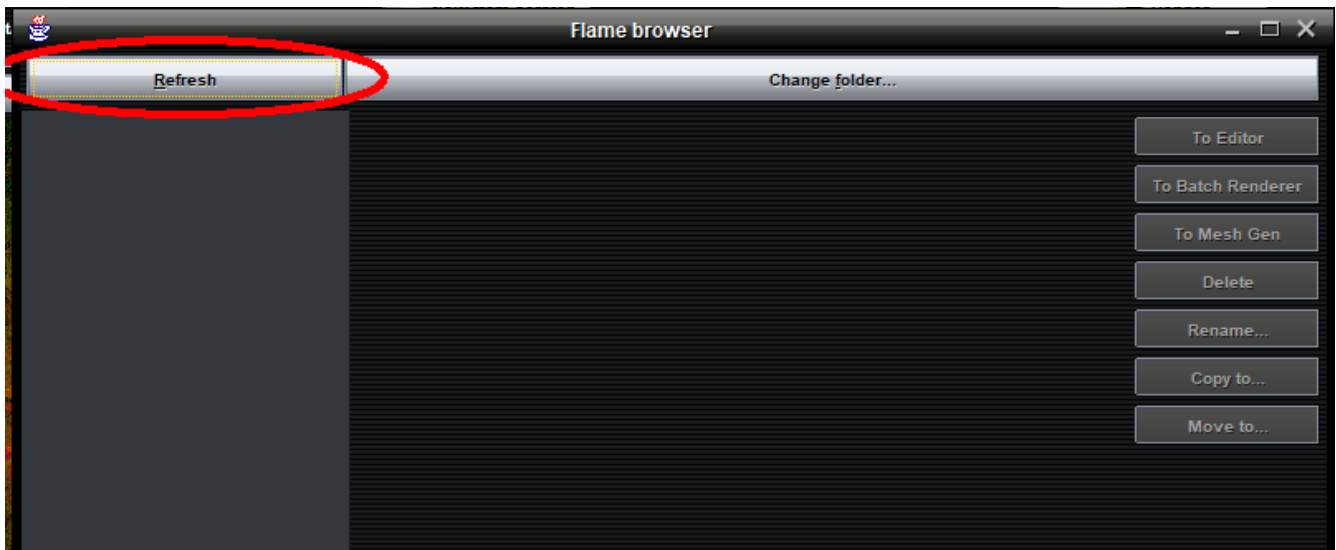


## Using the Flame Browser in JWildfire

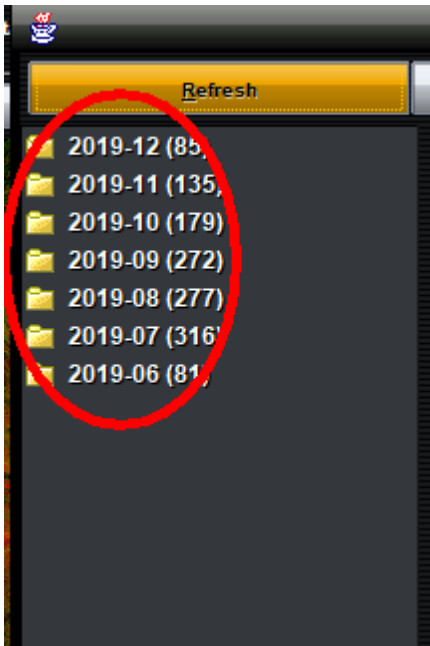
The Flame Browser in JWildfire allows you to look at thumbnails of all of your flames. From there you can do various things with flames.



