# HowToGoDot

FrameClip

Clips are invisibly marked rectangular areas in an image. There can only be one clip at a time. The largest clip is as big as the screen (40x25 cards). The smallest one is just one card of 8x8 pixels. Their size can only be increased cardwise. You mark clips using modifier ▶ClipWorks.

FrameClip is a modifier to surround a clip with a colored frame on all edges. You can choose whether the frame should be one pixel ("Thin"; for hires or printing purposes) or two pixels wide ("Thick"; for multi-color purposes). The frame can be drawn in one of the C64's 16 colors. Note that it gets drawn *inside* the clip. Finally, you can choose whether to frame the whole screen and deny the clip ("Full" instead of "Clip").
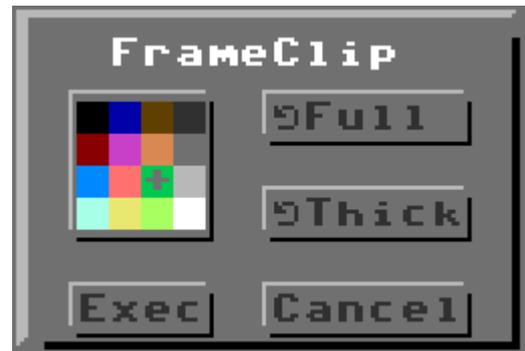
Examples
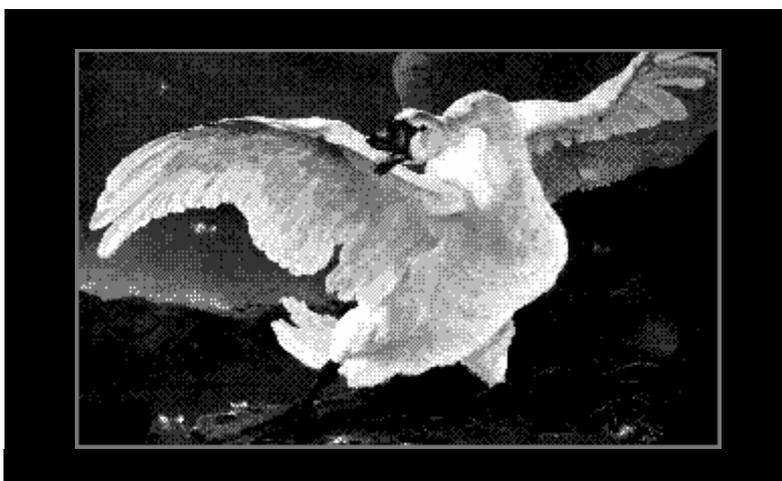
This screen is framed with a thick border to have it look fine in multicolor mode. The original image is a GIF which has been retrieved in 16-

gray mode and was then reduced to the C64's five built-in grays using a hires dithering (▶ApplyDither).

This image was scanned with GoDot itself (using a Scann-tronik Handyscanner device). The three framed sheets on it are clips which have been filled in there from an image on disk, then got framed and finally got displaced by 4 pixels down and left twice using ▶Scroll. By the way, it's a good idea to work with modifier Scroll if you want to precisely locate anything.

This last image shows an area surrounded of a thin frame. If displayed on screen in hires mode it would produce some color clashes here and there, mainly on the left where we have four different colors in a card. If displayed in multi-color mode, thin frames would vanish on the left.