ArtStudio

COLLABORATORS

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ACTION	*NAME*	*DATE*	*SIGNATURE*
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                                 ArtStudio Version 2.0

             Software for picture maintenance & picture manipulation

                          User documentation
                            Version 1.0

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1.2 Welcome to ArtStudio

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Welcome
=======


Welcome to ArtStudio
--------------------

Congratulations!

You have decided for a product which marks on several points.
ArtStudio was made for professional use and disginguish by simply
handling and high processing rate. At a program like this it was taken
care that the picture will have usable quality what is very important
in this case.




Responsible for ArtStudio
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Programming: Ingo Kleefeld

Hand book: Ingo Kleefeld

Revision of the hand book: Michael Garlich

Translating into English: Michael Garlich (part 2), Oliver Lopinski (part 1)
```

```
Graphics SuperAutos: Mirko Geuther
                     Stefan Schulwitz
                     Schwendenerstr. 46
                     D-14195 Berlin

                     Tel: +49-(0)30-831 55 37
                     Fax: +49-(0)30-831 54 95
```

further graphics: Fred Schulenburg

1.3 What can ArtStudio does?

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        ArtStudio V2.0
        ==============
```

The new version of ArtStudio was extended about many
efficiently functions.

- It makes possible the searching of lists and whole hard

discs / CD-Roms.

- It's executable on every graphic board and in every
  disintergration because of window technique.

- The screen modulus is free chossable by screen mode requester.

- Windows are free adjustable therefore many individual
  adjustments are possible for every catalogue.

- The program supports now over 25 graphic formats which
  will be recognized automatically.

- Pictures can be converted in other graphic formats, for
  examble JPEG, SunRaster, SGI, IFFDEEP, YUV etc.

- Over 40 powerful functions of picture manipulation exists
  and are now included, for examble MotionBlur, Sharpen or
  Mirroring.

- CyberGFX supporting, the miniature pictures can be showed
  now in TrueColour (24 bit).

- Showing of all pictures in 16 Mill. colours, it's also possible into
  one window on the ArtStudio screen.

- The miniature pictures have a great picture quality because of
  Bi-interpolation and Floyd-Steinberg-Dithering.

- Routines of loading and converting are optimized which makes
  it possible an essential faster reading of the pictures into the
  catalogue.

- In the 24 bit modulus the miniature pictures can be saved also
  as JPEG formats by very low consumption of hard disc memory.

- Drivers are available for ECS, AGA, Retina, Picasso and
  Cybergrapics.

- It's possible to include external picture viewers which are
  separated in every graphic format.

- Additional tools for viewing, converting or picture
  manipulating by CLI, WB or other programs.

- Extended search function.

- The functions for converting, copying or deleting of
  pictures can be automated now.

- Directly exportation of pictures into other programs.

- Lots of ARexx scripts are included in this consignment.

- The program and the guide are now available in German
  and English.

– Easily handling.

– Complete on CD-Rom!

```
Price:          99 DM
Update of V1.0:  39 DM
CrossUpdate:     69 DM
```

Disk version on request.

Technical hotline for registered users:
Motion Studios
Wildermuthplatz 3
D-28211 Bremen

Tel. : +49-(0)421/24 99 66
Fax. : +49-(0)421/24 95 56
email : MotionStudios@garfield.ohz.north.de

Hotline hours:
Mo. – Fr. 16.30 – 18.00 Uhr

Distribution through:

Titan Computer
Mahndorfer Heerstr. 80a
D-28307 Bremen

Tel. : +49-(0)421/48 16 20
Fax. : +49-(0)421/48 16 20

Opening hours:
Mo. – Fr. 10.00 – 13.00 und 15.00 – 19.30 Uhr
      Sa. 10.00 – 14.30 Uhr

1.4 Bildschirmfotos

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                    ScreenShot  640x 512

