

GIMP 2.3.11 – very condensed functionality description

Working with selections

Selection tools let user select an area depending on the shape (Rectangle Select, Ellipse Select, Free Select - the Lasso), color (Magic Wand, Select by Color), and by combining those methods (Intelligent Scissors). Four modes (replace, add, subtract or intersect with current selection) enable building complex selections. Additional options like: Feather Edges, Threshold of similarity; make the edges softer.

Selection can be created **from Path** (not closed paths are closed with straight line), **from Channels** including **from Alpha Channel**, **from Layer Mask**, and converted **into Channel** (useful for mask building and saving selections), **into Path**, or **Fade to Layer Mask**.

Select All selects the whole current layer. **Select None** cancels all selections in the image. **Invert**: what was outside the selection, now is inside, and vice versa. **Feather & Sharpen** control fuzziness of the edges of the selection.

Shrink, Grow increases/decreases the size of a selection in the current image for a set number of pixels. User can decide if a selection should continue to the image border, or shrink away from the edge. **Select Border** creates a new 'frame' selection (with set width), that will be around the edges of an existing selection.

Rounded Rectangle converts existing selection (rectangular, elliptical or other shape) into rectangular selection with rounded corners (curved toward the inside—concave, or outside-convex). Setting the radius in %. (plug-in) **Quick Mask**: Toggle visualization of selection area within the image as a color overlay. Allows to modify it with paint tools. **Threshold tool** enables transforming current layer or selection into a black & white image (helps in building selections).

Stroke Selection either by using a paint tool, or with a stroke line (setting line width, Cap or Join Style, Miter limit, Dash Pattern etc.). **Clear** deletes everything in the current selection (but not the selection) or the active layer (if no selection). If the active layer has an alpha channel the selection is set to full transparent. User can selectively restore it by Anti-Erase. **Fill with FG/BG Color** and **Fill with Pattern** fills the image's selection with the solid FG/BG color or pattern respectively.

Painting

Create brushstrokes by using hand tools on the canvas. Pencil, Paintbrush, Airbrush, and Ink tools behave like intuitive notion of "painting" with a brush. The others (Eraser, Clone, Convolve, Dodge/Burn, Smudge) use a brush to modify an image in some other way. Brush tools work on image layers, other types of drawable objects: layer masks, channels, and selections.

Most of Brush Tools share following options: Opacity (controls the maximal "strength" of all brush tools), Incremental (defines how much paint is added with each stroke),

Mode (different ways of applying the paint), Brush (kind of brush), Pressure Sensitivity- active only while using tablet (applied to opacity, hardness, rate, size, or color), Fade out and Hard Edge (softening the strokes). By default there are 57 kinds of brushes.

Managing Brushes: Manage the user set of brushes (not the default ones). Delete. Brushes might be bitmap-based or algorithm-based. There are different parameters to manage user-created brushes (New Brush – plug-in). The **Brushes Editor** allows to Edit the Shape (circle, square, diamond are available) that will be modified by: Radius, Spikes (not for circle shape), Hardness, Aspect ratio, Angle (angle between the brush width direction), Spacing (to create more or less solid lines).

Painting Tools (Pencil, Paintbrush, Airbrush) differ mostly by hardness, and flexibility. **Pencil** makes the hardest, non-anti-aliased brushstrokes. **Paintbrush** is intermediate. **Airbrush** is the most flexible (the amount of paint applied depends on the speed of brush movement). Modes enable erasing the foreground color, replacing it with partial transparency (**Color Erase**), creating rough-looking paint strokes, by determining the probability of applying paint (**Dissolve**). Also: paint with gradient and set Length option corresponding to one complete cycle through the gradient colors.

Ink Tool enables painting solid brush strokes with an anti-aliased edge, thanks to a controllable nib (the size, shape and angle of the nib can be set).

Erase removes areas of color from the current layer or from a selection of this layer. Tool will paint with BG color if a layer lacks an alpha channel, otherwise erasing will produce either partial or full transparency. Special option (**Anti-Erase**), tool can un-erase areas of an image, even if user uses other tool than Eraser to erase areas of an image.

Clone Tool copies from an image or a pattern. Helps to repair problem-areas in digital photos, or to draw patterned lines or curves. User can clone from and to: layer, layer mask, channel (also Alpha channel), or selections. Modes Non-aligned, Aligned, and Registered enable different ways of copying pixels from a source.

