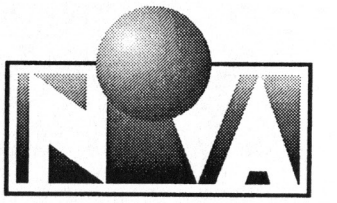
ImageFX 2.6

Manual Addendum



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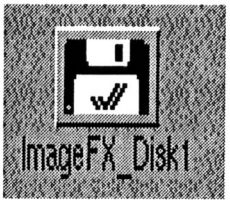
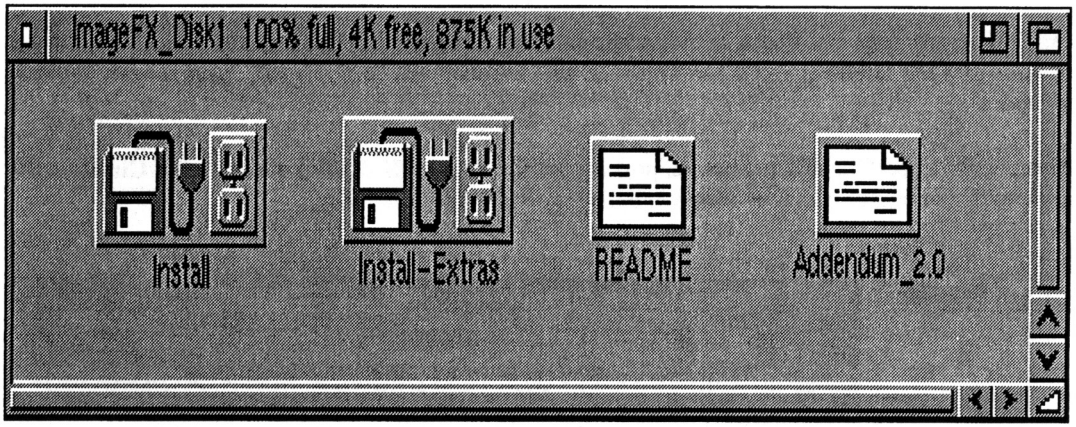
INSTALLING IMAGEFX 2.6

To install ImageFX 2.6, 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.

Updated Video Toaster 4.1 Support

All Toaster-related modules have been updated to support the current, at the time of this writing, Video Toaster/Flyer 4.1 software. Scanner, Renderer and Preview all now work with the current release.

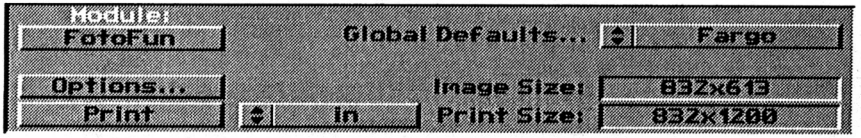
In addition to loading, *saving* in the Flyer Clip format is now supported in the 4.1 release. Any single frame can be loaded *and* saved back to the Flyer.

Updated CyberGraphX Support

The CyberGraphX Preview (see elsewhere in this addendum for complete information and availability of the CyberGraphX software) has been enhanced for improved performance and to allow full color, 24-bit, brushes in all painting modes.

Other enhancements for CyberGraphX include support for all CyberGraphX display modes in he **CineMorph** morphing software. This package can now morph and display images in full color.

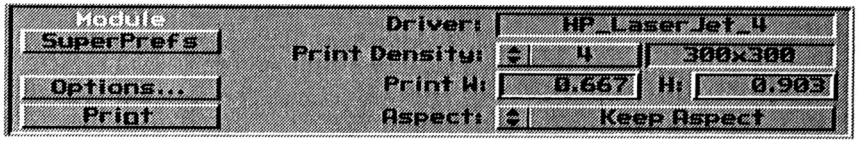
Fargo FotoFun Printer Module



Support for Fargo's new FotoFun printer has been added to ImageFX's printer modules. The menu (shown above) allows you to control whether or not an overlay (or coating) pass is made, as well as controlling the size of the output. The Options menu is identical to the Fargo Primera and PrimeraPro modules which are documented in detail in the ImageFX manual starting on page 7.5.

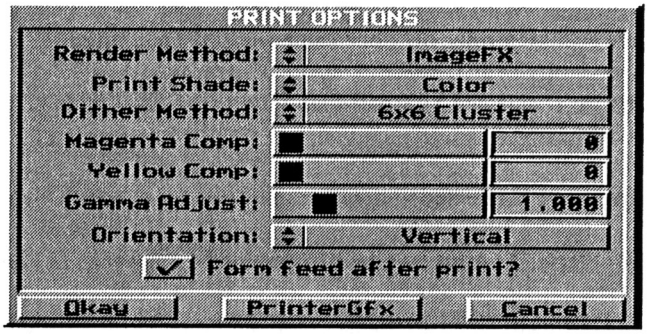
Fargo's download drivers **must** be installed in devs:printers for this module to work.

SuperPrefs Printer Module



The new SuperPrefs printer module replaces the previous

Prefs and Prefs II printer modules. This printer module gives you much better control over your final output. The initial menu shown here is similar to the Prefs II module, with the addition of the Print Options shown to the right.



Render Method: Controls whether ImageFX will prerender the image for printing or to allow the Preferences Printer driver to render.

Print Shade: Select between Color, Greyscale and Monochrome output.

Dither Method: You can chose between several different densities of Clustered or Dispersed dithers.

Magenta Comp. and Yellow Comp.: These controls allow you to color correct your output by adjusting the Magenta or Yellow levels.

Gamma Adjust: This brightens the midtones of the image to improve output.

Orientation: Allows the image to print Vertical (Portrait mode) or Horizontal (Landscape mode).

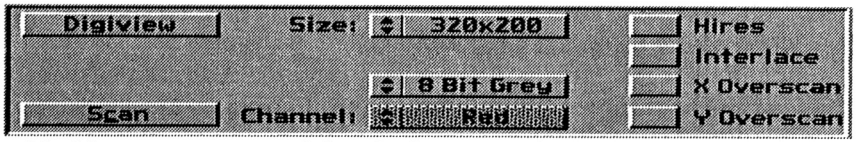
Form Feed after print?: If you want, or need, the page to be ejected after the printing is completed, check the gadget for this option.

PrinterGfx: This button launches your AmigaDOS Preferences Printer setup menu directly, saving you from having to hunt around in Workbench for it.

Hewlett-Packard Scanjet 3c/4c Scanning

The Scanjet module now supports the current Scanjet 3c and 4c models. The SCSI support has been extended to support more Amiga SCSI cards as well.

Digiview Scanning



Newtek's Digiview slow scan video digitizer is now supported directly in ImageFX with this new scanner module. Performance of this module in all possible configurations of Digiviews and Amigas is not guaranteed. With the wide variety of Digiview modules released to handle various Amiga models, we can only say that if the Digiview worked on the Amiga with Newtek's own software, this module has worked as well.

Size: Directly controls which resolution to scan into from this cycle gadget.

(Color): Select 8-bit Greyscale or 24-bit Color.

Channel: When 24-bit Color scanning is selected you can choose which of the Red, Green or Blue channels you are scanning since only one can be scanned at a time.

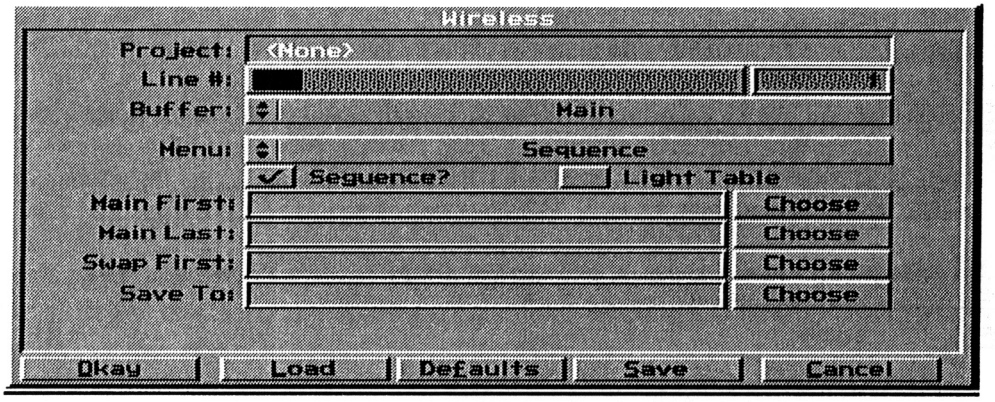
Hires: If selected you will scan into a 640 pixel wide screen. Otherwise you will scan into a 320 pixel wide screen.

Interlace: If selected you will scan a 400 line screen. Otherwise you will scan into a 200 line screen.

X Overscan: Adds 64 pixels to the width of the scan in lores mode, 128 pixels in hires mode.

Y Overscan: Adds 40 pixels to the screen in non-interlaced mode, 80 in interlaced.

