IMAGEFX 2.1a
Manual Addendum

Copyright © 1992-1995 Nova Design, Inc.

NOVA DESIGN, INC.

CONTENTS

This product, manual and software are Copyright © 1992-1995 Nova Design, Inc. All rights reserved.

Purchasers are entitled to make one backup copy of this software for archival purposes. All other forms of duplication, whether electronic or physical, are expressly forbidden by Nova Design, Inc.

Commodore, Amiga, Workbench and AmigaDOS are trademarks of Commodore International, Limited. Video Toaster is a trademark of NewTek, Incorporated. Targa is a trademark of Truevision. All other products mentioned in this manual and ReadMe files on disk are trademarks of their respective owners.

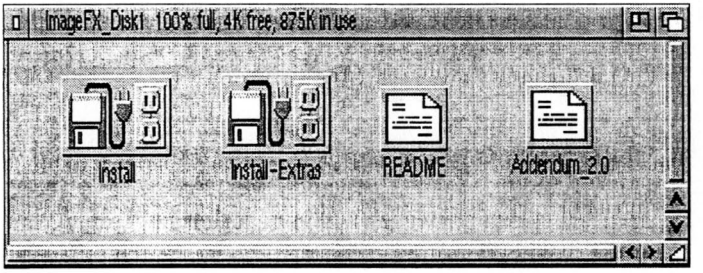
Nova Design, Inc. assumes no responsibility as to the fitness or suitability of this product for any commercial or non-commercial application. Nova Design, Inc. assumes no liability for the loss or destruction of data and programs resulting from the use or misuse of this product.

Use of this program indicates acceptance of the terms stated above.

INSTALLING IMAGEFX 2.1A

To install ImageFX 2.1a, follow the instructions provided in the ImageFX manual on page 2.1. A brief summary follows:

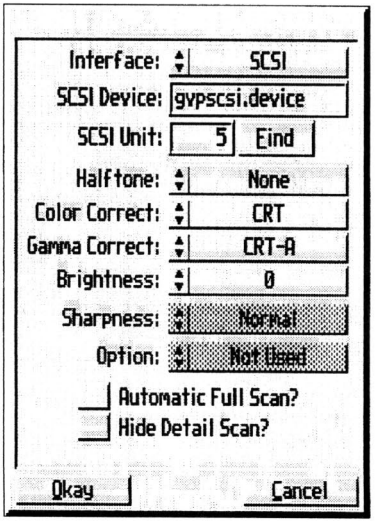
Insert ImageFX Disk 1 into any floppy drive. Double-click on the "ImageFX_Disk1" icon. Double-click on the "Install" icon. Follow the instructions provided.



Please be sure to read the README file for the latest changes and additions.

NEW FEATURES IN IMAGEFX 2.1A

Epson Scanner Module Changes



Support for a SCSI interface has been added to the Epson scanner module. To use the SCSI interface, you must know the name of the SCSI device driver used by your SCSI interface card. For example, GVP SCSI interfaces use the driver "gvpscsi.device". If you're not sure of the device name, consult your interface manual. You will also need to know the unit number of the scanner, which you can either type in directly or you can click on the "Find" button to locate it automatically.

An additional checkbox has been added to the Extras window to disable the preview refresh while performing a detail scan. This will improve scanning speed when using some preview modules, such as the OpalVision or Video Toaster previews.

Video Toaster Flyer® Clip File Support

ImageFX can now read and write Video Toaster Flyer Clip files in the same way it works with other animation file formats.

PNG File Support

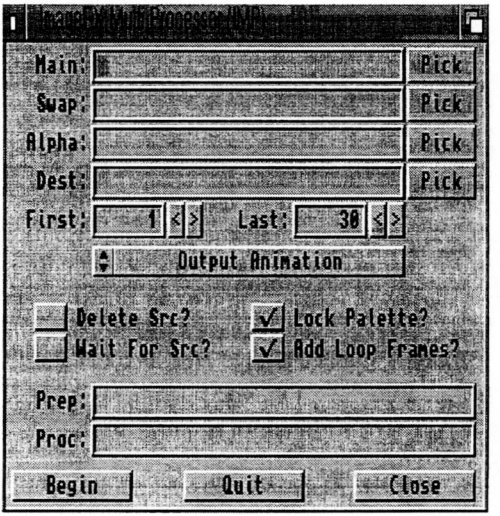
ImageFX now supports the newly developed PNG file format. The PNG file format is being developed as the successor to the GIF format.

"Linked" Thumbnail Support

ImageFX and Browser now support the use of thumbnails that refer to images in a different directory than the thumbnail file. These are referred to as "linked" thumbnails because they contain a link to the actual image file. This feature allows your to create a directory of thumbnails on your hard drive for, for example, a CDROM of images.

Changes To IMP

IMP supports a new output format, "Output Animation". This option writes each frame to a 24-bit animation file, for use with such save formats as FlyerClip or JStream. Note that you will need to set the output Animation format using the menus before this procedure will work.



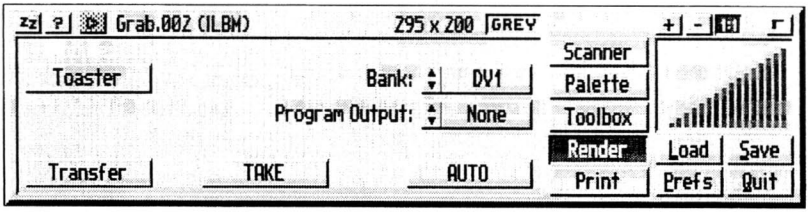
NEW FEATURES IN IMAGEFX 2.1

Expanded Video Toaster® Support

Direct support for the Video Toaster has been added in the form of scanner, render, and preview modules. The modules described below require at least version 2.0 of the Switcher software to function properly.

Toaster Render Module

The Toaster Render module (shown below) allows you to transfer an ImageFX buffer directly to one of the Video Toaster's two framebuffers.