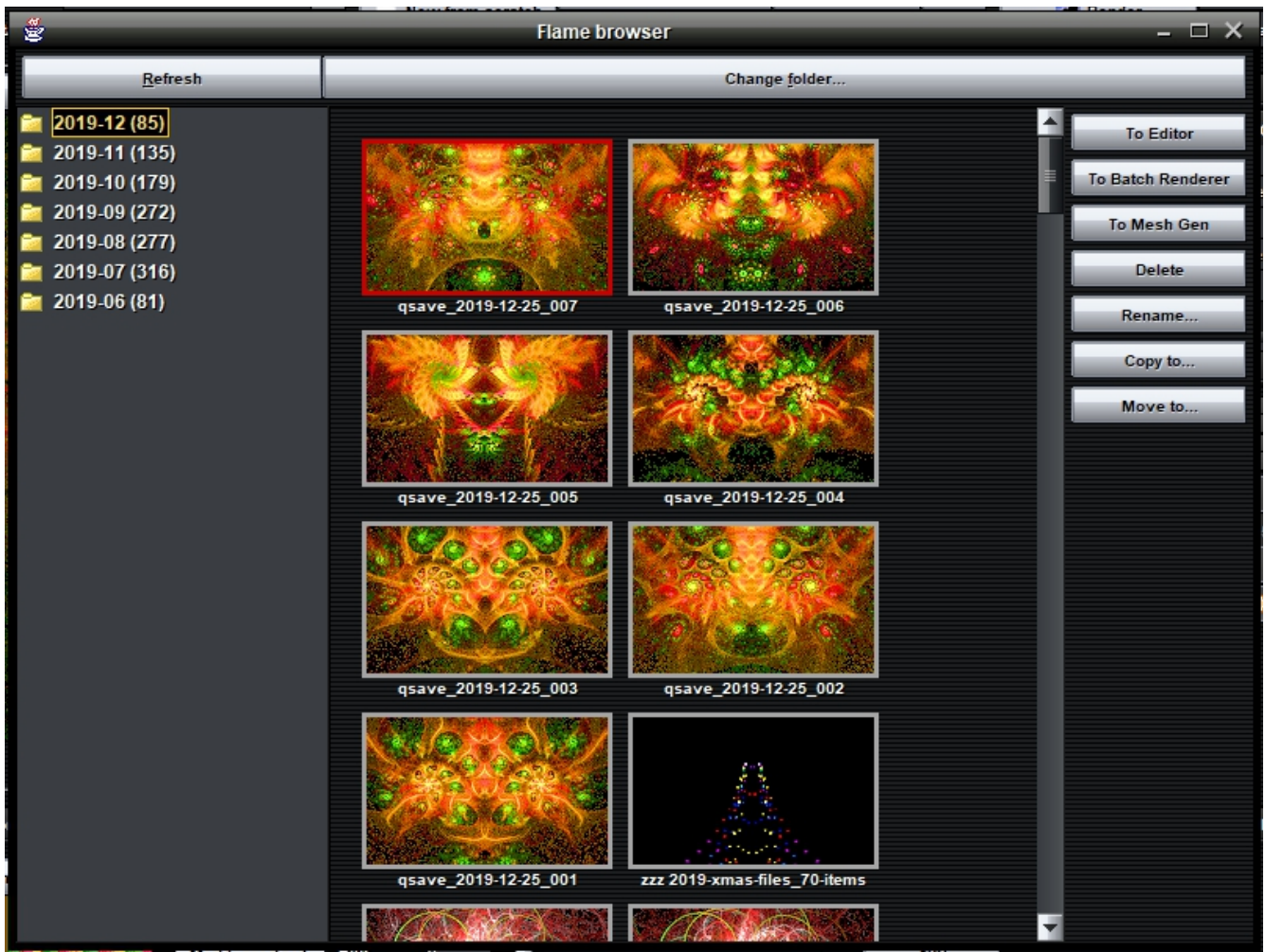
To start the Flame Browser, click Browse.