Wireless *(Hooks)*



The Wireless hook is a new program now included with this release of ImageFX. Wireless can be found from the Hooks menu off of the Toolbox menu. This program will allow you to setup projects that can automatically remove wires, support rods, or even film scratches from a sequence of frames. The program can work with sequences of images, loading, batching and saving them internally, or if you've loaded a set of single images to work with in ImageFX, it will use those as well.

Project: The name of the last saved, or loaded, project file.

Line #: The current line (wire) being worked on.

Buffer: Which buffer is currently being displayed. Choices are Main and Swap.

Menu: The current menu being accessed. Choices are Sequence, Frames and Line.

Menu: Sequence

Sequence: Checkbox to select to process a sequence of images to be loaded or work with the current ImageFX image buffers.

Light Table: Turns off and on the ImageFX Lighttable feature. This Lighttable (or onionskin) mode makes the current buffer translucent and lets you see through to the other image.

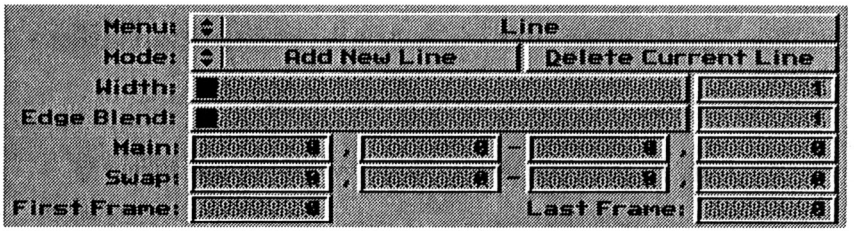
Main First: The first image of a numbered sequence to load into the Main buffer. It is recommended that the main buffer contain the image(s) to remove wires from.

Main Last: The last image of a numbered sequence to load.

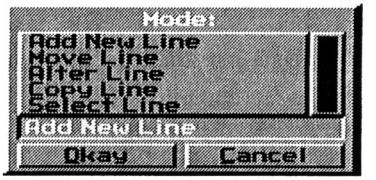
Swap First: The first of the Swap buffer image sequence to load. This buffer should be the clean plate (the images without the wires, or with wires in a new position) used to provide the areas that will replace the wires.

Save To: The base name to save the new image sequence to.

Menu: Lines



This menu controls where you overlay the lines on the wires in the main buffer, then move the matching line on the swap buffer to cover an area that will be used to replace the wire. This is the heart of the process here. The wires are removed by replacing them with matching background imagery that provides the illusion of there being no wires.



Mode: With this cycle gadget you control whether you are adding lines, moving lines, altering them, copying them or just selecting them. The select option is the first step of the Delete Current Line process. Altering lines allows you to change the starting and ending positions. Moving lines keeps the orientation and length of the line, but allows you to move it around. This is useful when repositioning the line on the swap buffer. Adding a line puts a new line on the image with default positions while copying a line adds a line with the same defaults as the current line.

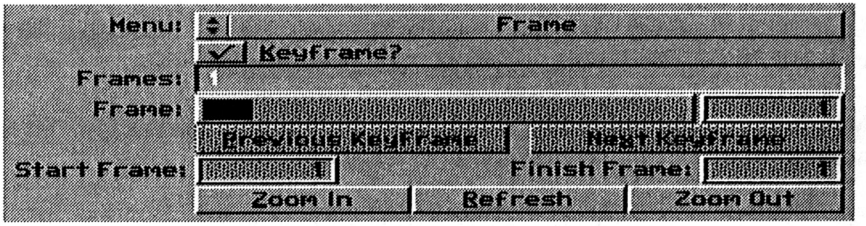
Width: The width, in pixels, of the current line. Allows you to mask out wires and rods of varying widths.

Edge Blend: The amount of blending to do on the edges of the line in pixels. Gives a softer transition.

Main/Swap: The starting and ending X,Y coordinates for the lines. These are usually set by simply altering the lines directly on the preview image, but for finer control you can enter them here as well.

First Frame/Last Frame: Where this line begins and ends within the number of frames in the sequence.

Menu: Frames



Keyframe: Selects the current frame to be a keyframe. A frame simply has it's lines position in the sequence calculated as a linear progression from the previous keyframe to the next keyframe. Keyframes allow you to exactly define the position of each line on that keyframe.

Frames: Display only. The number of frames total.

Frame: The currently selected frame.

Previous/Next Keyframe: Advances/jumps to the previous or next keyframe.

Start/Finish Frame: The beginning and ending frames.

Zoom In/IOut: Magnifies the preview display or backs out of a magnify.

Refresh: Redraws the preview display and the lines.

IMP and AutoFX Updates *(Hooks)*

The IMP and AutoFX batch processing programs have had a few new useful features added to them. IMP has had a By: option added. (see illustration later in this manual) This feature allows you to skip frames when rendering and/or capturing an animation. AutoFX has had several new EOT (Effect Over Time) scripts. Additionally, AutoFX has added a Files Count to the right of the Files List so you can track how many files you have added to the list. During execution of an AutoFX Command List, you will also get a countdown of the frames being processed.

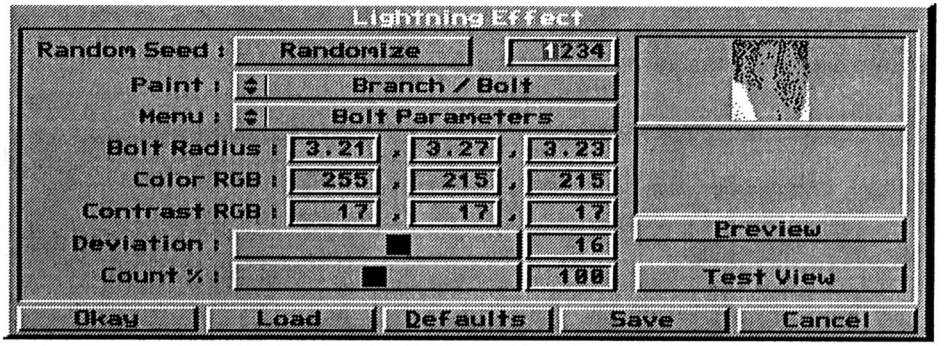
Updated Modules *(Various)*

The Composite function has been updated to fix Arexx problems that prevented access to some of the newer compositing modes.

The Shear function was updated to allow fractional shearing values to be entered from the interface. Previously you could only enter fractional values from Arexx.

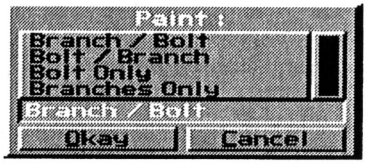
Straw was updated to allow a user supplied Random Seed value and Minimum and Maximum angles. These new controls allow a greater range of animation possibilities with this effect.

Lightning *(Effects Menu)*



The Lightning effect has been dramatically upgraded for this release. So much has been improved that it's practically a new effect!

Random Seed:
Changed from a slider to an easier to use Randomize button.



Paint: Alters how the bolt is painted to create various effects with four options. Branch/Bolt makes the branches emit from the bolt. Bolt/Branch makes the branches come from behind the bolt. Bolt Only turns off the drawing of the branches. Branches Only turns off the drawing of the bolt. This final option is very useful for creating dozens or hundreds of little lightning bolts that emanate from the path of the (not drawn) main bolt. If you combine this with the new ability to have multiple main bolts, you can outline actors or objects and have little lightning bolts, which are actually branches, radiating out from them easily!

Menu: Changes to one of five menus:

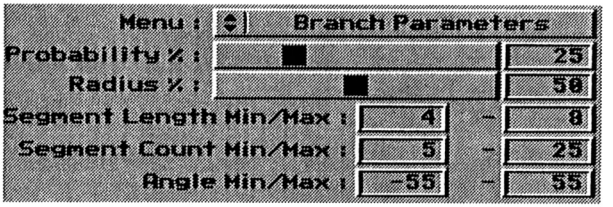
Menu: Bolt Parameters

Bolt Radius, Color RGB, Contrast RGB & Deviation: Unchanged.

Count %: Increases the possible deviation of the main bolt only. Can be used to dampen the main bolt's path down to a straight line even.

Menu: Glow Parameters: Nothing changed here.

Menu: Branch Parameters



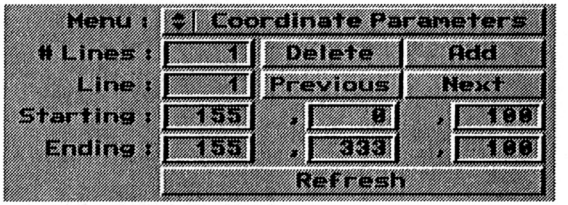
Probability %: The internal method used for calculating the probability of branching has been changed to make it much more predictable. Bear in mind that this also affects branches off of branches so once you get to 40% and higher you get enormous amounts of branches!