Bank: Select which Toaster framebuffer to transfer image data into. The choices are DV1 and DV2.

Program Output: This option determines what action the Switcher is to take the image is transferred to the Toaster. The choices are None, Take, and Auto.

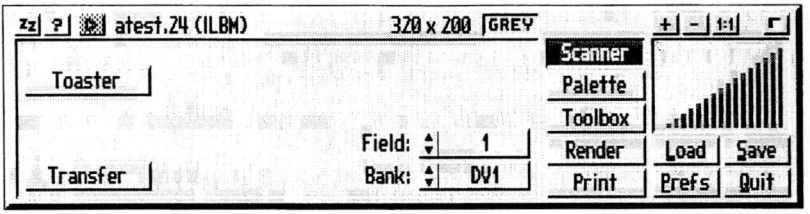
Transfer: Transfer the current buffer to the Video Toaster.

TAKE: Direct the Switcher to do a take.

AUTO: Direct the Switcher to do an automatic transition using the currently selected wipe effect.

Toaster Scanner Module

The Toaster scanner module (shown below) allows you to transfer images from the Video Toaster framebuffers directly into an ImageFX buffer.



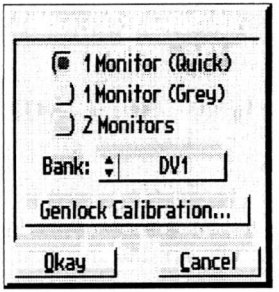
Field: Selects the number of video fields that will be transferred. The choices are 1, 2, 3, 4, and Motion Remove.

Bank: Selects which Toaster framebuffer to retreive image data from. The choices are DV1 and DV2.

Transfer: Begin the transfer process.

Toaster Preview Module

The Toaster preview module allows you to preview and paint directly on the Video Toaster display. This process requires the use of one of the Toaster framebuffers. Using the Preview Options (shown below), you can select which bank to use and whether you would like to work with one or two monitors.



1 Monitor (Quick): This option enables the Toaster's genlock to overlay the ImageFX toolbox onto the Program output. This allows you to work directly on the composite Toaster framebuffer. "Quick" refers to the way brushes are rendered.

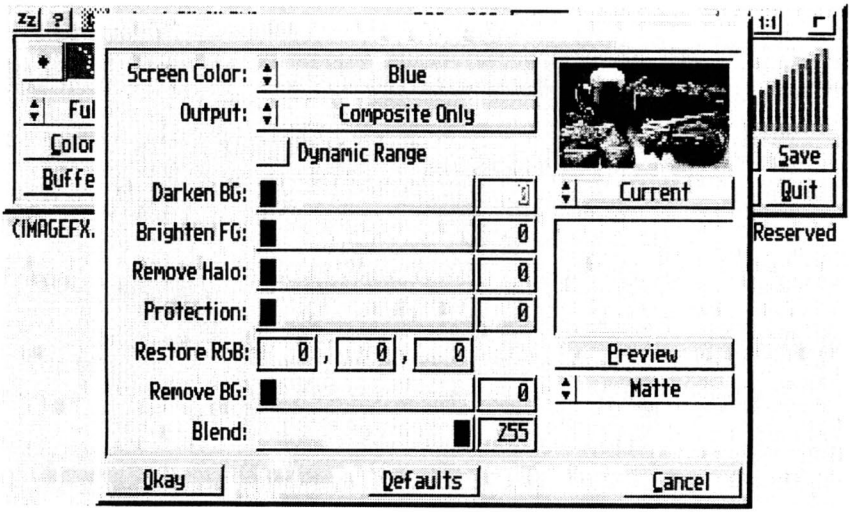
1 Monitor (Grey): Identical to 1 Monitor (Quick), but brushes are rendered in 16-color greyscale for better detail.

2 Monitors: This option turns off the Toaster genlock and only shows the working image on the Program output. The Amiga display shows the ImageFX toolbox and a simple greyscale rendition of the working image.

Bank: Selects which framebuffer to use. The choices are DV1 and DV2.

Genlock Calibration: Allows you to align ImageFX's display with the Toaster composite output. When you first use the Toaster preview with a 1 Monitor setting, you should calibrate the preview.

CineMatte™



This hook performs a blue or green screen matte composite. To run CineMatte, click on the **Hook** button in the ImageFX toolbox and select **CineMatte** from the list shown. To use it you must have an image with a blue or green background in the main buffer, and if you set the output to have the composite performed (see "Output", below), you will need to have a new backround image in the swap buffer. The background will be scaled to match the foreground, if necessary.

Cinematte works by analyzing the image and deciding where it is actually the background color, and where it isn't. This information is called a matte, and can be saved into the alpha buffer. Once this is known, the background color is removed, which is called keying the foreground, so that it does not show through in the final composite, and the composite can be performed.

Additionally you can control several steps of the operation through the following options, to help adjust for imperfect (not quite blue or green, poorly lit, or scuffed) screens, and in general to give you complete control over the results. Below is an explanation of these options.

Screen Color: Selects the color, Green or Blue, for the background to be removed.

Output: Selects the components of the composite to output to buffers. Choices are Matte, Composite, Composite & Matte.

> *Matte* puts a matte in the alpha buffer, and keys the foreground in main, and does not require a swap buffer to be present.
>
> *Composite* simply performs the composite, saving the results in the main buffer. No matte is generated.
>
> *Composite & Matte* does the same as Composite, with the exception that it does save a matte in the alpha buffer.
>
> Note that when the matte is written to the alpha buffer, the contents of the alpha will be lost without possibility of getting it back.

Dynamic Range: Turns Dynamic Range on/off. The Dynamic Range option allows you to have your matte automatically adjusted to the full greyscale range. This option analyzes the image to determine what the matte would look like, then it adjusts the entire matte to fit from pure white to pure black, scaling all the values up or down to the new range. Dynamic range is performed before any of the other matte adjustment options.

