

Arexx_Hooks

COLLABORATORS

	<i>TITLE :</i> Arexx_Hooks		
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Chapter 1

Arexx_Hooks

1.1 ImageFX Hook Commands

Hook AntiAlias

Hook Antique

Hook ApplyTexture

Hook ChangeColor

Hook CineMatte

Hook Composite

Hook Crystallize

Hook DeInterlace

Hook Dream

Hook HistoEqu

Hook Interlace

Hook LensFlare

Hook Lightning

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Hook Mosaic

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```
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Hook Tile
Hook VideoFilter
Hook Warp
Hook Wave
```

1.2 Hook AntiAlias

HOOK ANTIALIAS (2.0)

FORMAT

```
Hook AntiAlias Mode/N,Threshold/N
```

FUNCTION

```
Run the AntiAlias hook.
```

INPUTS

Mode

```
AntiAlias mode. 0 = EdgeDetect, 1 = Interpolate, 2 =
Convolve.
```

Threshold

```
Threshold amount.
```

RESULT

```
None.
```

1.3 Hook Antique

HOOK ANTIQUE

FORMAT

Hook Antique

FUNCTION

Run the Antique hook.

INPUTS

None.

RESULT

None.

1.4 Hook ApplyTexture

HOOK APPLYTEXTURE (2.0)

FORMAT

Hook ApplyTexture Name, Light/N, Depth/N, Shiny/S, Shading/S

FUNCTION

Run the ApplyTexture hook.

INPUTS

Name

Name of texture file. Must include full path.

Light

Light direction (0-7).

Depth

Depth of texture (0-255).

Shiny

Creates a shiny texture when set.

Shading

Enables shading when set.

RESULT

None.

1.5 Hook ChangeColor

HOOK CHANGECOLOR (2.0)

FORMAT

Hook ChangeColor SR/N, SG/N, SB/N, DR/N, DG/N, DB/N, Closeness/N

FUNCTION

Run the ChangeColor hook.

INPUTS

SR, SG, SB

Source color in RGB format.

DR, DG, DB

Color to change to in RGB format.

Closeness

Closeness value to apply to source colors (1-255).

RESULT

None.

1.6 Hook CineMatte

HOOK CINEMATTE (2.1)

FORMAT

Hook CineMatte BlueScreen/S, GreenScreen/S, OutputMatte/S,
OutputComposite/S, OutputBoth/S, DynamicRange/S, Darken/N, Brighten/N,
RemoveHalo/N, Protection/N, RestoreRed/N, RestoreGreen/N, RestoreBlue/N,
RemoveBG/N, Blend/N

FUNCTION

Run the CineMatte hook.

INPUTS

BlueScreen, GreenScreen

Select the type of color screen.

OutputMatte, OutputComposite, OutputBoth

Select the type of output.

DynamicRange

Enable dynamic range option.

Darken, Brighten

Darken and brighten foreground amounts (0-255).

RemoveHalo

Halo removal amount (0-255).

Protection

Protection amount (0-256).

RestoreRed, RestoreGreen, RestoreBlue

Restoration color (0-255).

RemoveBG

Amount of background removal (0-255).

Blend

Amount to blend foreground into the composite (0-255).

RESULT
None.

1.7 Hook Composite

HOOK COMPOSITE (2.0)

FORMAT

Hook Composite
Op/A, Blend/N, Closeness/N, Include/N, Exclude/N, Red/N, Green/N, Blue/N,
FromH/N, FromS/N, FromV/N, ToH/N, ToS/N, ToV/N, MatchMain/S, MatchSwap/S,
MatchEither/S, AlphaFrisket/S, AlphaMask/S, AlphaTexture/S, AlphaMatte/S,
SwapScale/S

FUNCTION

Run the Composite hook.

INPUTS

Op
Composite operation to perform. Must be one of the following:

	Merge	Matte	FastMatte	HSVMatte
	Add	Subtract	Multiply	Divide
	Sum	Difference	Minimum	Maximum
	ImageMap	And	Or	Xor
2.1:	Dissolve	Screen	Illuminate	Color
	Softlight	Hardlight		

Blend

Blend percentage (0-100).

Closeness

Closeness setting for include and exclude range colors or
