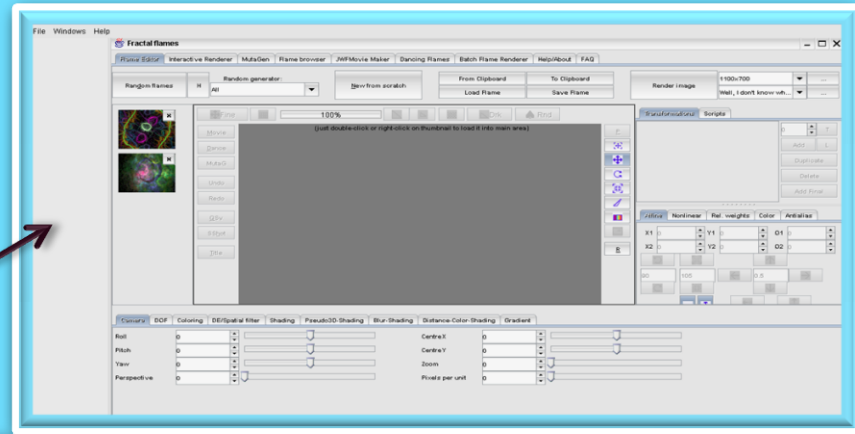
Support the author:

The software is completely free and has not any locked features or ads or other nagging things. You are welcome to use it for any purpose you want. Anyway, any support is very appreciated 😊

1. After you have downloaded Jwildfire and it is open on your desktop, you will see the picture (or similar) on the left. This is your portal to fun and creativity.
2. The Main Homepage takes you to Andreas Maschke's homepage.
3. The Newest Downloads are listed on the Main Homepage.
4. Andreas created this program and shares it with you for free. However, donations are helpful and appreciated. This button takes you to where you are able to donate to help support the author of this wonderful program.