Darken BG: Darkens the background of the matte (corresponding to the background area of the image). Increase this if the background of the matte is not completely black. If you increase it too much, however, the areas where foreground and background meet may become overly sharp and/or aliased. Any value below this (dark greys) will be set to zero (black), and any value above this will be scaled down proportionally.

Brighten FG: Brightens the foreground of the matte (corresponding to the subject in front of the screen in your image). Increase this value if foreground is not completely black. If you increase it too much, however,

the areas where foreground and background meet may become overly sharp and aliased. Any value above 255 minus this value (bright greys) will be set to 255 (white), and any value below that will be scaled up proportionally. This option and the Darken option can total no more than 255, so this option will not have any effect above a certain value (255 - Darken).

Remove Halo: Increases/decreases the sharpness of the edges between the foreground and background of the matte. Use this in situation where the edges of your composite don't look natural. You will probably only need to increase the sharpness, for example when the edges of your composite look blurry, or when there is a halo around the edges. Make sure your Darken BG and Brighten FG values are set correctly before you attempt to set this value. Values between the Darken & Brighten thresholds will be scaled up or down proportionally, with the middle value being scaled the most.

Protection: This determines how much of the background color is removed from the foreground of the image as determined by the brightness of the matte. This option relies on the matte to determine where the foreground of the image is, so you should make sure you have a good matte before you set this option. This value is scaled against the brightness of the matte, so a value of 1 is often sufficient to retain desired color spill from the background.

Remove BG: This determines how much of the background color is removed from the image to make the keyed foreground. Zero will leave the image untouched, and 255 will remove as much as possible.

Restore RGB: These three values can be used to replace any removed background color when keying the foreground. This can be useful for simulating a different color light spill on the foreground image or for changing a blue screen to a green screen.

Blend: This determines how much of the foreground should be mixed into the composite. This is opposite of the way Blend works in composite.

There are also two cycle gadgets available if you are using ImageFX's preview option. The one below the top (or "before") preview allows you to

check what your current main and swap buffers look like. The cycle gadget below the "Preview" button allows you to check what component of the composite you want to preview: the matte, the keyed foreground, or the final composite.

CyberGraphX Support

Support for any graphic board utilizing the CyberGraphX software by Thomas Sontowski and Frank Mariak has been added. At the time of this writing, supported boards include the Domino™, PicassoII™, Piccolo™, GVP Spectrum™, RetinaZ3™, and CyberVision64™.

The CyberGraphX software is distributed in the United States by Softwood, Inc.

CyberWB Preview Module

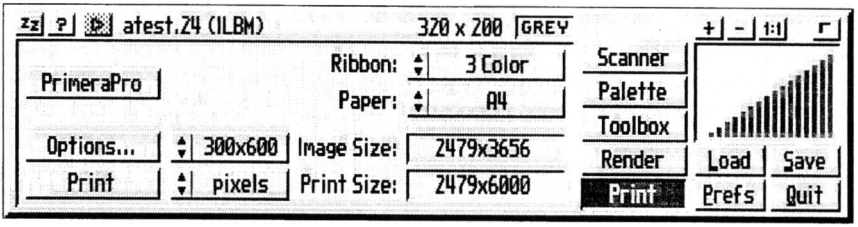
The CyberWB preview is similar to the Workbench preview, but operates in true 24-bit color on a Cybergraphics screen. The Preview Options are identical to those of the Workbench preview (see below), with the exception of the Shade control. The CyberWB preview always renders in 24-bit color, so this control is not present.

CyberGraphics Render Module

The Cybergraphics render module allows you to render image data to any Cybergraphics screen mode.

Fargo PrimeraPro™ Support

A printer module supporting the Fargo PrimeraPro printer has been added.



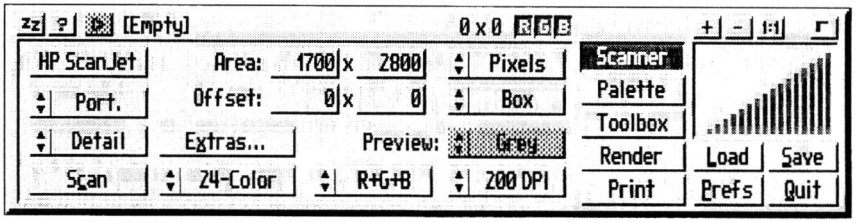
In most respects the PrimeraPro module functions the same as the Primera printer module. There is an additional cycle gadget to set the output resolution (either 300x300 or 300x600).

There is a new gamma correction curve for color thermal (wax) printing. This makes for far superior prints in wax mode. The wax gamma curve is adjustable in the Default.Primera file.

The global defaults menu has a "# Copies" gadget. This lets you print more than one copy without taking the time to reformat it.

NOTE: Both of the above changes apply to the standard Primera module as well.

HP ScanJet™ Support

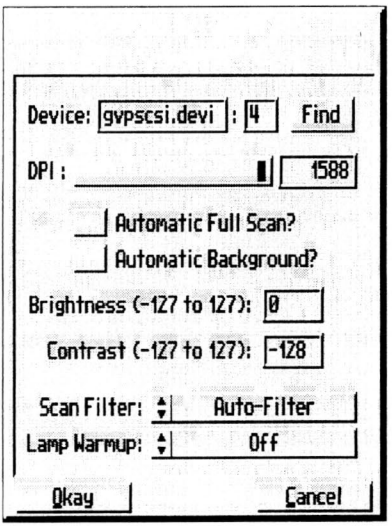


The HP (Hewlett Packard) Scanjet scanner module supports scanning in 24-bit color, 8-bit grey and 1-bit monochrome. The scanner also supports image sizes up to 8.5 x 14 inches! This single module is also compatible all SCSI members of the HP Scanjet family of desktop color and greyscale scanners. Some features in this panel, however, will only work with IIxc model scanner, because this is the only model that offers those additional features.

