

# fxPAINT 2.0

.. create, manipulate, fascinate!



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# 1 General

## 1.1 About fxPAINT

fxPAINT has been developed with the vision of maximum functionality, flexibility and user-friendliness in handling of image data in mind.

It can not only be used for professionally reworking and creating images, but offers even more advanced features that qualify it as a true allround-program, opening up additional fields of application to the user.

### **Image creation – diverse drawing tools**

fxPAINT offers to you 18 different drawing tools which include standard tools such as for rectangle-, line-, ellipse- and polygon-drawing, but also professional tools like a magic stick, bézier-curves, gradients of all kinds (linear, radial, conical, ..), etc. Those can be combined with any pens that can immitate real materials (e.g. chalk, sprays, pencils) or simply be own creations. Besides drawing with a color, fxPAINT can also directly draw with effects (see below) or color gradients. Gradients can be freely designed – including transparencies – with the comfortable gradient manager. Furthermore you can directly scan, take screenshots, use digitalcameras and videoboards, create fractals, etc. from within fxPAINT. In any case you directly get the result you see on your screen (WYSIWYG).

### **Image processing – more than 90 effects**

As the "fx" (abbreviation for "effects") already hints at it, fxPAINT offers you a great number of effects, unique in this number and constellation. Pyro- effects, picture-mosaics, diverse light-effects, a powerful bumpmapper for pseudo 3D-effects, gradation-curves, glas-effects, various artistic-effects, composition-effects and many more specialised filters and effects as well as standard corrections for e.g. brightness, sharpness, color intensity create brilliant results that can only hardly be outperformed by others!

### **fxALBUM – image-cataloguing and –sharing**

fxALBUM, an inbuilt module of fxPAINT, allows you the easy administration even of bigger picture collections. Besides alphabetic sorting, you can also print overviews, create slideshows with fade-effects or re-arrange your pictures via drag and drop. Especially if you own a digital camera you won't want to miss the integrated tools for fast rotation and commentating, suitable even for processing many pictures. If you want to bring your pictures into the web, fxALBUM creates HTML-picture- overviews, that are easily adaptable to your own demands – if you want, up to your own album skin! Even internet-greetingcards are possible. Not without reason fxPAINT is used by big and quality-conscious AMIGA-websites for years.

### **fxCONV – batchprocessing**

fxCONV, also an inbuilt module of fxPAINT, helps you to process masses of image files quickly and easily. Besides simple conversion and suffix adaption you can also scale, rotate or use ARexx-scripts, accessing fxPAINTs mighty ARexx-interface, to rework them in exactly the way you want to!

### **Internet – tools and abilities**

fxPAINT also will help you a lot in all things internet. The "Navigation Builder" creates, within seconds, a complete navigationbar, incl. HTML-Code, from two pictures (selected and unselected state). Using fxIMAGEMAP, HTML-Imagemaps can be created fast and intuitive. Even the creation of PNG-files with transparency and a preview for JPEG-compression- artefacts are no problem for fxPAINT. Plus you can use the already presented fxALBUM to create HTML-based Multimedia-CDs, slideshows, "simple" galleries, tours or reports – in nearly any design imaginable and at a superb quality!

### **Userfriendly userinterface**

Special importance has been attached to the design of a userfriendly userinterface during the development of fxPAINT. All important functions are easily accessible, the userinterface offers aids like bubble help and self-descriptive graphics in full 24 Bit. Furthermore there are many useful tools, like e.g. the "Size Manager". Thanks to highly optimized routines and extensive support for the latest hardware, fxPAINT allows you to work in realtime and to unleash your creative powers!

### **Extensive hardware-support**

fxPAINT may well be the graphics application with the most extensive hardware-support. It runs native on three different CPU-architectures: 680x0 (OS 3.x), PPC (MorphOS, WarpUP, PowerUP) and x86 (Amithlon). Furthermore, fxPAINT can make use of scanner- (fxSCAN, ScanQuix), digital-camera- and videoboard-software (VHI Studio) and

## 1 General

support flat screens (inbuilt calibration), graphics boards, mouse wheels, graphicstablets (incl. many options) directly. Printers can be talked to via three different systems – AmigaOS 3.x, AmigaOS 3.5+ and TurboPrint.

### Many more functions

With the already introduced functionality complexes of fxPAINT it has by far not reached the end of its functionality. Via the Plugin- and ARexxinterface, fxPAINT offers nearly unlimited possibilities to extend its functionality. Included Plugins already allow special applications like steganographie (hiding of files in pictures), the creation of WBMP-pictures for WAP-pages or the creation of Workbench-icons. Even the direct creation of PDF-files is, given that you have fxSCAN 4.0 installed, no problem. You can find a detailed overview over the functions of fxPAINT [here](#).

## 1.2 System requirements

- Minimal requirements
  - ◆ AMIGA® with 68000
  - ◆ AmigaOS® 3.0
  - ◆ 10 MB RAM
  - ◆ Harddisk
- Supported
  - ◆ AMIGA® with 680x0
  - ◆ Amithlon (X86 native)
  - ◆ MorphOS, WarpUP® and PowerUP® (PPC native)
  - ◆ Graphicboards with CyberGraphX® or Picasso96
  - ◆ Tabletts
  - ◆ Scanners via fxSCAN and ScanQuix®
  - ◆ Turboprint
  - ◆ many additions in AmigaOS® 3.5/3.9
  - ◆ many additions in MorphOS
  - ◆ many more (see list of [features](#))

## 1.3 Features

### Diverse painting tools

- Freehand (linked and unlinked)
- Spread
- Line
- Ellipse/Circle (filled, unfilled, gradient)
- Smear
- Rectangles (filled, unfilled, rotated, gradient)
- Gradient tool (linear, bilinear, radial, conical, various repetition modes)
- Polygon (filled and unfilled)
- Béziercurves
- Magic stick (for surrounding and equally colored pixels)
- Fill
- Cut
- Additives
  - ◆ Support for tablets (freely adjustable)
  - ◆ Support for mousewheels
  - ◆ Optional helplines
  - ◆ Grid functions
  - ◆ precise positioning and scaling preview
  - ◆ 24 bit alphachannel

### Realistic imitation of diverse painting tools

- Chalk
- Aerosol can
- Felt tip pen
- Ink (Artist pens)
- Text (System- and TTF-fants)

### Direct creation

- Empty project
- Scanner support (ScanQuix, fxSCAN)
- Grabbing of still images (from videoboards, partially directly, partially via VHI Studio)
- Fractals (Mandelbrot, Julia, Tristar, Phoenix Mandel)
- Fire
- Screenshots
- Digital cameras (via VHI Studio)
- Noise

### Supported formats

- Loading
  - ◆ BMP (incl. 24 Bit)
  - ◆ PCX
  - ◆ PBM
  - ◆ PGM
  - ◆ PNM
  - ◆ IFF-RGB8
  - ◆ IFF-ILBM
  - ◆ YUVN
  - ◆ JPEG
  - ◆ PCD
  - ◆ PNG (supporting alpha/transparency)
  - ◆ TARGA (supporting alpha/transparency)
  - ◆ TIFF
  - ◆ WBMP

- ◆ Glowicons
- ◆ MorphOS Icons
- ◆ Datatypes
- Saving
  - ◆ BMP
  - ◆ PGM
  - ◆ PPM
  - ◆ JPEG (with artefact preview)
  - ◆ IFF-RGB8
  - ◆ IFF24
  - ◆ TARGA
  - ◆ PNG (supporting alpha/transparency)
  - ◆ PDF (requires fxSCAN 4.0)
  - ◆ WBMP
  - ◆ Glowicons
  - ◆ Newicons
  - ◆ MorphOS Icons
- PowerPC-native

### More than 90 effects

- Antialias
- Anti red eyes
- Antique
- Black & white
- Bluebox
- Border effects (at least 5 included)
- Buttonborder (3 types)
- Bumpmapper (Pseudo 3D-effects)
- Compose (with shadow, glow effects, dark glow, etc.)
- Correction (Brightness, Red, Green, Blue, Gamma, Contrast)
- Colorize
- Colorgradientconversion (incl. support for transparency)
- Color variations
- Curl page
- Compressionoptimization
- Convolution (22 filters predefined)
- Distort (quadratic and radial)
- Draw (one color, transparency, gradient)
- Dithering (14 methods)
- Deinterlace
- Deep inside
- Displacemap
- Earthquake
- Emboss
- Edgedetect
- Fisheye
- Gaussian blur
- Grayscales
- Gradationcurves
- Glow
- Invert
- ICS color correction
- Insert brush
- JPEG-artefact reduction
- Limit color space
- Lightsource (incl. Lenseflares)
- Logic (8 operations)
- Lightspeed
- Mirage (natural mirroring effects)

- Median
- Maximum
- Minimum
- Motion blur
- MinMax (colorspace optimization)
- Mirror
- Neon
- Noise
- Oil painting
- Pinch
- Posterize
- Pixelise
- Picture mosaic (as seen on the movie poster for "The Truman Show")
- Pyro-effects
- RGB-rotation
- Rotate
- Replace color
- Rub through
- Rectangle explosion
- Ripple
- Remove isolated pixels
- Smooth
- Selective gaussian blur
- Sharpen
- Scale
- Supernova
- Straw
- Shift
- Spread
- Tile
- Texture
- Texturize
- TV Lace
- Whirl
- WBMP Dithering
- Waves
- Zoom blur

### Internet tools

- Navigation Builder
  - ◆ Easy creation of navigation bars from two pictures
  - ◆ automatic creation and enumeration of imagefiles, JPEG or PNGs by choice
  - ◆ creates required HTML-code
  - ◆ automatic recognition of buttons
- fxIMAGEMAP
  - ◆ WYSIWYG-creation of HTML-imagemaps
  - ◆ direct entrance of links
  - ◆ support for frames
- JPEG-artefact-preview – for best guessing on the optimal quality setting
- full PNG-support
  - ◆ full transparency-/alphachannel-support
  - ◆ progressive PNGs
  - ◆ special 16 Bit-mode for smaller PNG-files
- fxALBUM tools and HTML-export (see further below)

### fxALBUM image cataloguing and –sharing

- Creation, loading and saving of albums
- Loading of single files or complete directories

- direct linkage to fxPAINT and fxCONV
- Album tools
  - ◆ Easy rotation in 90° steps
  - ◆ Adding of comments to every picture
- Slideshow–function, with ability for cross–fading–effects
- HTML–export
  - ◆ export of complete albums
  - ◆ automatic rotation using the "Album tools" information
  - ◆ automatic creation of thumbnails
    - ◊ size can be freely chosen
    - ◊ detailed low–loss scaling
    - ◊ adding of a soft border
  - ◆ automatic scaling of full pictures
  - ◆ insertion of a watermark in full pictures
  - ◆ export onto several pages
  - ◆ creation of HTML–based slideshows (delay adjustable)
  - ◆ Header– and footer can be freely chosen
  - ◆ Creation of internet greeting–cards
  - ◆ freely choosable suffixes for html–pages
  - ◆ skins supported – three beautiful skins already included
  - ◆ Saving of pictures as JPEG or PNG
  - ◆ Loading/Saving of settings profiles
- Printing of overview
- Manual or alphabetic sorting

### **fxCONV Batchprocessing**

- Fully automated conversion of files and whole directories
- Optional, automatic adjustment of file suffixes
- Optional effects and operations
  - ◆ Scaling
  - ◆ Rotation
  - ◆ ARexx–script

### **Gradient manager**

- unlimited number of colors
- support for transparency–values
- realtime–preview
- easy selection
- easy im– and export of gradients

### **Plugin– & ARexx–interface**

- mighty ARexx–interface with more than 80 commands
- many ARexx–Skripte for borders– and pen–effects already included
- Plugin interface with abstraction layer, but also allowing direct access to program internals

### **Additional tools**

- Navigator – easy navigation within big and magnified pictures
- Histogram
- Brush manager with many additional manipulation options
  - ◆ Invert
  - ◆ Rotate
  - ◆ Scale
  - ◆ Silhouette
  - ◆ Glow
  - ◆ Smooth
  - ◆ Size optimization

- Color variations – do color adjustments fast and intuitive
- Size manager – call frequently used sizes with one click
- Axis color correction – improved display on LCD-screens
- fxVIDEO – tutorialvideos with learnmode directly within fxPAINT
- Benchmark–Plugin IOBench – fast and representative speed measurement
- Steganography–Plugin Philth – hide files within pictures
- Render–Plugin for fullscreen display
- Image bar
- Color palette
  - ◆ various color selection possibilites
  - ◆ export of the current color as HTML–code to the clipboard
  - ◆ loading/saving of palettes

### **Further functionality**

- Native CPU–support
  - ◆ MC 680x0 (AmigaOS 3.x and emulators)
  - ◆ PowerPC (PowerUP, MorphOS, WarpUP)
  - ◆ x86 (Amithlon)
- Extensive printer support
  - ◆ OS 3.0/3.1
  - ◆ 24–bits system under OS 3.5+
  - ◆ Graphicspublisher
  - ◆ TurboPrint
- Stargate–Plugin
  - ◆ Extremly fast exchange of image data between applications
  - ◆ Virtual drive allowing you to access all images currently in fxPAINT's memory
- Clipboard–support for pictures and brushes

## 1.4 History

### fxPAINT V1.0 (Nov. 1999)

- initial release at the Cologne Show

### fxPAINT V1.0 EK #1 (Nov. 1999)

- Printing of very large images is now possible
- Support for DPI-measure
- improved look of fxALBUM und Brush Manager
- recompiled plugins
- Reworked scale-requester
- direct Picasso96-support
- optimizations
- bugfixes

### fxPAINT V1.0 EK #2 (April 2000)

- fxVIDEO-System: Tutorial-videos directly within fxPAINT!
- new icons
- all GUI-images now have a second phase
- new bevelcircle-drawingtool
- Magnification-degree is now displayed in the windows
- improved convolution-module
- support for 24Bit-PCX-files
- optimized PPC-communicationroutines
- new effects
  - ◆ Edgedetect
  - ◆ Sharpen
  - ◆ Texture
  - ◆ "Deep inside"
  - ◆ DisplaceMap
- New mode for the button-border-effect
- faster and completely rewritten rubthrough-effect
- speeded up display-routines
- new menu-concept to avoid problems with older MagicMenu-versions
- Auto-Crop, to crop away unneeded borders
- improved PCD-loader
- real antialiasing for the creation of text-brushes
- improved tablet-support and ability for individual configuration for your personal needs
- Fat screen-text on own screens can now be turned off
- Integrated "AXIS-Display Calibration" for optimized display on normal monitors and especially LCD-panels
- heavily improved fxALBUM
  - ◆ improved HTML-overview-creation
    - ◊ Head- and footer can be defined
    - ◊ number of thumbnails per line definable
    - ◊ "Readable", cleaned-up HTML-Code
  - ◆ Size of thumbnails now adjustable
  - ◆ scrollbar on the right border for better navigation
- new wap.plugin
  - ◆ Loading and saving of WBMP-graphics
  - ◆ special dithering-algorithm for high-quality results even on black+white displays.
- stargate.plugin now part of the fxPAINT-distribution
  - ◆ Access to internal image-data as to a harddisk
  - ◆ direct linkage from other graphics-programs
- speeded up loaders and savers and porting of most modules to PPC
- Mousewheel support (e.g. VMC 4D+ Mouse is supported, see <http://www.vmc.de>)
- optimizations
- bugfixes

**fxPAINT V1.5 Update (July 2000)**

- Release on CD at the "World of Alternatives"
- requires V1.0 CD-ROM
- includes all changes of EK #1 and EK #2 (see above) new Tutorial-video(s)
- new HTML-Tutorial(s)
- heavily improved fxALBUM
  - ◆ improved HTML-overview
    - ◊ table- and picturebordersize can now be adjusted
    - ◊ "readable" code now also for the single HTML-files
    - ◊ Thumbnails can now have smooth borders
    - ◊ Full pictures can now have smooth borders
    - ◊ Creation of high-quality thumbnails as option (needs more time, but reduces the "pixel-effect")
    - ◊ insertion of logos in the full-picture
    - ◊ full-pictures can now be automatically scaled
    - ◊ Thumbnail-size can now vary between 50 and 320 pixels and be independant of the catalog-size.
  - ◆ improved slideshow
    - ◊ correct detection of the display-mode
    - ◊ Fade-effects
      - Blocks
      - stripes (H/V)
      - stripefade
      - random selection
    - ◊ mouse-pointer is now faded out
    - ◊ pause can be defined
    - ◊ picture can be scaled up or down to fit the screen
  - ◆ double-click to load a picture
  - ◆ extended & improved palette
    - ◊ "cleaned up" GUI
    - ◊ three different modes
      - display HTML-Code
      - Colorchooser
      - Palette-entries/index
    - ◊ can vary in size
    - ◊ export of the current color as HTML-code to the Clipboard
    - ◊ standard-palette with more entries
    - ◊ bugfixes
  - ◆ ARexx-Launcher
    - ◊ Start an ARexx-script directly from within fxPAINT
  - ◆ improved Toolbar
    - ◊ can now be moved vertically
    - ◊ optically "compressed" and improved progressbar
  - ◆ improved plugin-launcher
    - ◊ only one click to start a plugin
  - ◆ improved bubblehelp-behaviour
  - ◆ new fxPAINT-logo in About-requester
  - ◆ new effects
    - ◊ remove JPEG blocks
  - ◆ Support for DigiCams
    - ◊ requires VHI Studio
    - ◊ transparent support of VHI Studio
  - ◆ extended stargate.plugin

**fxPAINT V2.0 (Dezember 2002)**

- ◊ new and improved modules
  - improved: fxALBUM-Module (image-cataloging and -handling)
    - Alphabetical sort functions for entries