Convolve (Blur/Sharpen) locally blurs or sharpens. Depending on set Rate moving a brush repeatedly over an area increases the effect with each additional pass. **Dodge or Burn** makes the current brush lighten or darken the colors affecting different tone zones (Shadows, Midtones, or Highlights). Parameter Exposure defines how 'strong' the effect is. **Smudge Tool** uses the current brush to smudge colors on the active layer or a selection. It takes color in passing and uses it to mix it to the next colors it meets, on a distance user can set.

Text tool places text into an image. It's possible to Load a Text from a File. Options for text improvement: Hinting (for readability of small font sizes), Force Auto-Hinter (for better representation of character font), Antialiasing. Other options enable changing Font style and size, Color, Justifying, Indent, and Line Spacing setting, or **Create Path from Text**, as well as changing text directions.

Bucket Fill fills Affected Area (similar colors, or whole selection) with one of Fill types (FG, BG, Pattern). User can choose the way transparency is handled (Fill Transparent Areas, Sample Merged – sampling from all layers). Fill threshold sets how far the fill will be spread.

Gradient is a set of colors arranged in a linear scale for use with a Gradient tool and many other operations. **Gradient Tool** (Blend Tool) fills the selected area with a gradient blend of the FG and BG colors by default. GIMP provides 11 default gradient shapes.

Managing Gradient: select a gradient from a gradient palette and access several functions for manipulating gradients. GIMP provides default 82 gradients. The first four gradients produce the gradient between current FG and BG colors. User can manage his gradient: Edit by Gradient Editor, create New, Delete, Refresh, Save in format used by other programs. **Gradient Editor** allows to pack together any number of segments, with colors set for the left and right edges of each segment, and with several options for the shape of the transition from left to right (also transitions for repeat modes).

Managing Palettes: palette is a set of colors, in no particular order. User can select a palette, manage his palette: Edit by Palette Editor, create New, Duplicate, Import, Save, Delete, or Refresh. Import a New Palette- allows to create a new palette from the colors in a gradient, an image or a palette file, and to specify the number of colors in the palette (the default is 256). GIMP provides 40 default palettes.

Managing Patterns: user can Select pattern, Edit all patterns after opening them as an image, Refresh the list of the patterns or Delete those created by him. View with name of a pattern and its dimensions in pixels. 59 default patterns are supplied with GIMP. (New Pattern is a plug-in)

Indicator Area shows the currently selected brush, pattern, and gradient. Clicking on any of them brings up a dialog that allows to change it.

Device Status Indicator Shows current options of Toolbox, for each of input devices: mouse ("Core pointer") or tablet. Options are represented by icons: foreground and background colors, brush, pattern and gradient. Excepted for colors, clicking on an icon opens the window which lets user select another option; the toolbox will be updated when changing.

Color for painting

Color Area shows basic palette, consisting of the FG, and BG color, used for painting, filling, and many other operations. Clicking on either of the color displays brings up a Color Editor dialog, which permits to change it. User can swap FG/BG colors, or apply the default black & white.

Managing Colors allows to manage and pick up new colors. **GIMP Selector** mode for choosing color at first from one-dimensional strip representing color parameters (H, S, V, R, G, B) and then from two-dimensional area. **CMYK** mode to manage colors from the CMYK color model. Also: set a black pullout from the color inks.

Triangle mode to select Hue from Chromatic circle, and Saturation and Value from a triangle. **Scales** mode enable to set R, G, B channels and H, S, V values.

Eyedropper to chose color not only from the image, but from the entire screen.

Watercolor mode Color is set by clicking on colors in palette. One can imagine the result as a stack of semi-transparent color layers. Repeated clicking strengthens the effect. With a slider it's possible to set the color quantity released by each mouse click.

Color Picker Tool selects a color on the active layer. Sample Merge option lets user grab the color resulting of the combination of all layers. User can set a radius of the picker and chose Sample Average option, to get one color from not monochromatic area. Pick mode: Pick only (for seeing color information), Set Foreground Color, Set Background Color, Add to Palette. While using other tools, like brushes, clicking Ctrl key activates color picker tool.

Adjusting colors

(all these adjustments work either on a selection, or the active layer)

Mode enables to change color mode (RGB, Grayscale or Indexed). **Convert into Indexed Colors** chose a palette: optimized for maximum numbers of colors, black & white, custom. Four dither mode, optional dither of transparency.