The basic scanning controls on the menu are identical to those documented in your manual for the Epson series of scanners. The only difference is a greater range of DPI settings, including a custom setting which is discussed as part of the Extras panel. The HP Scanjet previews do not dither in the color preview as well as they do in greyscale. This is a limitation of the scanner hardware that we hope to overcome in software in a future version.

The items in the Extras panel control features that are built into the scanner. ImageFX uses names that are consistent with the excellent HP documentation. Consult the scanner manual for a full description of these features. Options that are not supported by your model of scanner will be ghosted.

Extras Window



The name of the model of HP Scanjet you are using will be displayed at the top of this panel. You can use this as a reference to be sure your HP Scanjet, or compatible, has been properly recognized.

Device: This is for selecting the SCSI device driver (defaulting to the standard Amiga scsi.device) that your SCSI controller uses. Once you have entered the name of the driver, simply click the FIND gadget on the right to automatically find the scanner on the SCSI chain.

DPI: This slider/integer gadget allow you to select a much larger, and finer, range of DPI settings for the HP Scanjet. This is automatically set to the limits of the HP Scanjet you

are using. To use the setting specified here, set the DPI cycle gadget on the main panel to CUSTOM.

Automatic Full Scan: Check this option if you wish to have the scanner module automatically reset to scan the full bed of the scanner whenever you reenter the scanner menu after using other ImageFX tools.

Automatic Background: Check this option if you wish

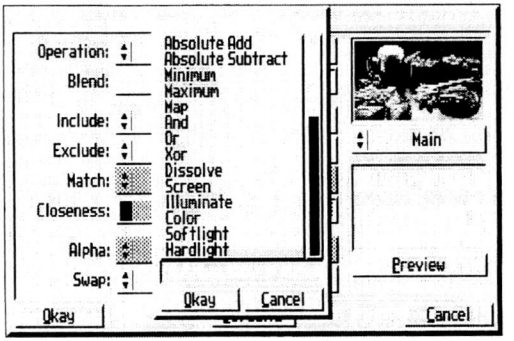
Brightness: This option controls the brightness of the scanned image. You can use this to compensate for overly dark or bright images. The values range from -127 to 127 ...a standard range for these scanners.

Contrast: This option has the same range as brightness and can control the balance of light to dark in the image. This is especially useful when you are scanning lineart.

Scan Filter: The Scanjet has the ability to supersample extra pixels when scanning an image in order to produce a single pixel that better represents the color of the scanned area. You can set this to automatically determine the best mode with Auto-Filter, or set it to 2x2, 4x4 or turn it off altogether.

Lamp Warmup: This final option lets you control how long the lamp warms up when you begin a scanning session. Normally this is off, but as the lamp in your scanner ages it's light can take some time before it becomes pure. You can set this gadget to up to 20 seconds of warmup to allow for this.

New Composite Operations



Dissolve: Randomly dissolves from one image into the other on a pixel by pixel basis.

Screen: Multiplies the inverse brightness values of the pixels in both images. The resulting color is always a lighter color. The effect of the Screen option is analogous to superimposing two film negatives of two source images, and developing the results. Screening with black leaves the image unchanged, screening with white results in white.

Illuminate: The result color has the hue and saturation of the main image and the luminance of the swap color.

Color: The result color adds the hue and saturation from the swap image and keeps the luminance from the main image.

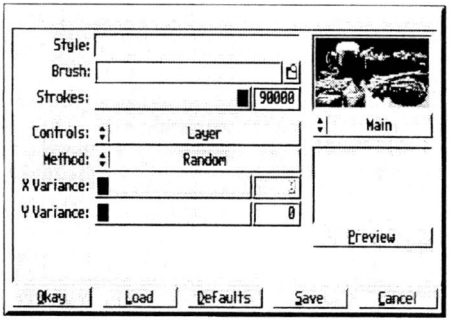
Softlight: Lightens or darkens based on the swap color. If the swap pixel's color is lighter than 50% grey, the image is lightened - if darker then 50% grey, the image is darkened. Similar to the ADD mode, but ignores color information in the swap buffer.

Hardlight: Multiplies or screens the colors depending the on blend color. If swap pixel is lighter than 50% grey, the main image is screened. If darker, the main image is multiplied.

New PaintFX Features

The Brush Stroke limit has been removed. To enter values higher than the range of the slider, click in the string gadget next to it and type in the value you want to use.

A cycle gadget to select viewing the Main, Swap, Alpha, or Brush buffers has been added below the upper preview thumbnail.



Workbench Preview Enhancements

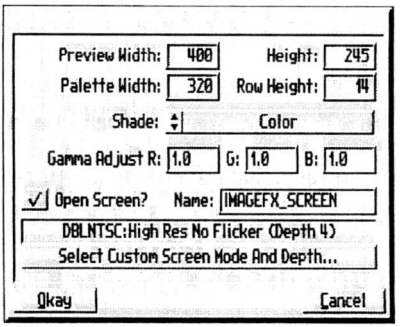
The Workbench preview now includes a sizing gadget and scroll bars for easier manipulation of the preview window. Additional information about the image buffer is shown in the title bar as well.

In addition to the options listed on page 2.9 of the manual, there are several new controls in the Workbench Preview Options window (shown below).

Palette Width: Sets the width of the palette window in pixels.

Row Height: Sets the height of the color wells, in pixels.

Gamma Adjust: Gamma adjustment for the preview rendering. Values greater than 1.0 will render brighter previews, while values less than 1.0 will render darker previews. This can be used to compensate for dark monitors.



Open Screen: When checked, the preview will create a custom screen on which ImageFX and the preview will open. The screen will be "public", that is, other applications will be able to open on the screen as well.

Name: The public name of the screen that the preview opens. You will need to know this name if you want other applications to open on the screen.