## 1 General

- Manual sorting and rearranging via drag and drop
- Album tools for easy 90° step rotation and comment-addition
- improved HTML-export
  - ◆ skinable – many beautiful skins already included
  - ◆ option to create metarefresh-based slideshow
  - ◆ option to create PHP4-based greeting cards (requires PHP4 on the webserver)
  - ◆ multi-page support (e.g. span the overview for hundreds of images over several pages)
  - ◆ user-definable file endings
  - ◆ speed-optimized handling of JPEGs
  - ◆ export as PNGs supported
  - ◆ exported HTML-code now conforms to the XHTML-standard
  - ◆ you can now load and save profiles
- improved fxCONV-Module (Batch image processing)
  - option to rescale and rotate images "on the fly"
  - option to include ARexx-script (that is: full power of fxPAINT's image processing!)
  - suffix adaption
- new: Color Variation Wizard
- new: Gradient Manager
- new: Navigation Builder
- new: Size Manager

◊ New and improved effects

- rewritten "fisheye"-effect, now offers much more possibilites and options
- rewritten median-effect for maximum speed
- new: Antialias (reduce stairs in images)
- new: Gradient (replace image with gradient)
- new: Glow (adds glow to characteristic points)
- new: Neon
- new: Pinch
- new: Ripple
- new: Whirl
- improved: Bumpmapper – faster and improved
- improved: Button Border – improved look
- improved: Compose-effect now supports Dark Glow
- improved: Pyro-Plugin – even more realistic results
- improved: Rotation – faster and with quick 90° previews

◊ Improved paint-tools and –functionality

- new tool: spread
- new tool: filled polygon
- new tool: unfilled polygon
- new tool: gradient (linear, bilinear, conical, radial, different repetition schemes)
- new tool: rotated rectangle
- improved tool: magic stick can now also select all pixels of equal/similiar color at once
- unified tool options window
- new option: add positioning-/helplines
- paint-preview now is magnifiable, too
- exact pixel positioning

◊ Global improvements

- native support for PowerPC (MorphOS, PowerUP, WarpUP), x86 (Amithlon) and 68K
- Clipboard-support for images and pens
- support for Truetype-fonts via TTEngine by Gregorz Kraszewski
- new loaders and savers
  - new: PNG-loader and –saver, including support for transparency and progressive PNGs
  - new: PDF-export (requires installed fxSCAN V4.04 or better)
  - new: PBM-loader (black&white PNMs)

## 1 General

- JPEG loader now also supports EXIF–JPEGs
- TARGA–loader now with transparency support
- loaders/savers now with full PPC support and lower memory consumption
- improved printer support
  - improved support for Turboprint GraphicsPublisher
  - improved printer driver system detection
  - manual selection possible
  - direct TurboPrint support added
- pseudo–themable GUI with new default skin "IO ONE"
- improved and reworked GUI for better workflow
- brand–new undo/redo system, optimized for low memory consumption and raw speed, now can also undo fixations (!)
- vast speed improvements, especially for handling of bigger images
- new IOBench Benchmark plugin for objective comparison of system speeds
- automatic suffix–adaption
- improved file– and path–memorisation
- improved ARexx–interface with nearly 90 new commands
- improved error– and progress–notification
- reworked documentation in HTML– and PDF–format with many illustrations

## 2 Basics

### 2.1 The layer system

fxPAINT bases on a special, so called layer-concept, that divides the work on pictures into several layers. When working with fxPAINT it is important to understand this system to make full use of all functions.

The layersystem consists of four layers:

- Base image

The "base image" is the current image used as basis for the calculation of the currently selected effect – so this is what has just been loaded or the result of the permanent fixation of the last work steps.

- Draw-/Selection layer ("Draw layer")

The draw- and selection layer has the biggest influence on the result. It allows 256 levels, intensities respectively, for every pixel. Here you define where and with which intensity the effect layer is visible. If a pixel has an insity of 0, the resulting pixel is equal to the respective pixel in the base image. In contrast a value of 255 makes the resulting pixel identical with the respective pixel in the effect layer.

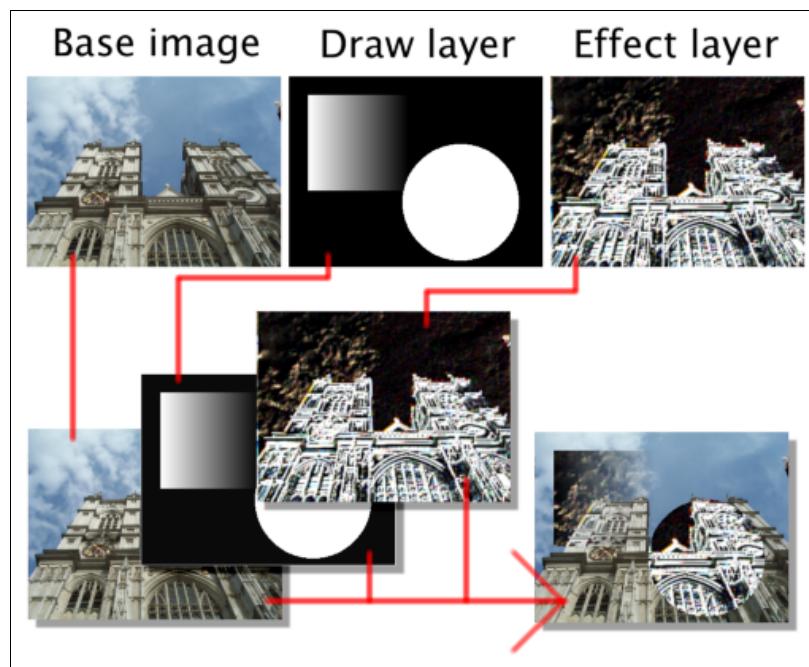
- Alpha channel

The alpha channel is a close relative to the draw layer. Its information is used right after the one contained in the draw layer and allows 16777216 different levels for every pixel, 256 for every of the three virtual color channels red, green and blue. It is only interesting for special cases and, for easyness, not part of the following example.

- Effect layer

This layer contains the results of the effect calculations of the currently selected effect. By drawing/selecting in the draw layer, this layer becomes visible. Only if the effect/mode "Draw" is chosen, the contents is dependant on the contents of the draw layer.

After this theoretic introduction a practical example:



On the draw layer a gradient and a circle have been drawn, the effect layer contains the result of the effect "Neon". For the displayed result, the base image is now mixed with the effect layer, basing on the intensities contained in the draw layer. Parts, that have the full intensity of 255 (the circle, left border of the gradient) are entirely replaced with the respective pixels of the effect layer. Parts with zero intensity are left untouched when compared to the base image. All intensities that are greater than 0 and smaller than 255 contain the respective parts of the base image and the effect layer. This can be seen quite good with the gradient. Thus, as the majority of the draw layer has an intensity of 0, most of the base image is left untouched.

Thus you change the draw layer with the drawing tools and, by doing so, paint the effect layer on the base image. If you have reached the point where you are satisfied with the result of the effect, click on "Fix". This fixates the image, that is,

## 2 Basics

make the changes permanent and clear the layer (except you selected "Keep layer"). After fixation the visible picture becomes the new base layer. Easily spoken you add the effects "layer by layer" until you have reached the result you had in mind.

## 3 Installation

The installation of fxPAINT is relativly easy. Just perform the following steps:

- ◆ Start your computer and wait until it has booted up.
- ◆ Insert the fxPAINT-CD-ROM into the CD-drive of your computer and wait until the icon with the name "fxPAINT2\_CDROM" appears on your Workbench.
- ◆ Perform a doubleclick on the icon.
- ◆ Now a window is opened in which you can find an icon named "Install". Perform a doubleclick on it.
- ◆ Now follow the instructions of the installation program to install fxPAINT. When choosing the installation directory for fxPAINT, don't use the same directory as for previous installations! Overwriting previous installations and mixing it with a new one can lead to unforseeable problems.
- ◆ After completing the installation process, please change into the new fxPAINT-directory.
- ◆ Now doubleclick on the fxPAINT-icon in order to start fxPAINT.
- ◆ fxPAINT now presents its user interface and a mask for your serialnumber(s) to you:



If you've bought your copy of fxPAINT as an update from version 1.x, please select "Update from version 1.x" under "Bought as", "Full version" if you have bought it completly new. For updates, enter the serial number of your fxPAINT 1.x copy under "Old serial". In "Serial number" enter the number printed on the sticker on your fxPAINT CD's jewelcase. If you've bought fxPAINT 2.0 via iospirit.de's online-shop, enter the serial number you find next to your download, here. To finalize this requester, enter your full name under "Name" and, if this copy of fxPAINT is used in a company, the name of the company it is used in – your full name if you use fxPAINT only for private purposes.

- ◆ After you've now entered all required data, click on "Register" in order to permanently save these information.
- ◆ You can now already use fxPAINT, but you might have to adapt some settings to your system configuration. More on this can be found under "[Preferences / Settings](#)".
- ◆ If you got a registration card along with your fxPAINT, please fill it out now and send it to IOSPIRIT. If you purchased fxPAINT directly from IOSPIRIT (that means, not from a dealer), no registration card is enclosed as registration takes place automatically when your order is dispatched.
- ◆ Done.

# 4 Reference

## 4.1 GUI elements

### 4.1.1 Pulldown Menus

You can reach the pulldown-menu via a click of the right mousebutton and only outside of project windows. It offers you the following options. Descriptions to the single entries can be found in the reference part, in the HTML- and PDF-version you can also click through there directly. **Project**

- New
  - ◆ [Filled](#)
  - ◆ [ScanQuix](#)
  - ◆ [VHI](#)
  - ◆ [Fractal](#)
  - ◆ [Fire](#)
  - ◆ [Grab screen](#)
  - ◆ [DigiCam](#)
  - ◆ [Create noise](#)
- [Open](#)
- [Save as](#)
- [Print](#)
- About
- About fxPLUGINS
- Quit

### Clipboard

- [Brush: Cut](#)
- [Brush: Copy](#)
- [Brush: Paste](#)
- [Picture: Copy](#)
- [Picture: Paste](#)

### Windows

- [Brush manager](#)
- Color manager
- Gradient manager
- Effects manager
- Painttool settings
- Position window
- Histogram window
- Navigator window
- Grid options

### Picture

- Rotate
- Scale
- Shear
- Create frame
- Create wave
- Clone
- Autocrop
- Color variations

### fxEXTRAs

- fxALBUM
- fxCONV
- fxIMAGEMAP
- fxVIDEO
- Navigation Builder

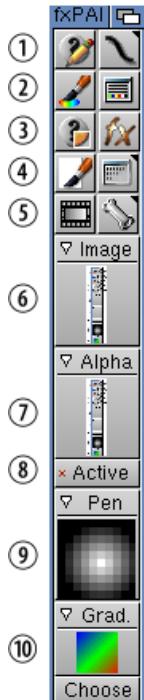
### Settings

- Settings
- Adjust display
- Size manager
- Load
- Save (as default)
- Save as ..
- Save layout

### Plugins

## 4.1.2 Toolbar

The toolbar gives you fast access to the most frequently used functions of fxPAINT. Here mostly only the names of the functions are listed and described separately in the separate reference part – except for those that only require a short explanation. In the HTML- and PDF-versions you can directly click on the names to get to the respective part in the reference.



### 1. [Drawtool options](#)

### 2. [Color pipette](#)

A click on this button activates the color pipette mode. The color at the pixel you click at next will then become the active/current color of the active project.

### 3. [Effect options](#)

### 4. [Brush manager](#)

### 5. [fxALBUM](#)

### 6. [Select image](#)

By clicking on this you can easily and quickly jump to another project/image.

### 7. [Select alpha-channel for image](#)

Here you can select another project/image as alpha-channel. For more information on alpha channels, see the "Basics" chapter.

### 8. [Activate/Deactivate use of alpha-channel](#)

Here you can enable/disable the use of another project/image as alpha-channel for the current selected project. For more information on alpha channels, see the "Basics" chapter.

### 9. [Select brush to use for drawing](#)

### 10. [Select color gradient to use for this image](#)

### 11. [Select drawing tool](#)

### 12. [Palette](#)

### 13. [Effects manager](#)

### 14. [Layer tools](#)

### 15. [Launch plugin](#)

One click on this button opens a popup window that allows you to choose a launchable plugin and start it directly.

### 16. [Change to gradient mode](#)

Activates the gradient mode of fxPAINT. To deactivate it, choose an effect from the effect manager.

### 4.1.3 Toolbox

The Toolbox is, similiar to the Toolbar, home to a number of frequently used funtions, that have a closer relation to the contents of the image. The functions are just listed here – the full reference can be found in the general reference part of the documentation.



#### 1. New project

- [Filled](#)
- [ScanQuix](#)
- [VHI](#)
- [Fractal](#)
- [Fire](#)
- [Grab screen](#)
- [DigiCam](#)
- [Create noise](#)

#### 2. [Load image](#)

#### 3. [Save image](#)

#### 4. [Print image](#)

#### 5. Start ARexx-script

#### 6. Zoom into image (Shortcut "+")

#### 7. Zoom out of image (Shortcut "-")

#### 8. Fill draw layer with full intensity

#### 9. Clear draw layer

#### 10. Undo last change (Shortcut "u")

#### 11. Redo last change (Shortcut "r")

#### 12. Fixate current modifications

#### 13. Switch on/off bubble help

#### 14. Contact IOSPIRIT server

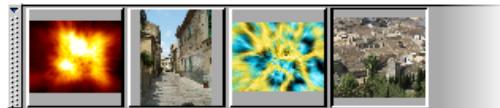
This feature couldn't be completed until the deadline for the final version, so it is not included.

#### 15. Iconify image into image bar

#### 16. Progress bar

#### 4.1.4 Image bar

The image bar helps you to keep track of all the images loaded into fxPAINT and to quickly tidy up an upcoming chaos on your screen.



##### Select current project

The image bar displays a thumbnail for every loaded picture. Click on a thumbnail with your left mousebutton to make the image visible, current and to bring it to front.

##### Iconify project

If you want to tidy up, you can first click on the image bar with your left mousebutton and then iconify an image with a right mouseclick on it.

##### Iconify image bar

If you require additional space or you don't need the image bar at the moment, you can simply iconify the image bar itself by clicking on the button to its left.

## 4.2 Functionreference

### 4.2.1 New: Filled

With this dialog, you can create new pictures, that consist of one single color ("empty" canvas).

#### Size (pixel)

Specify the size of the image to create, here. One click on the button next to the entry fields lets you select standard sizes as defined in the "Size Manager".

#### Density (DPI)

If you want to enter the size of the image in realworld measuring units, enter the density, that shall be used as base of the calculation, here.

#### Size (mm)

Alternatively to entering the size of the new image in pixels you can also enter it in millimeters. fxPAINT then automatically calculates the respective number of pictures.

#### Use current color

By default a new project is filled with black. If you want a different color to be used, select this checkbox and fxPAINT will use the color currently used in the "Color manager".

#### Create

Creates a new image with the entered dimensions.

### 4.2.2 New: ScanQuix

If you have ScanQuix installed, you can simply call it here. For a description on how to use the upcoming dialog, please see the ScanQuix–documentation. If you are using fxSCAN, you can scan an image there and send it to fxPAINT via Stargate.

### 4.2.3 New: VHI grabber

If you have a videoboard that is supported by a VHI–driver, you can get a preview here and easily grab pictures from your board.

Please keep in mind that the VHI implementation of fxPAINT is still incomplete (when compared to the latest additions to the standard) and thus may not work as expected with all boards. fxPAINT thus can use VHI Studio and its full support for all VHI drivers to grab images or download from digital cameras.

#### VHI driver

Select the driver for your board, here.

#### Input

Here you can select the input to use on your board.

#### Size

Choose the size of the image to grab.

#### Preview

Switches on/off the preview.

#### Interlace, Luminance, Chrominance, Videorecorder, NTSC

Those are videospecific options whose implementation depends on the respective driver in use.

#### Grab image

Copies the current image from the memory of your videoboard to a new project.

#### 4.2.4 New: Create fractal

fxPAINT has an inbuilt fractal generator, that can create colorful fractal graphics.

##### Kind

Select the algorithm you want to use for calculation here: Mandelbrot, Julia, Tristar or Phoenix Mandel.

##### Size

You can enter the size of the image to create, here. Using the button next to the input fields you can select standard sizes.

##### Iterations

Depending on how many iterations are used during calculation the result of the calculation is more or less rich in details. This number can be set, here.

##### Zoom in

To zoom into a fractal, just click at the point of interest in the preview.

##### Reset

Using this button you reset the view/zoom on the fractal to its defaults.

##### Create

Click on "Create" to start fractal calculation.

#### 4.2.5 New: Fire

Besides the Pyro Plugin fxPAINT also offers to you the possibility to directly calculate flames.

##### Size

As usual you can set the size here or select a standard-size.

##### Fade type

There are two different methods to "fade" the flames. The first one is more aggressive at this than the second one.

##### Fade level

The greater this value the faster the flames disappear.

##### Heat

With this you can control the characteristics of the flames – whether they are stretched or very compressed.

##### Preview

This creates a preview with the made settings.

##### Create

Creates a new project with the flames as content.

#### 4.2.6 New: Grab screen

When creating new projects, you can also grab screens directly from within fxPAINT. Therefore just select the screen to grab in the list and click on "Grab Screen" afterwards. If new screens are opened in the meantime, click on "Refresh" to be able to select that screen(s), too.