Radius %: The initial size of the branch radius when coming off of the main bolt expressed as a percentage of the main bolt radius.

Segment Length(& Count) Min/Max, Angle Min/Max: Unchanged.

Menu: Seed Parameters: Nothing changed here.

Menu: Coordinate Parameters



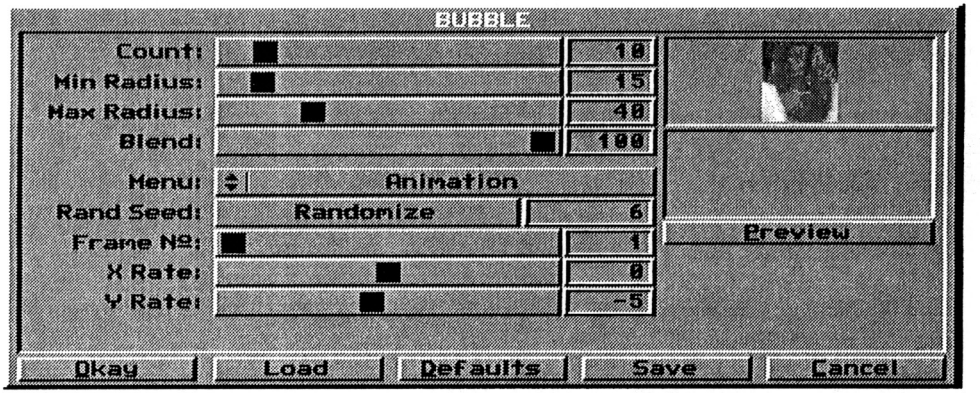
Lines: The number of main bolt "lines" for the lightning bolt. Can be entered directly or altered via the Delete and Add buttons following.

Line: The currently active line for editing. You must toggle to the other menus to alter anything other than the starting and ending points of the line. Also, if you do not change the Seed Parameters menu, the bolt will look practically identical to the previous bolt entered. You can enter the line you want directly or use the Previous and Next buttons to change it.

Starting & Ending: The starting and ending X,Y position in 2D coordinates and the Z coordinate expressed as percentage (1 to 200%) of the radius of the main bolt. These coordinates are no longer entered, interactively, on the thumbnail preview. You now enter them directly on the main preview display for greater accuracy.

Refresh: Redraws the image and the lines.

Bubble *(Distort Menu)*



The Bubble effect places ray traced glass bubbles randomly over your image in various hue and brightness tints that you specify. The effect is animated via a simple particle system that allows direction along any X, Y coordinates.

Count: The number of bubbles to place on the image. If Overlap? *(see below)* is not selected then you may get fewer bubbles when it becomes difficult to find an empty spot that is big enough to prevent the bubbles from overlapping each other.

Min Radius: The smallest size/radius a bubble can be.

Max Radius: The largest size/radius a bubble can be.

Blend: The percentage at which to blend the bubbles into the final image. Default is 100%.

Menu: The currently selected menu within this effect.

Menu: Animation: *(shown above)* Controls for animating the effect.

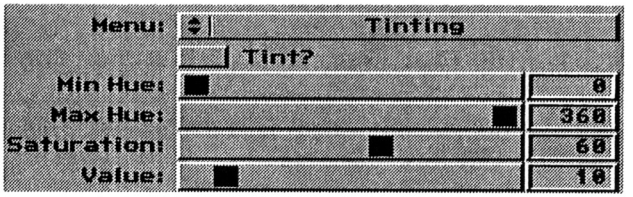
Random Seed: A random seed. If you use the same number over and over you'll get exactly the same pattern of bubbles. If you change this, then the bubble pattern will change.

Frame No: Which frame to generate. This moves the bubbles.

X Rate: Speed to travel in the X, horizontal, direction. Negative numbers move left, positive moves right.

Y Rate: Speed to travel in the Y, vertical, direction. Negative numbers move up, positive mode down.

Menu: Tinting *(shown right)*



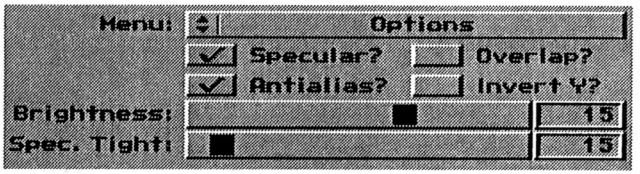
Tint? If selected the tinting controls on this menu will affect the bubbles, otherwise the bubbles are only affected by the options menu.

Min Hue/Max Hue: These are used to delimit the range of colors, based on hue, that the bubbles can be tinted with. The default produces a nice range of pastels.

Saturation: The absolute saturation value that the bubbles color will be set to. This control can give the bubbles a pastel look, metal look, plastic and more.

Value: The range of brightness variance. This will darken or lighten the bubbles by this amount.

Menu: Options: *(shown right)*



Specular? Selects whether or not a light reflection will appear on the bubbles.

Antialias? Turns the antialiasing of the edge of the bubble off and on.

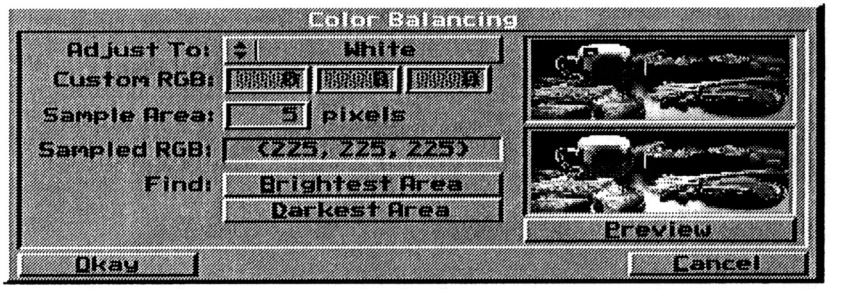
Overlap? If selected, this will allow the bubbles to overlap one another. Off forces bubbles to avoid colliding.

Invert Y? Inverts the image vertically in the bubble (normally it's just magnified) simulating curvature distortion.

Brightness: The brightness of the light illuminating the bubble.

Spec. Tight: Specular Tightness. The focus, or tightness, of the light aimed at the bubble.

Color Balancing *(Color Menu)*



Color Balancing allows you to color correct an image by letting you select a color that is off balance from what it should, and specifying the color it should be. The whole image is then color corrected to balance towards this color.

Adjust To: There are presets built in for White and Black balancing as well as the ability to specify the current Draw color and a Custom color.

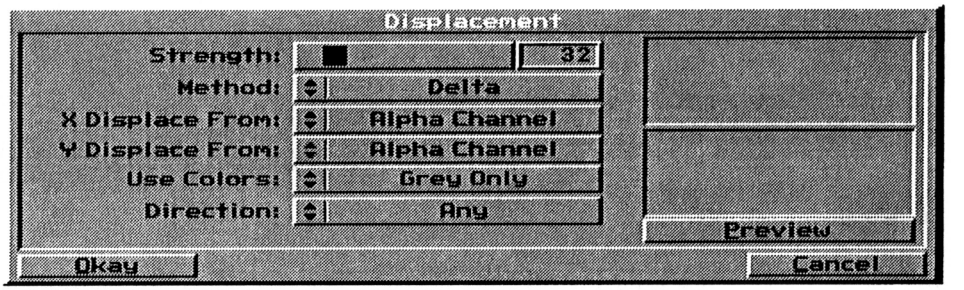
Custom RGB: These gadgets allow you to enter the Custom color here.

Find: You can use this to find either the lightest or the darkest pixel automatically, which helps when doing quick white and black balancing.

Sample Area: This allows you to set how big a sample of the thumbnail preview to select. This sampled area is used to determine what the unbalanced color is that is to be corrected.

Sampled RGB: This shows you the results of the sample done above.

Displace *(Distort Menu)*

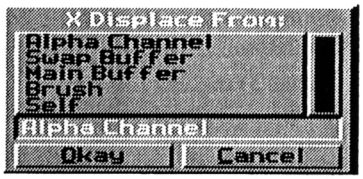


The Distort function previous occupied the menu spot that Displace now holds. Displace is a very powerful replacement for Distort that can distort your image in many ways with much more control.

Strength: The amount of distortion to allow. (0-255)

Method: Delta, Absolute and Radial. Delta is the method formerly used by Distort which distorted based on brightness changes. Absolute distorts the image based on the specific brightness of each pixel in X,Y coordinates. Radial is similar to Absolute but distorts on radius and angle coordinates.