Color Balance adjusts the Color Balance. Gives options to modify values/weights of Cyan, Magneta, Yellow in Shadows, Midtones, Highlights (makes image warmer, colder, or more greenish). Provides an option to Preserve Luminosity. **Hue-Saturation** for each color (R, G, B, C, M ,Y, or Master- all) options enable to change values of Hue, Lightness, and Saturation by slider or by input box. **Colorize** renders an image into a grayscale image seen through a colored glass. Options enable to change color's Hue, Saturation and Lightness by slider or by input box. **Brightness-Contrast** enables adjusting the brightness and contrast levels by slider or input box for an image.

Levels optimizes pixels values in certain channels (Value Channel (for luminosity of all pixels), Color Channels RGB (for the saturation), or Alpha channel). Input Levels are set by three arrow-heads selection as sliders: for black, mid gray and white tones; or two eyedroppers: to pick the black and white point in the image. After using the histogram to optimize the input pixel range, the output levels determine which range of pixels is actually written back to an image (the output range). Output Levels set black and white point by two input values, or two arrow-heads selection. Option All Channels allows to Open or Save level settings. There is Auto levels, and three eyedroppers for black/white point or mid gray tone, that also sets the color balance.

Curves enables adjusting tonality of images for each channel (Value for luminosity and contrast; R, G, B for saturation, and Alpha) by creating Control Points and bending the Curve. User can take the input tones and selectively stretch or compress them at the same time changing the output tone. Options: Curve Type (Smooth or Free). Option All Channels allows to Open or Save curve settings.

Color Map for editing indexed image palette either by creating new entries, or by changing the colors for the existing entries. Color shifts for all pixels that are assigned that index. **Histogram** for controlling image quality, shows statistics describing the distribution of brightness values, RGB individually, or Alpha channel restricted to the selected range of histogram (linear, logarithmic).

Posterize weighs the pixel colors of an image and reduce the number of colors while maintaining a semblance of the original image characteristics. User controls the number of the output colors. **Desaturate** sets saturation to zero (colors remain RGB values). **Invert** hue and brightness. **Value Invert** inverts Value channel(plug-in).

Equalize works on value channel. Equalize brightness, so that each possible brightness value appears at about the same number of pixels as every other value (plug-in). **White Balance** discards pixel colors at each end of RGB histograms which are used by only 0.05% of the pixels in the image and stretches the remaining range as much as possible. **Stretch Contrast** stretches RGB channels individually, by finding no zero data (plug-in). **Normalize** works in HSV colorspace. Works on value channel and stretches it. (plug-in). **Color Enhance** works on saturation channel, stretches the saturation (plug-in). **Stretch HSV** stretches saturation and value (plug-in).

Color Channel mixer mix RGB channels either into a new monochrome channel, or put the output into one of the RGB channels itself. (plug-in) **Decompose** decomposes image according to certain color models, and extracts it image into specific layers/images. (plug-in) **Compose** allows to select the channels user wants to compose (plug-in). **Recompose** automatically composes the results from a previous Decompose action. Then it's possible to decompose an image, modify a single channel and recompose it (plug-in).

Border Average calculates the most often used color in a specified border of the active layer or selection, and makes FG color out of it. (plug-in)

Filter Pack offers a collection of unified filters to treat the image (Hue, Saturation, Value etc. for different pixel range) (plug-in).

Working with Channels

Managing Channels: See overview of pixel data and enable/disable a channel. Thumbnail of a channel displays a grayscale representation of each channel, where white is 100% and black is 0% of the primary color (or opacity, for the Alpha channel). User can edit channel's opacity, create New, Raise/Lower, Duplicate, Delete channel, or Anchor channels (group channels for operations). These are mostly interesting for creating complex selections out of channels. Channel can be created **from Selection**, and converted **into Selection** (replace, add, subtract or intersect with current selection).

Alpha Channel

Add Alpha Channel to an active layer, **Remove Alpha Channel**. **Color to Alpha** filter makes selected color's pixels transparent (creates alpha channel) (plug-in).

Threshold Alpha creates a radical all or nothing transparency by setting threshold values (0-255) from Value channel in RGB layer (plug-in). **Alpha to Selection** copy alpha layer to new selection (replace, add, subtract or intersect with current selection). User can copy Alpha Channel when **adding Layer Mask**.

