

# **JWILDFIRE™**

## **WHAT DOES THIS BUTTON DO?**

### **TUTORIAL©**

## **THE FLAME EDITOR BLOCK**

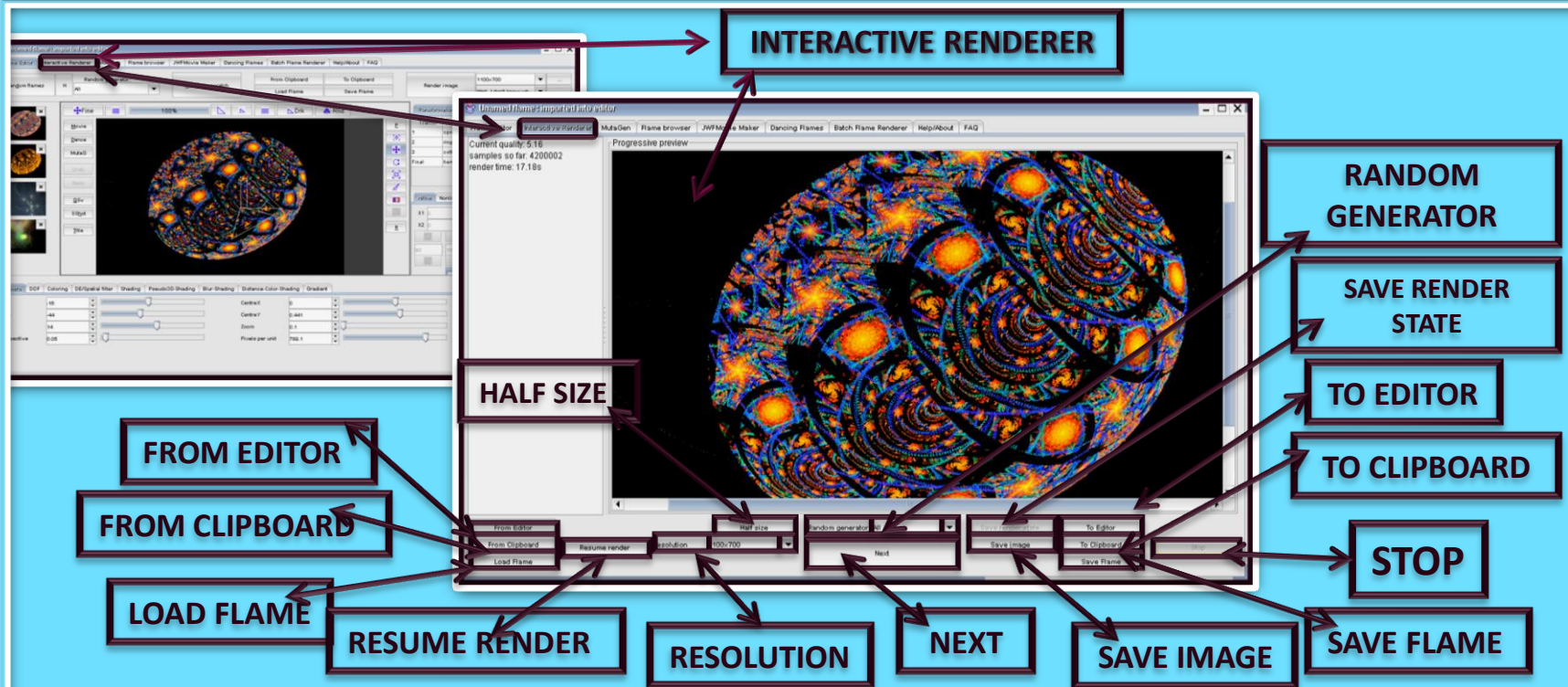
A Quick Look At Where The Main Buttons Take You,  
And What They Do Once You Get There