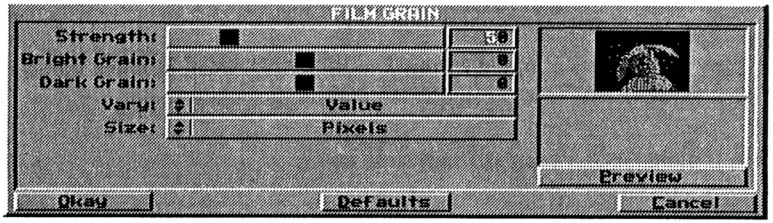
X/Y Displace From: Selects the buffer that will control where the distortion comes from. Alpha channel, Main or Swap buffer, Brush, or the image or brush you're distorting currently with Self.



Use Colors: Grey values can be used to get a simple brightness change, or you can distort the R, G and B channels individually from the value of each of these channels in the Displace From buffer.

Direction: Restricts distortion to Any direction, Horizontal or Vertical.

FilmGrain *(Effects Menu)*



The FilmGrain effect impresses a noise pattern on an image allowing different strengths for Bright and Dark areas in order to simulate the look of the grain in film.

Strength: Affects how strongly the following parameters affect the image.

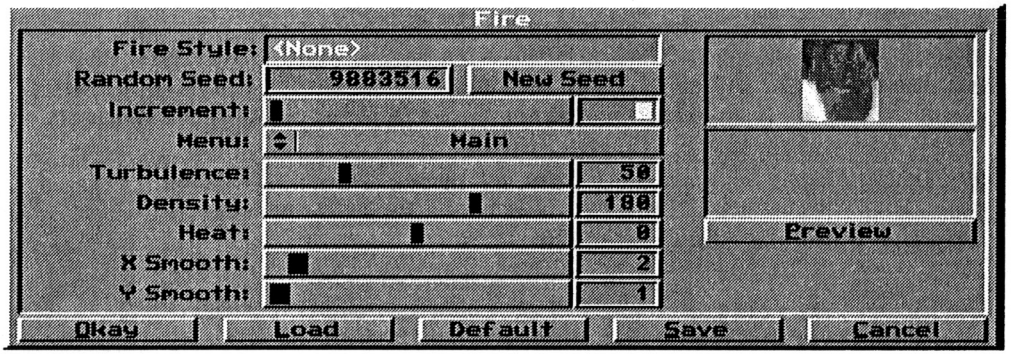
Bright Grain: Controls how strong the grain is in bright areas of the image.

Dark Grain: Controls how strong the grain is in dark areas of the image.

Vary: Finds the variance of Bright/Dark by either Value, Hue or both.

Size: This control allows you to impress a grain based on individual pixels or horizontal and vertical streaks.

Fire *(Effects Menu)*



The Fire effect is an astonishingly accurate simulation of flames. You can create candle flames, forest fires and even rings of fire with this effect.

Fire Style: When you've loaded a previously saved fire project, the name is displayed here.

Random Seed: You can set your random seed here. Use of the same seed will create the same effect over and over so long as all other parameters remain the same.

Increment: Accepts a number from 1 to 999,999. Used to make the fire move. Increments of one will produce a slow flowing fire. Larger numbers create a flickering flame.

Menu: Switches between any of the six menus.

Menu: Main

Turbulence: The amount of variation in the fire. (1 to 200).

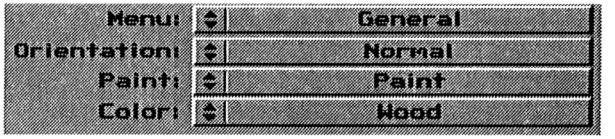
Density: The solidiness of the fire. At 255 the fire fills the selected area. (0 to 255)

Heat: Add or subtract from the fires temperature. (-128 to 128)

X Smooth: Amount of horizontal smoothing of the fire texture. (-15 to 15)

Y Smooth: Amount of vertical smoothing of the fire texture. (-15 to 15)

Menu: General

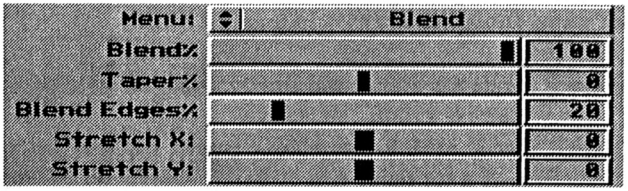


Orientation: Normal is an X,Y oriented fire. Radial In and Radial Out map the fire into a circular pattern.

Paint: Choices for selecting how the fire's color is added to the buffer. **Paint** replaces the buffer color with the fires color. **Add**, adds the fire's color to the buffers color. **Add_Max**, only adds the fire's color to the buffer's color when the fire is brighter.

Color: Choices for selecting which color palette to use. Wood is a built-in palette for a wood fire. Gas is a built-in palette for a natural gas fire. GreyScale is a built-in palette that is white at the fire base and goes to black at the flame tips. Draw1-7 select from the current color palettes. And Style_Palette are the colors from the selected Draw1-7 palette that were saved with the other fire parameters.

Menu: Blend



Blend: Blends the effect with the original buffer colors. (0 to 100%)

Taper: Controls the amount of tapering of the top of the fire. Not for radial fire. (-100 to 100)

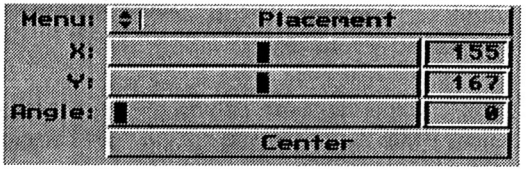
Blend Edges: When coloring using Paint, this does a tapered fading of the fire colors into the buffer colors. (0 to 100%)

Bottom: How far the fire goes below the fire's base. (0 to 100% of Length)

X_Stretch: Stretch or compress the fire texture horizontally without changing the fire's size. Not for radial fire. (-8 to 8)

Y_Stretch: Stretch or compress the fire texture horizontally without changing the fire's size. Not for radial fire. (-8 to 8)

Menu: Placement

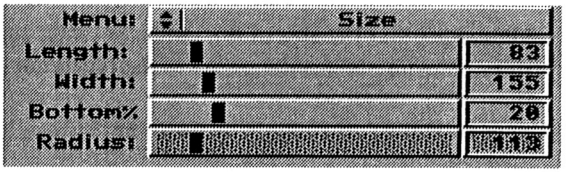


X and Y: The x and y coordinates of the fire's center. (-3*buffer width to 3*buffer width and -2*buffer height to 2*buffer height)

Angle: Angle of the fire. (0 to 360)

Center: Resets X and Y to the center of the current buffer.

Menu: Size

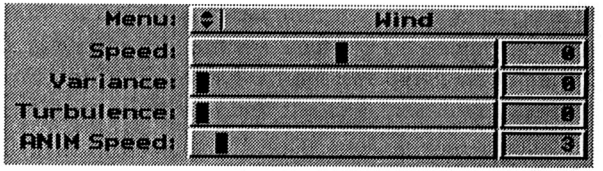


Length: How tall the fire is above the fire's base. (1 to 2*buffer height)

Width: How wide the fire is. Not for radial fire. (1 to 3*buffer width)

Radius: Radius of circular fire, from center to fire base. Only for radial fire. (0 to 2*buffer height)

Menu: Wind



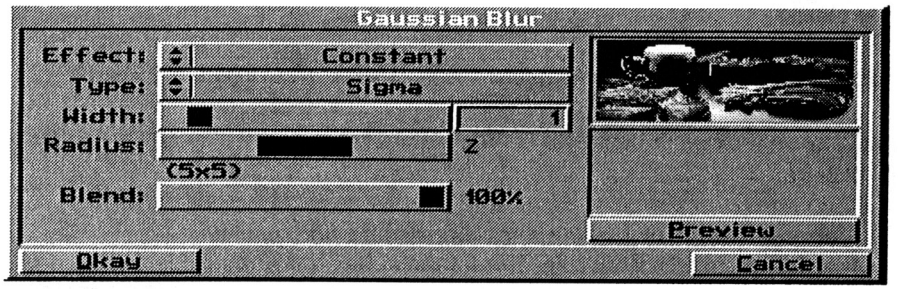
Speed: Constant part of the wind. Tilts the fire left or right. Not for radial fire. (-255 to 255)

Variance: Slower and larger variable part of wind. Not for radial fire. (0 to 255)

Wind_Turbulence: Faster and smaller scale variable parts of wind. Not for radial fire. (0 to 255)

ANIM_Speed: Makes the wind changes happen faster for Variance and Wind_Turbulence. Works with Increment. Not for radial fire. (0 to 40) Useful for animations.

Gaussian Blur *(Convolve Menu)*



A Gaussian blur works in a radial pattern creating a blur that looks like a photograph does when the lens is not in focus. The effect here allows options to automatically control this.

Effect: The options are - Constant, from Alpha or from Swap. Constant uses the following parameters as set values while the Alpha and Swap options scale these by the varying brightness in those buffers using the Width as the maximum.

