

**Render\_Amiga1.3**

**COLLABORATORS**

|               |                                   |                  |                  |
|---------------|-----------------------------------|------------------|------------------|
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| <i>ACTION</i> | <i>NAME</i>                       | <i>DATE</i>      | <i>SIGNATURE</i> |
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**REVISION HISTORY**

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
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# Chapter 1

## Render\_Amiga1.3

### 1.1 Render: Amiga1.3

ImageFX 2.0 includes two different Amiga render modules. The Amiga module may be used to render images to any display resolution listed in the system's Display Database. The Amiga 1.3 module supports only those display modes available under the old Workbench 1.3 operating system.

**Dither Controls** Both Amiga and Amiga 1.3 render modules employ the same dithering controls. Depending on your needs, set the Dither Method, Direction and Threshold settings as required.

**ScreenMode/Resolution** The Amiga render module has a ScreenMode selector that functions identically with those we've seen in the Preferences and Preview Options. Clicking this gadget produces a requester listing all the screenmodes available in your system's Display Database. Select an entry from this list as the target Render screen resolution.

The Amiga 1.3 render module has separate cycle/pop-up gadgets for selecting among the smaller set of Workbench 1.3 screen resolutions (Lo-res, Hi-res, HAM, etc.).

#### Color Depth

This cycle gadget/pop-up menu allows you to specify the desired number of colors (bit-depth) for the render screen. Amigas equipped with the AGA graphics chipset support up to 256 colors. All other Amigas offer a maximum of 32 or 64 colors.

Please consult the manual for more detailed descriptions of the Amiga and Amiga 1.3 Render modules' controls and features.