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

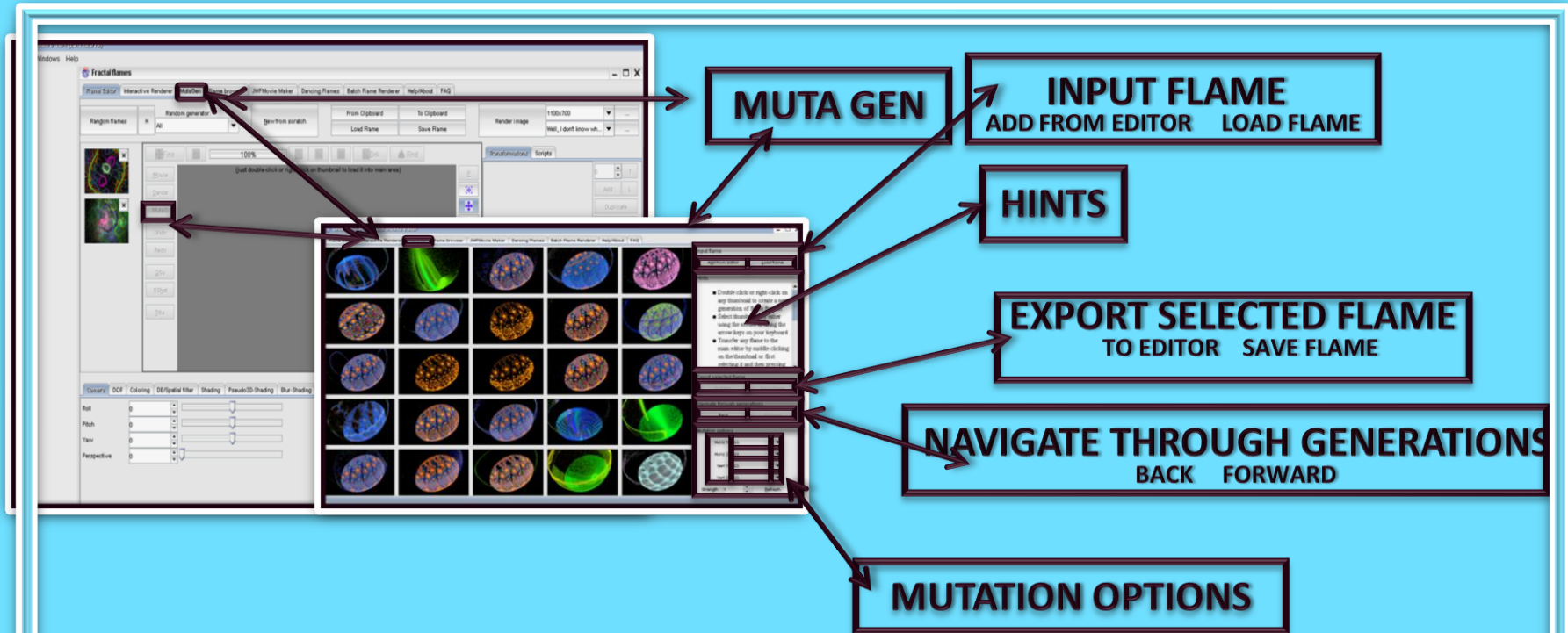
By

Naomi R Richmond

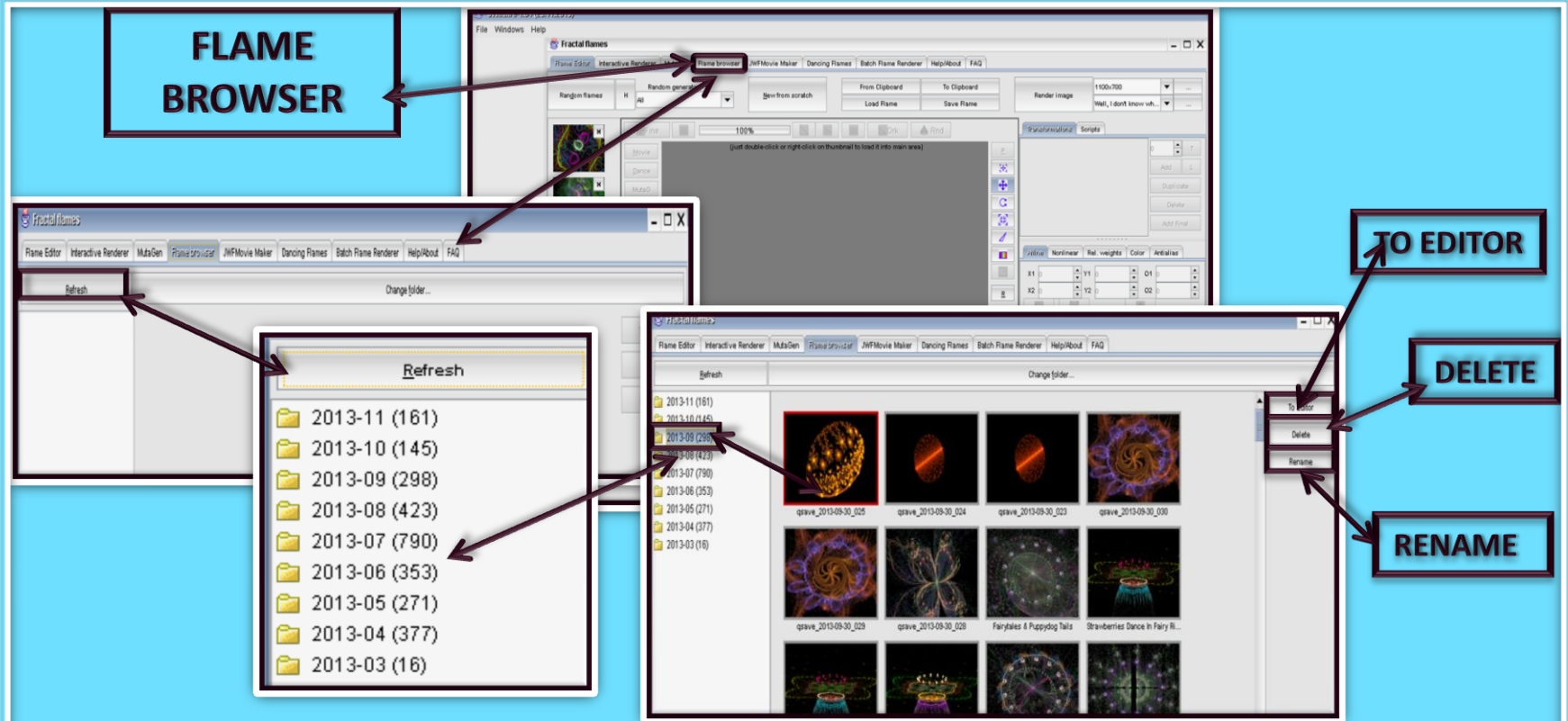
**FRACTALHOLICS ANONYMOUS AKA FANTASTICALLY FABULOUS FRACTALS**



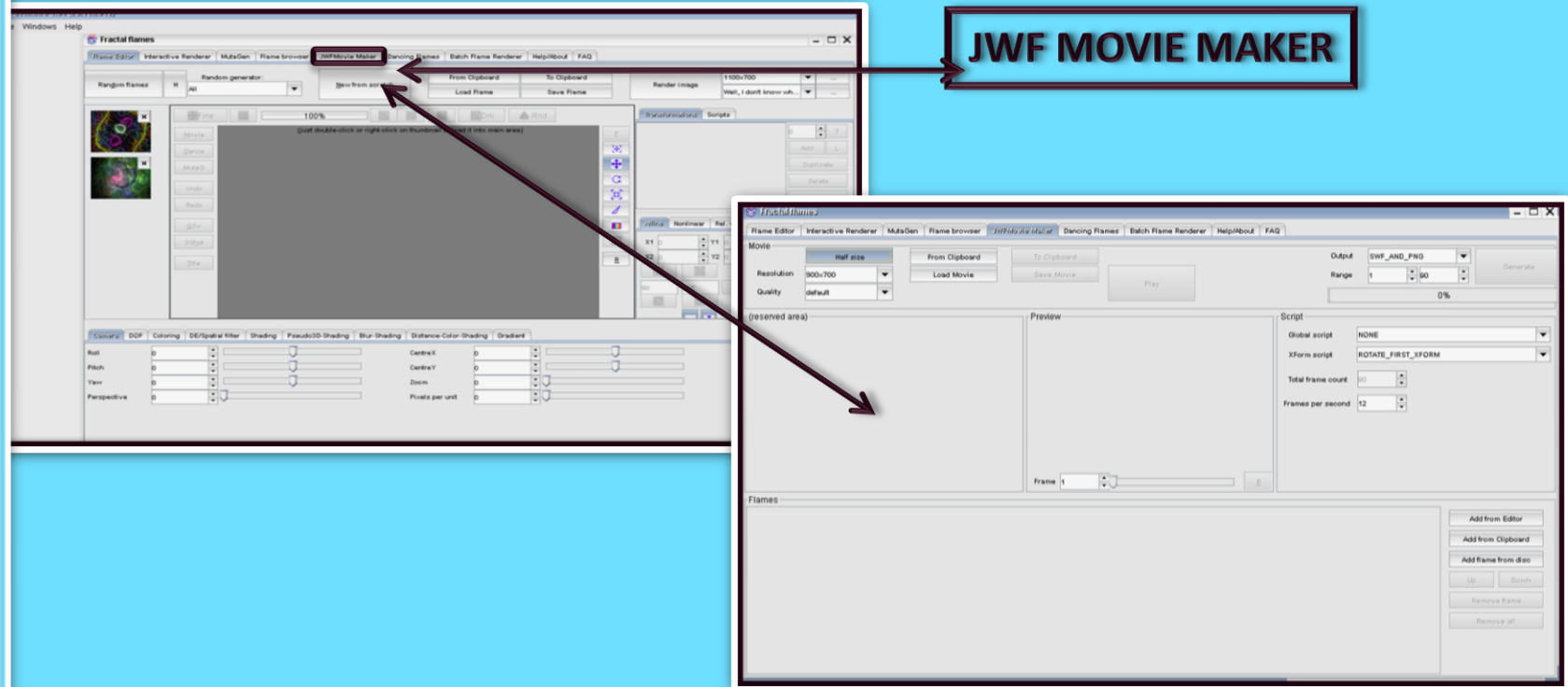
1. The Interactive Renderer processes your flame into a PNG picture or "Raw Fractal".
2. The Half Size button reduces the rendered size of flame by 1/2.
3. From Editor button loads the flame from the Flame Editor; From Clipboard loads the flame from your clipboard. Load Flame loads the flame from your saved flame files.
4. Should you need to stop rendering for any reason, click on the Save Render State button, then when you are ready to resume, click on the Resume Render to begin where you left off.
5. The Resolution window allows you to set the values of your resolution.
6. The Random Generator button works the same as the Random Generator in the Flame Editor Window. You are able to open and render a random flame without working on it in the Flame Editor (however, I really wouldn't call a randomly generated flame that you did nothing to except render your own creation.)
7. The Next button loads the next flame from the random generator.
8. The Save Image button is used to save a copy of your fractal to your picture files.
9. If you haven't yet saved the parameters of your flame, you are able to with the Save Flame button in the Interactive Renderer.
10. The STOP button is the ONLY button that will stop your flame rendering. If you do not click on the Stop button, your flame will continue to render ad infinitum.



1. The Muta Gen (Mutation Generator) allows you to quickly mutate a flame.
2. You are able to load a flame to be mutated directly from your Flame Editor, or from your files.
3. You are able to send a mutated flame to the flame editor to work on, or save a mutated flame.
4. When you have run the mutation generator more than once, you are able to navigate through the screens showing each mutation generation.
5. You are able to control the horizontal and vertical aspects of the mutations.