Select Custom Screen Mode And Depth: This allows you to choose the screen mode and color depth of the custom screen that is opened. You will be presented with a standard screen mode requester from which you can choose any of the available modes.

The RetinaWB and the new CyberWB previews also have these same Preview Options.

RetinaWB Preview Enhancements

The RetinaWB preview is similar to the Workbench preview, but operates in 24-bit on a Retina-equipped Amiga. Note that you must be running the RetinaEmu software for this preview to function properly. Consult the documentation provided with your Retina board for information on the RetinaEmu software.

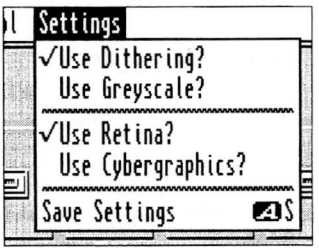
The RetinaWB preview has been enhanced with the same improvements found in the Workbench preview. See the above Workbench preview section for details on these enhancements.

Note that the RetinaWB Preview Options does not included a "Shade" parameter - it always displays in 24-bit color.

Because of current limitations in the Retina libraries, you may notice a few oddities in the RetinaWB preview module: 1) Since there is no way to draw an oval onto a Retina screen, ImageFX draws a diamond-shaped facsimile instead. (The Retina software gurus are working to provide an oval function for future releases.). 2) It is possible to "lose" thumbnail previews by covering them with other windows. You can retrieve them by doing another preview.

Thumbnail Requester Enhancements

ImageFX's Thumbnail Requester has been expanded to support 24-bit thumbnail display on a Retina or Cybergraphics display. To activate this feature, select either Use Retina or Use Cybergraphics from the Settings pull-down menu in the requester. Select Save Settings to preserve this setting for future sessions.

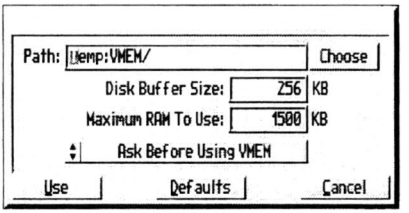


The ImageFX Browser also includes the capability to open on a Retina or Cybergraphics screen by adding the tool types RETINA or CYBERGRAPHICS, respectively. See the section below on Browser tool types.

NEW FEATURES IN IMAGEFX 2.0

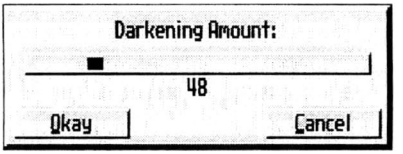
Virtual Memory

The virtual memory preferences window now includes a "Defaults" button to set suitable defaults for the buffer size and maximum RAM settings.



Lighten and Darken Drawing Modes

The Lighten and Darken drawing modes each have a single option to control the amount of lightening and darkening, respectively. The control ranges from 1-255, with higher values producing more lightening or darkening.

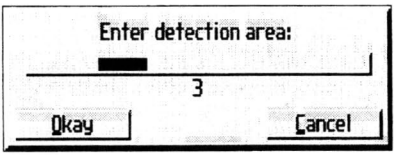


Feather Out

The Feather Out control works only when picking up a brush, or when using any of the filled drawing tools. It does not work for any other painting operations.

B&W To Grey

The "B&W To Grey" operation under the Toolbox Color menu now accepts values ranging anywhere from 2-8, not just 2, 4, or 8.



Zoom Controls

In addition to the Shift "-" combination to zoom out to full view, you can hold down the shift key while clicking the Zoom Out Gadget ("-") to acheive the same effect.

Presets File

The format of the presets file ("Default.presets") has been changed slightly in ImageFX 2.0. There are two additional columns present to set the horizontal and vertical DPI for each preset. See the comments at the beginning of the file for more details.

New And Enhanced File Formats

Support for the following file formats has been added:

Video Toaster® FrameStore

Note that while ImageFX allows you to save any size image as a FrameStore, remember that the Switcher can only load FrameStores that are 752x480.

FITS

NASA FITS (Flexible Image Transport System). Because FITS is a greyscale format, color images saved in this format will be converted to greyscale automatically.

Targa

The Targa loader and saver has been enhanced to support the Targa32 format.

TIFF

The TIFF loader now loads CMYK format files.

New Hooks

The following hooks have been added:

RunOpalPaint

This hook allows you to share image data between ImageFX and Centaur Development's OpalPaint software. When you run the hook, the main image buffer will be transferred to OpalPaint, where you can make changes to the image. When you are finished, exit OpalPaint and you will see your changes in ImageFX.

NOTE: This hook requires OpalPaint version 2.3c to operate properly.

Arexx Programs

The following Arexx programs have been added:

ChangeFPS

ChangeFPS is used to modify the frame rate of an animation stored as a series of frames. You can use this, for example, to convert an animation sequence from 24fps to 30fps.

ToasterGrab

The ToasterGrab script is used to transfer one of the Toaster's framebuffers into an ImageFX buffer. You will be prompted as to which framebuffer to transfer (DV1 or DV2). The Switcher must be running for this script to work.

ToasterRender

The ToasterRender script will display ImageFX's main buffer on the Toaster composite output by transferring the image data through the Switcher. If the image is not a standard Toaster resolution (752x480), you will be prompted as to whether you want to scale the image to the correct size. The Switcher must be running for this script to work.

MotionReq

MotionReq allows you to animate brushes across a background. You provide starting and ending positions, rotation amounts, and whether or not you would like a shadow generated. The script will then output frames that can then be assembled into an animation using IMP or AutoFX.

AutoFX Scripts

Following are brief descriptions of some of the less obvious AutoFX scripts. Scripts not listed below perform the function associated with their name.