matte colors (1-255).

Include, Exclude

Include and Exclude range settings (0-8).

Red, Green, Blue

For Matte composites, specifies the RGB value to matte with.

FromH, FromS, FromV, ToH, ToS, ToV

For HSVMatte composites, specifies the from and to HSV values.

MatchMain, MatchSwap, MatchEither

Specifies which buffer the include and exclude is matched on.
Defaults to MatchMain.

AlphaFrisket, AlphaMask, AlphaTexture

Specifies how the alpha channel is used in the composite. If
none are specified, the alpha channel is not used.

SwapScale

If specified, the swap buffer is scaled to match the region

being composited. Otherwise, the swap buffer is tiled.

RESULT
None.

1.8 Hook Crystallize

HOOK CRYSTALLIZE (2.0)

FORMAT
Hook Crystallize GridX/N,GridY/N,Perturb/N,Glnt/N,Seed/N

FUNCTION
Run the Crystallize hook.

INPUTS
GridX, GridY
Grid sizes.

Perturb
Perturbation.

Glnt
Glnt.

Seed
Random seed.

RESULT
None.

1.9 Hook DeInterlace

HOOK DEINTERLACE

FORMAT
Hook DeInterlace

FUNCTION
Run the DeInterlace hook.

INPUTS
None.

RESULT
None.

1.10 Hook Dream

HOOK DREAM (2.0)

FORMAT

Hook Dream Horiz/S,Vert/S,Amount/N,Size/N,Start/N,Phase/N,Wrap/S

FUNCTION

Run the Dream hook.

INPUTS

Horiz, Vert

Select the direction of the Dream effect.

Amount

Amount of distortion to apply.

Size

Number of waves shown in the picture.

Start

Starting angle (0-360). For animation purposes.

Phase

Phase (0-360). For animation purposes.

Wrap

When specified, pixels from one edge of the screen are wrapped around to the other side.

RESULT

None.

1.11 Hook HistoEqu

HOOK HISTOEQU (2.0)

FORMAT

Hook HistoEqu

FUNCTION

Run the HistoEqu hook.

INPUTS

None.

RESULT

None.

1.12 Hook Interlace

HOOK INTERLACE

FORMAT
Hook Interlace

FUNCTION
Run the Interlace hook.

INPUTS
None.

RESULT
None.

1.13 Hook LensFlare

HOOK LENSFLARE (2.0)

FORMAT
Hook LensFlare
File, Type/N, Radius/N, Bright/N, CenterX/N, CenterY/N, Red/N, Green/
N, Blue/N, GlowR/N, GlowG/N, GlowB/N

FUNCTION
Run the LensFlare hook.

INPUTS
File
LensFlare file from which to retrieve settings.

Type
Type of Lens Flare. Types are:

0	Normal
1	Anamorphic Stretch
2	None

Radius
Radius of the flare in pixels.

Bright
Brightness of the flare.

CenterX, CenterY
Center of the flare, in pixels.

Red, Green, Blue
Color of the flare.

GlowR, GlowG, GlowB
Color of the glow.

RESULT
None.

1.14 Hook Lightning

HOOK LIGHTNING (2.0)

FORMAT

Hook Lightning
StartX/N, StartY/N, StartZ/N, EndX/N, EndY/N, EndZ/N, RadiusR, RadiusG, RadiusB, Red/N, Green/N, Blue/N, ContrastR/N, ContrastG/N, ContrastB/N, Deviation/N, OGlowlRad/N, OGlowlR/N, OGlowlG/N, OGlowlB/N, IGlowlRad/N, IGlowlR/N, IGlowlG/N, IGlowlB/N, Probability/N, SegMin/N, SegMax/N, AngleMin/N, AngleMax/N, Seed/N, SeedLen/N, SeedCount/N, SeedRad/N, SeedAngle/N, File

FUNCTION

Run the Lightning hook.

INPUTS

StartX, StartY, StartZ
Starting position of bolt, in pixels.

EndX, EndY, EndZ
Ending position of bolt, in pixels.

RadiusR, RadiusG, RadiusB
Radius of bolt, in pixels. Fractional values are allowed.

Red, Green, Blue
Color of bolt.

ContrastR, ContrastG, ContrastB
Contrast of bolt.

Deviation
Deviation setting.

OGlowlRad, OGlowlR, OGlowlG, OGlowlB
Outer glow radius and color.

