MBP

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Chapter 1

MBP

1.1 ImageFX Sequence Processor

```
                I.
                Theory
               II.
                Gadgets
               III.
                Menus
               Please read the section on IMP theory before attempting to
use the program!
```

1.2 IMP Menus

```
New
   Erase all settings and start fresh.

Open...
   Open an existing project file.

Save
   Save the current settings to the last used project file.

Save As...
   Save the current settings to a new project file.

Help...
   Invoke the AmigaGuide help system.  Pressing the HELP key
   will also do this.

Close
   Exit IMP only.

Quit
   Exit IMP and signal ImageFX to exit also.
```

1.3 IMP Theory

Theory of Operation
~~~~~~~~~~~~~~~~~~

IMP is a batch processor; it is a tool for doing a process or effect on a series of images automatically.

IMP is designed to work on the following types of images:

1) A single image. Specified by simply entering the full name of the file in the appropriate source string gadget.

2) A series of images (a "sequence"), where each frame of the series is marked with a numeric extension (eg. "Frame001", "Frame002", "Frame003", etc.). Sequences are identified by their "base" name only (the filenames without numeric extensions). In the above example, the base name would be simply "Frame"; this is what you would enter into the appropriate source string gadget.

3) A standard Op5 ANIM format animation. To work on an ANIM, enter the full path and filename of the animation into the appropriate source string gadget.

The results of IMP's processing can be output in the following formats:

1) A sequence of 24-bit files, each with a numeric extension denoting the frame (eg. "Pic001", "Pic002", etc.). The default file format is ILBM, but this can be changed with a pull-down menu option.

2) A sequence of rendered pictures, each with a numeric extension denoting the frame (eg. "Pic001", "Pic002", etc.). Rendered pictures can usually be viewed directly. The default file format is ILBM, but this can be changed with a pull-down menu option. Each frame is rendered according to the settings in the currently selected ImageFX render module.

3) A standard Op5 ANIM format animation. Each frame is rendered according to the settings in the currently selected ImageFX render module.

For each frame in the process, a series of ImageFX commands may be executed to perform effects or transformations on the sequence. These commands may also be used to cause the main, swap, or alpha channel buffers to interact. The "Prep" and "Proc" gadgets are used to enter commands to run on each frame.
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1.4 IMP Main Gadgets

```
Main Gadgets
~~~~~~~~~~~~
Main
   Image, sequence, or animation to process using ImageFX's main
   image buffer.

Swap
   Image, sequence, or animation to process using ImageFX's swap
   buffer.

Alpha
   Image, sequence, or animation to process using ImageFX's
   alpha channel buffer.

Dest
   Destination sequence basename or animation filename.

First
   First frame number to process.

Last
   Last frame number to process.

Output Mode
   The cycler gadget in the middle indicates what type of output
   the sequence processor generates.  "Output 24-Bit Frames" simply
   saves the resulting 24-bit images.  "Render Output Images" runs
   each frame through the ImageFX render module and saves the
   resulting image to disk.  "Render Animation" runs each frame
   through the ImageFX render module and packs the result into
   a standard Op5 ANIM file.

Lock Palette?
   Keeps the same palette colors throughout rendered sequences.

Delete Source Frames?
   Deletes the input frames as they are used.

Wait for Source Frames?
   Waits for input frames to be created.

Prep
   Initial ImageFX commands to be executed before the sequence
   processing begins.  May be any one or more valid ImageFX commands,
   separated by semi-colons (;).  Arexx programs may be executed by
   using the RX command.

Proc
   ImageFX commands to be executed on each frame of the sequence.
   May be any one or more valid ImageFX commands, separated by
   semi-colons (;).  Arexx programs may be executed by using the
   RX command.

Begin
```

Start the sequence processing.

Close
Exit IMP only.

Quit
Exit IMP and signal ImageFX to exit also.