

# Dan Ritchie, Developer: Project Dogwaffle

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**Status update: Development of [Project Dogwaffle 2.0](#)**

**Release date: First quarter 2004 (TBD)**

Currently in development is version 2 of this powerful paint and animation software for Windows™. In the past, it was routine practice to release a very significant update with a “.1” revision number. Now, for the first time since the program’s commercial release, we’re jumping all the way to an integer revision, and it’s going to be the biggest update we’ve ever done.

The focus of this update is not so much to add new features (there will be plenty) but to improve upon the core functionality of the program. In a number of cases I have gone back to the drawing board to redesign or reimplement existing tools to get them to work more consistently or logically. It’s all about improving the workflow and making Dogwaffle even more productive.

The text tool for example has been re-written from the ground up. Users were uncomfortable with the old tool and found it somewhat quirky. The new text tool is more intuitive and simpler to operate. Before, the tool was by default filled with the current fill type, but that led to confusion. Now, text is created in the currently selected color, and there is still the option of using a fill type or rendering to the alpha channel. The new text panel makes it simple to select the mode to apply. There’s also the ability to create a custom brush from your text, so you can further alter it and stamp it down where you like.



Zooming was also an issue of discomfort for some users. I’ve done a lot of work to get this feature up to snuff, but the results are well worth it. Beta testers have commented that the new tools are very dynamic. It is now possible to pan and zoom interactively with a mouse and keyboard combination, as well as with a new set of icons on the tool panel. New shortcuts to scale the image to the current display, zoom to a 1x1 aspect, and center the image under the mouse.



Since the beginning of the project, I have worked over the feature set to remove limitations and inconsistencies. Scaling has been implemented for paper textures, custom brushes now support full brush dynamics, flood fill now correctly respects the alpha channel, and a number of other issues have been solved.

Recently, we released a set of plugins known collectively as “Doggybag 1”. These new tools have now been fully integrated and improved. The Timeline is a robust tool to apply filters to an animation using keyframable attributes. The Timeline has now been updated with dozens of new filters and better integration into the system. Also included are context sensitive tools, such as an “eye dropper” that appears when you are working with the color keyer filter. In all, it is a very powerful tool that you won’t see in many other paint programs.

There is so much more, but this is all I can talk about for now. Currently, a demo of Project Dogwaffle 1.6 can be downloaded from <http://www.thebest3d.com/dogwaffle/> and more information can be found at the main site at <http://www.squirreldome.com>. Thanks again for your continued interest in Project Dogwaffle!