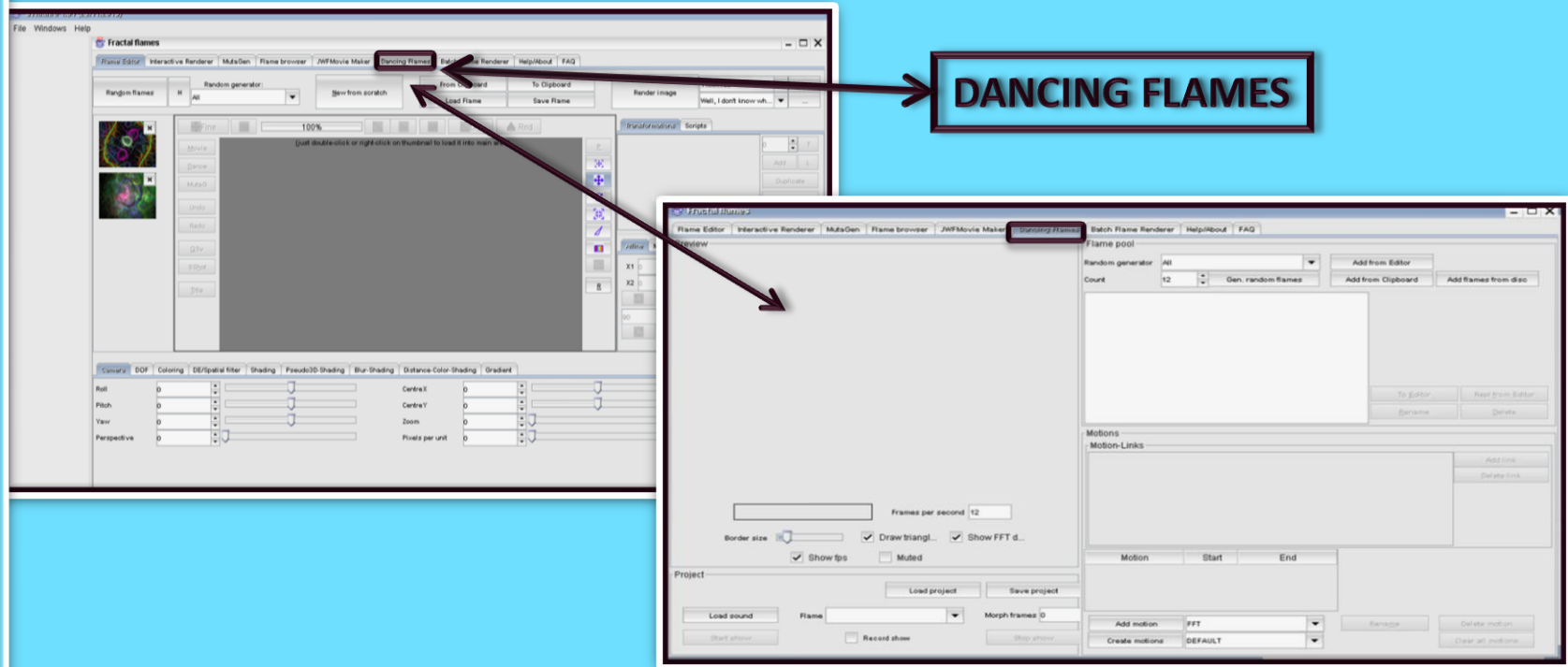


1. On the Flame Browser page every flame you have saved (yours or those that have been shared with you) are presented to you in picture form.
2. Once on the Flame Browser page, click on the Refresh button.
3. This will bring up folders listed by month and year.
4. Each folder has a number in parenthesis which tells how many flames you have saved in that month.
5. Click on one of the folders to open up a picture of every flame saved in that folder.
6. From here, you are able to send the flame back to the Editor for more work, and you are able to Delete or Rename the flame.