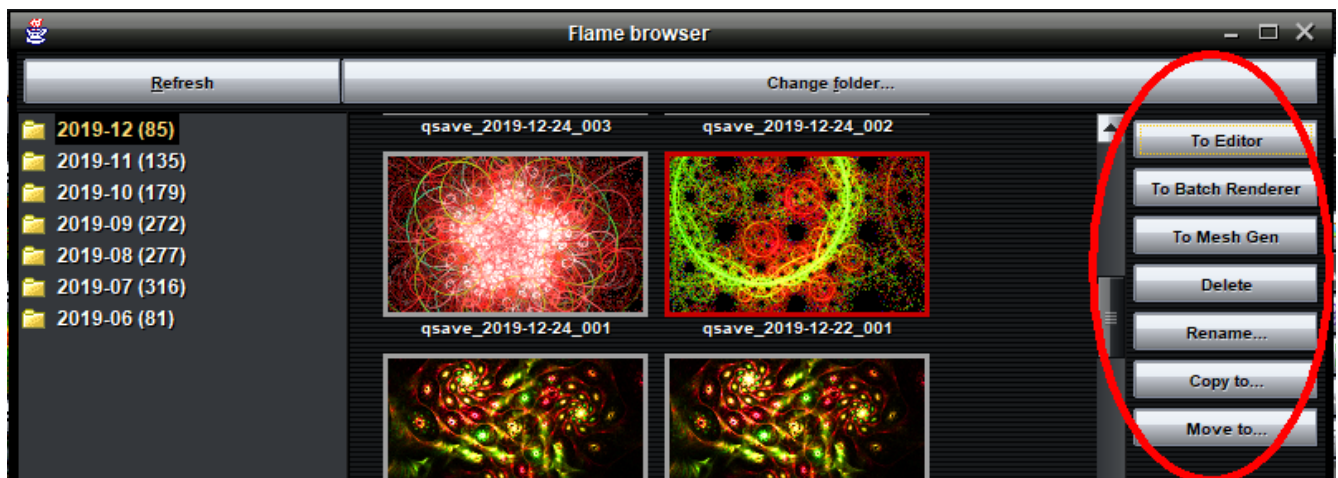
The Flame Browser window appears. Click Refresh.



A series of dates appears, going back to the first month you created and saved a flame. Click on one. If no dates appear, click on Change folder and browse for the folder containing your flames.



Click on a date. Thumbnails of the flames you saved during that month are displayed.



To the right are the options you have for working with flames from the Browser.

You can

- send a flame to the Editor
- send flames to the Batch Renderer
- send a flame to the Mesh Generator
- Delete flames
- Rename flames
- Copy flames to other folders
- Move flames to other folders

You can use the flame browser to rename flames without having to remember which flame goes with which image, since you can see the flame's image in the browser. For instance, when you render with the batch renderer, it saves all flames and images with the same name, followed by the date and a number. You may want to give these flames more descriptive names.

**To rename a flame**, select a thumbnail.



The border around the thumbnail turns from gray to red. Click Rename.



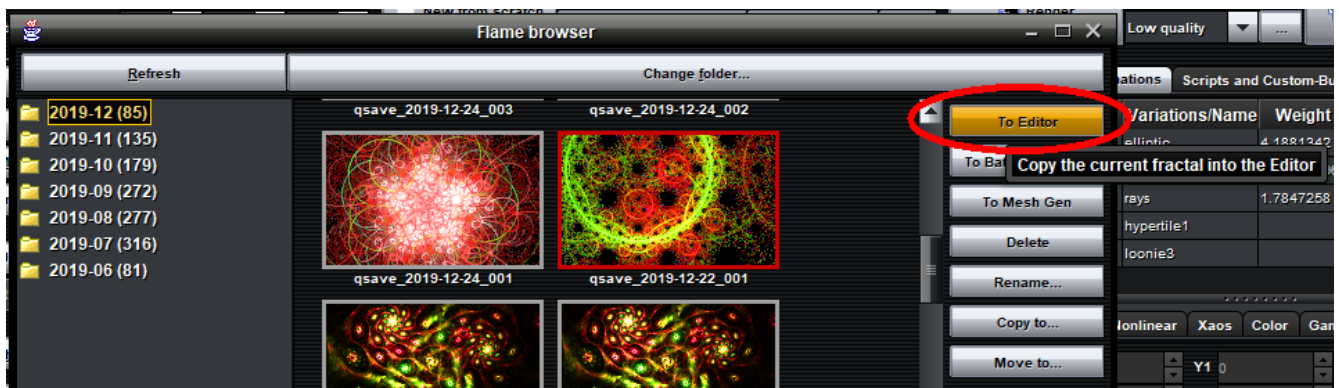
The Please enter a new name dialog box appears. Type in the new name for the flame, then click OK.