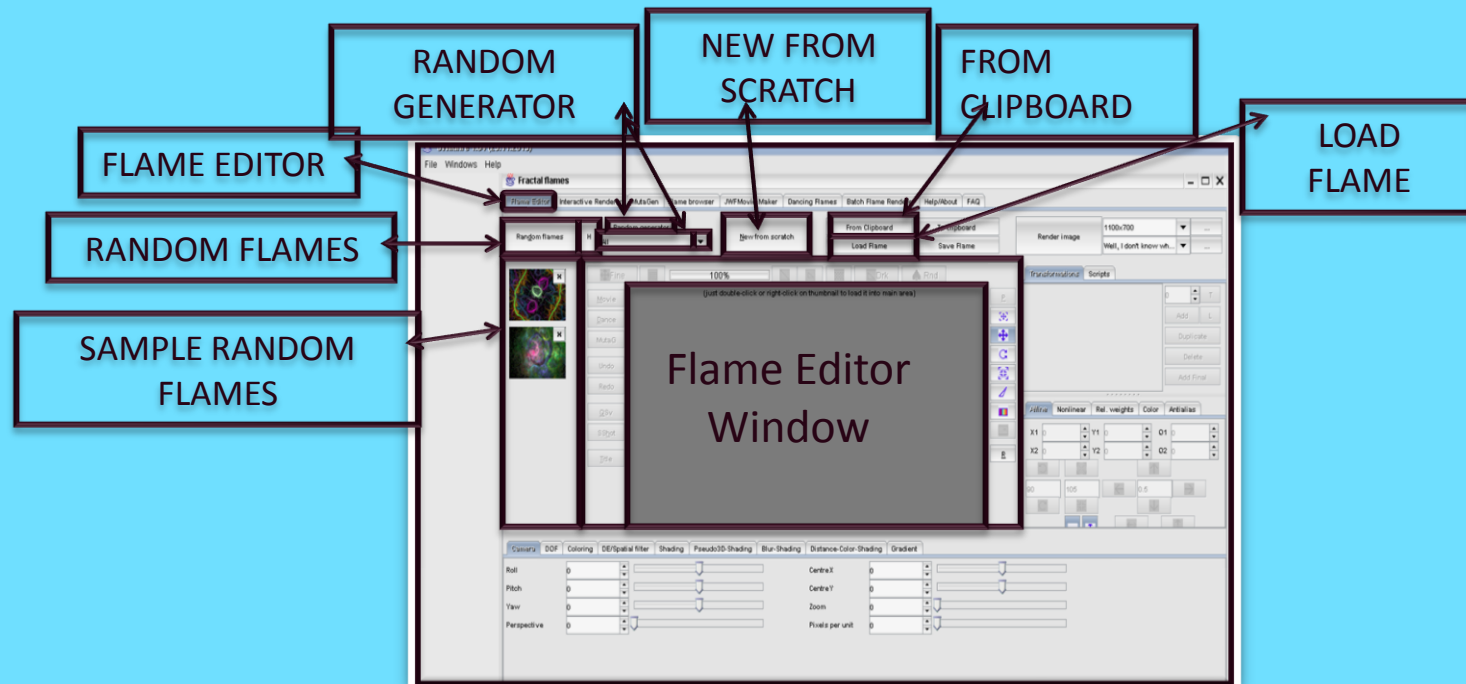


1. The Forum button takes you to a wealth of information. Here you are able to share params, scripts, tutorials, ask questions, find answers to questions... Just a wonderful resource.
2. The Included Variations button takes you to a page that tells you what variations JWF has, and what (if any) variables each variation has.
3. The Official Tutorials button takes you to Andreas' Homepage where you will find six tutorials for T.I.N.A. (the working innards of JWF flame editor.) Here you will additionally find a plethora of links to useful information.

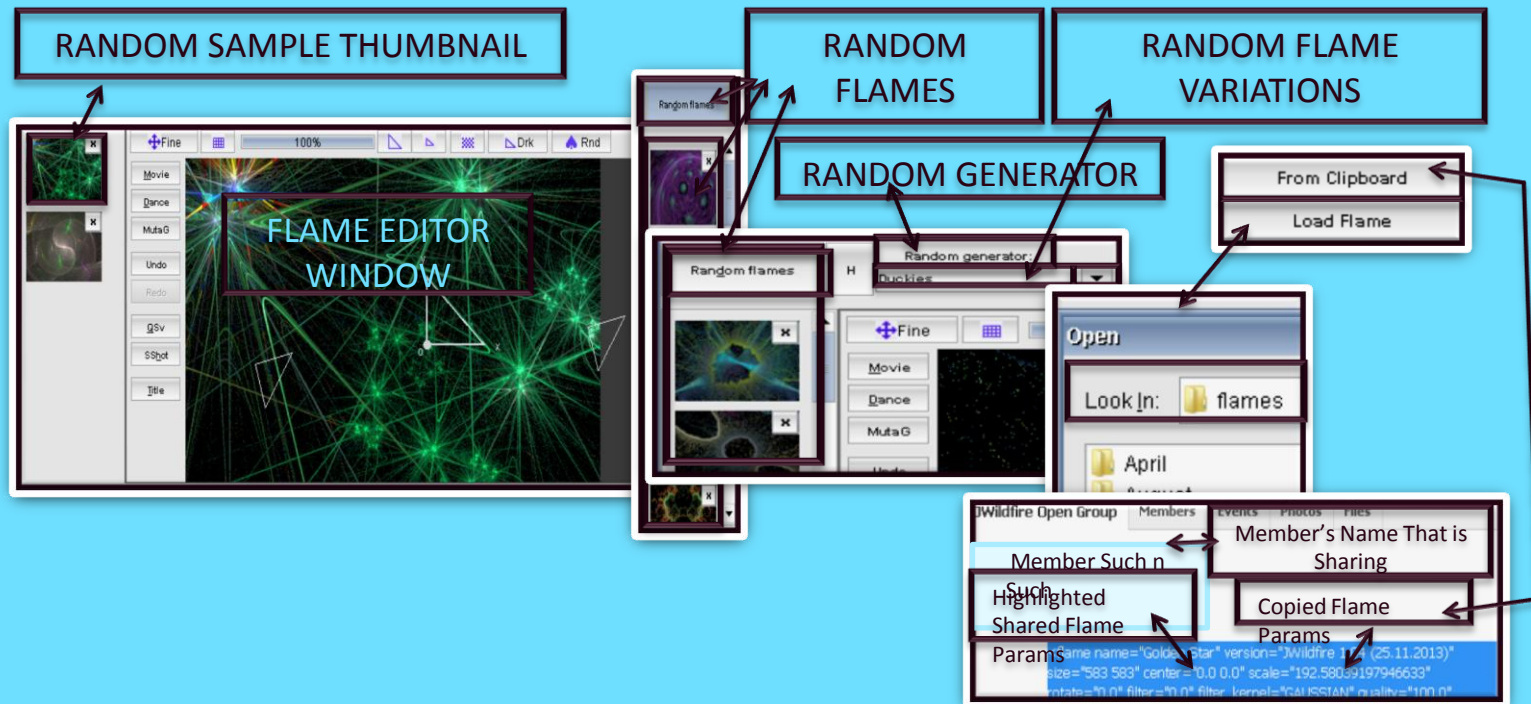


Andreas Maschke
Creator/ Author of JWildfire
program.