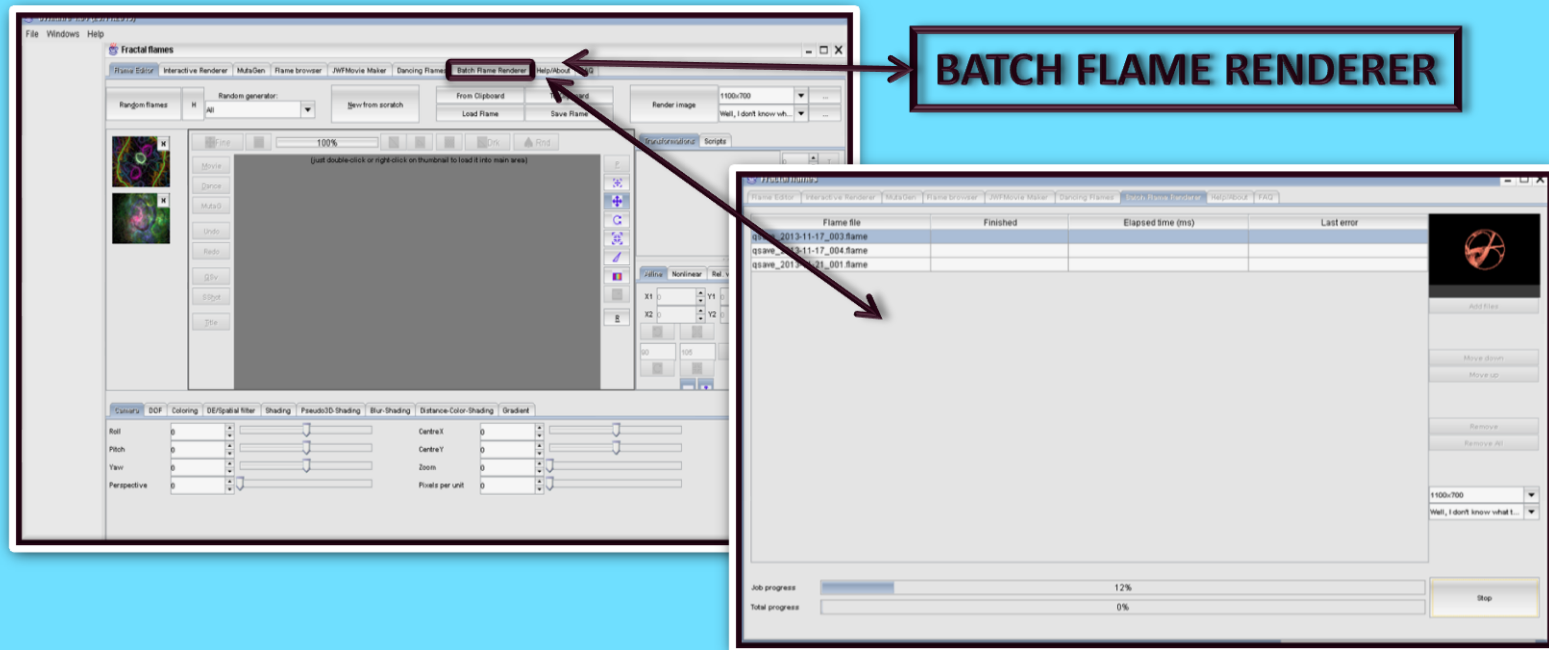


1. The JWF Movie Maker lets you morph your flame into a series of animated flames which are then rendered into an HDR or PNG form necessary to create a video.
2. You are also able to add music to your series of animated flames on this page.