Add.ifx	Composites images using the Add option.
Adjust_HSV.ifx	Color correct using HSV color model.
Adjust_RGB.ifx	Color correct using RGB color model.
Anim_to_ANIM.ifx	Convert any animation format to ANIM5.
Anim_to_ANIM7.ifx	Convert any animation format to ANIM7.
Anim_To_FLC.ifx	Convert any animation format to PC FLC format.
AutoFX.ifx	These scripts are automatically executed before and after the entire set of processes. May be used to turn off redraw and other functions.
Bust_Anim.ifx	Takes an animation (any type) apart into frames.
Channel.ifx	Lets you set which RGB channels are to be used. (Defaults to all)
Composite_Matte.ifx	Composites images using the Matte option.
Composite_Merge.ifx	Composites images using the Merge option.
Copy_AlphaToMain.ifx	For accessing the Alpha channel via AutoFX.
Copy_MainToAlpha.ifx	For accessing the Alpha channel via AutoFX.
Crop_Auto.ifx	Crops single color borders from images automatically.
Custom.ifx	Lets you enter a command string to execute on each frame.

EOT_Dream.ifx	Effect Over Time script for Dream function.
EOT_LensFlare.ifx	Effect Over Time script for Lens Flare.
EOT_Lightning.ifx	Effect Over Time script for Lightning.
EOT_Mosaic.ifx	Effect Over Time script for Mosaic.
EOT_Perspective.ifx	Effect Over Time script for Perspective.
EOT_PolarMosaic.ifx	Effect Over Time script for Polar Mosaic.
EOT_RadialStar.ifx	Effect Over Time script for Radial Star.
EOT_Rotate.ifx	Effect Over Time script for Rotate.
EOT_Spherize.ifx	Effect Over Time script for Spherize.
Halftone.ifx	Performs a 45 degree cluster halftone on a frame.
Load.ifx	Loads a frame. Needed as start for most operations.
Load_Mapped.ifx	Loads only color mapped images directly to rendered image buffer. Saves time for simple conversions.
Load_Region.ifx (2.1)	Load a region mask from disk.
Redo.ifx	Does a REDO (repeats last command).
RenameForFrameStore.ifx	Renames selected frames for Toaster compatibility.
RenameForSequence.ifx	Renames selected frames to a single sequence name.
RenameOneForSequence.ifx (2.1)	Copy a single input file into multiple sequenced output files.
Render.ifx	Renders images using currently selected ImageFX render module.
Render_Amiga.ifx	Renders images using Amiga rendering.
Render_Foreign.ifx	Renders images using rendering for non-Amigas.
SaveBufferAs.ifx	Saves buffer in selected format and name.
SaveBufferAs_ILBM.ifx	Saves buffer as ILBM.
SaveBufferAs_JPEG.ifx	Saves buffer as JPEG.
SaveBufferAs_MPEG.ifx	Saves buffer as MPEG.
SaveRenderedAs.ifx	Saves rendered image in selected format and name.

SaveRenderedAs_ILBM.ifx	Saves rendered image as ILBM.
SaveRenderedAs_ANIM.ifx	Saves to ANIM5.
SaveRenderedAs_ANIM7.ifx	Saves to ANIM7.
SaveRenderedAs_FLC.ifx	Saves to PC FLC format.
Scale_Absolute.ifx	Scale frame to an exact size.
Scale_Percent.ifx	Scale frame by a percentage.
Swap.ifx	Swap contents of main with swap frame.
Swap_Alpha.ifx	Swap contents of main frame with whatever is in alpha.
Template.ifx	Sample frame script template.
Text.ifx	For placing text on frames.

MANUAL CORRECTIONS

Epson Scanner Cable

On page B.2, the pinout for the GVP-specified cable is incorrect. The Reset* signal on the DB-25 (Amiga) side should be pin 16, not pin 14.

Text

The Text Generation tool operates slightly different from the way the manual describes starting on page 5.13. When you first open the text window, the cursor is positioned in the blank text entry string gadget ready for you to enter text (it does not say "Test Text" as the manual indicates). When you press return, a new line of text is automatically created for you; you do not need to click Add for each line of text.

Note that you must press RETURN after typing new text into the text entry string gadget for the changes to take effect.

MISCELLANEOUS

IMP "Variables"

There are some special identifiers you can place into an IMP prep or proc string that will be replaced when the batch is run. All identifiers begin with a "$" symbol. Case is not important.

`$(<start>,<end>)`
: Calculates the value between <start> and <end> that corresponds to the current frame number. Used to vary an effect parameter over time. EG: "Sharpen $(10,128)" will vary the sharpen parameter from 10 to 128 over the course of the IMP batch.

`$[<start>,<end>]`
: Almost identical to $(<start>,<end>) above, but in this format the <end> value is never reached. This is useful when constructing looping animations. EG: "Rotate $[0,360]" will create a 360-degree rotation over the course of the batch, without creating a "hitch" at the loop point.

`$F`
: Current frame number.

`$S`
: Starting frame number.

`$E`
: Ending frame number.

`$1`
: Source 1 name.

`$2`
: Source 2 name.

`$D`
: Destination name.

ImageFX Tool Types

`ASPECTADJUST=<num>`

Aspect ratio correction for aspect lock. Values greater than 1.0 adjust the image wider, values less than 1.0 adjust the image taller.

`ASSIGN=<assign_name:>`
Select the Assign name for the directory where ImageFX resides.

`ASYNCHELP (2.1)`
Enable asynchrounous help windows for the Workbench ImageFX.

`DRAWMODEPATH=<directory>`
Select the directory where drawmodes reside.

`FILETYPE=IMAGE`
Identifies a file as an image that may be loaded automatically by Workbench extended selection.

`FONTNAME=<name.font>`
Name of font to use for ImageFX display. Must also use FONTSIZE.

`FONTSIZE=<size>`
Size of font to use for ImageFX display. Must also use FONTNAME.

`GTCOMPLIANT`
When specified, cycle gadgets perform exactly as GadTools cycle gadgets. (That is, clicking anywhere in the gadget cycles up, shift-clicking anywhere in the gadget cycles down.)

`HELP=<directory>`
Select the directory where help text is located.