#### 4.2.7 New: Integrate VHI Studio

In order to access current digital cameras and videoboards from within fxPAINT, fxPAINT can integrate VHI Studio directly. More infos on VHI Studio can be found at <http://www.iospirit.de/vhistudio/>

#### 4.2.8 New: Noise

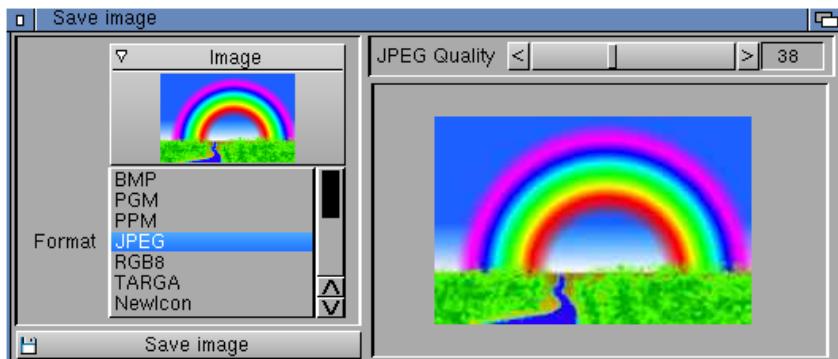
With this function you can create a new project that does only exist of noise. The only option is its size.

## 4.2.9 Load image

With this function you load an image into fxPAINT. After a click on the button, selection of the item from the menu respectively, a filerequester appears in which you can select the file to load. fxPAINT then first tries to load the image with the help of the internal modules, then the plugins.

## 4.2.10 Save image

If you have completed a picture and want to save it, fxPAINT offers you a variety of different saving formats, partially with more options to refine the result:



### BMP

No options.

### GlowIcon (OS 3.5+)

No options.

### IFF24

No options.

### JPEG

Here you can set the quality of the result. The higher the value, the greater the files and the higher the quality of the result and vice versa.

### NewIcon

No options.

### PGM (Grayscale image)

No options.

### PNG

The following options are available:

- Progressive  
Creates progressive PNGs, that can be displayed already while being loaded over the internet and refine over time.
- Layer as alpha channel  
Saves the contents of the draw layer as transparency information.
- Reduce to 16 Bit  
If an image has fine gradients, this option can noticeably reduce the size of the resulting file.

### PPM

No options.

### RGB8

No options.

**TARGA**

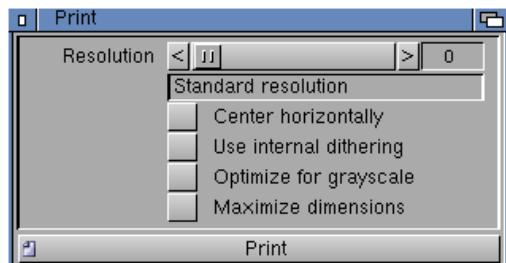
You can switch off and on the compression of the Targa-format.

**WBMP**

No options.

### 4.2.11 Print image

You can use this function to bring your images to paper. Depending on which printer system you use, some additional options are available.

**Unit**

Under OS 3.5 and higher you can configure more than one printer and attach them to unit number – this option allows you to choose the respective printer.

**Resolution**

You can set the printer resolution here. 150 to 300 dpi are sufficient for most typical applications.

**Center horizontally**

Centers the printout horizontally.

**Internal dithering**

If this option is enabled, the image data is dithered internally before it is passed to the printer driver. This is only useful in conjunction with color printing and old printer drivers. Printing time will noticeably lengthen when this option is active.

**Optimize for grayscales**

This option optimises the data that is passed to the printer for grayscale printing. If you don't print in color, this option should be chosen.

**Maximize dimensions**

Prints the image at maximum size without distorting it.

### 4.2.12 Clipboard

The clipboard is a space in memory that is centrally managed by the system so every application may access it. It is primarily used for the fast and uncomplicated exchange of data between different applications.

**Brush: Cut**

Copies the currently selected brush into clipboard and deletes it afterwards.

**Brush: Copy**

Copies the currently selected brush into clipboard.

**Brush: Paste**

Copies a possibly existant image from the clipboard into a new brush.

**Image: Copy**

Copies the current picture/project into the clipboard.

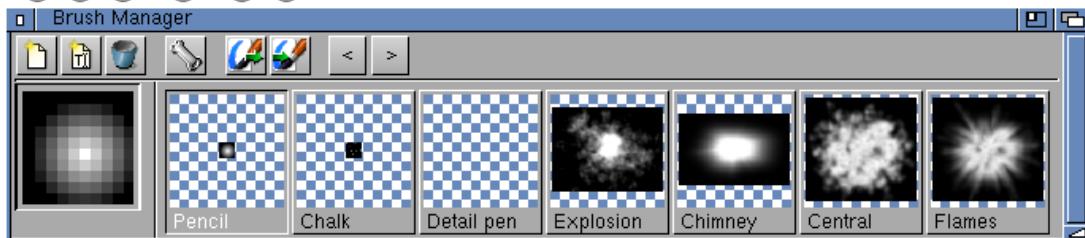
**Image: Paste**

Copies a possibly existant image from the clipboard into a new project.

### 4.2.13 Brushmanager

The Brushmanager is the central point for the management of brushes. Here new brushes can be created and old ones be modified, deleted or converted.

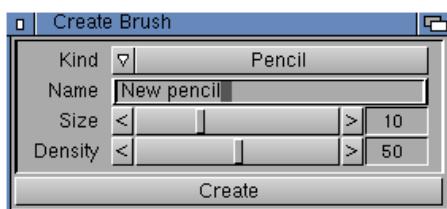
① ② ③ ④ ⑤ ⑥



The functions in the enumerated order:

#### 4.2.13.1 Create brush

With this function you can create a new painting brush.

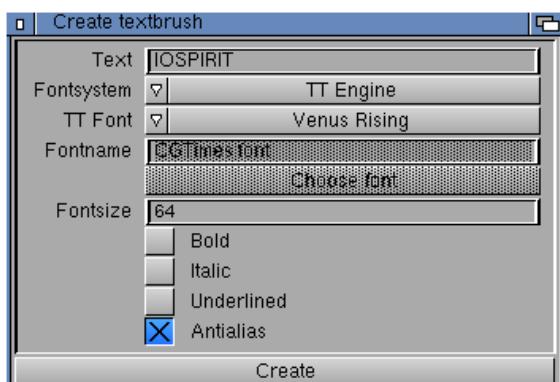


Available options:

- Kind  
Here you can select the kind of brush you want to create. You therefore have the choice between several types that immitate natural materials.
- Name  
Enter the name, that the brush shall carry lateron, here.
- Size  
The size or radius of the new brush in pixels.
- Density  
The density respectively the strength of the new brush. The higher it is the faster the intensity of the draw layer has reached full intensity.
- Create  
Click on this button to create the brush with the settings made.

#### 4.2.13.2 Create new text brush

With this function you can create text brushes, that can be inserted in the draw layer or become reworked, lateron.



Available options.

- **Text**

Please enter the text of the text brush here.

- **Fontsystem**

fxPAINT supports two font systems – the old, two-colored and bitmap-based Diskfont-system of the operating system and TTEngine by Gregorz Kraszewski, which generally delivers a better quality at a much higher speed. Furthermore it is able to handle the widely spread TTF-fnts.

- **TT Font**

If you have selected "TTEngine" as system, you can select from the installed TTF-fnts, here. As the system has no default directory for fonts in this format, fxPAINT by default searches in fxPAINT:Storage/TTFFonts/. Of course you can adapt and change this directory to your own needs in the preferences.

- **Fontname and Select font**

If you have selected the "Diskfont" system, you can select your desired font via a standard requester or enter its name manually.

- **Fontsize**

Enter the size of the font to use for the creation of the textbrush, here.

- **Fett/Kursiv/Unterstrichen**

Here you have the possibility to change the style of the text. For TTEngine these options have no effect, since TTF-fnts mostly provide different font files for these styles instead of dynamically generating them.

- **Antialias**

This option smooths the edges and roundings of text so it looks clearer and "smoother". For the diskfont-system fxPAINT does this task, but doesn't have the font data available directly. Thus TTEngine will mostly generate better results.

- **Create**

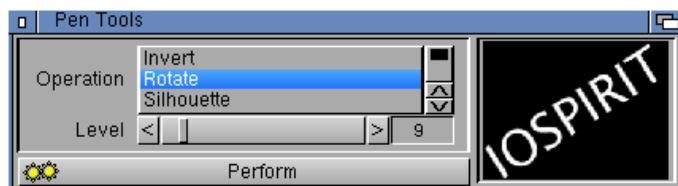
Click on this button to create the brush with the settings made.

#### 4.2.13.3 Delete brush

If you don't require a brush any longer, you can, with exception of the standard pens which will be loaded again with the next start, permanently remove it with a click on this button.

#### 4.2.13.4 rPen Tools

The Pentools allow you to perform standard operations on brushes fast and easily.



In order to perform an operation, choose it first, then set its level of effect and click on "Perform". The following operations are available:

##### **Invert**

Calculate the negative of a brush for the selected value range. If you select a level of 100, the exact opposite of the whole brush is calculated.

##### **Rotate**

This function allows you to freely rotate your brush. A level of 100 means a rotation by 360°, level 0 is rotation by 0°, every level thus has a value of 3,6°. Choose 25 for 90°, 50 for 180° etc.

##### **Silhouette**

If you require the silhouette of a brush, make use of this operation. With the level you can adjust how strong (in pixels + 1) the calculated silhouette shall be.

##### **Glow**

With this you can make any brush glow. The strength of the glowing depends on the setting of "Level".

##### **Scale 1/10**

This operation can be used to rescale a brush by a given factor devided by 10. Thus to scale it to half its size, select a

value of 5, doubling the brush in size would require a value of 20, etc.

### **Smooth**

This operation allows you to smooth your brushes. The strength of smoothing can be set by adjusting "level".

### **Optimize**

This operation is fully automated and cuts away superfluous parts of the brush resulting in shortening all calculation times for drawing operations with this brush

### **4.2.13.5 Image to brush**

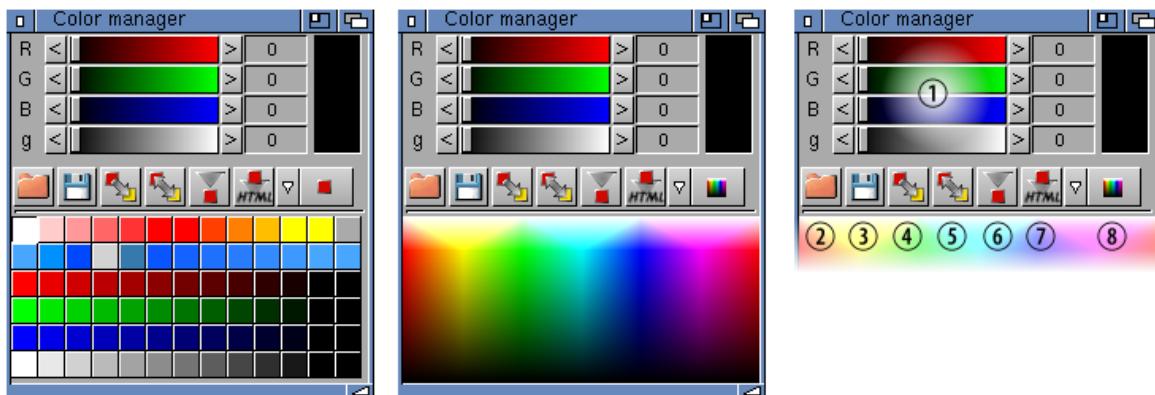
This function copies and converts the current image to a brush.

### **4.2.13.6 Brush to image**

This function copies and converts the current brush to an image.

## 4.2.14 Color manager

The Color manager (also referred to as Palette in other parts of the documentation) manages your frequently used colors, allows you the selection and export of (new) colors, the creation, loading and saving of palettes, etc.



The tasks of the respective gadgets in enumerated sequence are as follows:

### 4.2.14.1 Manual color selection

With the help of the sliders you can manually set the red-, green- and blue-parts of the current color. The "g" (for gray) slider allows you to easily select any gray tone.

### 4.2.14.2 Load palette

This function loads a fxPAINT-palette and replaces your current palette entries.

### 4.2.14.3 Save palette

Using this function you can save your current palette entries for future use. If you want fxPAINT to use your current colors as default, save the palette as "fxPAINT:Storage/Palettes/Standard.pal".

### 4.2.14.4 Gradient between two colors

If you want to create a gradient between two colors of the palette, at first choose the starting color, then click on this button and select the destination color.

### 4.2.14.5 Farben tauschen

From time to time you may want to exchange two colors in the palette. First click on the color to exchange, then on this button and finally on the color acting as an exchange partner.

### 4.2.14.6 Attach current color

If you want to overwrite your currently selected palette entry with the currently set color, click on this button.

### 4.2.14.7 Export HTML-colorcode

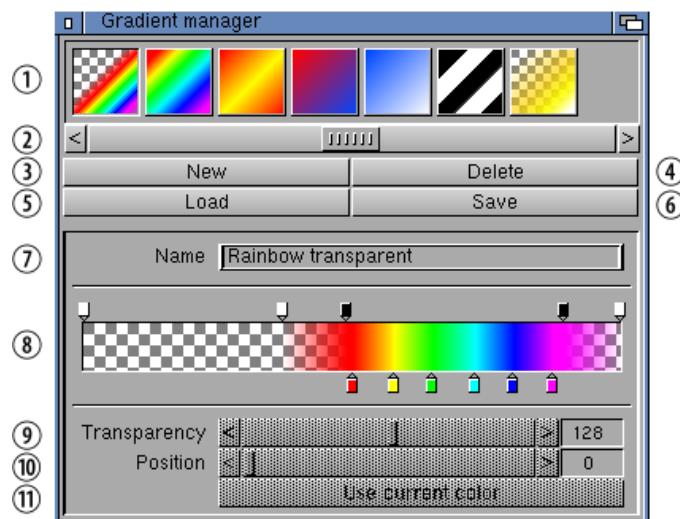
This function exports the currently set color as HTML-code to your system's clipboard. From there you can e.g. insert it in your favourite HTML-editor.

### 4.2.14.8 Select color choosing mode

Here you can switch between three color modes of the color manager: the palette with its entries, a 24 Bit gradient and the display of current color in HTML notation. All functions dealing with palette entries are only available in palette mode.

## 4.2.15 Gradient manager

The gradient manager is used to manage, modify and create color gradients. These can theoretically consist of an unlimited number of color- and transparency-values.



The functions of the gradient manager as enumerated:

### 4.2.15.1 Selection of a gradient

Click once on a gradient to select it.

### 4.2.15.2 Navigation through the gradients

If there are more gradients in memory than can be previewed in one horizontal line within the window, you can navigate through them, here.

### 4.2.15.3 Create new gradient

This function creates a new gradient and selects it.

### 4.2.15.4 Delete gradient

This function deletes the currently selected gradient.

### 4.2.15.5 Load gradient(s)

This function allows you to load a gradient file, containing one or more gradients, and add them to your already existant gradients.

### 4.2.15.6 Save gradient

This function saves the currently selected gradient in an fxPAINT-specific gradient file. If you want to include two or more gradients in one file, e.g. to create groups of gradients, you can simply join them. E.g. to join two gradients into one file, use

```
join grad1.grd grad2.grd TO group.grd
```

### 4.2.15.7 Name of gradient

Here you can change the name of a gradient at any time.

#### 4.2.15.8 Gradient definition

Here you define the composition of the currently active gradient. A gradient consists of transparency- and colorvalues, that are displayed in the form of small pens – thus they are also called transparency- and colorpens.

The transparencypens are arranged above the gradientpreview, in the so called transparencybar, pointing downwards. Similiarly the colorpens are arranged in the so called colorbar, below the gradientpreview, pointing upwards.

To **add** a pen, click into a free space in the respective bar and drag the new pen to the desired place.

Click on a pen in order to **activate** it.

To **delete** a pen, click on it with the left mousebutton, keep it pressed, move it out of the bar and release the button afterwards. Pictorially spoken you "throw away" the pen.

#### 4.2.15.9 Set transparency

If you have activated a transparencypen, you can set its value here. A value of 0 stands for "use color of gradient", 255 for "use the original color below the gradient". All values between 0 and 255 stand for the respective shades inbetween.

#### 4.2.15.10 Pen position

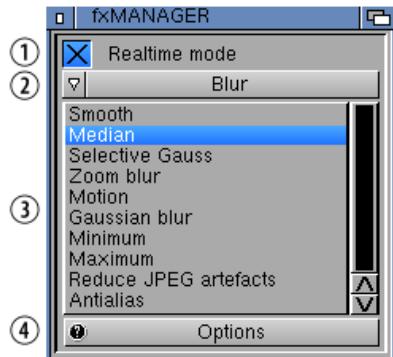
Independent of whether you have activated a transparency- or colorpen, you can exactly define its position here.

#### 4.2.15.11 Use current color

If a color pen is active, this function attaches the current color in the color manager to it.

## 4.2.16 Effects manager (fxMANAGER)

The effects manager gives you easy access to all effects and their options.



The available functions in the sequence of their enumeration:

### 4.2.16.1 Realtime mode

If the realtime mode is active, changes to effect options have, with rare exceptions, take effect and are visible immediately. This mode is activated by default for PPC- and x86-systems. If the realtime mode is switched off, changes become visible only after a click on "Perform" in the respective effect option windows.

### 4.2.16.2 Category selection

fxPAINT separates effects, because of its great numbers, into different, logic categories among which you can choose.

### 4.2.16.3 Effect selection

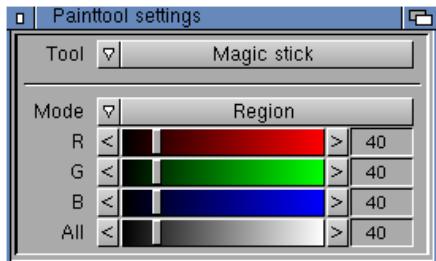
The actual effect selection is done here. Therefore just click on the effect you want to use.