IGlowlRad, IGlowlR, IGlowlG, IGlowlB
Inner glow radius and color.

Probability
Probability setting.

SegMin, SegMax
Minimum and maximum segment size.

AngleMin, AngleMax
Minimum and maximum angle settings.

Seed, SeedLen, SeedCount, SeedRad, SeedAngle
Random seed values.

File
Load settings from the given file. Other parameters given will override the settings in the file.

RESULT
None.

1.15 Hook MedianFilter

HOOK MEDIANFILTER (2.0)

FORMAT
Hook MedianFilter Minimum/S,Maximum/S,Radius/N,TMin/N,TMax/N

FUNCTION
Run the MedianFilter hook.

INPUTS
Minimum, Maximum
Perform a Minimum or Maximum operation, respectively.

Radius
Radius of pixels affected (higher takes longer).

TMin, TMax
Brightness threshold of pixels affected. Only pixels with a brightness between TMin and TMax are affected.

RESULT
None.

1.16 Hook Mosaic

HOOK MOSAIC (2.0)

FORMAT
Hook Mosaic Size/N

FUNCTION
Run the Mosaic hook.

INPUTS
Size
Size of mosaic tiles, in pixels.

RESULT
None.

1.17 Hook OilPaint

HOOK OILPAINT (2.0)

FORMAT

Hook OilPaint BrushSize/N

FUNCTION

Run the OilPaint hook.

INPUTS

BrushSize
Size of paint brush (1-7).

RESULT

None.

1.18 Hook PaintFX

HOOK PAINTFX (2.0)

FORMAT

Hook PaintFX
Brush, Strokes/N, Layer/N, LayerXVar/N, LayerYVar/N, Size/N, SizeVar/N, SizeMin/N, SizeMax/N, Angle/N, AngleVar/N, AngleMin/N, AngleMax/N, Blend/N, BlendVar/N, BlendMin/N, BlendMax/N, Bright/N, BrightVar/N, BrightMin/N, BrightMax/N, Brush/N, RedVar/N, GreenVar/N, BlueVar/N, Main/S, Swap/S, Alpha/S, Black/S, White/S, DrawColor/S, File/K

FUNCTION

Run the PaintFX hook.

INPUTS

Brush
Name of brush file to paint with.

Strokes
Number of strokes.

Layer, LayerXVar, LayerYVar
Layer settings.

Size, SizeVar, SizeMin, SizeMax
Size variance settings.

Angle, AngleVar, AngleMin, AngleMax
Angle variance settings.

Blend, BlendVar, BlendMin, BlendMax
Blend variance settings.

Bright, BrightVar, BrightMin, BrightMax
Brightness variance settings.

Brush, RedVar, GreenVar, BlueVar
Brush variance settings.

Main, Swap, Alpha, Black, White, DrawColor
Background color specification.

File
PaintFX project file to load. The settings above will
override the settings in the file.

RESULT
None.

1.19 Hook Perspective

HOOK PERSPECTIVE (2.0)

FORMAT
Hook Perspective
RotX/N, RotY/N, RotZ/N, TransX/N, TransY/N, TransZ/N, ScaleX/N, Scale
Y/N, Red/N, Green/N, Blue/N, Handle/N, Main/S, Swap/S, DrawColor/S,
AntiAlias/N

FUNCTION
Run the Perspective hook.

INPUTS
RotX, RotY, RotZ
X, Y, and Z rotation angles.

TransX, TransY, TransZ
X, Y, and Z translation values.

ScaleX, ScaleY
X and Y scaling values.

Red, Green, Blue
Background color (overrides settings below).

Handle
Set the rotation handle. 0=center, 1=upper left, 2=upper right,
3=lower left, 4=lower right.

Main, Swap, DrawColor
Set background as main, swap, or current draw color.

AntiAlias
Apply anti-aliasing.

RESULT
None.

1.20 Hook PolarBlur

HOOK POLARBLUR (2.0)

FORMAT
Hook PolarBlur

Length/N, Angle/N, Blend/N, CenterX/N, CenterY/N, OuterRad/N, InnerRad/N, AntiAlias/S

FUNCTION

Run the PolarBlur hook.

INPUTS

Length

Length of the blur.

Angle

Angle of the blur (0-360).

Blend

Blend percentage (0-100).

CenterX, CenterY