Transforming Geometry

Common Features

There are seven tools to modify the presentation of the image or the presentation of an element of the image: selection, layer or path. Most of them have four kinds of

preview: Outline, Grid, Image, Grid + Image. With Interpolation and Supersampling user can control the quality of the output transformation.

Move Tool enables to move layers, selections or guides, also text. **Crop and Resize Tool** enables to crop or clip an image or layer. **Rotate Tool** enables to rotate active layers, selections or paths. User can chose normal option, or rotate visually and line up the layer with the image (then the image will be rotated with sufficient angle to correct the error). User can change the center position, that enables for example to rotate around the corner of an image.

Scale Tool for scaling layers, selections or paths by dragging or setting values in input boxes. There are two kinds of Transform Direction: Forward (resizes), and Backward (first crops, then resizes to original dimensions). **Shear Tool** allows to distort the image, horizontally or vertically.

Perspective Tool It's purpose is to add perspective to flat illustration, or to make a photography straight. Enables changing the perspective of an active layer content, selection boundaries or a path. **Flip Tool** enables to flip layers or selections either horizontally or vertically. **Measure Tool** measures the distance and angle between the point of click and where the mouse pointer is located. Allows to start a new measure from the pointed point without deleting the previous measure and to create vertical and horizontal guides.

Transforming Whole Image Geometry

Rotate Image 90 degrees CW/CCW, 180 degrees. Also **Flip Image**. **Scale Image** changes the pixel size of the image by scaling each layer and canvas size using interpolation (Linear, Cubic, none). **Crop Image** to the size of a rectangle in which existing selection would fit. Areas which are partially selected (for example, by feathering) are not cropped. (crops to selection + it's blurry edges)

Auto crop Image cuts off the largest equal BG space, cropping layers and canvas, or trims solid edges of an image that have the same color, until it encounters different color.(plug-in) **Zealous Crop Image** performs as auto crop, but also finds a similar color areas between elements to cut those out (plug-in). **Guillotine Image** slices an image, according to its guides, and creates new images out of the pieces (plug-in). **Canvas size** increase/decrease the overall size of an image, optionally modifying all layers. **Fit canvas to layers**.

Transforming Layer Geometry

Flip Layer horizontally/vertically or **Rotate Layer** (90 degrees CW/CCW, 180 degrees, or arbitrary). **Offset** for active layer (crops what's outside the layer boundary). Sets shift value and filling of left empty space (wrap around, fill with BG color, make transparent). **Layer Boundary Size** allows to set the dimensions and offset of the active layer, without scaling its contents.

Layer to Image Size resizes the layer boundaries to match the image boundaries, but doesn't modify layer's contents. Crops layer when it's too big, adds transparency when layer is too small. **Scale Layer** resizes the layer and its contents by setting the layer size and the type of interpolation. **Crop Layer** crops only the active layer to the

boundary of the selection by removing any strips at the edge whose contents are all completely unselected. **Auto crop layer** see Auto crop Image (plug-in).

Align Visible Layers enables aligning visible layers in a very precise way to a layer or an image (plug-in).

Path tool

Path Tool allows to create paths, that can be complex Bezier Curves. User can create paths by adding new nodes, Modify the segments between nodes into curves or change the distance between them, and also move those paths.

It's possible to edit a path, save, import, and export to SVG file, create selection from it and stroke it. Paths can be used to create geometrical figures (Polygons). Path can be created **from Selection**, and converted **into Selection** (Replace, Add to, Subtract, or Intersect with current Selection)- unclosed paths are closed with a straight line.

Managing Paths Similar to Managing Layers regarding visibility, anchoring, preview; shows a list of all paths. Path stack enables to Raise/Lower, Duplicate, Delete Path, or Merge Visible Paths to create more complex paths. User can Copy Path to Paths Clipboard and Paste it to a different.

Stroke Path either by using a paint tool, or with stroke line (setting line width, Cap or Join Style, Miter limit, Dash Pattern etc.).

Working with layers

Layers are a stack of more or less transparent sheets on which user places graphics. Create a **New Layer** (add above the active layer, and specify its size, and fill type), **Anchor layers** together (group them for operations), **Duplicate**, **Hide**, and **Delete** layer. In a stack user can **raise**, **lower**, or bring layer to the **top/bottom**, or **select as an active layer**: up, down, top, bottom layer. **Reverse** total layer **order** (plug-in).