### 4.2.16.4 Options

This opens the option window for the currently active effect. An overview and description for all effects can be found in the ["effects"](#)-chapter.

## 4.2.17 Painttool settings

The painttool settings offer to you all options for and the possibility to change among the different painting tools.



Use "Tool" to switch between the painttool to use for the current image/project. The options, shortcuts and more of interest for the respective painttools are as follows beneath. A rule for most painting tools is that you add paint with the left mouse button and erase with the right mouse button. Thus, this is not repeated below.

### 4.2.17.1 Freehand (linked)

This tool draws a contiguous line, using your current brush. Especially if using big brushes during fast moves "edges" may appear. To overcome them, you may want to increase the number of "maximum queued mouse–steps" in the settings to avoid this problem.

### 4.2.17.2 Freehand (unlinked)

This tool draw the current brush everywhere the system has notified fxPAINT about mouse activity. As the mouspointer, which is not always visible as such, doesn't move completely smooth but jumps around a lot, this does normally not create contiguous lines but instead softly touch the paint layer. This is especially useful in conjunction with the Pyro Plugin.

### 4.2.17.3 Freehand (spread)

Like the name already suggests, this "sprays" the brush randomly on the paint layer. The following options are available:

#### Points

This determins the number of brush drawings per movement.

#### X– and Y–offset

Determines the maximum offset of the sprayed brushes from the actual painting coordinates.

### 4.2.17.4 Line

There are no options or shortcuts available for this tool.

### 4.2.17.5 Circle (empty)

This tool draws an empty circle with the current brush. If you want to really create a circle and not an ellipse, press the shift–key before starting to draw and keep it pressed until after done drawing.

### 4.2.17.6 Circle (filled)

This tool draws a filled circle. Shortcut see "Circle (empty)".

### 4.2.17.7 Circle (gradient)

This tool draws a gradient–filled circle. Shortcut see "Circle (empty)".

### 4.2.17.8 Smear (not undoable)

With this tool it is possible to "smear" around in the project/image. The "finger" used for this is the currently selected brush. In order to work "correctly" the drawing layer has to be cleared. Attention: This operation is not undoable.

#### 4.2.17.9 Box (empty)

This tool draws an empty rectangle using the current brush. If you want to create a quadrangle and not a general rectangle, press the shift–key before starting to draw and keep it pressed until after done drawing.

#### 4.2.17.10 Box (filled)

This tool draws a filled box. Shortcut, see "Box (empty)".

#### 4.2.17.11 Box (gradient)

This tool draws a box filled with an intensity gradient. Shortcut, see "Box (empty)". Additionally the following options are available:

##### Kind

Choose between (from left to right) between horizontal, vertical, diagonal, vertically or horizontally centered gradient types:



##### From, To

Determines the beginning– and endintensities for the filling gradient,

##### Exchange

Exchanges the "From" and "To"–values.

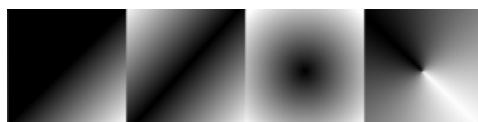
#### 4.2.17.12 Gradient tool

The gradient tool fills the whole layer with a selectable gradient "pattern" and its repetition. All gradients additionally can be freely positioned and rotated and thus are predestined for soft fades. This tool comes to its full potential when used along with the paintmode "Gradient".

The following options are available:

##### Kind

The gradient types linear, bilinear, radial and conical are available. From left to right, with drawing always starting at the image's center on to the lower right corner, gives you the following results:



##### Repetition

By default all pixels beyond the gradient are either filled with full or no intensity. This repetition scheme can be changed and used for special effects, though.

Available are the modes "None" (standard), "Simple" and "Wavelike" – as can be seen in below illustration from left to right.



#### 4.2.17.13 Polygon (unfilled)

With this tool you can draw unfilled polygons, using the current brush for the lines. You always quit the polygon mode by pressing the opposite mouse button than you started with.

Example: You start with the left mousebutton, add all your points by pressing the left mousebutton at the respective places and, after having drawn the last line, quit by pressing the right mousebutton.

#### 4.2.17.14 Polygon (filled)

See "Polygon (unfilled)". This tool thus creates a filled polygon.

#### 4.2.17.15 Béziercurve

This tool draws a béziercurve.

#### 4.2.17.16 Magic stick

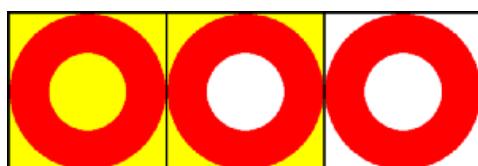
The magic stick selects pixels of the base image, that are equal or similiar in color within definable limits, either in its surrounding or the in whole image.

The following options are available:

##### Mode

Here you have the choice between "regional" and "same color". This settings determines which pixels are selected. "Regional" limits the selection of pixels to the surrounding of the pixel you clicked on, "same color" thus selects all pixels that are considered "equal".

The following illustration will make this clearer:



The leftmost picture is the original. In the subsequent pictures the magic stick has been used on the center of the image, once (middle) with mode "Regional" and the other time (right) with "same color".

##### R, G, B, All

These settings determine the maximum possible tolerance within which the color of a pixel is still considered "equal" to the color of the originally selected pixel. "All" sets all tolerances at once.

##### Shortcuts

In order to make use of the magic stick in its most flexible way, you can replace, expand and substract your selection. If you don't keep any key pressed, the magic stick will generally replace any other selection. Keeping pressed the "Alt"-key adds, keeping the "Shift"-key substracts the new selection from the already existant selection or drawing.

#### 4.2.17.17 Fill

This tool works similiar to the Magic stick but does generally add and fill areas of the exact same intensity on the draw layer.

#### 4.2.17.18 Cut

This is not really a drawing tool. It's purpose is to cut out rectangular areas of an image and create a new image/project with the date contained. Here again you can use the "Shift"-key to get a quadrangle.

## 4.2.18 Position window

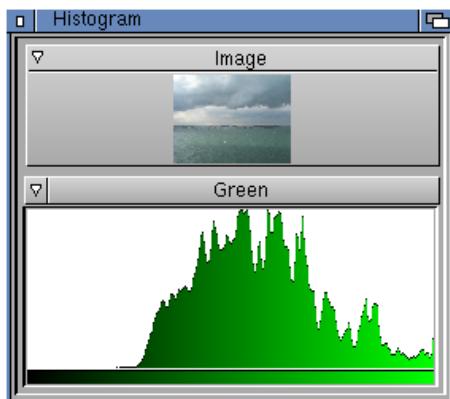
The position window shows the current position of the mousepointer within the current image-/projectwindow. Possible measurement systems include pixels and, basing on the resolution given during creation, also millimeters and milliinch. When drawing it furthermore diesplays the size of rectangles, circles, etc.



The only option for this window is the choice of the measurement system.

## 4.2.19 Histogramwindow

A histogram displays the distribution and proportional usage of color values as a diagram.



The following options are available:

### Image

Select the image of which you want to create a histogram here.

### Color channel (Gray/Red/Green/Blue)

Here you determine whether you want to get a histogram for all color channels (gray) or only one single color channel.

## 4.2.20 Gridoptions

It is sometimes required to only move to certain points within a picture. Using the grid functionality this is easily possible. Depending on your requirements a grid can be laid over the image and only the intersections are used, or, even more limiting, only one X- and/or Y-coordinate is possible at all. As the grid functions can be enabled independant of each other, the grid becomes very flexible usable.

The following options are available:

### Activate grid

Activates the grid functionality.

### X-grid (+ steps)

Activates the X-component of the grid and defines its width.

### Y-grid (+ steps)

Activates the Y-component of the grid and defines its height.

### X-lineraster (+ position)

## 4 Reference

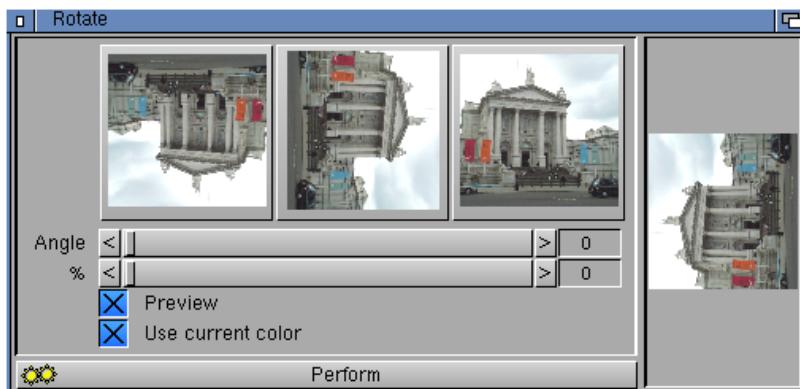
Activates the X-lineraster. While painting the X-coordinates is fixed to this value.

### **Y-lineraster (+ position)**

Activates the Y-lineraster. While painting the Y-coordinates is fixed to this value.

## 4.2.21 Image: Rotate

This operation rotates an image by a freely rotatable angle with a maximum precision of two decimals. Before the actual rotation starts, all changes are fixed and all undo steps are deleted.



The following options are available (from top to bottom):

### Fast rotation

Rotations by 90, 180 and 270 degree are the most frequent ones. Thus you are offered previews of the results of rotations by these angles here. If one of them fits your need one click lasts to perform the calculation.

### Angle and "%"

With this you can exactly set the rotation angle. The "%"–setting is equivalent to the decimals.

### Preview

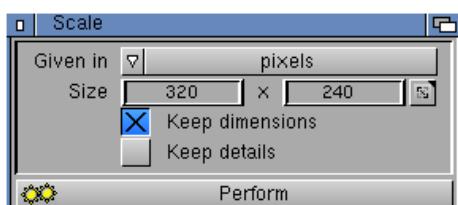
This switches on or off the preview in the right part of the window.

### Use current color

When rotating pictures by another angle than 0, 90, 180, 270, 360, new and empty areas are created. If this option is activated, the current color is used to fill these areas, black otherwise.

## 4.2.22 Image: Scale

This function can resize images, with keeping the ratio and details as options.



The options (from top to bottom):

### Given in

This selection determines the interpretation of the contents of the size fields. You can choose between giving absolute sizes in pixels, in percent or as factor, relative to the original size.

### Size

Put the figures according to the "Given in" option, here.

### Keep ratio

Determines, whether a change of the ratio (distortion) shall be avoided.

### Keep details

When scaling down images, information is lost. This can lead to unwanted and annoying effects. Activate this option to include a maximum amount of pixels into the calculation of the result image.

**Perform**

Starts calculation. The image/project is fixed before and all undosteps are deleted.

**4.2.23 Image: Shear**

This operation shears an image by a definable angle.

Available options:

**Angle**

Determines the angle of the shearing in degree.

**Preview**

Switches on/off the preview on the right part of the window.

**Use current color**

As a shearing by its very nature adds additional size to an image, the new areas have to be filled with a color. If this option is active the current color is used as filling color, black otherwise.

**Switch direction**

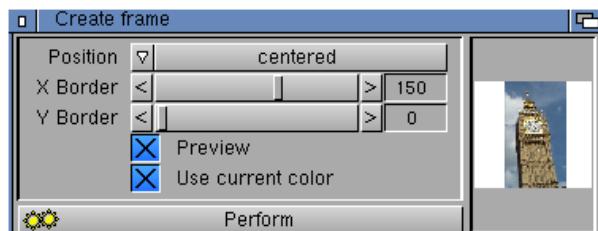
Switches the direction in which the image is sheared.

**Perform**

This performs the operation. Before calculation starts the image is fixed and all undo–steps are deleted.

**4.2.24 Image: Create border**

This operation adds a border to an image.



The following options are available:

**Position**

This option determines at which virtual position the image to extend shall be positioned.

**X border**

Width of the border.

**Y border**

Height of the border.

**Preview**

Switch on/off the preview.

**Use current color**

Determines, whether the newly added image parts shall be filled with the current color or with black.

**Perform**

Enhances the image. Before the operation is done, the image gets fixated and all undo–steps are deleted.

**4.2.25 Image: Create wave**

This operation lays a wave–pattern over an image.

The operator has the following options:

**Distance**

The distance between two waves.

**Amplitude**

Die maximum amplitude of a wave.

**Preview**

Switch on/off the preview.

**Use current color**

Determines, whether the newly added image parts shall be filled with the current color or with black.

**Perform**

Reworks the image. Before the operation is done, the image gets fixated and all undo–steps are deleted.

**4.2.26 Image: Clone**

This function creates an exact copy of the current image/project. The draw layer is copied as well.

**4.2.27 Image: Crop**

This function crops "superfluous" border parts of an image that share exactly the same color.

Example: In the middle of a white image is a small, black circle. After calling this function only the circle will remain.

**4.2.28 Image: Color variations**

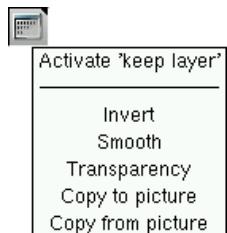
The color variations are an easy and intuitive way to optimize the colors of an image.



The usage is very easy. Click on the best version on the picture until "Current" shows the best version. A click on "Original" resets all changes, clicking on "Perform" fixates the images, performs the changes and deletes all undo-steps.

## 4.2.29 Layertools

The Layertools serve the purpose of the manipulation of the draw layer contents.



The following operations are available.

### Keep layer contents

If this option is active, the content of the draw layer will not be erased after a fixation.

### Invert

This inverts the selection of the draw layer.

### Smooth

Smooths the content of the draw layer by a settable value. Used correctly it can e.g. create shadow effects.

### Transparency

Affects the intensities of the draw layer. Values smaller zero increase the portion of the base image, values greater zero the portion of the effect layer on the result.

### Antialiasing

Rounds "edgy" parts of the draw layer with additional transparency value.

### Copy to picture

Creates a new image containing the contents of the draw layer as base image.

### Copy from picture

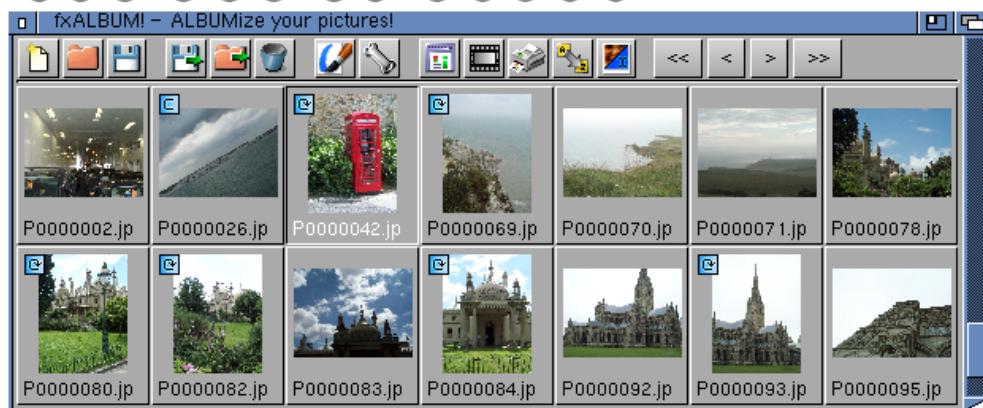
Uses the contents of another image as draw layer. The selected image has to have the same size, though.

## 4.3 fxALBUM

fxALBUM is a module integrated into fxPAINT that can be used to manage and handle your pictures intuitively.

It can organise your pictures in albums, process pictures and comments fast and at high standards for the web, print overviews, sort pictures, view slide shows and also has a direct connection to fxCONV and fxPAINT.

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬



Click on an picture in fxALBUM's window to select it, doubleclick it fast to load it into fxPAINT.

Pictures can be rearranged manually by clicking on the thumbnail of the picture, keeping the left mouse button pressed and drag it to its new location.

The functions in the order of enumeration in the picture:

### 4.3.1 Empty album

This function removes all pictures contained in the album.

### 4.3.2 Load album

You can load an album with this function.

### 4.3.3 Save album

You can save an album with this function. The recommended file suffix for fxALBUM-files is ".alb".

### 4.3.4 Add file

This function adds a single picture, that you have chosen in the upcoming filerequester, to the current album.

### 4.3.5 Add directory

This function adds all files in a directory and all its subdirectories, that you have chosen in the upcoming directory requester.

### 4.3.6 Remove picture

Removes the currently selected picture from the album.

### 4.3.7 Load picture into fxPAINT

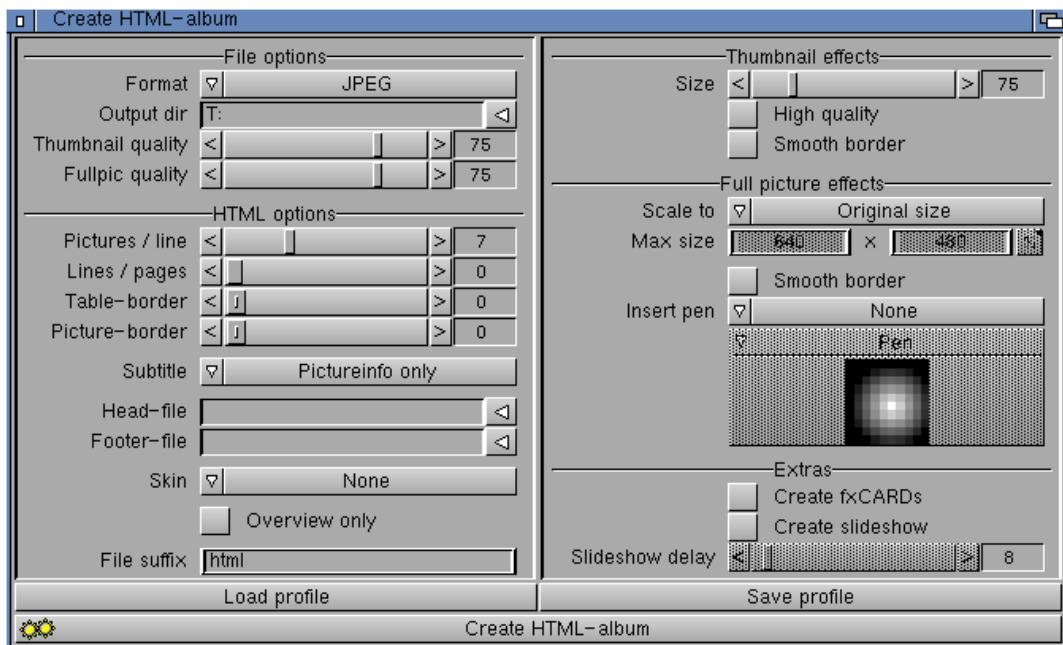
This function loads the currently selected picture into fxPAINT.