Center point of the effect. Defaults to the center of the image.

OuterRad, InnerRad

Outer and inner radius of the effect, in pixels. Defaults to affecting the entire image.

AntiAlias

If specified, the effect is anti-aliased.

RESULT

None.

1.21 Hook PolarMosaic

HOOK POLARMOSAIC (2.0)

FORMAT

Hook PolarMosaic

Slices/N, Tracks/N, Angle/N, Blend/N, CenterX/N, CenterY/N, OuterRad/N, InnerRad/N, AntiAlias/S, HighQuality/S, LowQuality/S, NoPrep/S

FUNCTION

Run the PolarMosaic hook.

INPUTS

Slices, Tracks

Slices and tracks to use.

Angle

Angle of the mosaic pattern (0-360).

Blend

Blend percentage (0-100).

CenterX, CenterY

Center position of the effect in pixels. Defaults to the center of the image.

OuterRad, InnerRad

Outer and inner radius of the effect in pixels. Defaults to the entire image.

AntiAlias

If set, performs anti-aliasing.

HighQuality, LowQuality, NoPrep

Level of quality of the effect. If not specified, the normal quality is used.

RESULT

None.

1.22 Hook RadialStar

HOOK RADIALSTAR (2.0)

FORMAT

Hook RadialStar

Radius/N, Points/N, Thickness/N, Angle/N, Blend/N, Color/N, CenterX/N, CenterY/N, CoronaRadius/N, CoronaBlend/N, CoronaThick/N, CoronaColor/N, GlowRadius/N, Add/S, Fade/S, Light/S, TaperIn/S, TaperOut/S, Flare/S

FUNCTION

Run the RadialStar hook.

INPUTS

Radius

Radius of the star, in pixels.

Points

Number of points in the star.

Thickness

Thickness of each point, in pixels.

Angle

Angle of rotation of the star, in degrees. Positive angles rotate clockwise, while negative angles rotate counter-clockwise. Default 0.

Blend

Blend percentage (0 - 100). Default 100.

Color

Color to use to generate the star. 0 (the default) uses the current drawing color; values from 1-8 use that color range.

CenterX, CenterY

Center of the star, in pixels. Defaults to the center of the image.

CoronaRadius
Radius of the corona, in pixels.

CoronaBlend
Blend percentage of the corona (0-100).

CoronaThick
Thickness of the corona, in pixels.

CoronaColor
Color to use in generating the corona. 0 (the default) uses the current drawing color; values from 1-8 use that color range.

GlowRadius
Radius of the glow, in pixels.

Add
Add switch.

Fade
Fade switch.

Light
Light switch.

TaperIn, TaperOut, Flare
Specifies the mode of operation. Defaults to Normal.

RESULT
None.

1.23 Hook RampEdge

HOOK RAMPEDGE (2.0)

FORMAT
Hook RampEdge

FUNCTION
Run the RampEdge hook.

INPUTS
None.

RESULT
None.

1.24 Hook Rotate

HOOK ROTATE (2.0)

FORMAT

Hook Rotate

Angle, Red/N, Green/N, Blue/N, CenterX/N, CenterY/N, OuterRad/N, InnerRad/N, Blend/N, AntiAlias/S, Resize/S, Aspect/S

FUNCTION

Run the Rotate hook.

INPUTS

Angle

Angle of rotation in degrees. Positive values rotate clockwise, negative values rotate counter-clockwise. Fractional values are accepted.

Red, Green, Blue

Color used to fill in background pixels. Defaults to 0, 0, 0 (black).

CenterX, CenterY

Center of rotation, in pixels. Defaults to the center of the image.

OuterRad, InnerRad

Outer and inner radius of the rotation, in pixels. Defaults to affecting the entire image.

Blend

Blending to apply to edges (0 - 100).

AntiAlias

If specified, the results will be anti-aliased.

Resize