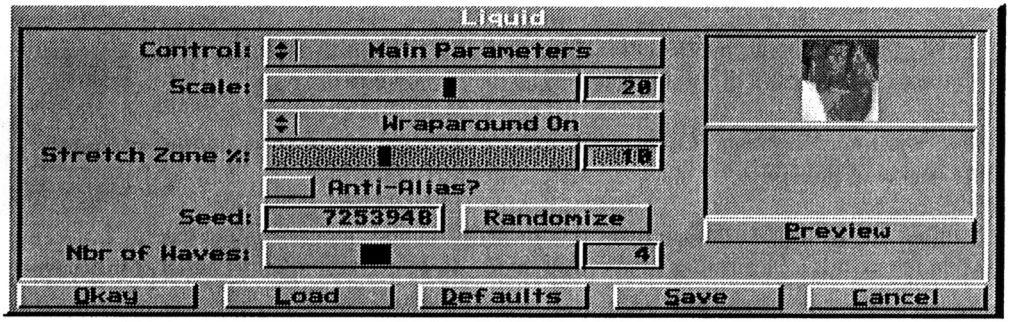
Type: Sigma - a standard gaussian, or FWHM (Full Width at Half Maximum) - a special gaussian blur related to Sigma as: FWHM=2*sigma*sqrt(2*ln(2)).

Width: A value between .1 and 10. that specifies the size of the blur.

Radius: Specifies the size of the radius of pixels to evaluate for each pixel being blurred. Below this slider is a display showing the resulting size of the blur from the combined Width and Radius parameters.

Blend: How much the blur is blended into the original image.

Liquid *(Distort Menu)*



This effect distorts an image by pulling it along intersecting "waves". The end result is an image that can appear as a funhouse mirror distortion, image jello or liquid metal.

Control: Takes you from the Main Parameters menu (shown above) to any of up to ten Waves Menus (shown below).

Scale: Once your parameters are all set, you can use the scale parameter to animate them from zero effect up to 100% of the effect.

Wraparound: On, Off or Stretch. If wraparound is off, the image pulls in a black border around it. If on, the image wraps around from one edge to the other. Stretch lets the image act like rubber, stretching pixels out from the edges to the new positions.

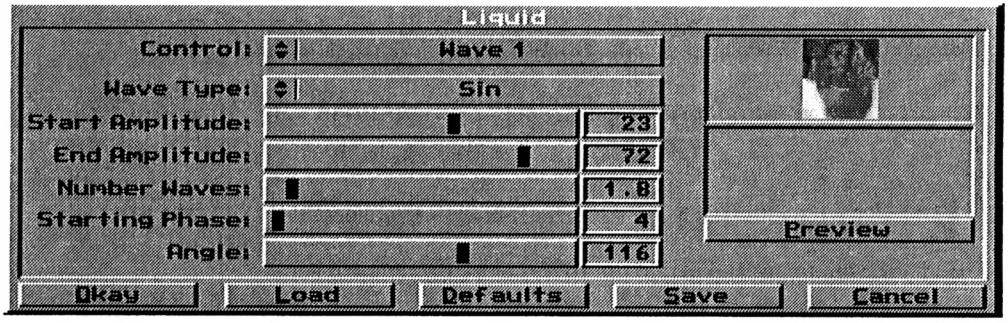
Stretch Zone %: Controls the strength of the stretching, or elasticity.

Anti-Alias: Turns anti-aliasing on and off. On looks much better, but is slower.

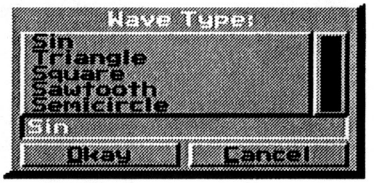
Seed: This is the random number seed. Normally you'll want it left at the same value to be able to reproduce the effect exactly. If you hit the Randomize button, the seed will change and all the Wave Parameters will be randomly altered.

Nbr of Waves: This alters the number of intersecting waves. 1 to 10 allowed.

The Wave Parameters menu controls the options for each of the possible intersecting waves. The wave number



appears in the Control gadget to help keep them sorted out.



Wave Type: Several mathematic wave types are allowed here. Each produces dramatically different effects. The list is shown to the right.

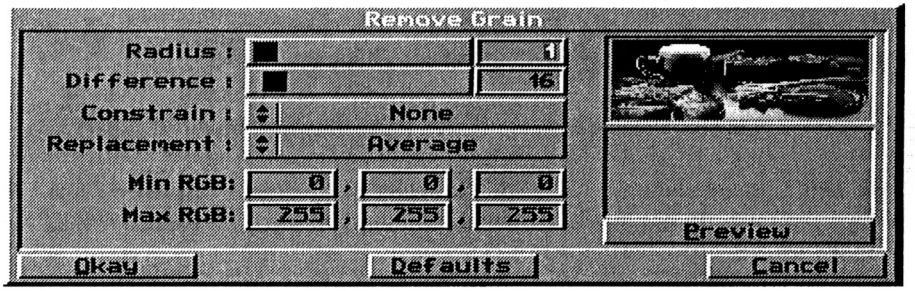
Start and End Amplitude: Controls the maximum height of the wave during the course of the effect.

Number of Waves: Different from the similarly named parameter on the Main menu, this controls how many peaks and valleys occur along the course of the wave.

Starting Phase: This pushes the above waves along the path set by these parameters. By altering this you can make the waves "ripple" along.

Angle: This controls the angle at which the overall wave takes through the image. The fun part is when you take several waves and angle them to pass through each other with the end result pull the image apart in a liquid fashion.

Remove Grain *(Filter Menu)*



This effect eacmines the area around each pixel to see if the pixel is significantly different. If so, the pixel is removed. Special routines allow this routine to also remove lines from the image as well.

Radius: The distance around the pixel to examine for grain removal. The larger this value, the more detail, or grain, is removed.

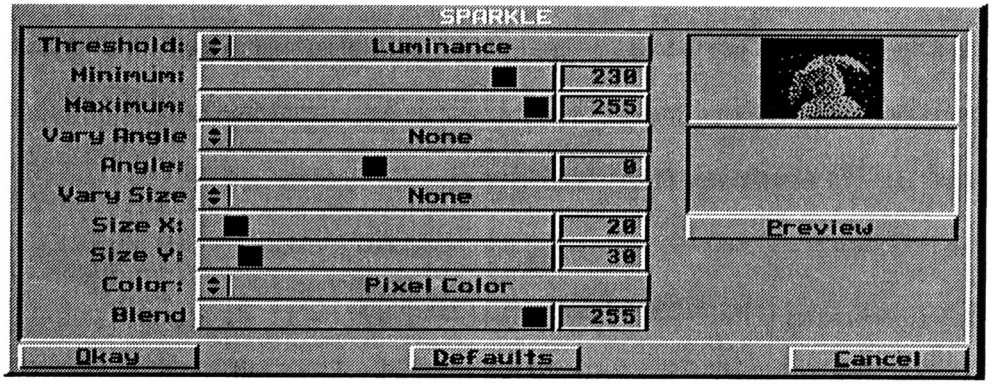
Difference: The maximum difference to accept. Controls how large the detail/grain can be.

Constrain: You can constrain the removal to hortizontal or vertical detail only. None will remove grains and lines.

Replacement: Can replace the removed grain with an average or median value.

Min/Max RGB: Set the minimum and maximum RGB values for removal here.

Sparkle *(Effect Menu)*

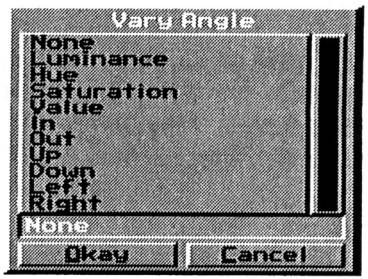


The Sparkle effect can be used to simulate the look of a star filter over a camera or the type of flash, or the sparkle, that appear on a "Disco Mirror Ball" by placing multiple tiny stars over hot spots on the image as specified by the following parameters.

Threshold: Allows you to create sparkles based on Luminance, Value, Hue or Saturation.

Minimium and Maximum: This sets the limits on the values in the possible ranges to allow sparkling to occur in.

Vary Angle: This parameter, when set to something other than None, will automatically alter the angle of the sparkles. Many different color options and presets to choose from.



Angle: Sets the angle directly when using None above.

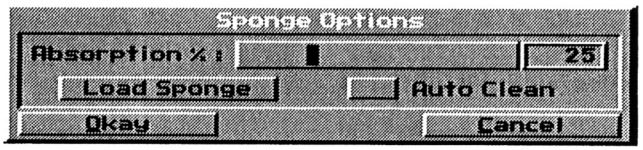
Vary Size: Similarly you can automatically alter the size of the sparkle stars based on identical parameters.

Size X and Size Y: The absolute size when using the None option.

Color: The color can be white or come from the pixel color or the current drawing color.

Blend: The level at which the effect is blended into the final image.

Sponge *(Drawmode)*



The Sponge Drawmode works by starting to paint in the currently selected color which then treats the colors on the image as wet paint that are

picked up by the brush.