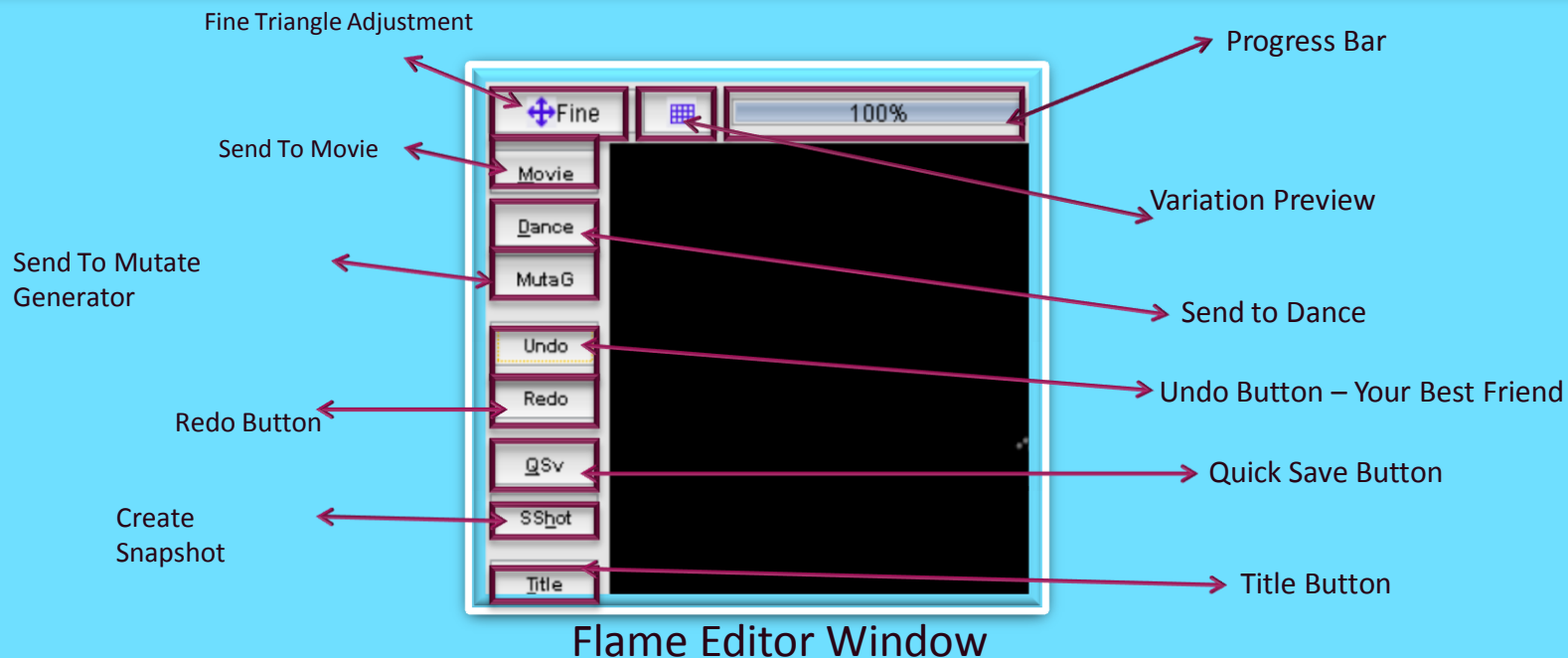
1. I thought you might like to see a picture of the person who so generously shared this program with all of us.
2. The Enter Software button takes you to the main page of JWildfire's Flame Editor where the fun begins.