#### **4.3.8 Add picture to fxCONV–sourcelist**

This function adds the currently selected picture to the source list in fxCONV.

### 4.3.9 HTML-Export

This function exports the pictures of an album in an arrangement, suitable for the web, as HTML- and imagefiles, offering many additional options.



The options in detail (columnwise, from left to right):

#### 4.3.9.1 Format

Here you can set the format, in which the full pictures and thumbnails shall be saved. "PNG" will, with the exception of some special cases, always create bigger files than "JPEG", as it does not use a lossy compression algorithm. It thus is better suited for picture-CDs on HTML-basis, where enough space and "bandwidth" is available.

#### 4.3.9.2 Target directory

Specify the target directory for the created HTML- and picturefiles here. ATTENTION: Existant, equally named files are overwritten.

#### 4.3.9.3 Thumbnail quality

If JPEG is chosen as format, you can select the JPEG-quality of the thumbnail-files here.

#### 4.3.9.4 Fullpic Qualität

If JPEG is chosen as format, you can select the JPEG-quality of the full picture-files here.

#### 4.3.9.5 Pictures / Line

Specify how many thumbnails shall be stored in a line, here.

#### 4.3.9.6 Lines / Page

Give the number of lines of thumbnails per page here. "0" stands for "one page for all".

#### 4.3.9.7 Table border

Specifies the size of the HTML-tableborder for the overview page(s).

**4.3.9.8 Picture border**

Specifies the size of the HTML–imageborder for the single pictures.

**4.3.9.9 Subtitle**

You can choose what information shall be printed below a picture, here. If you have used the (lateron explained) albumtools to add comments to the pictures, this is the place to enable their export.

**4.3.9.10 Headfile**

By default, fxALBUM exports a minimum head for each created HTML–page. If you want to seamlessly integrate an exported HTML–album in your page, you can specify a file, containg your own header (e.g. navigation links), here.

**4.3.9.11 Footerfile**

This option does the same as "Headfile", except it defines the file containg the HTML– code to append at the bottom of a HTML–page.

**4.3.9.12 Skin**

Skins allow you to change the way the exported albums look like. A description and a definition on the structure of a skin can be found in either an appendix or in a file in fxPAINT:Storage/Web/Skins/.

**4.3.9.13 Overview only**

If this option is active, no HTML–slideshows, fxCARDS and full picture views are generated. This makes only sense when presenting small pictures or if you don't want or need a bigger view, though.

**4.3.9.14 File suffix**

Here you can define the file suffix of the HTML–files. Normally you should just leave this to "html". This changes of course if you use e.g. serverside includes (SSI) or a scripting language like PHP in your head– und footer–files. In those cases suffixes like "shtml" and "php" of course make sense.

**4.3.9.15 Thumbnail: Size**

Give the maximum width and height of a thumbnail here. The default is the size you set for your fxALBUM–thumbnails in the settings.

**4.3.9.16 Thumbnail: High quality**

Makes fxALBUM use a high quality scaling algorithm for the thumbnails. This needs more calculation time, though.

**4.3.9.17 Thumbnail: Smooth border**

This function adds a soft border to the saved thumbnails, giving them a decent 3D look.

**4.3.9.18 Full picture: Scale to and Max size**

If you don't want to export full images in their original size, you can either set its maximum width and height with "Max size" or a fix percentage of its orginal size.

**4.3.9.19 Full picture: Smooth border**

This function adds a soft border to the saved full pictures, giving them a decent 3D look.

**4.3.9.20 Full picture: Insert pen and Pen**

This function lets you insert a pen, much like a stamp or a watermark, into your full pictures. This is especially of use when putting online exclusive pictures or you want to make illegal copies harder.

**4.3.9.21 Create fxCARDS**

If this option is active, fxPAINT creates the required HTML–code and an adapted PHP4–script with which you can offer internet greeting cards on your page. You need a PHP4–enabled HTTP–server for this, though. The copyright for the exported script remains at IOSPIRIT. It may only be used by registered users of fxPAINT. To ensure the security of the sourcecode of the script is your duty. Though we prepared the script with greatest care, IOSPIRIT can not be made responsible for the function and the behaving of the script.

**4.3.9.22 Create slideshow and delay**

If this option is active, fxALBUM creates an additional set of HTML–files that allow you to use a browser to view a slideshow.

**4.3.9.23 Load and save profiles**

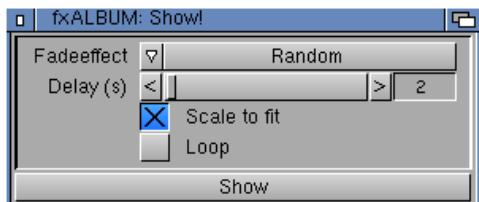
If you are regularly using non–default settings, you can save and reuse your settings with these two functions.

**4.3.9.24 Create HTML–album**

This starts the actual calculation and creation of the HTML–album.

### 4.3.10 Slideshow (fxALBUM: Show!)

The slideshow-function of fxALBUM presents catalogued pictures fullscreen and with a variety of fade effects.



A running slideshow can be canceled with one mouseclick. The following options are available:

#### **Fadeeffect**

This setting determines whether and which effect is used to fade between two pictures. Using "Random" will make equal use of all effects.

#### **Delay (s)**

The minimum delay between the display of two pictures.

#### **Scale to fit**

If active, fxALBUM scales pictures that are smaller or bigger than the used screen resolutions to fit onto the screen.

#### **Loop**

If active, the slideshow will be repeated until it is manually stopped.

#### **Show**

Starts the slideshow.

### 4.3.11 Übersicht drucken

Diese Funktion druckt die Bilder des Albums in einer Übersicht aus.

Folgende Optionen sind verfügbar:

#### **Internal dithering**

If this option is enabled, the image data is dithered internally before it is passed to the printer driver. This is only useful in conjunction with color printing and old printer drivers. Printing time will noticeably lengthen when this option is active.

#### **Optimize for grayscales**

This option optimises the data that is passed to the printer for grayscale printing. If you don't print in color, this option should be chosen.

#### **Print album**

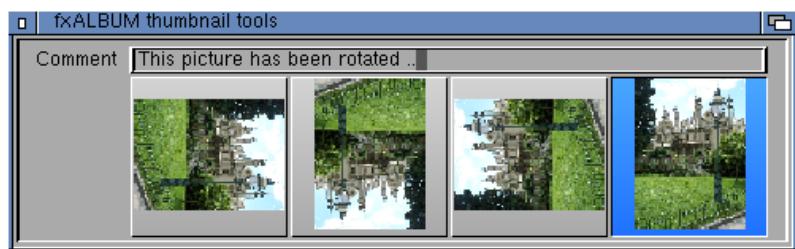
Prints the current album.

### 4.3.12 Sort entries alphabetically

This function sorts entries in alphabetical order using their filenames.

### 4.3.13 Albumtools

The purpose of the albumtools is to quickly rotate pictures and add comments to them.

**Comment**

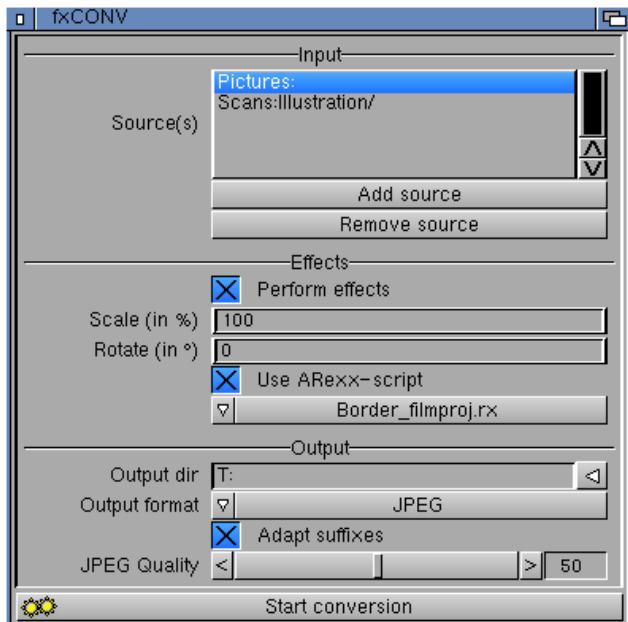
You can enter a comment for the currently chosen picture here. If you acknowledge your input with return, fxALBUM automatically jumps to the next picture.

**Fast rotation**

If you are reading in pictures taken with a digital camera, you might want to rotate them in 90 degree steps from time to time. To perform this operation, click the button that shows the change you want. The originals are left untouched by this but this operation takes effect in HTML-export and elsewhere.

## 4.4 fxCONV

fxCONV can process masses of pictures, convert and rename them. This task is also known as "batch processing".



Single files and whole directories that you want to convert have to be listed in the list of sources. Depending on whether you want to do a simple conversion or more or less complex processing of your images, you can activate additional effects. Thanks to the ARexx-support these can be of nearly unlimited complexity. The results are then saved in a directory and in a format of your choice. On demand fxCONV can also adapt the file suffixes for you.

The options in detail:

### Input

Add all files and directories you want to convert and/or process into the source list. When adding directories via "Add source", just leave the file field empty in the requester.

### Effects

Activating "Perform effects", the pictures will get processed before being saved again. Therefore you can give a scaling in percent and a rotation in degrees. If you tick "Use ARexx-script", fxCONV temporaraly will open a project in fxPAINT for every image so you can use all effects on them via ARexx. As fxCONV then executes ARexx-scripts in a closed box, every fxCONV-compatible script has to end with "FX\_EXITBOX". For examples on how to make your fxCONV-(un)usable script compatible, see the sources of the scripts of e.g. "Border\_filmproj.rx" and "Tool\_CenterPos.rx".

### Output

Under "Output dir" you specify where the converted pictures shall be saved. ATTENTION: Equally named files will be overwritten! Choose the format you want to output your files in at "Output format". When choosing JPEG, you can additionally set your desired quality. If the suffixes should be adapted to the new format, activate "Adapt suffixes".

### Start conversion

This starts the actual conversion process.

## 4.5 fxIMAGEMAP

fxIMAGEMAP is fxPAINT's inbuilt Imagemap-creator. Imagemaps are heavily used on today's homepages. Yahoo!(tm/R) is only one of the famous examples: The button-bar on the top of this homepage allows easy access to all of its most important areas.

Available options are:

### Name

Enter the name of the image-map here. Never use the same name for two image-maps in one HTML-source. **Areas** All rectangle areas of the imagemap are listed here. If you select an entry and then draw a box (click on the upper, left corner of your aimed area, keep the left mouse button pressed and drag it down to the bottom, right corner) in the right part of the window, the values are displayed here. **Add**

Adds another area. **Delete**

Deletes the currently selected area from the list. **Link to**

Set the destination-link of the area. **Target(frame)**

If your homepage uses frames, every frame has a name:

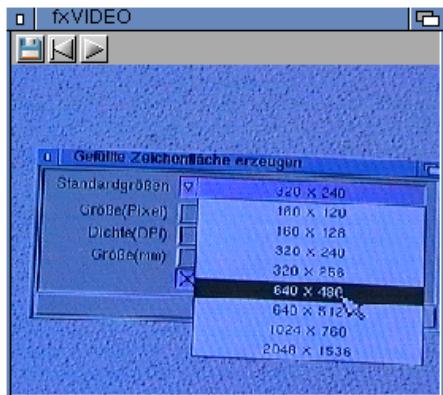
```
[ ... ]
<FRAMESET SRC="[ ... ]" NAME="DocuView">
[ ... ]
```

... in this example this frame in special has the name DocuView. Enter the name of the destination-frame here, and fxPAINT will expand the saved imagemap-HTML-code for this. If you don't use frames or you don't want to link to another frame, leave this field empty. **Save**

Saves the HTML-sourcecode for the imagemap to a file you can choose in the filerequester.

## 4.6 fxVIDEO

fxVIDEO plays fxa-tutorialanimations within fxPAINT.



The functions (from left to right):

### Open videofile

This lets you open a videofile.

### Rewind

This function jumps back to the very beginning of the tutorial.

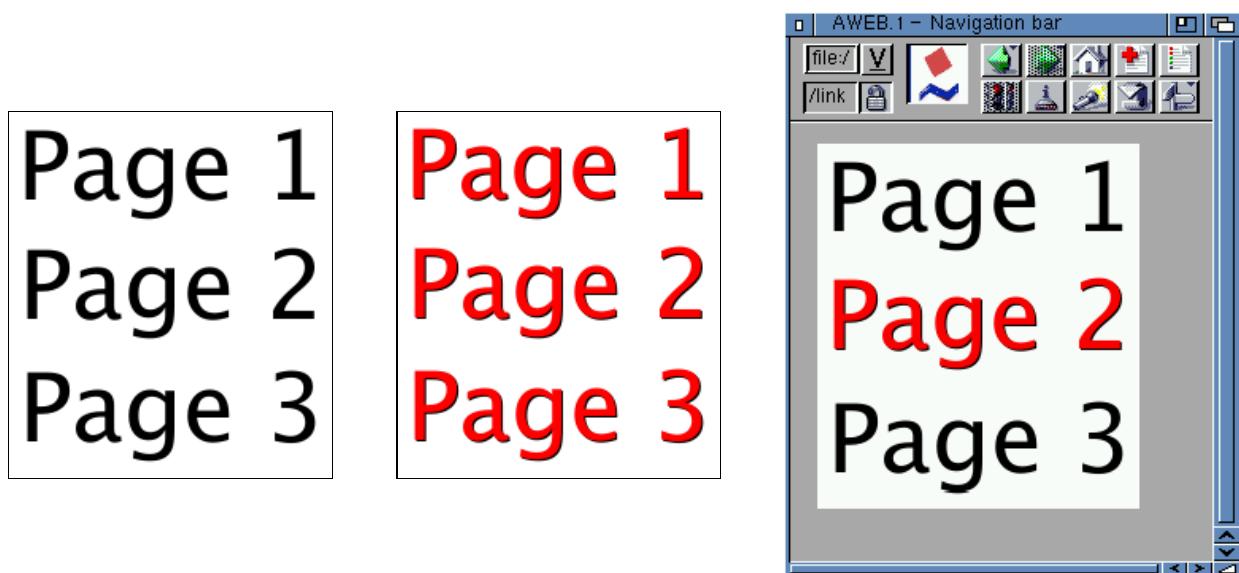
### Play

Plays the video until the end of the next step. If you are done with the step shown, click on play again to see the next step and so on.

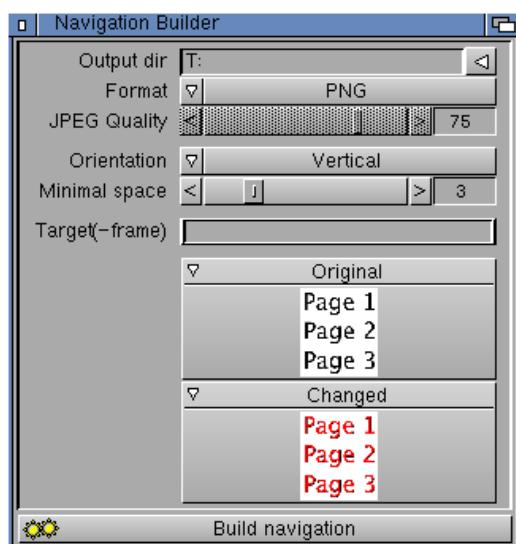
## 4.7 Navigation Builder

The navigation builder creates, based on two images (the one containing all unselected, the other containing all selected states of the navigation elements), fully automated a vertical or horizontal navigation bar incl. HTML- and respective image files. The navigation elements have to be separated strictly from each other and not "float" into each other. Clearly spoken, there have to be some exactly identical rows/columns in the original and changed image.

For better understanding, here are some simple examples. On the left you can see the unselected, in the middle the selected menu elements. On the right you can see a browser displaying the result while the mouse pointer is over the middle element.



The options in detail:



### Output directory

Enter the destination directory to save the created files to, here. ATTENTION: Already existant, equally named files will be overwritten!

### Format and JPEG-quality

Here you can choose the format for the graphics. Though PNG-files are bigger in size in most cases you should preferably use them as navigation images mostly contain detailed graphics and fine text that are disturbed by the JPEG artefacts.

### **Orientation**

Select here, which orientation the navigationbar has: vertical (menu from top to bottom) or horizontal (menu from left to right).

### **Minimal space**

As said before in this subchapter, two navigation elements have to have identical columns (horizontal) or rows (vertical) between two navigation elements. This is necessary so the Navigation Builder can automatically locate navigation elements. The minimum number of identical rows/columns can be specified with this option. The default value should work fine in most cases but you may want to modify them if your navigation elements share common lines or columns.

### **Original and Changed**

Select here two images/projects in fxPAINT. Basing on them the navigation bar will be created.

### **Build navigation**

Starts the creation of the navigation files.

## 4.8 Effects

### 4.8.1 Effects overview

The effects are organised in groups. Find the IDs for use with the ARexx interface in braces.