Absorption: Specifies how much, as a percentage, of the image's paint to allow the brush to pick up.

Load Sponge: Allows you to load any custom brush that will be used as the "shape" of the sponge.

Auto Clean: When selected this will cause the paint on the brush to reset to the draw color between uses.

New JPEG Modules *(Loader/Saver)*

The JPEG loader and saver are based off of the current IJG JPEG source code, revision 6.

Recombining (RGB/CMY/CMYK) *(Loader)*

This new loader allows you to recombine any of the files produced by the Save/Separate option. Files from other platforms, whether in RAW or ILBM/IFF format, can be recombined as well.

Where is GIF?

The GIF modules, Loader and Saver, were based on Compuserve's GIF image format specifications. Compuserve failed to properly license the use of a compression method used in GIF that is patented by Unisys. Unisys is now asking license fees that Compuserve, in turn, is passing on to developers with additional fees and restrictions for all commercial use of GIF.

As a result of the above, we have removed the GIF loader and saver from the commercial distribution of ImageFX. We have now released these modules, which are compliant with GIF 89a specifications, into the public domain. They can be downloaded from our BBS, Compuserve and the Internet. See information later in the manual on how to find our FTP site.

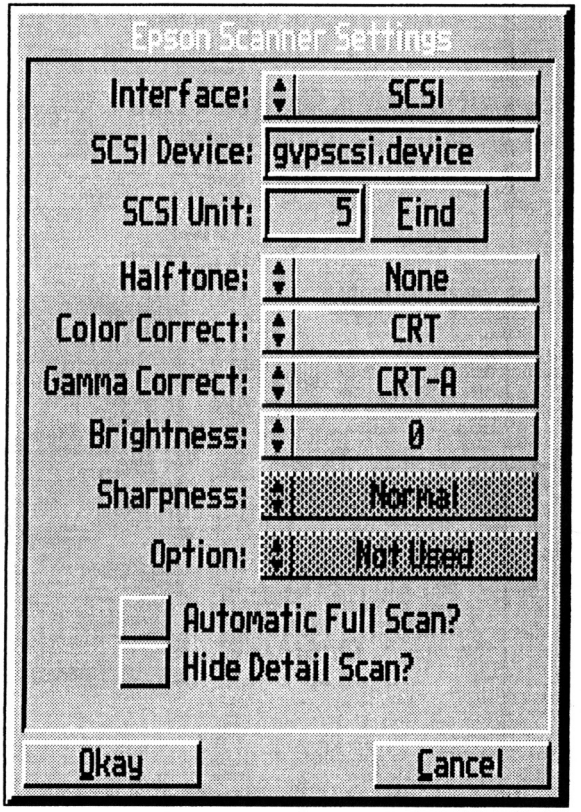
Epson Scanner Module Changes

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.

Sharpness: This option is only available on the Epson 800c/8000 series and higher.

Options: Allows you to turn on the use of the Transparency Unit and Automatic Document Feeder. This replaces the "Use Transparency Unit" checkbox.

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 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.

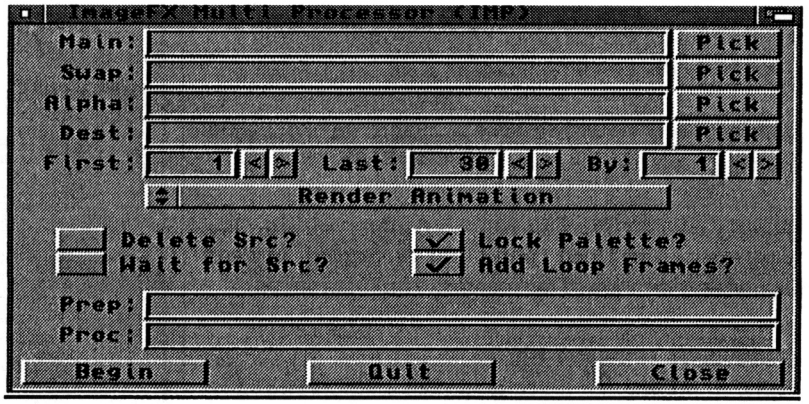
"Linked" Thumbnail Support

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 you to create a directory of thumbnails on your hard drive for, for example, a CDROM of images.

The CREATENAILS.IFX ARexx script will now create linked thumbnails for you when you run it from Browser or from the ARexx menu in ImageFX.

Changes To IMP

IMP supports a brand new output format in addition to Rendering Animation you can now "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.



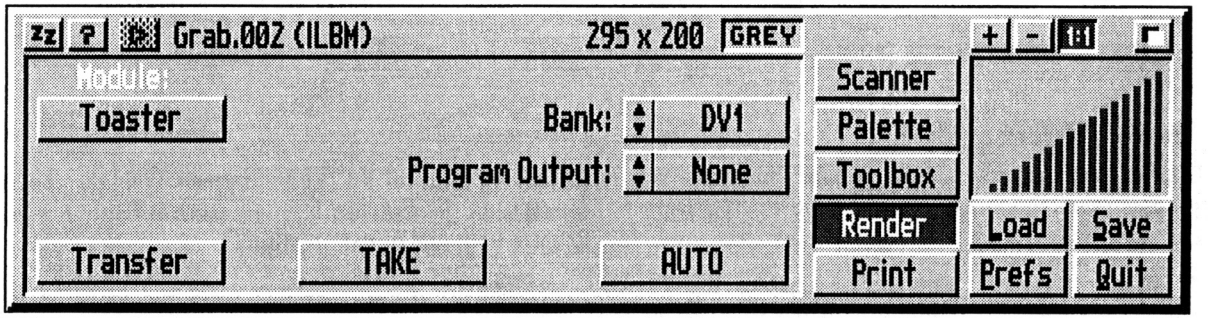
By: This new option (new as of 2.5 actually) allows you to "skip" frames. The example shown will load frames 1,2,3,...30. If the By: value were set to 2, it would only load frames 1,3,5,...29.

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.

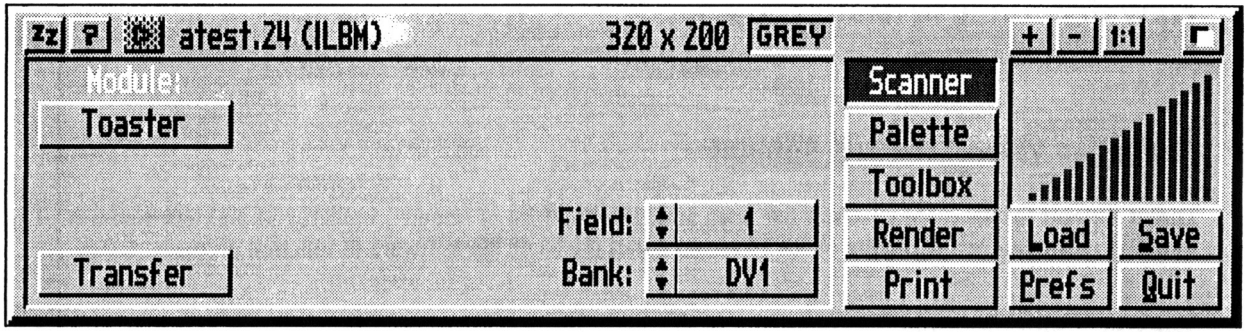
Transfer: Transfer the current buffer to the Video Toaster.

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.



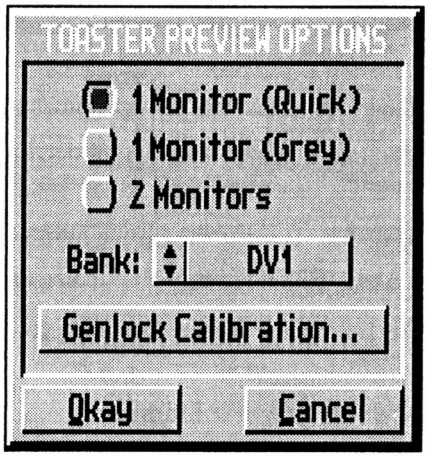
Field: Selects the number of video fields that will be transferred. The choices are 1, 2, 3, 4, and Motion Remove.

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.