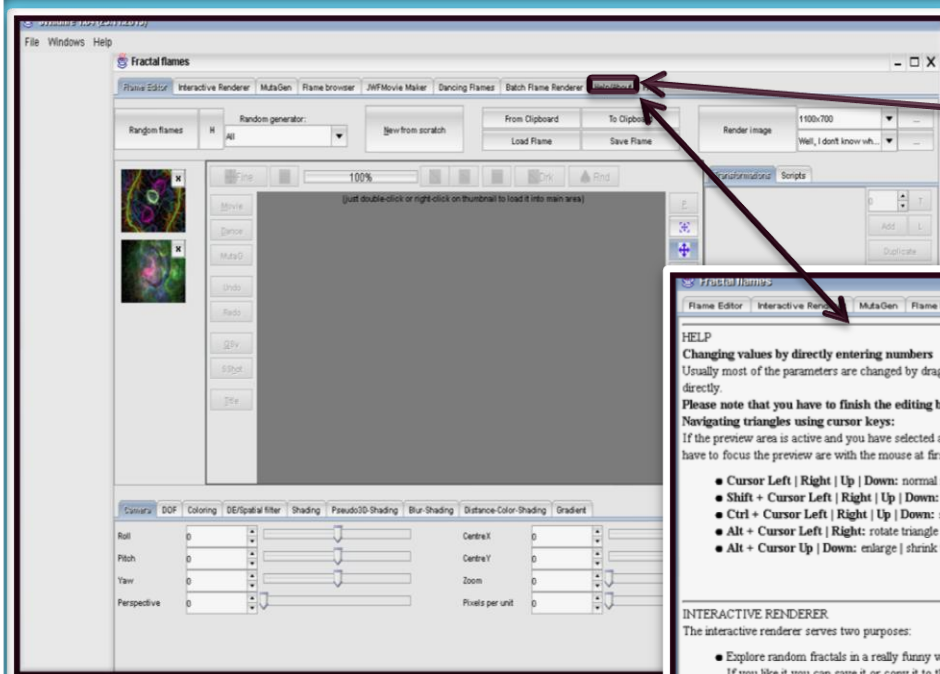


1. On the Dancing Flames page you are able to give motion to your fractal flames.
2. Dancing Flames gives you more control over how and how much each part of your flame moves than you have in the movie maker.
3. As you are able to in the movie maker, you are able to add music to your dancing flame.

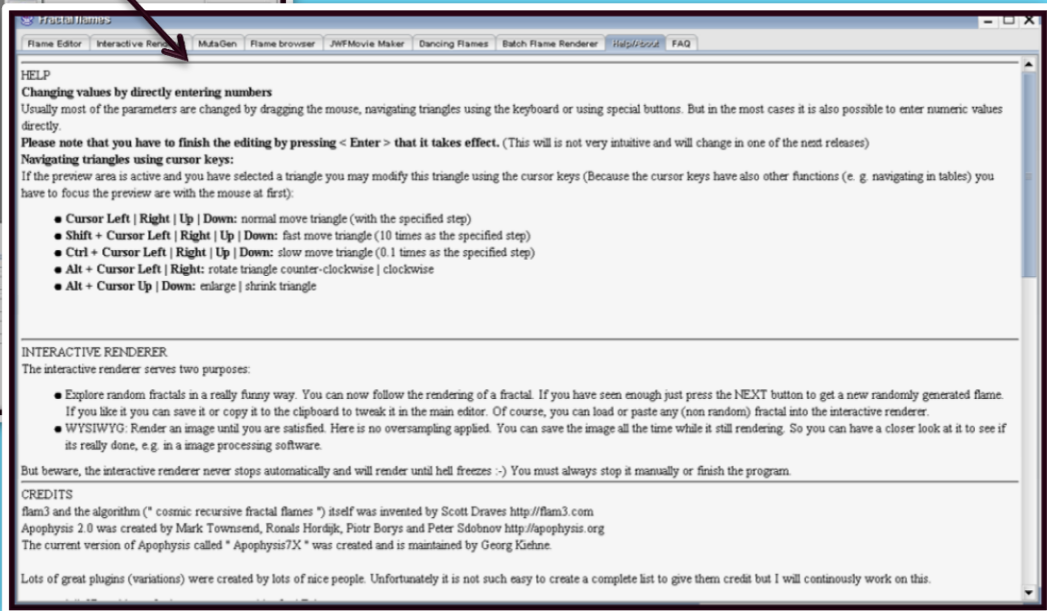


1. On The Batch Flame Renderer page you are able to Render (or process) more than one flame image at a time into a Raw Fractal.