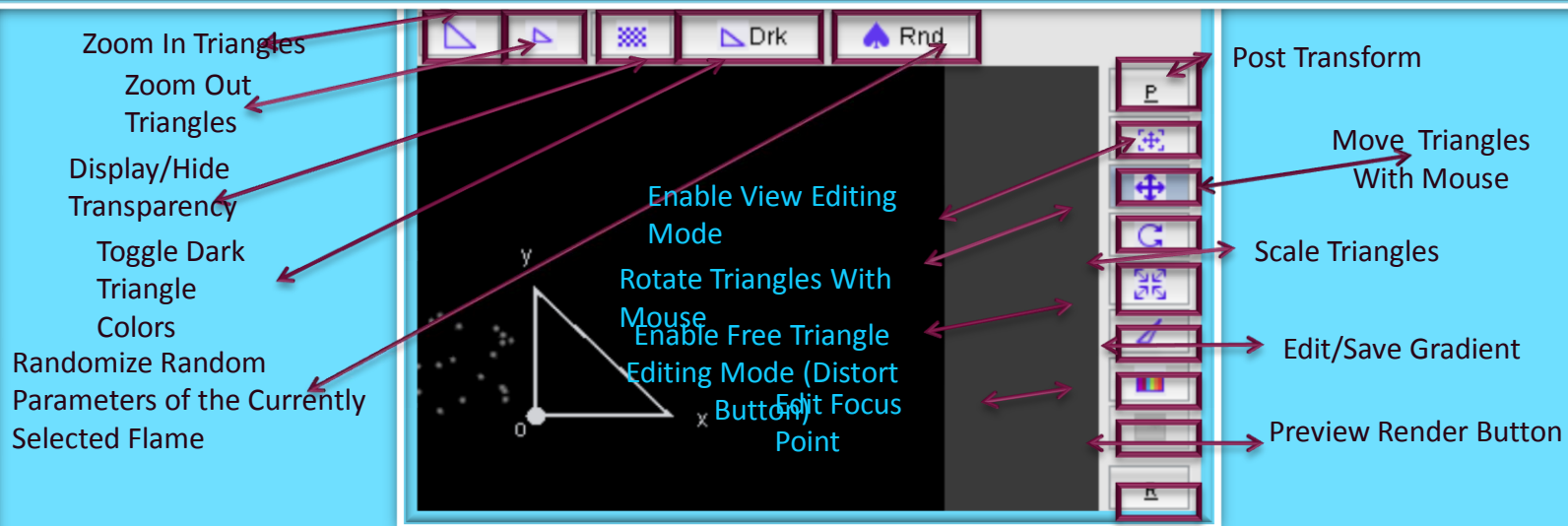
1. The Flame Editor is where the creating takes place. When this window opens, you have a couple of choices.
2. You can select one of the sample random flames to work on
3. You can select the Random Flames button and get a new group of random flames to work on
4. You can choose a starting variation from the Random Generator and then click the Random Flame button.
5. You can select the New From Scratch button and begin an original flame
6. You also have several options for opening an existing flame by Load From Clipboard or Load Flame (from your files)



1. The Random Sample thumbnails, Double clicking on one of will open the corresponding flame in the Flame Editor Window
2. Clicking the Random Flames button will open 24 new random flame thumbnails
3. Clicking the Random Generator to choose a Random Flame Variation and then double clicking the Random Flames button will open 24 random flames of the variation you chose.
4. Clicking the Load Flame button will open the files section of your computer where you have flames stored and where you can choose one of your saved flames to open.
5. Clicking the From Clipboard button will load any flame you have copied and that is ready to paste.



1. Title is where you give your flame a name or title
2. Create Snapshot takes a picture of the current view and puts it in the Thumbnails column
3. Quick Save is usually mainly for saving the parameters of the various stages of your flame that could stand alone as a flame or as a base.
4. Redo & Undo are used redo or undo a change you have made (Undo will quickly become your best friend)
5. MutaG sends the current view of your flame to the mutation generator and mutates it 25 different flames
6. Dance & Movie buttons send the current view of your flame to windows for animating your flame
7. Fine is to toggle into the fine adjustment mode for moving your triangle.
8. The button that resembles a mesh shows you a mesh view of the variation you are using
9. Progress bar shows the progression of your quick render



1. The two Triangle buttons allow you to zoom in or out using your mouse
2. The button that resembles a checkerboard shows or hides the background of your flame
3. The Drk button is used to change/darken the color of the triangles when you use a light or no background.
4. Rnd is similar to the mutag button except it only gives you one mutation in the flame editor window
5. "P" button toggles into the Post Transformation mode
6. The small + sign button enables you to view the triangles that you are editing, the larger + sign button moves your triangles with your mouse
7. The button resembling a "C" allows you to rotate your triangles with the mouse
8. The small white + sign button scales your triangles with the mouse wheel
9. The Multi-colored bar enables you to edit and save your gradient
10. The grayed out square edits your focus point
11. "R" is your preview or quick render button is to give you a quick view of the flame you are working on, it is not the final render



We have come to the end of another tutorial. I hope you enjoyed it. Remember, parameters are not set in stone, play with their values, change variations, add a final transform. Have fun with them. If you aren't having fun, then you are working too hard. Please practice Good Fractal Sportsmanship, if you use someone's flame, script or tutorial remember to mention them and give credit where credit is due.

HAPPY FRACTALING

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