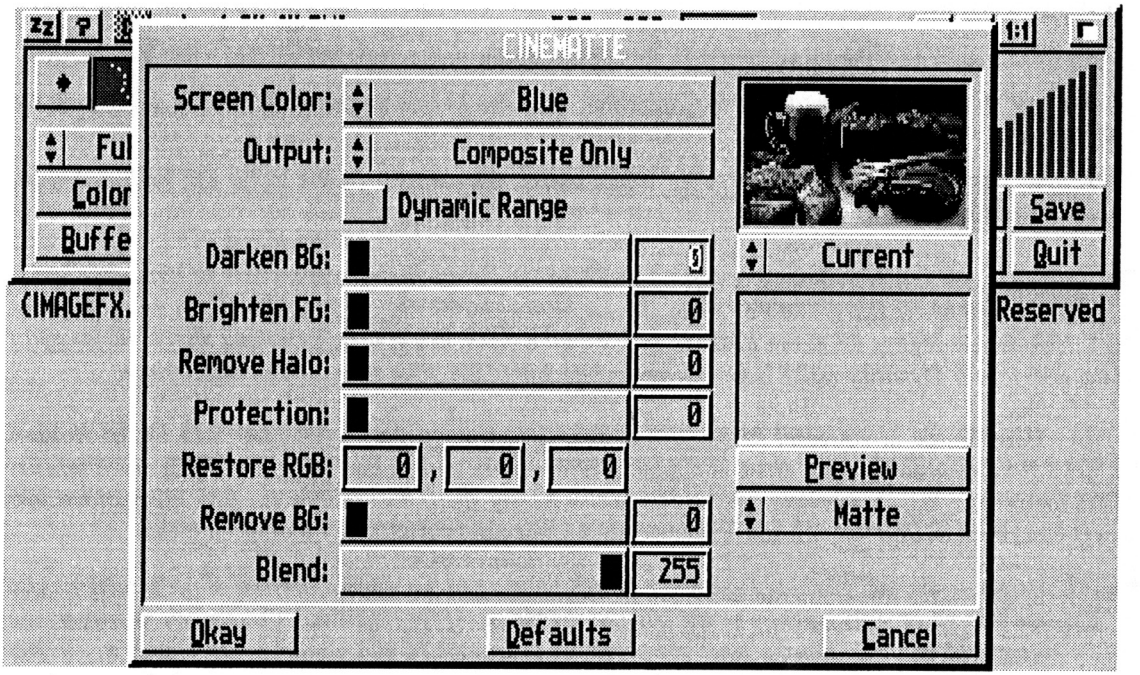
1 Monitor (Grey): Identical to 1 Monitor (Quick), but brushes are rendered in 16-color greyscale for better detail.

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.

Many thanks to Jim Arthurs of Image Shoppe for his immensely invaluable help in creating this module. His advice and assistance are gratefully acknowledged.

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. and is available through most dealers and mail order houses.

CyberWB Preview Module

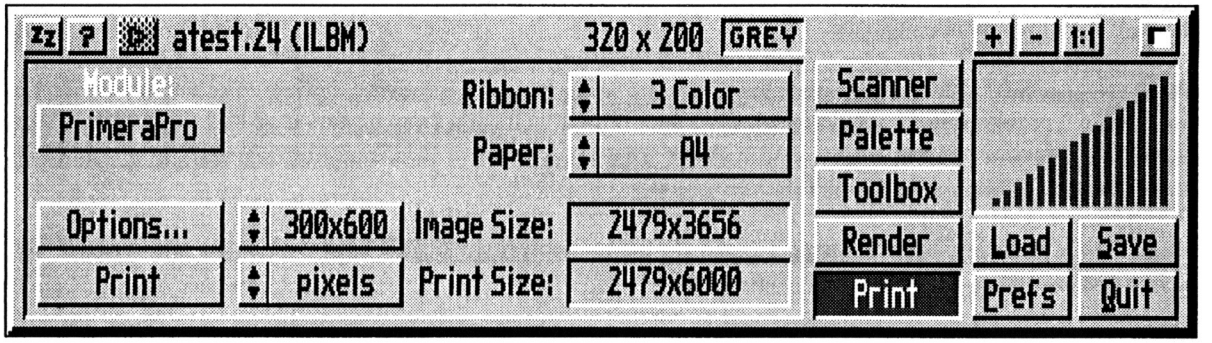
The CyberWB preview is similar to the Workbench preview, but operates in true (15/16/24-bit) color on a Cybergraphics screen. The Preview Options are identical to those of the Workbench preview (see below), with the exception of the Shade control. The CyberWB preview always renders in true color, so 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.



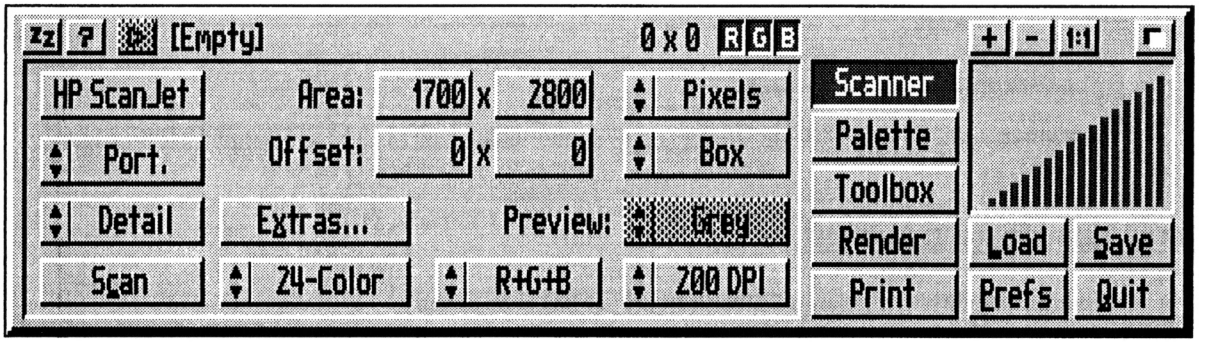
In most respects the PrimeraPro module functions the same as the Primera printer module. There is an additional cycle gadget to set the output resolution (either 300x300 or 300x600).

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



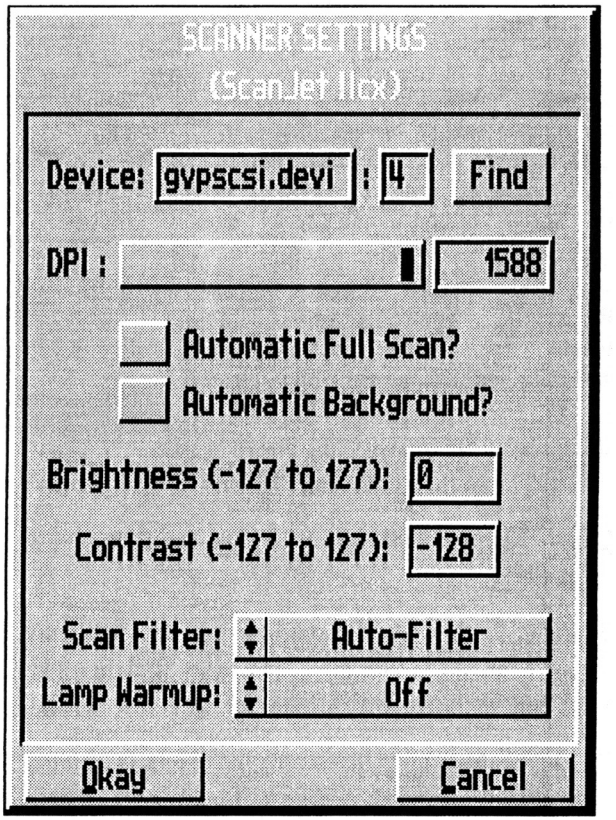
The HP (Hewlett Packard) Scanjet scanner module supports scanning in 24-bit color, 8-bit grey and 1-bit monochrome. The scanner also supports image sizes up to 8.5 x 14 inches! This single module is also compatible all SCSI members of the HP Scanjet family of desktop color and greyscale scanners. Some 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

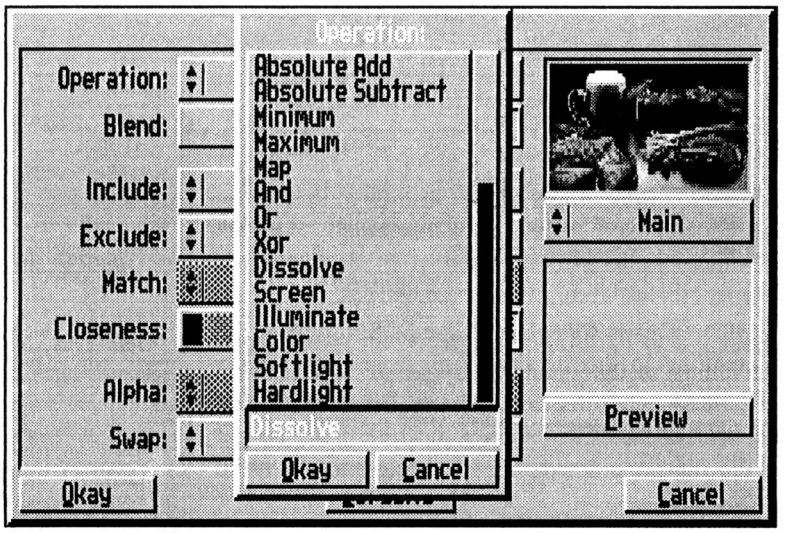
Brightness: This option controls the brightness of the scanned image. You can use this to compensate for overly dark or bright images. The values range from -127 to 127 ...a standard range for these scanners.