If specified, the buffer will be resized such that the entire rotated image fits in the buffer. Otherwise, some edges of the image will be cropped.

Aspect

If specified, the aspect ratio of the image will be accounted for during the rotation.

RESULT

None.

1.25 Hook Shear

HOOK SHEAR (2.0)

FORMAT

Hook Shear Angle, BackR/N, BackG/N, BackB/N

FUNCTION

Run the Shear hook.

INPUTS

Angle

Shear angle, in degrees. Positive angles shear to the right, negative angles shear to the left. Fractional angles are allowed.

BackR, BackG, BackB

RGB background color.

RESULT

None.

1.26 Hook SobelEdge

HOOK SOBELEGE (2.0)

FORMAT

Hook SobelEdge

FUNCTION

Run the SobelEdge hook.

INPUTS

None.

RESULT

None.

1.27 Hook Spherize

HOOK SPHERIZE (2.0)

FORMAT

Hook Spherize

RotX/N, RotY/N, PosX/N, PosY/N, PosZ/N, Size/N, Ambient/N, TileX/N, TileY/N, LightX/N, LightY/N, LightZ/N, LightR/N, LightG/N, LightB/N, BackR/N, BackG/N, BackB/N, Black/S, Main/S, SwapTile/S, SwapScale/S, DrawColor/S, Shiny/S, Aspect/S, AntiAlias/S

FUNCTION

Run the Spherize hook.

INPUTS

RotX, RotY

Texture X and Y rotation angles.

PosX, PosY, PosZ

Position of the sphere in 3D space.

Size

Size adjustment of the sphere. Positive values increase the size of the sphere, negative values decrease the size of the sphere.

Ambient
Ambient light level.

TileX, TileY
Number of tiles in the horizontal and vertical direction.

LightX, LightY, LightZ
Light source direction.

LightR, LightG, LightB
Light color.

BackR, BackG, BackB
Background color (overrides settings below).

Black, Main, SwapTile, SwapScale, DrawColor
Background color specification.

Shiny
Enable the shiny hot spot.

Aspect
Apply aspect correction.

AntiAlias
Apply anti-aliasing.

RESULT
None.

1.28 Hook Straw

HOOK STRAW (2.0)

FORMAT
Hook Straw Size/N,Seed/N

FUNCTION
Run the Straw hook.

INPUTS
Size
Length of the straw lines, in pixels.

Seed
Random number seed. If not specified, a seed is calculated from the current system time.

RESULT
None.

1.29 Hook Swirl

HOOK SWIRL (2.0)

FORMAT

Hook Swirl
Angle, Strength/N, Dissolve/N, Red/N, Green/N, Blue/N, CenterX/N, CenterY/N, OuterRad/N, InnerRad/N, Blend/N, Stretch/S, AntiAlias/S

FUNCTION

Run the Swirl hook.

INPUTS

Angle

Angle of rotation, in degrees. Positive angles rotate clockwise, negative angles rotate counter-clockwise. Fractional angles are accepted.

Strength

Strength of the sucking toward the center (0 - 100).

Dissolve

Dissolve between main and swap (0 - 100).

Red, Green, Blue

RGB value of background color. Defaults to (0, 0, 0) (black).

CenterX, CenterY

Center of rotation, in pixels. Defaults to the center of the image.

OuterRad, InnerRad

Outer and inner radius of the effect, in pixels. Defaults to affecting the entire image.

Blend

Percentage of edge blending (0 - 100).

Stretch

Stretch switch.

AntiAlias

If specified, performs anti-aliasing on the effect.

RESULT

None.

1.30 Hook Text

HOOK TEXT (2.0)

FORMAT

Hook Text
Font/K, Size/K/N, AntiAlias/S, Border/S, Remap/S, Left/S, Center/S, R

ight/S,Bold/S,Italic/S,Underline/S,Text/M

FUNCTION

Run the Text hook.

INPUTS

Font, Size

Name and size of the font to use.

AntiAlias

Generate anti-aliased text.

Border

Generate extra space around the sides of the text brush.