User can set the **layer mode**, that determines how the layer data merges with the layers below. Modes might be used to create interesting visual effects. GIMP provides 21 modes. It's possible to **set opacity** and **keep transparent** checkbox (that keeps the transparent areas of the layer, even if an user has checked the Fill transparent areas option for the Bucket fill tool).

Merge Visible Layers into a single layer. Three modes enabled: expand size to the largest layer, size to image, size to bottom layer. **Merge Down** merges the active layer with the layer just below it on the stack (using opacity, mode of active layer). The resulting merged layer has mode, and opacity of the layer bellow. **Flatten Image** merges all of the layers into a single layer without the alpha channel.

User can **create new image** from a layer. Also a layer can be copied to another image.

Clear deletes everything in the active layer (if no selection). If the active layer has an alpha channel, the layer is set to full transparent. User can selectively restore it by

Anti-Erase. **Fill with FG/BG Color** and **Fill with Pattern** fills active layer (if no selection) with the solid FG/BG color or pattern respectively.

Layer Mask

Layer mask helps to define which parts of the layer are opaque, semi-transparent or transparent. One can imagine a Layer Mask as a kind of a passepartout that enables to see just parts of the layer. User can set the transparency of a Layer Mask pixel by pixel, drawing it with painting tools. Layer mask can be created from **Fading Selection** (plug-in), and converted **into Selection** (replace, add, subtract or intersect with current selection).

Add Layer Mask to active layer and set the initial properties of the mask (opaque, transparent, layer's alpha channel, transfer layer's alpha channel, selection, grayscale copy of layer). **Invert** option.

Apply Layer Mask merges the layer mask with the alpha channel of active layer.

Delete Layer Mask. **Edit Layer Mask** allows to modify it with paint tools. **Disable Layer Mask** stops the mask acting on a layer. **Show Layer Mask** shows layer mask as a grayscale image (hides layer image).

Preferences

Default New Image Customizing the default settings for the New Image dialog.

Default Image Grid Customizing the default properties of GIMP's grid: appearance (line style, FG/BG color), spacing, offset.

User Interface Setting the preview sizes of layers, channels, navigation, and its visibility. Managing Keyboard Shortcuts.

Theme Choosing a theme file, which determines many aspects of the appearance of the GIMP user interface (set of icons used, their sizes, fonts, spacing allowed in dialogs, etc.). GIMP supplies 2 themes: Default and Small (preferable for those with small or low-resolution monitors).

Help System Setting if GIMP should show tooltips, help buttons (in every tool dialog), or tips on startup. It's possible to set, where the Help will be Browsed.

Tool Options Setting Guide & Grid Snapping distance, interpolation used for scaling, are paint option shared between tools, or not; and Move tool (sets edited layer/path as active).

Toolbox Deciding about appearance of FG/BG color, active brush, pattern & gradient, or active image in the toolbox.

Image windows Setting 'Dot for Dot' (means that at 1:1 zoom, each pixel in an image is scaled to one pixel on the display), marching ants' speed. Changing Zoom & Resize Behavior, Mouse Pointers customizing. Customizing Image Window Appearance for normal mode and for full screen mode. Customizes the status text that appears in two places: the title bar of an image, and the status bar.

Display customizes the way transparent parts of an image are represented, and allows to recalibrate the resolution of the screen.

Input Devices configuration, and additional input controllers activating (assigning actions to the events that the controller generates).

Window Management customizes the way windows are handled in GIMP: setting hints' windows view, activating focused image, saving window positions on exit.

Environment customizes the amount of system memory allocated for various purposes. It also allows to disable the confirmation dialogs that appear when user closes unsaved images, and to set the size of thumbnail files that GIMP produces.

Folders Setting Temporary, and Swap folder. Manipulating Brushes, Patterns, Palettes, Gradients, Fonts, Modules, etc. Folders.

Working with Files

Create **New**, **Open** (from hard drive, network location, recent open file list; open as a new layer), **Acquire** (from clipboard, screenshot from screen/window, image capture devices) (plug-in), **Save** (also Save a Copy, Save as a Template), **Mail** or **Close** image. **Revert** brings the last saved version of an image (not undoable). Open Dialog shows preview, size, resolution, and color profile of an image.