#### Paint

- [Paint \(-1\)](#)

#### Artistic

- [Oil painting \(0000\)](#)
- [Buttonborder \(0001\)](#)
- [Colorgradient \(0002\)](#)

#### Blur

- [Smooth \(1000\)](#)
- [Median \(1001\)](#)
- [Selective Gauss \(1002\)](#)
- [Zoom blur \(1003\)](#)
- [Motion \(1004\)](#)
- [Gaussian blur \(1005\)](#)
- [Minimum \(1006\)](#)
- [Maximum \(1007\)](#)
- [Reduce JPEG-arteifacts \(1008\)](#)
- [Antialias \(1009\)](#)

#### Colortransformation

- [Anti Redeye \(2000\)](#)
- [Antique \(2001\)](#)
- [Black&White \(2002\)](#)
- [Correction \(2003\)](#)
- [Dithering \(2004\)](#)
- [Gradation \(2005\)](#)
- [MinMax \(2006\)](#)
- [Posterize \(2007\)](#)
- [Replace color \(2008\)](#)
- [Shift RGB \(2009\)](#)
- [Invert \(2010\)](#)
- [Limit RGB \(2011\)](#)
- [Grayscales \(2012\)](#)

#### Compose

- [Rub through \(3000\)](#)
- [Texture \(3001\)](#)
- [Colourize \(3002\)](#)
- [Compose \(3003\)](#)
- [Insert brush \(3004\)](#)
- [ExplоТile \(3005\)](#)
- [Mosaic \(of fxALBUM\) \(3006\)](#)
- [Bumpmap \(3007\)](#)
- [Logic \(3008\)](#)
- [Bluebox \(3009\)](#)
- [Tile \(3010\)](#)

#### Distortions

- [Page Curl \(4000\)](#)
- [Distortion \(4001\)](#)
- [Wave \(4002\)](#)
- [TV Lace \(4003\)](#)
- [Lightspeed \(4004\)](#)
- [Earthquake \(4005\)](#)
- [Deinterlace \(4006\)](#)
- [Fisheye \(4007\)](#)
- [Displacemap \(4008\)](#)
- [Ripple \(4009\)](#)
- [Whirl \(4010\)](#)
- [Pinch \(4011\)](#)

### Light-effects

- [Lightsource \(5000\)](#)
- [Supernova \(5001\)](#)
- [Glow \(5002\)](#)

### Matrix-Operations

- [Convolution \(6000\)](#)
- [Emboss \(6001\)](#)
- [Edge detect \(6002\)](#)
- [Sharpen \(6003\)](#)
- [Texture \(6004\)](#)
- [Deep inside \(6005\)](#)
- [Neon \(6006\)](#)

### Mirror

- [Shift \(7000\)](#)
- [Mirage \(7001\)](#)
- [Mirror \(7002\)](#)

### Noise

- [Spread \(8000\)](#)
- [Pixelise \(8001\)](#)
- [Straw \(8002\)](#)
- [Noise \(8003\)](#)
- [Remove isolated pixels \(8004\)](#)
- [RLE compression optimization \(8005\)](#)

### Plugins (9000)

## 4.8.2 Paint/Paint

This effect is allows normal painting with the pens. You are able to draw in several different modes

Options:

### Method

- Transparency  
"Plain" drawing with a color.
- Fade  
Drawing with two colors at once. If this is selected, a gradient is created from the currently selected color in [color manager](#) to the color set in Red/Green/Blue in this requester.
- Gradient  
This method uses the gradient (and its transparency information) currently attached to this image/project to calculate the result colors. Even if you have cleared your paint layer it can still be filled with a color due to a non-existant transparency at this point in the gradient.

### Red/Green/Blue

Sets the color for Method/Fade.

## 4.8.3 Artistic/Oil painting"

This effect performs a special version of the pixelise-effect. After this operation is done, the picture looks like an oil-painting.

Options:

### Size

This sets the size of one "rectangle" of the oil-painting.

## 4.8.4 Artistic/Buttonborder

This effect adds a smooth border to your image, giving it a decent three dimensional look.

Options:

### Mode

You can select between three different border types here.

### Border

Set the width and height of the border here.

### Change

You have to make a decision on whether your button shall be pressed or released here. A negative value creates a pressed button, a positive value creates a released button.

## 4.8.5 Artistic/Colorgradient

This effect uses the color information of your base image and maps it to the gradient currently attached to this image/project.

Options:

### Use transparency info

Check this box, if the transparency information of the gradient should be used for calculation.

### 4.8.6 Blur/Smooth

Smoothing an image helps you to hide "edges" in the picture or make a manipulation more realistic.

Options:

**Level**

The level, the image shall be smoothed by.

**Floody mode**

If this checkbox is checked, the image looks less blurry but is still smoothed.

### 4.8.7 Blur/Median

The median–effect calculates the average color of the sourring of every pixel.

Options:

**Level**

Set the median–level here.

### 4.8.8 Blur/Selective Gauss

Sometimes it isn't possible to scan an image and get a high–quality picture. In most cases, a videocamera and a digitizer is used then. But digitised images contain noise in them making the image unusable for many purposes, e.g. printing them in a magazine. The "selective gauss" effect is a special variant of the gauss–effect, that removes that detects the noise and blurs these areas via a "Gaussian Blur". Note, that this effect is quite slow, but if you're ready to wait, you'll get great results.

Options:

**Radius**

Radius of the "Gaussian Blur", if applied.

**Max delta**

The maximum delta needed to make "Selective Gauss" perform a "Gaussian Blur".

### 4.8.9 Blur/Zoom blur

This effects simulates a fast and blurry zoomout of a region of the image.

Options:

**Level**

The higher this value, the heavier the effect.

**Positiong mode**

By default, the center of the "Zoom blur" is the middle of the image. However, if you want another position, check this checkbox and perform a mouse–click at the new position.

### 4.8.10 Blur/Motion

This effect performs a motion blur effect.

Options:

**Level**

Gives the length of the created "trails".

**4.8.11 Blur/Gaussian blur**

fxPAINT offers you a wide variety of blur-filters. "Gaussian Blur" is one of the methods used by professionals. It creates far better results than some "normal" blur routine.

Options:

**Radius**

Radius of the Gaussian blur.

**4.8.12 Blur/Minimum**

This is not really a blur-method, but the results are very comparable to those of blur-methods. You can define a X- and Y-radius in which fxPAINT shall find a replacement pixel with the lowest intensity.

Options:

**X-radius****Y-radius**

X- and Y-radius of the filter.

**4.8.13 Blur/Maximum**

This is not really a blur-method, but the results are very comparable to those of blur-methods. You can define a X- and Y-radius in which fxPAINT shall find a replacement pixel with the highest intensity.

Options:

**X-radius****Y-radius**

X- and Y-radius of the filter.

**4.8.14 Blur/Reduce JPEG artefacts**

This effect can reduce the impact of JPEG artefacts on images.

**4.8.15 Blur/Antialias**

This effect reduces or eliminates the "stair effects" in an image making it look smoother and clearer without losing too much sharpness.

**4.8.16 Colortransformation/Anti Redeye**

Many photographs are made using flashes to shortly enlighten the surrounding and to improve the light situation in the room. Very often the infamous "Red eye"- effect is created. This effect is created by our eyes, that are opened too wide to prevent bright light to be reflected. The red you're seeing is in fact the blood of the people being photographed. To remove this effect, the "Anti Red-Eye"-effect can be used.

fxPAINT is not able to decide, whether a red circle is a "red-eye" or a red point. That's why you have to paint over the eyes with a small pen, then select the "Anti Red-Eye" effect and select a color to replace the red with.

Options:

**Red/Green/Blue**

Set the color to replace the red with.

**Use current color**

Copy the current value of the color manager as "Red/Green/Blue".

**Tolerance**

Select the tolerance of the effect for what has to be considered as red and be replaced.

## 4.8.17 Colortransformation/Antique

Old grayscale-photographs have a special colortouch. This effect can be created with "Antique" using a filled paint layer for the whole image or for selected areas.

**Tip:** Creates good results in combination with "[Noise](#)".

## 4.8.18 Colortransformation/Black&White

This effect divides the image in black and in white parts.

Options:

**Frontier**

Any pixel-intensity higher than this frontier is considered white, every pixel-intensity lower or equal this frontier is considered black.

## 4.8.19 Colortransformation/Correction

Especially when scanning, digitising or creating own images, it is often needed to correct the value of one "color-channel" or of the whole image. This effect offers lots of ways to reach the aimed result.

Options:

**Brightness**

**Red/Green/Blue**

Adjust the brightness of the whole image and/or of a seperate channel.

**Gamma**

Correct the gamma-value of the whole image.

**Contrast**

Adjust the contrast of the whole image.

## 4.8.20 Colortransformation/Dithering

Mr. Gutenberg has made one of the greatest inventions of all times – he made it possible to really produce books instead of copying them by hand. Mr. Gutenberg's invention also made it possible to print newspapers. But these had a problem: How shall images be printed with only black and white available ? This problem was soluted with dithering which basically simply replaces some pixels by a combination of black and white creating grayscales for the eye. However, we can print in color today, too and still basically use the same principle to build the image of C, M, Y and K-components.

It was quite recently that dithering became popular on computers though today's graphic chips can display 24Bit without any problem. One reason for this is for sure the internet: The wide-spread file-format GIF allows only 256 colors (and a licence ....).

## 4 Reference

fxPAINT offers you 12 (!) different dithering methods, of which some can really be called an effect.

Options:

### Method

- Bayer 16  
This one might remind you to the good old times of the A2000, it's wordprocessors and their poor display-routines. This method was used in most of them.
- Bayer 4  
A variation of Bayer 16.
- Halftone  
Halftone-dithering is heavily used for today's newspapers.
- Rectangular  
This dithering-method creates a unique dithering, that looks as if you had first created a net on the image and then filled in colors.
- Classic  
The results of this dithering-method always remind me to pop-art.
- Ordered I  
Creates good results in nearly zero time.
- Edgy dither  
This one is not really dithering. It's a fast method to reduce the number of colors to less than 216. The palette is always the same.
- Direct color  
Similar to "Edgy dither".
- Ordered II  
Might create better results than "Ordered I". Better in the meaning of "less areas of the image look like they were dithered".
- Line diffusion  
A great and fast dithering method. But check your results twice before fixing.
- Error diffusion  
Good dithering results with better results than "Line diffusion".
- Floyd Steinberg  
This dithering-method creates the best results of all dithering-methods fxPAINT offers. However, it is also the slowest of all. Please keep an eye on the gauge, as you should not trust in your eyes to see any great differences between the original and the "Floyd-Steinberg" result.

**Tip:** Use this one for web-graphics, if you need 256 color images.

### 4.8.21 Colortransformation/Gradation

"Gradation" allows you to perform a so called "Gradation curve" on your image. These curves are heavily used by graphic professionals to correct certain aspect of an image.

Options:

#### Gradientscheme

- Gray
- Red
- Green
- Blue

Select the channel to modify the gradation curve for. If gray is selected and you make any changes on the curve, the red, green and blue curves are changed, too.

#### Curve

You can modify the curve by hand via mouse. Changes are viewed in realtime, if the [realtime mode](#) is selected.

**Load/Save**

Load save a gradation–curve.

### 4.8.22 Colortransformation/MinMax

Many images (especially scanned images) don't always use the full 256 levels that could be used. MinMax gets out the minimum and maximum of the image and stretches it to the full 256 levels. This makes images brighter and gives them more contrast.

Options:

**Minimal value****Find value**

The minimal brightness–value. Can be found via "Find value".

**Maximal value****Find value**

The maximal brightness–value. Can be found via "Find value".

### 4.8.23 Colortransformation/Posterize

Remind some old programs with bad display–code for truecolor–pictures under OCS? This effect creates such an effect.

Options:

**Level** The level of the effect

### 4.8.24 Colortransformation/Replace color

This effect replaces a color within a given range.

Options:

**Red****Green****Blue****Use current color**

The red, green and blue component of the color to replace.

**Red****Green****Blue****Use current color**

The red, green and blue component of the color to use as a replacement.

**Tolerance**

Set the tolerance within with the color shall be replaced.

**Gradient replace**

If you check this checkbox, the source–color's intensity is stored and used for the destinationcolor.

### 4.8.25 Colortransformation/Shift RGB

Systems are different. This is especially true for Intel– and Motorola–based machines. They use different ways to store bytes in memory. On Intel–based–machines, RGB–raw–data is stored as 0xBBGGRR whereas it is

stored as 0xRRGGBB on Motorola-based machines. In other terms, Motorola uses the Big Endian format and Intel the Little Endian format. E.g. fxPAINT internally uses the Big Endian format. But if you're reading raw-data, the byte-order might be wrong. This can be corrected with this effect.

Options:

### **Shift RGB**

Possible exchanges.

## **4.8.26 Colortransformation/Invert**

This effect is also often called "Negative". It creates the negative of an image.

## **4.8.27 Colortransformation/Limit RGB**

It often makes sense to limit the RGB-values. This effect cuts off values at a certain value.

Options:

### **Red**

### **Green**

### **Blue**

### **Use current color**

The red, green and blue component of the minimum.

### **Red**

### **Green**

### **Blue**

### **Use current color**

The red, green and blue component of the maximum.

## **4.8.28 Colortransformation/Grayscale**

This effect converts the image to grayscales.

## **4.8.29 Compose/Rubthrough**

This effect is known to everyone who has already worked with a 24bit-image-processor. It allows you to rub through an image below your pointer.

Options:

### **Picture**

Choose the picture to rubthrough

### **Transparency**

Set the transparency of the image (shine-through of the original image).

### **X-Shift**

### **Y-Shift**

X- and Y-shift of the image to the upper, left corner.

### **Use as alpha**

If this checkbox is checked, the picture selected above is also used as alpha-channel.

### 4.8.30 Compose/Texture

Textures are widely known from raytracers. They are the images on the objects. In this case, you can put a texture over your current image.

Options:

**Picture**

Select the picture to use as texture.

**Level**

The level/intensity of the texturization.

**Colored**

Use the color-information of the texture.

### 4.8.31 Compose/Colourize

You can make an image appear in the currently selected color of the [color manager](#) or of another image.

Options:

**Picture**

Select the picture, of which the color information shall be used.

**Use picture**

Checking this checkbox makes fxPAINT use the color-information of the selected picture above instead of the color of the [color manager](#).

### 4.8.32 Compose/Compose

you already had a look at the fxALBUM-logo, you might have seen examples of the "Compose"-effect. This effect is one of the mightiest of fxPAINT as it allows you to mask, combine and scale images and add glow and shadow.

Options:

**2nd picture**

Select the picture to combine with the current picture.

**Mask**

If you want to mask out certain areas of the 2nd picture via a mask, select your mask-image here.

**Width**

**Height**

Width and height of the "2nd picture" in percent when blitted on the image.

**Use mask**

**Mask Transparency**

If you use a mask, you can set the frontier for the mask transparency here.

**Shadow strength**

Set the strength of the shadow here. If you set zero, no shadow is rendered, if 255 is set, a black shadow is rendered.

**Shadow softness**

You can regulate the softness of the shadow here.

**Shadow X Move****Shadow Y Move**

Move the Shadow in X- or Y-direction.

**Glow instead of shadow**

If this is selected, a glow-effect will be added to the contours of the image instead of a shadow.

**Positioning mode**

If this mode is switched on, you can drag around the composed picture in the picture.

### 4.8.33 Compose/Insert brush

This effect blits the currently selected brush into the image.

Options:

**Positioning mode**

If this mode is switched on, you can drag around the currently selected brush in the picture.

### 4.8.34 Compose/ExploTile

Explosions are one of the favourite effects in today's video-productions. Stunning titling-animations often contain such effects. This effect splits the picture into rectangles and puts them on the picture elsewhere.

Options:

**2nd picture**

If you select "2nd picture" as backdrop, you can select the picture to use as backdrop, here.

**Backdrop**

- ◆ 2nd picture  
Render the above selected picture as backdrop.
- ◆ Black  
Render the "explosion" on a black backdrop.
- ◆ White  
Render the "explosion" on a white backdrop.
- ◆ Color Render the "explosion" on a backdrop filled with the current color of the picture.

**Width/Height**

Select the width and height of the tiles.

**Max X, Max Y**

Maximum distance in X- and Y-direction from the original position of the tiles.

### 4.8.35 Compose/Mosaic (of fxALBUM)

I saw it first on the movie-banner for "The Truman Show". A great picture was replaced by many, many smaller ones and if you stepped back one step you were seeing the original again. fxPAINT is the FIRST program on the AMIGA, that can create such effects. However, it would be quite memory-consuming, if all pictures were stored in full resolution in memory. fxPAINT's special abilities make it possible to reduce the need for much memory and, at the same time store more pictures in memory. fxPAINT has an image-catalogisation-module called [fxALBUM](#). This module has thumbnails of all pictures and therefore allows easy access to them and their content. So, if you select this effect, fxPAINT will first make some calculations for the fxALBUM-entries and then replace the image with the thumbnails.

Options:

**Width/Height**

Set the width and height of the tiles to replace.

**4.8.36 Compose/Bumpmap**

The bumpmapper creates stunning 3D-surface-effects, especially for logos, buttons and webdesign. The idea is, that you provide a picture as surface and fxPAINT renders a light-source on it, drops shadows, adds glow and puts a texture on it, if required. And of course, you can also change the size of the lightsource and whether you want to bevel the surface before calculation. This effect is very very mighty and you can create really lots of different effects, so I recommend to try lots of different settings if you really want to get out the maximum of it.