# JWILDFIRE™ WHAT DOES THIS BUTTON DO? TUTORIAL©

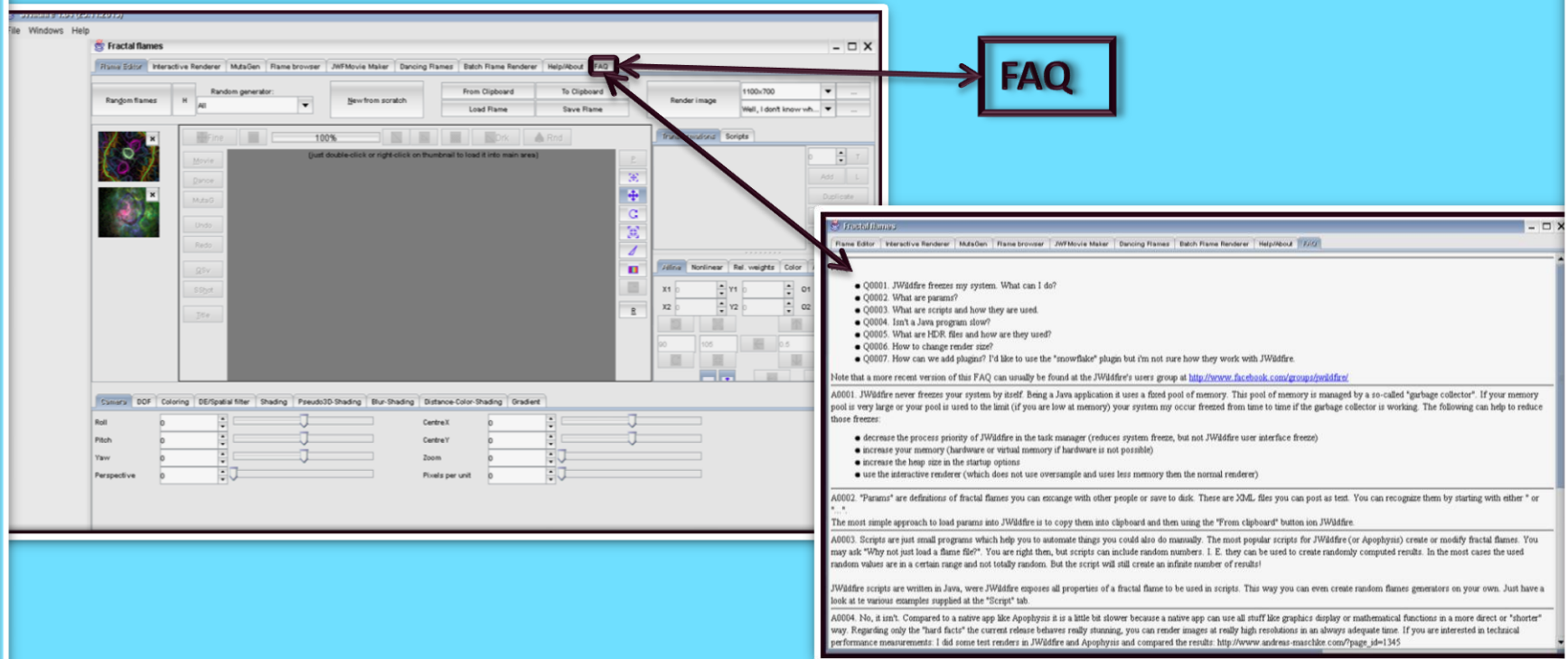


**HELP/ABOUT**



1. On the Help/About button page you will find information on:
  - Changing Values by entering numbers directly.
  - Keyboard shortcuts such as Alt + Cursor Left/Right rotates the working triangle clockwise or counterclockwise.
2. Additionally on this page the people that have contributed their talents in the bringing JWF to you are given Credit for the part they have played.





1. The FAQ or Frequently Asked Questions button, answer some very basic questions, such as:

- What are Params?
- What are Scripts and how do I use them?



**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**

# **JWILDFIRE™**

## **WHAT DOES THIS BUTTON DO?**

### **TUTORIAL©**

### **THE FLAME EDITOR BLOCK**

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**  
**RICHMOND KITCHEN PRODUCTIONS™**

**I.II.MMXIV**

**[richmond.fine.arts@gmail.com](mailto:richmond.fine.arts@gmail.com)**  
**[@http://naomi-richmond.artistwebsites.com](http://naomi-richmond.artistwebsites.com)**