Duplicate image in a new image window. **Images Dialog**: visual overview of the open images that allows user to bring one of them to the foreground and open in a second view, or more (no limitations). **Active Image Area** confirms on which image user is working on. **Document History**: visual overview of recently edited files, that can be open for editing. **Manage a template**: create, edit (set the parameters: resolution, color space, fill, name, comments), delete.

Edit Menu and Buffers

Undo, Redo, Undo History

Cut, **Copy** (works or entire layer if no selection). **Copy Visible** copies the contents of the visible layers (or the selection of the visible layers).

Paste Before committing clipboard image data to current layer or a new layer, user can modify geometry, and pixel data. **Paste Into** works as Paste command, but result is clipped by current selection. **Paste As New** image file.

User can cut, or copy the contents of a selection, name it and store it in a **Buffer**. See a visual overview of all buffers. Pasting a buffer user can create a new layer or a new image, and delete it.

Undo History List of actions most recently performed on an image, with a small sketches illustrating the changes. User can revert the image to any point in its Undo History and Clear Undo History to gain some memory.

Managing the working environment

Contains commands that affect the visibility or appearance of the image and various elements of the interface.

New View opens another image window for the current image. **Shrink Wrap** shrinks window to fit an image. **Fullscreen** mode.

Dot for Dot ignores file resolution. **Zoom** affects magnification of the image: fit in window, fill window, zoom range from 1:256 to 256:1. Optionally the size of the window can follow the zoom that user makes. **Magnify tool** allows to change the zoom level of working image. By clicking on the icon, the Zoom is applied to the whole image, but the user can also create a zoom rectangle with a pointer (better results with “Allow window resizing” option checked).

Navigation allows to zoom the image and to change the viewing region by dragging the rectangular outline. User can quickly return to zoom 100% with a fit display window.

Image Properties displays general information about the current image (pixel dimensions, print size, resolution, color space, size memory, undo/redo steps, nr of pixels/layers, channels, paths) (plug-in).

Display Filters imitate different screen views, and people with sight disabilities view, by manipulating filters (Color Deficient Vision for RGB colors disorders, Gamma for luminosity, Contrast, and Color Proof for different color profiles).

Show Selection switch marching ants on or off. **Show Layer Boundary** enable/disable yellow dotted line around a layer. **Padding Color** set color of area surrounding the actual image.

Options for showing **Guides, Grid, Menu bar, Rulers, Scrollbars, Status bar and Show Selection. Snap to Guides & Grid. Configure Grid**: color of the grid lines, style (5), spacing and offsets (independently for the horizontal and vertical grid lines). There are user defined coordinates, **Rulers** to show them, and **Pointer Coordinates**.

Guides create and remove. Remove All Guides (plug-in). Create 4 guides of the bounding box of a selection. Position guide at percentage of image (width or height) (plug-in).

Title Bar shows image’s name, size, color profile, nr of layers. **Status Area** by default shows which part of an image is currently active, and the amount of system memory that the image is consuming. Shows progress of time-consuming operations. **Cancel** complex, time-consuming operations.

Managing Dialogs: user can open, close, or dock all available dialogs. **Managing Tools** customize the set of tools visible in the Toolbox and their order.

Printing

Print Size change the dimensions of a printed image and its resolution (doesn’t change the number of pixels in the image, and it doesn’t resample the image).

etc.

Help displays the GIMP Users Manual in a chosen browser (built-in GIMP help browser, or a web browser) (plug-in). There is **context help** (see help for the item

clicked on in UI), and [tip of the day](#). [About](#) info about version and authors. [GIMP Online](#) gives link to websites (connect).

Error Console This is a log of all errors occurring while GIMP is running. User can save all this log or only a selected part, and choose the name and the destination directory for log file.

Module Manager Manage which functions such as color selector and display filter modules are active.

Plug-In Browser See detailed information about plug-ins and parameters description (plug-in).

Procedure Browser shows which functions are available for scripts and plug-ins. User can browse them and see how they work (plug-in).

Unit Editor Specify new units of measurements (in comparison to an inch input 2 decimal digits), and see available ones (plug-in).

Script –Fu User can run Script-Fu, set up script server, use console to see how they are running, and can test the Script-Fu environment.

Transformations

convert		to					
		Channel	Layer Alpha Channel	Layer Mask	Path	Selection	Text
from	Channel					x	
	Layer Alpha Channel			copy when creating		x	
	Layer Mask					x	
	Path					x	
	Selection	x		fading selection	x		
	Text				to path & along path		