Options:

**Bumpmap**

- ◆ Bumpmap  
Select the picture to use as bumpmap here.
- ◆ Bevel Set the bevel here. Useful to create 3D-letters.
- ◆ Radius  
The size of the lightsource can be regulated via its radius.
- ◆ Invert bumpmap  
If you want high areas to be rendered as low and low areas rendered as high, check this checkbox.
- ◆ Positioning mode  
If active, you can move around the lightsource in realtime.

**Texture**

- ◆ Texture  
Select the texture to put over the bumpmapped areas, here.
- ◆ Use texture  
Use the texture instead of the currently selected color for the image.

**Mask**

- ◆ Mask  
If you only want to render in e.g. some letters and want the rest of the image to be unchanged no matter whether you filled the whole layer or not, select the mask to use here.
- ◆ Use mask  
Really use the mask selected at "Mask".
- ◆ Invert mask  
Invert the mask, so visible areas get invisible and invisible areas get visible.

**Effect**

- ◆ Effect  
You can perform one additional effect, either shadow or glow. Select the one to use, here.
- ◆ Size  
Select the softness/size of the effect here.
- ◆ Active  
If the effect shall be rendered in, this checkbox needs to be checked.

**4.8.37 Compose/Logic**

There are many ways to detect whether an image was manipulated or changed. This effect offers a simple possibility, but also allows you to add, subtract etc. pictures from/to each other, just as if they were a number.

Options:

**2nd picture****Mode**

- ◆ AND  
Combine both pictures via AND.
- ◆ OR  
Combine both pictures via OR.
- ◆ XOR  
Combine both pictures via XOR.
- ◆ CMP  
Compare both pictures and view changed areas as black.
- ◆ Add  
Add the values of both pictures.
- ◆ Sub  
Subtract the values of both pictures.
- ◆ Mult  
Multiply the values of both pictures.
- ◆ Div  
Divide the values of both pictures.

### 4.8.38 Compose/Bluebox

The bluebox–effect is THE TV–effect of the 90's. Everytime you watch the news, a bluebox–effect is used to create the backdrop. The speakers are sitting in front of a blue screen in reality and the blue is replaced by the backdrop by a computer. fxPAINT offers exactly this effect with "Bluebox".

Options:

**2nd picture**

The 2nd picture, that can be seen instead of the blue or any other color.

**Red/Green/Blue/Current color**

The color (normally blue) to replace with the 2nd picture.

**Tolerance**

As the video–signal contains noise, a certain tolerance has to be offered by the computer. This tolerance can be set here.

### 4.8.39 Compose/Tile

This effect puts one image again and again on another one.

Options:

**Tilable picture**

Select the picture to paste again and again on the original picture, here.

**Width**

**Height**

Width and height of the tiles.

### 4.8.40 Distortions/Page curl

This effect creates an effect that looks like the result of you taking the right, lower corner of a page and drag it to the upper, left corner. fxPAINT adds shadow and a shine to the image, too.

Options:

**Red/Green/Blue/Use current color**

Set the color of the lighting/shine here.

**Size**

Size of the effect.

**Lighting**

If checked, a lighting/shine is added to the image.

**4.8.41 Distortions/Distortion**

This effect stretches the image to its corners.

Options:

**Distortion-algorithm**

Choose between Radial or Quadratic.

**4.8.42 Distortions/Wave**

If you throw a stone in the water, waves are created. Now install a cam exactly over the point, where the stone will hit the surface. "Wave" creates, what your cam might record.

Options:

**Amplitude**

Set the amplitude the image is "rotated" by between two waves, here.

**Wavelength**

Set the distance between two waves, here.

**Phase**

The phase of the wave can be set here. This allows you to get exactly the result you want to have.

**Complete**

Waving an image would normally leave empty areas. However, fxPAINT offers you to fill these gaps with the image-data around them. Check this checkbox, if you want fxPAINT to fill them.

**Positioning mode**

If this mode is switched on, you can drag around the center of the wave in the picture.

**4.8.43 Distortions/TV Lace**

Eye in eye with a TV screen. You don't see a sharp picture, but lots of lines. Many TV spots show you, what that looks like. "TV Lace" creates such effects.

Options:

**Unlaced**

Set the height of the unchanged strips.

**Laced**

Set the height of the changed strips.

**Change**

Set the brightness-change of the image, here. Positive values brighten it, negative values.

### 4.8.44 Distortions/Lightspeed

Adds a lightspeed–effect to the image. so that the image looks as if it has just left behind some rays of light.

Options:

**Max quake**

The maximum distance from the left side can be set here.

### 4.8.45 Distortions/Earthquake

Moves every line with a certain distance from the left side.

Options:

**Max quake**

The maximum distance from the left side can be set here.

**Use current color**

Uses the current color to fill the free space on the left, if checked.

### 4.8.46 Distortions/Deinterlace

The PAL–video–signal consists of 50, the NTSC–video–signal of 60 half–frames per second. These are joined to 25 or 30 full–pictures and create a smooth motion. However, when two half–frames are mixed to one full–frame, some disturbing patterns can be created. These can be removed by doubling every 2nd line.

Options:

**Use odd lines**

If fxPAINT shall double the odd lines, this checkbox should be checked. Otherwhise, fxPAINT doubles the even lines.

### 4.8.47 Distortions/Fisheye

This effect makes the picture look as if you had looked on it through the eyes of a fish.

Options:

**Level**

The level of the effect.

**Radius**

The radius of the effect.

**Antialias**

Activates the inbuilt antialias of the effect avoiding pixel effects.

### 4.8.48 Distortions/Displacemap

This effect calculates distortions using the pixel information of another image/project. It is possible to create glass effects with this.

Options:

**Displacemap**

The image/project that shall be used as base for the distortion calculation.

**X % and Y %**

Determines, how strong the distortion shall be in X- and Y-direction, respectively.

**Light intensity**

To create more realism fxPAINT can additionally add shine effects to the image. The strength of this additional effect can be adjusted with this slider.

**4.8.49 Distortions/Ripple**

This effect creates distortions and unregularities as known from a TV with bad signal quality.

Options:

**Max. offset**

Determines the maximum horizontal distortion.

**Max. height**

Determines the height of the distortion phase.

**Regular process**

This option will make the distortion follow a regular wave.

**4.8.50 Distortions/Whirl**

This effect "whirls" the image.

Options:

**Radius**

Determines the radius within which the pixels are affected by the whirl.

**Angle**

Determines, which distortion angle the whirl has.

**Positioning mode**

If this option is active, the whirl can be freely positioned.

**4.8.51 Distortions/Pinch**

This effect "sucks" the image in a black hole.

Options:

**Radius**

Determines the radius within which all pixels will be sucked in by the black hole.

**Power**

Determines the power of the black hole.

**Positioning mode**

If this option is active, the black hole can be freely positioned.

## 4.8.52 Light-effects/Lightsource

Lightsources are for sure one of the most spectacular effects in fxPAINT. This effect adds a movable light-source of a given color with many options.

Options:

### **Radius**

Controls the size of the lightsource

### **Rays**

Adds small rays from the middle of the lightsource.

### **Glowing ring**

Adds a glowing ring round the lightsource.

### **Replace mode**

Changes the method the lightsource is rendered into the image. Only useful on surfaces, that already have the same or a similiar color.

### **Positioning mode**

If this checkbox is checked, you can move around the lightsource in realtime over the image.

## 4.8.53 Light-effects/Supernova

The supernova-effect can be used quite versatile. You can create stunning explosion effects with it as well as the lights of a car by night.

Options:

### **Radius**

Controls the size of the supernova.

### **Rays**

Controls the number of rays that come from the middle of the supernova.

### **Positioning mode**

If this checkbox is checked, you can move around the supernova in realtime over the image.

## 4.8.54 Light-effects/Glow

This effect lets significant parts of the glow.

Options:

### **Radius**

Controls the radius of the glowing "lightsources".

### **Threshold**

Starting from this value an object will glow. Even small changes can result in big calculation time increases.

### **Dimming**

This option allows you to weaken the impact of the glow effect.

### **Use selected color**

This enables the use of the currently selected color instead of white.

## 4.8.55 Matrix–operations/Convolution

The convolution–effect is host to at least 22 other effects. It allows the creation of effects via a field of numbers.

Convolution means replacing each pixel with a weighted average of the nearby pixels. The weights and the area of the average are determined by the convolution matrix.

Options:

**Field**

Enter your values, here

**3x3, 5x5, 7x7**

The size of the convolution matrix.

**Div, Add**

Divide the weighted result by a value or add something. 0 for Div means no division.

**Perform**

Perform the convolution matrix on the image.

**Load/Save**

Load or save a convolution matrix.

## 4.8.56 Matrix–operations/Emboss

Emboss makes the image look like a grayscale–line–drawing with dark and light lines.

Options:

**Angle**

Set the angle the light comes from, here.

**Use as texture**

Also use the image as a texture.

## 4.8.57 Matrix–operations/Edge–detect

The edge–detect effect blacks out all but the most significant areas of the image.

Options:

**Level**

Determines the strength of the effect.

## 4.8.58 Matrix–operations/Sharpen

This effect adds sharpness to the image.

Options:

**Level**

Determines the strength of the effect.

### 4.8.59 Matrix–operations/Texture

This effect puts a labyrinth-like pattern over the image.

Options:

**Level**

Determines the strength of the effect.

### 4.8.60 Matrix–operations/Deep inside

"Deep inside" adds color to the more significant parts of the image.

Options:

**Level**

Determines the strength of the effect.

### 4.8.61 Matrix–operations/Neon

This effect lets your image look like a Neonboard.

Options:

**Level**

Determines the strength of the effect.

### 4.8.62 Mirror/Shift

This effect shifts the image by an amount of pixels downwards and upwards.

Options:

**X-Shift**

**Y-Shift**

The number of pixels to shift the image down- and leftwards.

### 4.8.63 Mirror/Mirage

Mirage is a special version of the mirror effect and allows interesting mirroring effects in photographs. E.g. a river lying downwards a mountain and reflecting the mountain chain.

Options:

**Position**

Regulate the Y-position to begin mirroring at.

**Level**

Regulate the level the mirroring is done by. A value of zero makes the mirrored picture replace the original one.

### 4.8.64 Mirror/Mirror

This effect mirrors the image vertically and/or horizontally.

Options:

**Mirror vertically**

**Mirror horizontally**

Mirror the image round the X- and/or Y-axis.

### 4.8.65 Noise/Spread

This effect spreads the pixels around on the image, moving them away from the original position.

Options:

**Distance**

The maximum distance a pixel shall be spreaded around.

### 4.8.66 Noise/Pixelise

This effect makes the image nearly look like a Greek mosaic or a picture with a small resolution, that was scaled to a greater size.

Options:

**Pixel-Width**

**Pixel-Height**

The width and height of the "pixels"/"mosaic-stones".

### 4.8.67 Noise/Straw

This effect spreads the pixels around on the image, moving them away from the original position and creating a trail from their original position to their new one. This makes the image look like if it consists of straw.

Options:

**Distance**

Distance between two strawed pixels.

**Length**

Maximum distance from the original pixel.

### 4.8.68 Noise/Noise

If your TV-cable is defective, you see noise on your TV-screen. You might also see it, if you perform this effect.

Options:

**Mode**

◆ Replace

Replaces the original pixel with a grayscale-value.

◆ Addition

Adds the grayscale-value to the original pixel-value and makes it look more realistic.

**Probability**

You can set the probability of noise to appear, here.

### 4.8.69 Noise/Remove isolated pixels

Noised pictures are candidates for this effect. It detects pixels, that don't fit to their neighbour and replaces them.

Options:

**Level**

Set the tolerance-level here.

### 4.8.70 Noise/RLE compression optimizer

Graphics take up a lot of space when stored on computers. Compared to audio-data, this space is gigantic. This problem existed already years and decades ago and so a simple, but fast and effective compression-method was created: RLE (= Run Length Encoding). E.g. if you a row of pixels

1 1 1 1 2 2 5 4 4 4 4 4 4 8 8 8 8 8

this is reduced to:

4 \* 1, 2\*2, 5, 7\*4, 5\*8

taking up less memory. This filter (should be performed on the whole image) scans your image for pixels, that are nearly equal. "Nearly" is defined by the tolerance you give this filter. You get good results (50% or more) with values of 1–10 when saving in RLE-formats such as TARGA or IFF-RGB8. Higher values can be used for fun to create strange effects on the image.

Options:

**Tolerance**

The maximum tolerance to the neighbour pixels.

## 4.9 Plugins

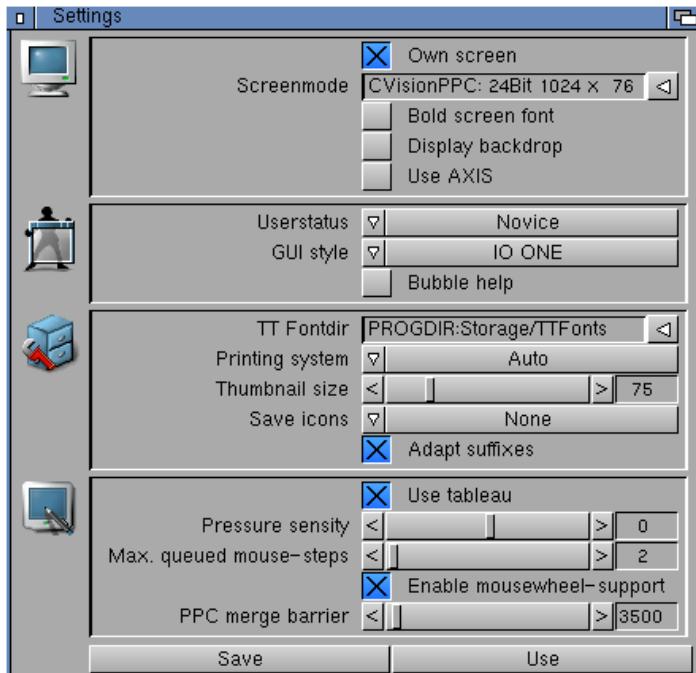
fxPAINT has, besides the ARexx–port, also a plugin interface. Plugins can run in fxPAINT's internal multitasking and cover very different fields of application. From loading and saving images to effects and function plugins, display– and tablettdrivers. An exampleplugin including source can be found in the "Contributions"–drawer of the fxPAINT–CD/–onlineversion.

## 4.10 Settings

In this chapter the settings of fxPAINT are described.

### 4.10.1 Settings

The settings determine settings that affect fxPAINT as a whole.



You can make the following settings:

#### Own screen and mode

Here you can determine, whether fxPAINT shall run on an own screen or the Workbench®. An own screen is recommended. This setting only takes effect after a restart of the program.

#### Bold screen font<

Uses a bold font for some GUI elements.

#### Display backdrop

If this option is active, fxPAINT uses fxPAINT:GUICpics/BackDrop gfx as background pattern. ATTENTION: This option can affect fxPAINT's GUI performance negatively due to the way Intuition® works.

#### Use AXIS

Here you can set, whether you want to use the display calibration system AXIS for rendering the images. A description of AXIS can be found in the next subchapter.

#### Userstatus

Set your level of experience here. Depending on your level of experience, some actions will be done "without resistance" instead of asking for a confirmation, first.

#### GUI style

Here you can set the style (Skin) of the fxPAINT userinterface. "IO ONE" is the new and fresh style introduced with fxPAINT 2.0, whereas "fx Classic" uses the original fxPAINT 1.x style. If you prefer the classic look of OS 3.x, choose OS 3.x style, here.

#### Bubble help

This option can be used to enable/disable the bubble help within fxPAINT. You can also change this setting within the horizontal bar on top of the screen.

**TT Fontdir**

fxPAINT supports TTEngine by Grzegorz Kraszewski. If you have it installed, you can choose the directory in which you put your TTF-files, here.

**Printing system**

For historical reasons the AMIGA® has many different printing systems. Normally you won't need to change this option but leave it at "Auto". Only if you experience problems or you know exactly what you are doing you should change this setting.

**Thumbnail size**

This setting determines the size of the thumbnails in fxALBUM.

**Save icons**

fxPAINT can save an icon for every saved graphics. "Preset" saved a standard icon for the chosen fileformat whereas NewIcon, OS 3.5+, MorphOS (small, 64, and big, 128) save a shrinked version of the image as an icon of the respective format.

**Adapt suffixes**

This option makes fxPAINT adapt the file suffix of saved files, depending on the format to save.

**Use tableau**

This option determines whether the information received by tableau drivers should be used.

**Pressure sensity**

In order to meet your individual requirements and preferences, you can determine here how the pressure data received shall be weighted. Values smaller zero result in a decrease of pressure sensity whereas value greater than zero result in an increase.

**Max. queued mouse steps**

The AmigaOS® doesn't send a message to fxPAINT for every mouse movement. Thus edges may occur even with round movement. An increase of this value fixes this problem but lets fxPAINT react slower, as it has to do more calculations. This should not be noticeable on faster computers, though.

**Enable mousewheel-support**

If you have connected a mouse with mousewheel and appropriate driver (!) – like e.g. the "4D+ Mouse" by VMC – you can switch on and off support for it, here.

**PPC-merge barrier**

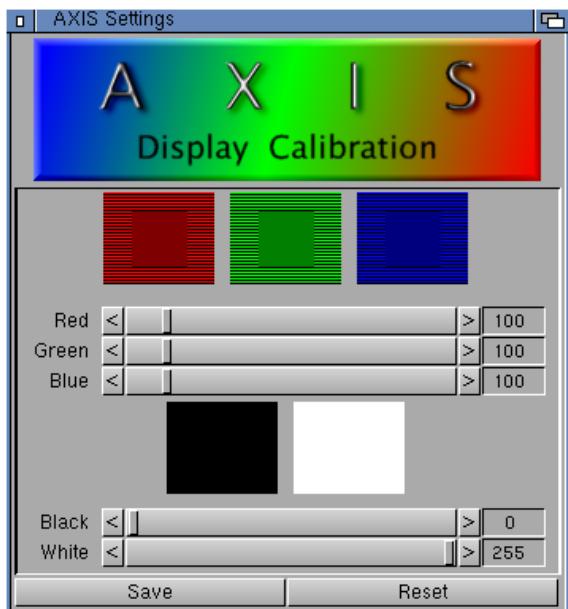
This value determines, upon which number of changed pixels a frequent called lowlevel routine shall be executed on an existing PowerPC. The theory behind this is, that an 680x0 CPU may already be done until a PowerPC returns control from context switches. Normally, you should leave this setting to the default. Under MorphOS this option is no more required and is thus disabled.