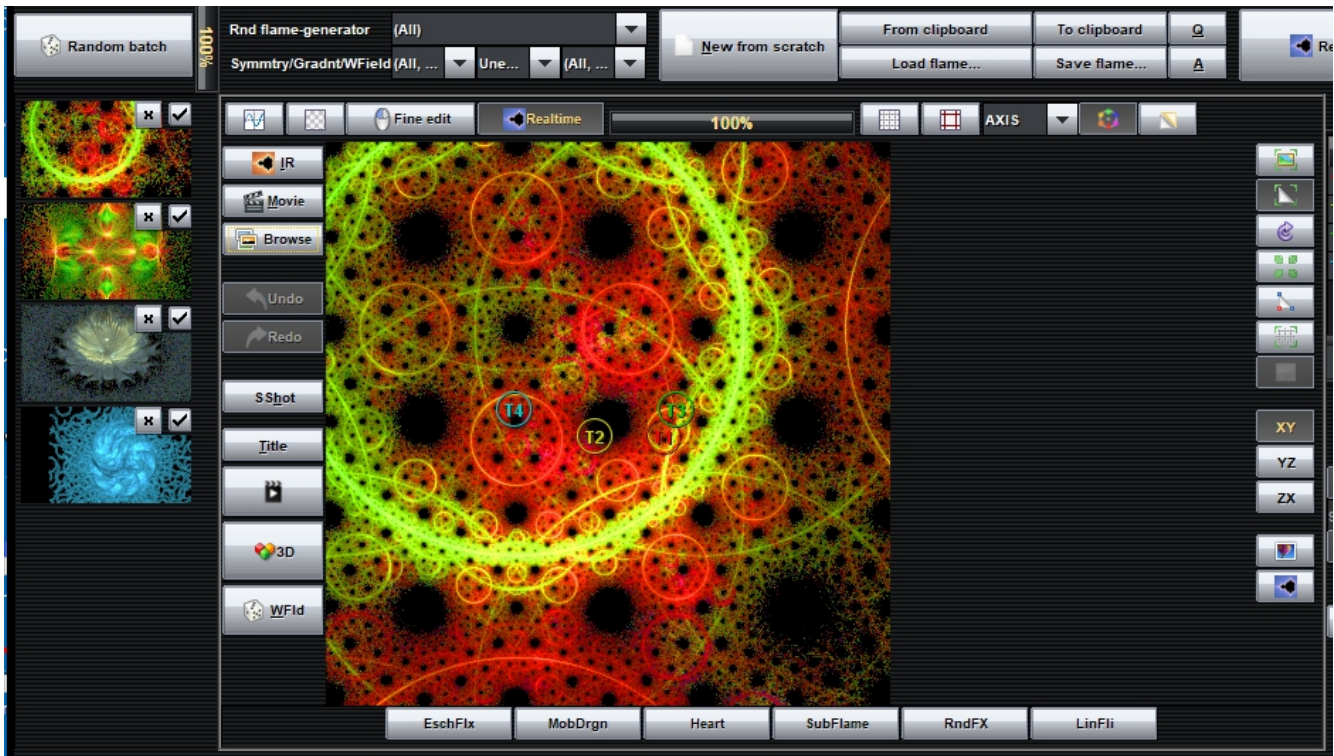
The new name appears below the flame.

You can also send a flame to the editor window from the Browser.

**To edit a flame**, select a thumbnail.



Click To Editor or double-click on the thumbnail.



The main editor window appears showing the flame you selected. The Browser window stays open behind the main editing window. You can now edit the flame as usual.