`HOOK=<file>`
Automatically run the given hook upon starting ImageFX.

`HOOKEXIT`
Exit ImageFX upon completion of an automatically run hook. Generally not useful unless you also specify HOOKSYNC.

`HOOKSYNC`
Specify that the startup hook should be run synchronously (ie. ImageFX is suspended until the hook completes).

`ICONIFY`
Start ImageFX iconified.

INITVMEMLATE
Do not initialize virtual memory RAM buffers until they are first required.

LEFTEDGE=<coord>
Select left edge of Workbench ImageFX. Only useful in conjunction with the WORKBENCH tool type.

LOADERPATH=<directory>
Select the directory where loader modules are located.

MACRO=<file>
Launch the given Arexx macro automatically upon startup.

NOASYNCHELP
Disable asynchrounous help windows in the Workbench ImageFX. This is the default in ImageFX 2.1.

NOATTACHEDSCREENS
Under OS 3.x, opens all ImageFX screens separately instead of attached together.

NOSTARTUP
Do not start the default startup Arexx macro.

NOWBPREVIEW
Disable preview capability in the Workbench ImageFX.

PALETTE=<file>
Select the palette file to load upon startup.

PREFS=<file>
Select the prefs file to load upon startup.

PREVIEW=<file>
Select the preview module to load upon startup.

PRINTER=<file>
Select the printer module to load upon startup.

PUBSCREEN=<name>
Select the name of the public screen on which to open the Workbench version of ImageFX. Only useful in conjunction with the WORKBENCH tool type.

QUANTIZE=<file>

Select the quantize module to load upon startup.

`QUIET`
Disable the status indicator window on startup.

`RENDER=<file>`
Select the render module to load upon startup.

`SAVERPATH=<directory>`
Select the directory where saver modules are located.

`SCANNER=<file>`
Select the scanner module to load upon startup.

`TEXT=<directory>`
Select the directory where localization text is located.

`TOOLCONFIG=<file>`
Select the toolbox configuration file to load upon startup.

`TOPEDGE=<coord>`
Select top edge of Workbench ImageFX. Only useful in conjunction with the WORKBENCH tool type.

`WORKBENCH`
Open ImageFX on Workbench instead of on its own screen.

ImageFX Command Line Arguments

```
Image,Prefs/K,Macro/K,NoStartup/S,WB/S,Iconify/S,Scanner
/K,Render/K,Preview/K,Printer/K,Quantize/K,PubScreen/K,T
ext/K,Hook/K,HookExit/S,Assign/K,Quiet/S,NoWBPrev/S
```

`Image`
Select initial image to load.

`Prefs/K`
Select the prefs file to load upon startup.

`Macro/K`
Run an Arexx macro upon startup.

`NoStartup/S`
Disable startup Arexx macro.

`WB/S`
Run ImageFX on Workbench.

`Iconify/S`
Start ImageFX iconified.

`Scanner/K`
Select scanner module to load upon startup.

`Render/K`
Select render module to load upon startup.

`Preview/K`
Select preview module to load upon startup.

`Printer/K`
Select printer module to load upon startup.

`Quantize/K`
Select quantize module to load upon startup.

`PubScreen/K`
Name of public screen on which to open Workbench ImageFX.

`Text/K`
Directory where localization text resides.

`Hook/K`
Hook to execute upon startup.

`HookExit/S`
Exit ImageFX upon completion of startup hook.

`Assign/K`
Select the Assign name for the directory where ImageFX resides.

`Quiet/S`
Disable the status indicator window on startup.

`NoWBPrev/S (2.1)`
Disable preview capability in the Workbench ImageFX.

ImageFX Browser Tool Types

CYBERGRAPHICS (2.1)
Open Browser on a Cybergraphics screen. Requires Cybergraphics software.

DRAWER=<directory>
Initial drawer to scan.

GREYSCALE
Select a greyscale screen.

IMAGEFX=<command>
Select the command and arguments to run ImageFX.

MPEG=<command>
Select the command and arguments to run the MPEG player.

NOVERIFY
Disable verification requesters (eg. "are you sure you want to quit?").

RETINA (2.1)
Open Browser on a Retina screen. Requires RetinaEmu.

REXXDIR=<directory>
Select the directory where browser Arexx commands are found.

SCREENDEPTH=<bitplanes>
Screen depth, in bitplanes (eg. 4 is 16 colors, 8 is 256 colors).

SIZEGADGET (2.1)
Provide a sizing gadget when opened on a custom screen.

VIEWTEK=<command>
Select the command and arguments to run Viewtek.

WORKBENCH
Open browser on Workbench.

ImageFX Browser CLI Arguments

```
Drawer,ScreenDepth/N,Grey/S,ImageFX/K,Viewtek/K,Mpeg/K,W
B/S,NoVerify/S
```

Drawer

Initial drawer to scan.

`ScreenDepth/N`
Screen depth, in bitplanes (eg. 4 is 16 colors, 8 is 256 colors).

`Grey/S`
Select a greyscale screen.

`ImageFX/K`
Select the command and arguments to run ImageFX.

`Viewtek/K`
Select the command and arguments to run Viewtek.

`Mpeg/K`
Select the command and arguments to run the MPEG player.

`WB/S`
Open browser on Workbench.

`NoVerify/S`
Disable verification requesters (eg. "are you sure you want to quit?").

CineMorph Tool Types and CLI Arguments

(There are none.)

ImageFX Mailing List

For those of you with Internet mail access, a mailing list for ImageFX has appeared. The ImageFX mailing list is a listserv set up for all people interested in Nova Design's ImageFX image processing package for the Amiga. It can be accessed in one of two ways described below.

This mailing list should serve as a forum for people to talk about uses of ImageFX, tricks you can try, general help, etc. Nova Design reads the mailing list frequently to provide feedback as well as interacting in ongoing discussions.

The mailing list is sanctioned by Nova Design, Inc., but is not not run by them.