Remap

Remap colorfonts to the current ImageFX palette.

Left, Center, Right

Text justification for multiple lines.

Bold, Italic, Underline

Text attributes.

Text

One or more lines of text. See examples below for the proper way to specify more than one line of text.

RESULT

None.

EXAMPLES

Hook Text Font helvetica.font Size 15 Text=Line One Text=Line
Two

1.31 Hook Tile

HOOK TILE (2.0)

FORMAT

Hook Tile

Width/N,Height/N,Horiz/N,Vert/N,Hue/N,Value/N,Blend/N,Black/S,
White/S,Main/S,Swap/S,DrawColor/S

FUNCTION

Run the Tile hook.

INPUTS

Width, Height

Width and height of each tile, in pixels.

Horiz, Vert

Horizontal and vertical displacement, in pixels.

Hue, Value
Hue and Value variance, in percent (0-100).

Blend
Blend variance, in percent (0-100).

Black, White, Main, Swap, DrawColor
Background pixel setting.

RESULT
None.

1.32 Hook VideoFilter

HOOK VIDEOFILTER (2.0)

FORMAT
Hook VideoFilter
ChromaLim/N, ComposLim/N, PAL/S, FlagHot/S, ReduceSat/S

FUNCTION
Run the VideoFilter hook.

INPUTS
ChromaLim
Specify the Chroma Limit setting (1-256).

ComposLim
Specify the Composite Limit setting (1-256).

PAL
Perform calculations for PAL video.

FlagHot
Mark pixels that would be affected.

ReduceSat
Reduce Saturation flag.

RESULT
None.

1.33 Hook Warp

HOOK WARP (2.0)

FORMAT
Hook Warp
Strength/N, CenterX/N, CenterY/N, Red/N, Green/N, Blue/N, OuterRad/N
, InnerRad/N, Blend/N, Pinch/S, Punch/S, AntiAlias/S, Stretch/S

FUNCTION

Run the Warp hook for Pinch and Punch effects.

INPUTS

Strength

Strength of the pinch or punch, in percent (-100 to 100).

CenterX, CenterY

Center of the effect, in pixels. Defaults to the center of the image.

Red, Green, Blue

RGB value of background pixels. Defaults to (0, 0, 0), black.

OuterRad, InnerRad

Outer and inner radius of the effect, in pixels. Defaults to affecting the entire image.

Blend

Edge blending percentage (0-100).

Pinch, Punch

Specifies the type of effect. Pinch pinches toward the center. Punch punches outward from the center.

AntiAlias

Select anti-aliasing for the effect.

Stretch

Stretch switch.

RESULT

None.

1.34 Hook Wave

HOOK WAVE (2.0)

FORMAT

Hook Wave

Amplitude/N, Length/N, Angle, Dampen/N, Distance/N, CenterX/N, CenterY/N, Red/N, Green/N, Blue/N, OuterRad/N, InnerRad/N, Blend/N, Dissolve/N, Inward/S, Outward/S, Equal/S, AntiAlias/S, Stretch/S

FUNCTION

Run the Wave hook.

INPUTS

Amplitude

Amplitude of the waves.

Length

Wave length, in pixels.

Angle

Angle of the wave, in degrees (0-360). Fractional values are

accepted. Varying this value will animate a wave.

Dampen

Dampening percentage (0-100).

Distance

Distance the wavefront is from center, in pixels.

CenterX, CenterY

Center of the wave, in pixels. Defaults to the center of the image.

Red, Green, Blue

RGB value of background pixels. Defaults to (0, 0, 0), black.

OuterRad, InnerRad

Outer and inner radius of the effect, in pixels. Defaults to affecting the entire image.

Blend

Edge blending percentage (0-100).

Dissolve

Dissolve amount between main and swap.

Inward, Outward, Equal

Type of wave dampening to use.

AntiAlias

Apply anti-aliasing to the effect.

Stretch

Stretch switch.

RESULT

None.