**Save and Use**

Uses the made settings permanently or until you quit fxPAINT. Some settings will only take effect after a restart of the program.

### 4.10.2 AXIS Settings

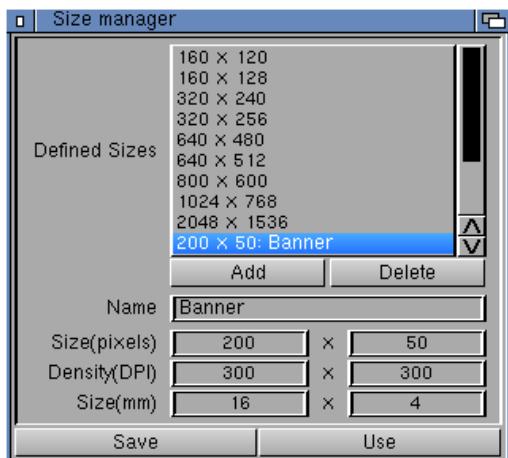
AXIS is a color calibration system for screens not displaying the color signals accurately. E.g. many LCD-screens have big deficiencies with the display of grayscales.



The calibration is simple. Set the sliders (maybe with half-closed eyes) to a point where the inner rectangle seems to have the same color as the border. For LCD-screens you should only modify the black- and white-values.

### 4.10.3 Size manager

The size manager saves your frequently used size-values and makes them available with one click at suitable places.



The options are as follows:

#### Defined sizes

All defined sizes are listed here and can be selected.

#### Add and Delete

Adds an entry at the bottom of the list or deletes the currently selected entry.

#### Name

The name of the currently selected size.

#### Size, Resolution, ..

Here you can determine the sizes with the help of different parameters. A detailed description of these fields can be found at "[New: Filled](#)".

#### Save and Use

Saves the settings permanently or uses them only until you exit fxPAINT.

#### 4.10.4 Load and save settings

These functions load and save the current settings.

#### 4.10.5 Save layout

fxPAINT internally saves the last position of windows. If you attach importance to the equal positioning of the windows used even after a restart, you can save the coordinates information here.

# 5 Troubleshooting

## 5.1 How to proceed

If you have a problem or question regarding fxPAINT, please act in this order:

1. Completely read this chapter.
2. If you don't find a solution here, please have a look into the FAQ on <http://www.iospirit.de/>. Your question has most probably been asked there already.
3. Please create a list of your system's components and the software installed on it and send it, along with an exact description of your problem ("fxPAINT crashes. Why?" is **not** an exact description) or question to [support@iospirit.de](mailto:support@iospirit.de), or, even better, directly enter your question into our FAQ-system on <http://www.iospirit.de/>.

## 5.2 Frequently asked questions

At this place you can find a list of frequently asked questions. An always up-to-date list can be found at <http://www.iospirit.de/>.

### Why is GIF and LZW-TIFF not supported ?

The LZW-compression algorithm, as used in TIFF and GIF, is patented and requires, for AMIGA-dimensions, a relativly expensive license.

More information concerning the LZW-patent problems can be found here:  
<http://cloanto.com/users/mcb/19950127giflzw.html>

### I have a tableau-driver installed, but fxPAINT does not use the pressure data.

There are three possibilities, why this doesn't work: a) you haven't enabled tableau-support in the settings.  
b) your driver does not submit the pressure-data via the documented, systemconform way of AmigaOS 3.x but via a special port-construction  
c) your driver doesn't submit the pressure-data at all.

If b) is the case and you have the developer documentations, you might want to write a tablet-driver-plugin for fxPAINT. Contact [felix@innovative-web.de](mailto:felix@innovative-web.de) for details, on how to create one.

Known, incompatible drivers:

- none

Known, compatible drivers:

- All drivers available from Haage&Partner/Escena.
- All drivers by VMC/Harald Frank
- WACOM\_150.lha

NOTE: If fxPAINT shall get the pressure-data, you have to set the tooltype INPUT\_EVENT of the driver's icon (Wacom) in WBStartup to TABLET. If you set PIXEL, the pressure-data won't be submitted to fxPAINT.

### Which scanners are supported by fxPAINT?

fxPAINT supports scanners trough fxSCAN and ScanQuix. In order to use a scanner you have to have one of these two packages installed. You can find a list of the scanners supported by the programs on their respective homepages.

### Does fxPAINT support my PPC-platform?

fxPAINT supports the PowerUP, WarpUP and MorphOS to the same extent. AmigaOS 4 should already be covered by the WarpUP-support. If required, we will of course make adaptions and make them freely available.

## 5 Troubleshooting

### **Does fxPAINT support tableaus (e.g. the Wacom Graphire)?**

Yes. fxPAINT offers very good support for tableaus. You can smoothly adjust the behaviour of fxPAINT when interpreting the pressure data. This assures maximum flexibility and allows you to adjust the team tableau/fxPAINT to your very personal needs. The driver for the Wacom Graphire has been tested extensively during its development. Generally fxPAINT supports any driver that behaves system conform and sends its pressure data over the system.

## 5.3 Technical support

If you have problems with fxPAINT our technical support is there to help you. But please act as described in subchapter 1 before contacting our technical support. This way you can save a lot of time and our technical support can spend more time on improving the whole system instead of answering the same question a hundred times. Please keep your serial number, system information (hardware and installed software) and a running system with fxPAINT available, if you make a phone call. Please also add the information where exactly the problem occurs. "fxPAINT doesn't work" is not enough to give the support a clue on where the problem is located.

Written inquiries (please don't forget to add EMail–adress and phone number) including enough postage to send an answer to you should be directed to:

IOSPIRIT Felix Schwarz  
z.Hd. Technischer Support  
Am Gründla 3  
D-91074 Herzogenaurach  
Germany

Inquiries by phone (on work days 16–18 o'clock GMT+1) are possible under: +0(0)49 (0)9132/732844

Inquiries by email should be directed to: [support@iospirit.de](mailto:support@iospirit.de)

# 6 Appendix

## 6.1 ARexx-interface

Using the ARexx-interface, you can automatise certain operations in fxPAINT. As time to the release-date of fxPAINT became too short to write a full-blown documentation, you find "only" a listing of commands here. It is important that you make your script "EXITBOX"-conform, if you want to execute it in a closed environment like that of fxCONV. For examples, have a look at the commented scripts that come along with fxPAINT. A full documentation may follow and be available at the downloads at <http://www.iospirit.de/> at a later time.

### 6.1.1 Image

```
[IMGID] = FX_IMAGE_NEW [width] [height] [r] [g] [b]
[IMGID] = FX_IMAGE_CURRENT
FX_IMAGE_MAKECURRENT [IMGID]
[EXI] = FX_IMAGE_EXISTS [IMGID]
FX_IMAGE_ICONIFY [IMGID]
FX_IMAGE_DEICONIFY [IMGID]
FX_IMAGE_CLOSE [IMGID]
[IMGID] = FX_IMAGE_LOAD [FILE]
FX_IMAGE_SAVE [IMGID] [FORMAT] [FILE]
FX_IMAGE_FIX [IMGID]
FX_IMAGE_REFRESH [IMGID] [X1] [Y1] [X2] [Y2]
[WID] = FX_IMAGE_WIDTH [IMGID]
[HEI] = FX_IMAGE_HEIGHT [IMGID]
FX_IMAGE_ZOOM_IN [IMGID]
FX_IMAGE_ZOOM_OUT [IMGID]
[PENID] = FX_IMAGE_CLONEASPEN [IMGID]
[IMGID] = FX_IMAGE_CLONE [IMGID]
FX_IMAGE_OP_ADDBORDER [IMGID] [XBORDER] [YBORDER] [TYPE: 0=Centered 1=Left-Top 2=Right-Bot]
[R] [G] [B]
FX_IMAGE_OP_AUTOCROP [IMGID]
FX_IMAGE_OP_ROTATE [IMGID] [ROTANGLE100] [R] [G] [B]
FX_IMAGE_OP_SCALE [IMGID] [NEWWIDTH] [NEWHEIGHT] [WIDHEIKEEPRATIO] [KEEPDETAILS]
FX_IMAGE_OP_SHEAR [IMGID] [ANGLE] [DIRECTION] [R] [G] [B]
FX_IMAGE_OP_WAVE [IMGID] [XOFF] [YOFF] [R] [G] [B]
```

### 6.1.2 Drawing

```
[IMGID] = FX_DRAW_CUT [IMGID] [X1] [Y1] [X2] [Y2]
FX_DRAW_DOT [IMGID] [X] [Y] [MODE]
FX_DRAW_LINE [IMGID] [X1] [Y1] [X2] [Y2] [MODE]
FX_DRAW_ELLIPSE [IMGID] [X] [Y] [RX] [RY] [MODE]
FX_DRAW_FILLEDELLIPSE [IMGID] [X] [Y] [RX] [RY] [MODE]
FX_DRAW_GRADELLIPSE [IMGID] [X] [Y] [RX] [RY] [MODE]
FX_DRAW_BOX [IMGID] [X1] [Y1] [X2] [Y2] [MODE]
FX_DRAW_FILLEDBOX [IMGID] [X1] [Y1] [X2] [Y2] [MODE]
FX_DRAW_GRADBOX [IMGID] [X1] [Y1] [X2] [Y2] [FBEV] [TBEV] [KIND] [MODE]
FX_DRAW_GRADIENT [IMGID] [X1] [Y1] [X2] [Y2] [TYPE] [REP]
FX_DRAW_FLOODFILL [IMGID] [X] [Y] [MODE]
FX_DRAW_MAGICSTICK [IMGID] [X] [Y] [RTOL] [GTOL] [BTOL]
FX_DRAW_POLY_CLEAR [IMGID]
FX_DRAW_POLY_ADDPOINT [IMGID] [X] [Y]
FX_DRAW_POLY_DRAW [IMGID] [FILLED] [METH]
FX_DRAW_PRESSURE [IMGID] [PRESSURE]
```

### 6.1.3 Layer

[LAYID] = FX\_LAYER\_GETCURRENT [IMGID]  
 FX\_LAYER\_FILL [IMGID] [LAYID] [FILLWITH]  
 [IMGID] = FX\_LAYER\_CLONEASPIC [IMGID] [LAYID]  
 FX\_LAYER\_COPYFROMPIC [IMGID] [LAYID] [FROM IMGID] FX\_LAYER\_UNDO [IMGID]  
 FX\_LAYER\_REDO [IMGID]  
 FX\_LAYER\_OP\_SMOOTH [IMGID] [LAYID] [SMOOTH]  
 FX\_LAYER\_OP\_TRANSPARENCY [IMGID] [LAYID] [TRANSP]  
 FX\_LAYER\_OP\_INVERT [IMGID] [LAYID]  
 FX\_LAYER\_KEEP [KEEPSETT]

### 6.1.4 Effects

FX\_EFFECT\_SELECT [IMGID] [LAYID] [EFFECTID (see effect overview in this doc for numbers!)]  
 FX\_EFFECT\_SETPARAM [IMGID] [LAYID] [REG] [SETT]  
 FX\_EFFECT\_CALCULATE [IMGID] [LAYID]

### 6.1.5 Palette

FX\_PALETTE\_LOAD [FILE]  
 FX\_PALETTE\_SAVE [FILE]  
 [RRRGGBBB] = FX\_PALETTE\_GETENTRY [PALENTRY]  
 FX\_PALETTE\_SETENTRY [PALENTRY] [R] [G] [B]  
 FX\_PALETTE\_USEENTRY [IMGID] [PALENTRY]  
 [RRRGGBBB] = FX\_PALETTE\_GETCOLOR [IMGID]  
 FX\_PALETTE\_SETCOLOR [IMGID] [R] [G] [B]

### 6.1.6 Pens

[IMGID] = FX\_PEN\_CLONEASIMAGE [PENID]  
 [PENID] = FX\_PEN\_CURRENT [IMGID]  
 FX\_PEN\_SELECT [IMGID] [PENID]  
 [PENID] = FX\_PEN\_FIND\_NAME [NAME]  
 [PENID] = FX\_PEN\_CREATE [TYPE] [NAME] [SIZE] [DENSITY] [FILENAME] [TEXT] [FONT] [IMGFILE]  
 FX\_PEN\_DELETE [PENID]

### 6.1.7 fxALBUM

[NUMENTRIES] = FX\_ALBUM\_NUMENTRIES  
 [ALBENTID] = FX\_ALBUM\_CURRENTENTRY  
 [FILE] = FX\_ALBUM\_ENTRYFILE [ALBENTID]  
 [WIDTH] = FX\_ALBUM\_ENTRYWIDTH [ALBENTID]  
 [HEIGHT] = FX\_ALBUM\_ENTRYHEIGHT [ALBENTID]  
 FX\_ALBUM\_DELETE [ALBENTID]  
 FX\_ALBUM\_ADDFILE [FILE]  
 FX\_ALBUM\_ADDDIR [DIR]  
 FX\_ALBUM\_SORT\_ABC

### 6.1.8 fxCONV

FX\_CONV\_ADDSOURCE  
 FX\_CONV\_SETDESTINATION

### 6.1.9 Tools

[file] = FX\_TOOL\_REQUESTFILE [default] [save=0/1]  
 [dir] = FX\_TOOL\_REQUESTDIR [default] [save=0/1]  
 FX\_TOOL\_PROGRESSBLOCK

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FX\_TOOL\_PROGRESSSET [progress] [optional: "message"]

FX\_TOOL\_PROGRESSUNBLOCK

FX\_TOOL\_WAITPOINTER [0/1]

FX\_TOOL\_REQUESTYESNO [message]

FX\_TOOL\_REQUESTOK [message]

### 6.1.10 Global

FX\_CHECKBOX

FX\_EXITBOX

FX\_QUIT

## 6.2 fxALBUM HTML–skin format

fxPAINT 2.0 and up support skins for the HTML–export feature of the integrated fxALBUM. Every skin has its own drawer below fxPAINT:Storage/Web/Skins/ which can hold the following files:

### 6.2.1 fxdef\_border\_thumb.def

The thumbnail template is processed for every created thumbnail. To allow a flexible design and arragement of the images, text etc. you can use the follwing variables.

Variable	Replaced by
%htdest	HTML page to link to from thumbnail (full image).
%imgdest	The location of the thumbnail image itself.
%imgwid	Width of thumbnail image.
%imghei	Height of thumbnail image.
%imgnum	ID of image (for use with scripts like fxcard).
%imgborder	<img>–tag border chosen by user.
%subtitle	Variable subtitle string – can be empty!
%thumbsize	Maximum width and height of thumbnail.
%fullwid	Width of original full image.
%fullhei	Height of original full image.
%fullname	Filename of original full image.
%comment	Comment for this picture – may be empty.
%fxcardcode	Full HTML–code for including support for the fxCARD–script. If fxCARD was not chosen in the options, this variable is removed.
%fxcardbegin	If fxCARD was selected, inserts a link to the script, e.g. <a href = "fxcard.php?imgid=1&srev=1" >, otherwise a <-->.
%fxcardend	If fxCARD was selected, inserts a < / a >, otherwise a -->

### 6.2.2 fxdef\_border\_full.def

As for the thumbnail, there also exists a template for the full image html pages.

Variables:

Variable	Replaced by
%imgdest	The location of the full image itself.
%imgwid	Width of the full image.

%imghei	Height of the full image.
%imgnum	ID of image (for use with scripts like fxcards).
%imgborder	<img>-tag border chosen by user.
%imgfilesize	size of the full image in bytes.
%subtitle	Variable subtitle string – can be empty!
%fullwid	Width of original full image.
%fullhei	Height of original full image.
%fullname	Filename of original full image.
%comment	Comment for this picture – may be empty.

### 6.2.3 fxdef\_header.html

Fallback header file if none is specified. Allows nearly completely customizable designs.

### 6.2.4 fxdef\_footer.html

Fallback footer file if none is specified. Allows nearly completely customizable designs.

### 6.2.5 fxsty\_#?

All files referred to by the rest of the files. Copied 1:1 to the destination directory.

## 6.3 Tooltypes

fxPAINT support so called tooltypes. These are options that can be activated and deactivated in the fxPAINT icon and take influence on basic and detail functions.

### 6.3.1 DONTKEEPDIMENSIONS

Stretches some thumbnail previews to the maximum extent regardless of their original ratio.

### 6.3.2 NOEXTCPU

Disables support for external CPU–modules, e.g. MorphOS, Amithlon, WarpUP or PowerUP.

### 6.3.3 NOPUBSCREEN

If fxPAINT opens a screen, this will usually be a "Public Screen". This tooltype changes this behaviour. It should be set if you have problems with the closing of the screen, e.g. in context with old versions of VHI Studio.

### 6.3.4 NOREQIMAGES

Switches off the images in the requesters.

### 6.3.5 NOSPLASH

Switches off the fxPAINT–logo–splash–window at fxPAINT starting time and thus speeds up starting.

### 6.3.6 NOSMARTSUFFIX

By default fxPAINT changes only existing suffixes but never appends them. E.g. "Test.iff" will result in "Test.jpg", whereas "Test" stays "Test". If you activate this option, fxPAINT will append ".jpg" to "Test" and thus the result will be "Test.jpg".

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