ACCESS

To receive this mailing list, you can send mail to:

```
Majordomo@pd.ORG
```

with the following command in the body of your email message:

```
subscribe imagefx
```

If you ever want to remove yourself from this mailing list, you can send mail to "Majordomo@pd.ORG" with the following command in the body of your email message:

```
unsubscribe imagefx
```

You can also receive this list in digest form by sending the commands in the body of the message (not the subject line):

```
subscribe imagefx-digest
end
```

to Majordomo@pd.ORG. The digest is sent out after 40,000 new bytes of information have accumulated in the list archives.

REPLYING

To send messages to the list, direct your mail to ImageFX@pd.org.

Pixellence Presents:

THE VIDEO GUIDE TO IMAGEFX 2.0

VOLUME THREE

- A comprehensive tutorial video that guides you through image processing with ImageFX 2.0 - the foremost image processing software for the Amiga.
- Hosted by Rusty Mills, Animation producer for Warner Bros.
- Exciting new features in ImageFX 2.0 are covered using a unique color coding system for easy subject location.
- Special project tutorials chapter gives you hands on experience.
- Volumes One and Two (covering ImageFX 1.5) and Volume Three are available separately, or as a discount for all three.
- Available now! Call Nova Design today for special pricing.

For ordering information contact:
Nova Design, Inc.
1910 Byrd Avenue, Suite 214
Richmond, VA 23230
Phone: (804) 282-5868, Fax: (804) 282-3768

Liberate Your WorkForce With

BATCH FACTORY

Back in The Old Days when you wanted to batch process Images, Files, Anims, WorkBench Applications, you name it - you were forced into the drudgery of laborious typing, or creating scripts via utilities which were usually pure drudgery in themselves to operate (much less accomplish the other manual drudgery you were trying to avoid in the first place). Well, these are The New Days and the Industrial Revolution has replaced this Ancient Drudgery with the automated efficiency of Batch Factory. With Batch Factory you don't have to type buckets of scripts, you don't have to walk ten miles through confusing utility docs, you don't even have to be in the room supervising the laborers. You just point and click your mouse on images or files you want to process (Select Some Stuff), point and click on the script or scripts you want to use (Select What You Want To Do With Some Stuff), and click on PROCESS (Do It). At last, you can let the machine turn the crank while you go have a refreshing beverage. The best part is: Whether you're a beginner or a Wizard, Batch Factory is geared toward your needs and is easy to use.

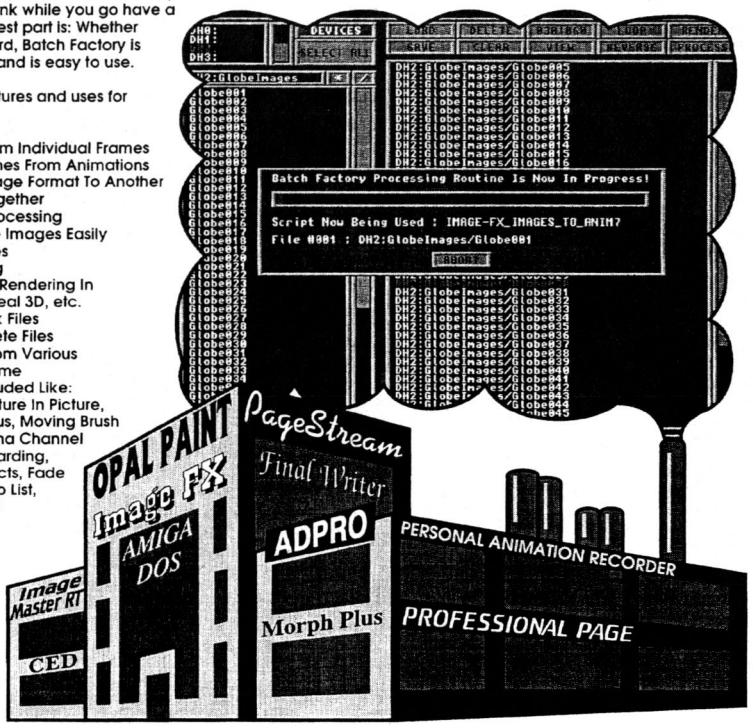
Among the multitude of features and uses for Batch Factory are:

- ☞ Create Animations From Individual Frames
- ☞ Create Individual Frames From Animations
- ☞ Convert From One Image Format To Another
- ☞ Composite Images Together
- ☞ Add Various Image Processing Techniques To Multiple Images Easily
- ☞ Print Images & Text Files
- ☞ Adjust Color Balancing
- ☞ Process Images While Rendering In Lightwave, Imagine, Real 3D, etc.
- ☞ Print, Read, And Speak Files
- ☞ Copy, Move, And Delete Files
- ☞ Run Multiple Scripts From Various Programs All At One Time
- ☞ Special FX Scripts Included Like: Moving SpotLights, Picture In Picture, EarthQuake, RackFocus, Moving Brush & Shadow, 35MM, Alpha Channel Compositing, Story Boarding, Gradual Operator Effects, Fade List To List, Merge List To List, Custom Wipes & More!

Merlin's Software accomplishes this latest feat of Magic with the help of ARexx. If you don't know how to write an ARexx script, don't worry - Batch Factory has got you covered. If you are an experienced ARexx programmer Batch Factory will give you more applications than you can shake a script at.

Software Supported For Batch Processing:

- Amiga Dos
- Image FX
- Cygnus Ed Professional
- Final Writer
- Professional Page
- Personal Animation Recorder
- LightWave & Modeler
- Toaster Paint & Switcher
- Opal Paint
- PageStream 3 & TypeSmith
- Pixel 3D
- & More



Copyright 1995
Merlin's Software

Visual Inspirations
809 West Hollywood
Tampa, Florida 33604
813-935-6410 Voice/Fax
813-935-6513 BBS

All manufacturers trademarks are acknowledged.