SX.hyper

COLLABORATORS

	TITLE :			
	SX.hyper			
ACTION	*NAME*	*DATE*	*SIGNATURE*	
WRITTEN BY		January 6, 2023		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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SX.hyper

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                                             SX Image Editor
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1.2   copyright

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Welcome...

The SX Image Editor and this guide are copyrighted by
Ali Fracyon (fracyon@bix.com) and may not be modified
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1.3   about

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SX v1.01 is a multitasking 8-bit image viewer and editor. It has the
ability to load 8-bit IFF/ILBM, SUN Raster, and Gifs and can save files in
the Gif and Jpeg formats. You will need an AGA machine and plenty of
RAM to use this program.

This program was designed to ...
1) ... allow viewing and editing images while the slow work is done in the
background.
2) ... retry. Instead of failing when it can't do something (allocate
memory, open screen, ...) it will try until it works. This allows for
you to do more than the computer handle -however- it also allows the
program to get into infinite loops if not used carefully.

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...
                      Usage

1.4   usage

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It's best to start SX from the Workbench since it gets its defaults from
its icon's tool types. The following is a listing of its gadgets and
what they do:

CONTROL PANEL:

LOAD button - Load and display an image. Only 8 bit images can be loaded.
             Images of other depths might load, load badly, or crash the
             program. You can have atmost 15 images showing at the same
             time. Images will be clipped to a width divisible by 8.
             Pictures can't be loaded from RAM: on this version of SX.
SAVE button - DON'T PRESS

H MIRROR button - Flip image in the horizontal direction.
V MIRROR button - Flip image in the vertical direction.
90\textdegree{} CW button - Rotate image clockwise.
90\textdegree{} CCW button - Rotate image counter-clockwise.

Format MX buttons - The left buttons specify input format and the right
       ones the output format. Jpeg files end in .jpg when
       written.

```
Q integer gadget - Jpeg quality when saving.  Smoothness will always be
        zero.
BW checkbox gadget - Jpeg grayscale.  It should not be checked if the
          image is in color.

Pri string gadget - This will be the priority of the task compressing the
        image and one higher than the priority of the task
        converting and saving the image.

Path string gadget - This is where the image will be saved.

Tasks cycle gadget - QUEUE: Tasks will be queued and will get converted
          one at a time.  For Jpegs, any number of tasks
          can be in the compression mode but the actual
          Jpeg conversion will happen one at a time.
        MULTITASK: All conversions will happen at the same
              time.  Pre-Jpeg compressions will happen at
              a higher priority.  Since some compression
              algorithms require a large amount of ram to
              work, this mode is usually slower than the
              QUEUE mode.

Tasks list gadget - This will show information about the tasks running in
        the background.

IMAGE WINDOWS:

Select Mouse button - Put a clip box or move its edges around.
Middle Mouse button - Save Image. (or 'S' on keyboard)
Menu Mouse button - Clip image if there is a clip box or exit if none.
```

1.5 installation

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Copy the sx and sx_cjpeg files to C:

sx_cjpeg file contains code by the Independent JPEG Group.
```

1.6 settings

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SX uses its tool types to get its defaults.  Use Information... under
Workbench's Icons window to modify them.

The following tool types are defined and the default values are shown:
PATH=RAM: -- Output path
PRIORITY=-1 -- Conversion tasks priority
TASKS=QUEUE -- How the tasks are handled
```

```
FORMAT=JPEG -- Output format
BACKGROUND=0  -- Color of the control window's background pattern.
QUALTY=75 -- Jpeg quality
```

1.7 warning

```
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This is an early release of the SX Image Editor - Use it at your own risk.
For safetly, try it on some test images first and please report any
bugs to fracyon@bix.com or ali@pooch.cs.jmu.edu

To be safe:
- Don't use very small clip boxes, The AmigaOS can't open very small screens.
- Don't load damaged image files or image files with more or less than 8
  bitplanes.
- Don't delete source images until the outputs are done.  Since this program
   retries instead of failing, it can get into infinite loops.
- Save to RAM: if using for the first time or if there is a chance of infinite
   loops.
- Don't load images from RAM:.  It usually doesn't work right in SX.
- Don't save the same image more than once.  If you have to, make sure
   it gets done and is removed from the queue before resaving it.
- Don't load HAM or HAM8 IFFs.  They are not supported.
- This program uses T:, try to put this in RAM: if possible.


This program was tested on:
A1200 - 50Mhz 68030 & 68882, 6M RAM
KS 39.106, WB 40.42
720x454x3 57Hz 27.18 kHz WB
```