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.

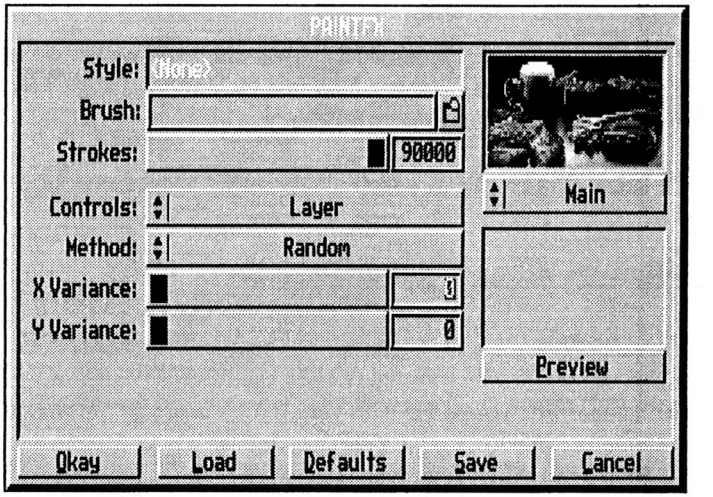
Illuminate: The result color has the hue and saturation of the main image and the luminance of the swap color.

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



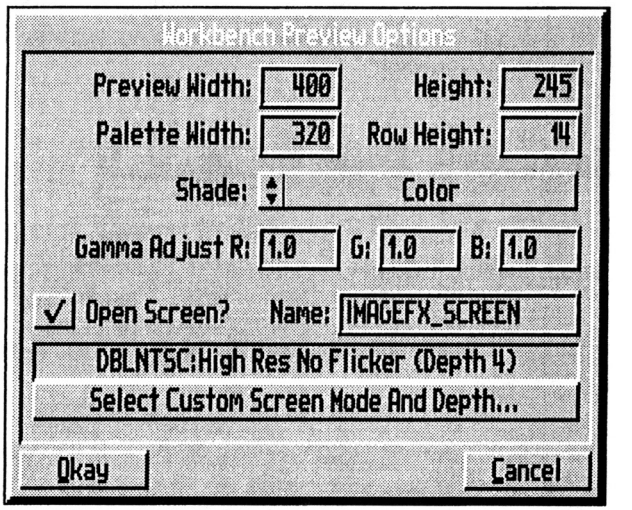
The Brush Stroke limit has been removed. To enter values higher than the range of the slider, click in the string gadget next to it and type in the value you want to use.

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

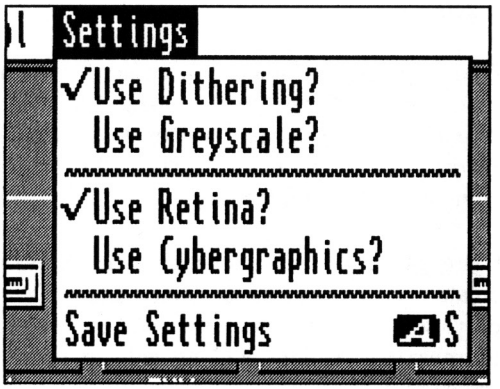
The RetinaWB preview is similar to the Workbench preview, but operates in 24-bit on a Retina-equipped Amiga. Note that you must be running the RetinaEmu software for this preview to function properly. Consult the documentation provided with your Retina board for information on the RetinaEmu software.

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

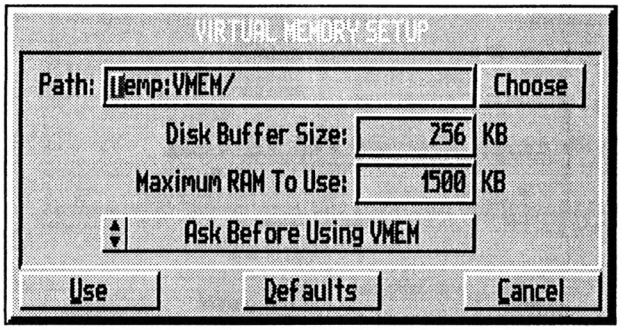


ImageFX's Thumbnail Requester has been expanded to support 24-bit thumbnail display on a Retina or Cybergraphics display. To activate this feature, select either Use Retina or Use Cybergraphics from the Settings pull-down menu in the requester. Select Save Settings to preserve this setting for future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

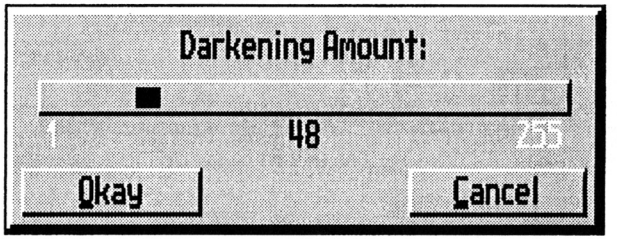
Virtual Memory

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.

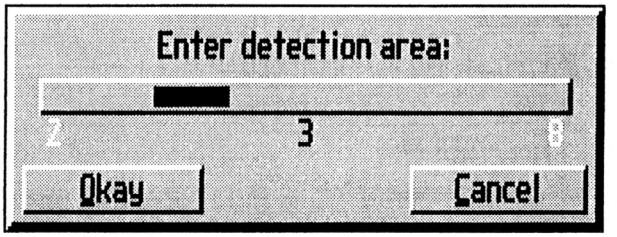


Feather Out

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 *(as of 2.6 the Toaster Scanner module is recommended)*

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 *(as of 2.6 the Toaster Render module is recommended)*

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)
ColorLimit.ifx	Sets limits on the colors for the images.

Composite_Matte.ifx	Composites images using the Matte option.
Composite_Merge.ifx	Composites images using the Merge option.
Contrast.ifx	Adjusts the contrast of the images.
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_*.ifx	Effect Over Time script for named function. These scripts will animated the function, over time, for the sequence of frames.
FieldRender.ifx	Handles field rendering.
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. Used for GIF, BMP, Icons, etc...
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.
SaveThumnailsOff.ifx	Turns off the saving of Thumbnails.
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.

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.

Tablet Pressure Sensitivity

The Wacom and Calcomp tablets are accessed via Accusoft's tablet.library. Use the P key to activate pressure sensitivity.

EPS (Postscript) Loading

The manual incorrectly identifies the Postscript loader as being able to handle EPS (Encapsulated PostScript) files. The Postscript loader has limited ability to do this.

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,Text/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,WB/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 World Wide Web Site

You can access all of Nova Design's press releases, special information and tips on using ImageFX, and other cool features on Nova Design's Web site. Point your browser at:

http://www.novadesign.com

ImageFX Mailing List

For those of you with Internet mail access, a mailing list for ImageFX is available. For current subscription "How To" information, check the Nova Design World Wide Web page under the **Information** icon.

ImageFX FTP Site

Nova Design has also established an FTP site on the Internet where you can download patches, animations, pictures, Arexx scripts and other goodies. Just point your FTP program at:

ftp://ftp.novadesign.com/pub/imagefx

Companies and Products of Note

Visual Inspirations of Tampa, FL distributes two excellent batch processing solutions for ImageFX. **Batch Factory** is their general-purpose batch processing solution that can drive ImageFX (and other packages) to create amazing animated effects. Their other package is **Control Tower.** A powerful program for controlling ImageFX and Newtek's Video Toaster/Flyer. Contact them at:

Visual Inspirations
809 West Hollywood
Tampa, FL 33604

(813) 935-6410

Helmut Hoffmann the superb programmer behind several excellent shareware products that support ImageFX. His **Fastloaders** package features high speed loading of many image formats. He also has **CyberGraphX-TV** (an interactive framegrabbing package) and **CyberGraphX Photoalbum** (a picture management and presentation package). Demo versions of all these are available on the Internet and our FTP site.

Helmut Hoffman
Rubensstrasse 4
D-41063 Monchengladbach
Germany

DraCo Systems, Inc. is the U.S. representatives of DraCo GmbH of Germany. They distribute the DraCo and Vlab Motion. A superlative non-linear Audio Video editing system for Amiga owners, and everyone, looking to do high quality non-linear editing. The system uses Motion JPEG on the Vlab Motion card. The Vlab Motion card is available for the Amiga or as part of the DraCo computer system package.

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Lafayette, CO 80026
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(303) 499-1979 Fax

Nova Design, Inc. also ditributes Pixcellence Production's **Video Guide to ImageFX** volume 3. This two tape set is a comprehensive tutorial covering all features of ImageFX from release 1.5 to 2.0 only. If your local dealer doesn't stock these you can contact our order line.

Nova Design, Inc.

1-800-IMAGE-69
(804) 282-1157