                    ScreenShot  800x 600

                    ScreenShot 1024x 768

                    ScreenShot 1280x1024
```

1.5 Systemvoraussetzungen

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Needed system configurations
============================
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Before you start working with ArtStudio you should take care that your
system meets the following minimum prerequisites for a correctly use.

Required hardware

For working with ArtStudio you must have an AMIGA computer including
hard disc and at least Kickstart V2.0. Your hard disc should be big
enough and you should have at least 10 MB free memory. For the RAM
memory it counts as a rule: "The more the better". The really needed
memory depends on individually using by the user. See following
examble:

- A picture in 800 * 600 in 24 bit (approx. 16,8 Mill. colours)
  needs 1,440,000 bytes memory (approx. 1,37 MB).

- Further examble: A picture in 1280 * 1024 in 24 bit needs
  3,932,160 bytes (approx. 3,75 MB).

You can see each picture needs several big memory blocks. But for
the normal users 4 MB FastRAM and 1 MB ChipRAM are enough. We
recommend 8 MB FastRAM and 2 MB ChipRAM for working with other
programs at the same time.

We recommend a graphic board or an AMIGA computer with AGA graphic
chip set but they are not necessary for working with ArtStudio.

Required software

For working with ArtStudio you need the Workbench 2.0 or higher
versions. When using lower versions it could happens any mistakes
or system break-downs and you will lose your datas.

AMIGA calculator with included older system software are able for
updating with hardware and software upgrades, please ask your branch
dealer in your area.

1.6 Installieren von ArtStudio

The installation of ArtStudio
=============================

For installing ArtStudio on your hard disc please do the following steps:

- Start your AMIGA if not happened yet.

- Put the ArtStudio-CD into your CD-Rom drive when the workbench
  appears. When the CD icon appears please open the window with a
  double click on the icon.

- You can see the contents of the ArtStudio-CD also the icon called
  "ArtStudio_Install" which you start with a double click, too.

- Now it appears the installer window which ask you for the directory in
  what you like to install ArtStudio. ArtStudio creates a drawer named
  "ArtStudio".

- Please let the adjustments in this condition.

- Click on "OK" button.

- The installation will be taken automatically.

- After ending of installing you can start ArtStudio with a double
  click on the ArtStudio icon.

        Have big fun!

1.7 Einführung in ArtStudio

Introduction
============

Here you will know the basics of handling with the AMIGA computer
in order to work successful with ArtStudio.

Moreover it follows a "tour" through the ArtStudio program.

Before you set to work ...

We suppose that you know your AMIGA and also:

- you are at home in your workbench,
- you control all functions of your mouse (clicking, double clicking,
  pressing and pulling),
- you can move correctly on your screen / windows also by using the
  sliders,
- you can choose the functions from the menues / dialogue fields.

If you don't control these functions you should read the documentation
of your AMIGA computer.

For further working with ArtStudio we recommend fundamental knowings in
using "ARexx".

How you can help yourself

If you have any problems with ArtStudio please read this hand book first.

Think about the problem occured and the functions which don't want to work
as you have expected. Look into your hand book. The table of contents and
the index will support you in your intention. Was it not successful please
take care if any program works parallelly caused a misfunction (perhaps a
graphic program or other softwares).

If you are convinced of discovering a defect or a misfunction caused by
ArtStudio please contact our technical service.

Please note that you must be registered first before you can use the
technical service.

A "tour" through ArtStudio
==========================

Now we are starting our "tour" through ArtStudio. Please note the
keyboard shortcuts because we mention only the buttons / menue points.
The using of the keyboard shortcuts saves a lot of time.

How to start ArtStudio

Before start working you must start ArtStudio, of course. You start
the program exactly like other AMIGA programs:

Open the drawer where ArtStudio is included and do a double click on
the ArtStudio symbol, the icon named "ArtStudio".

How to create a new catalogue

The catalogue is the file which includes all datas about your picture
collection to manage. Before beginning to put pictures into your data
base you must create another new catalogue. You open a window with the
menue point "Cataloge->New" and there you fix the default mode of the
new catalogue.

Stamp size

It indicates the size of the miniature pictures which are showed in the
picture window. Let the setted adjustment be so it is or choose a size
you like.

Colours

Here you specify the miniature picture are showed in colour or in
greyscales. If you are working with an AMIGA computer with ECS chip
set (every calculator but the AMIGA 1200/4000 models) and you have
not installed a graphic board it is only possible to work with 16
greyscales, 16 colours or in HAM6 modulus. In the HAM6 modulus the
screen must have a size at least 640 x 256 which functions only with
Autoscroll.

Base name

Here you state the name of the file. The name will be indicated in the
information part of the ArtStudio window.

After choosing of "Create New" you can enter the path and the name into
the following filerequester in which your new catalogue should be saved.
If you confirm your choose the catalogue will be created and you can start
with the loading of your pictures.

Loading pictures and lists

Before loading pictures and scanning lists you should state the loading
module on the preference window in order to recognize your pictures
correctly. The better way is to use the "Universal" loading module which
recognizes automatically the graphic format to load and starts the
belonging loading module.

The reading of single pictures

All preparations are finished and we can begin now the reading of
pictures. First we want to show you how to read separate pictures.

Click on the menue point "Cataloge->Load". It comes a filerequester
in which you enter the path where your pictures are. Is this case the
ArtStudio-CD in the directory "Images".

Now we are choosing the picture "Skyline.jpg" and confirming with the
"Load" button. ArtStudio is reading and converting the picture what
can take a long time depending on the power of your Amiga.

After successful working the picture "Skyline.jpg" should appear in
the picture window.

It's possible to search for whole directory of pictures because that is
far too much trouble to read each picture separately.

The reading of one directory

The reading of whole directories saves a lot of time and efforts. The
computer can work alone and we can drink a cup of coffee comfortable.

Now we want to let searching for pictures in one directory without to take
into consideration further subdirectories (tree scans). Here it is important
that you turn off the button "Tree scan" in the preferences of ArtStudio
thus the searching for tree scans will be stopped.

Now we click the menue point "Catalogue->Load", in the filerequester we
choose the ArtStudio-CD and then the directory "Images/Summer". Please pay
attention that you have not chosen file names because then it will be

read only one picture again. After confirming with the "Load" button
the directory will be scanned shortly and the converting will be started.

If you do the things all right then it should appear now 2 pictures
more in the picture window provided that the picture window is big
enough for showing the pictures. If you have 5 pictures in your cata-
logue then you have not turned off the button "Tree scan" in the pre-
ferences.

The reading of one directory incl. tree scans

It's the mostly used feature for reading pictures. If you would like to
search for pictures on the complete CD-Rom or harddisc then you must
turn on the button "tree scan" in the preferences of ArtStudio what makes
it possible the reading of tree scans. If you do so click on the menue
point "Catalogue->Load". If our path has not been chosen so we will do
it again by choosing the ArtStudio-CD.

Now we choose the directory "Images/Summer" and confirm the application with
the "OK" button again. You should pay attention that you have not chosen
a file name because one picture will be loaded again.

The requester ask you what is to do with the existing picture because
you have read now 2 of the 4 pictures. You can choose between the buttons
"Do It", "Do All", "Skip All", "Skip".

We click on the button "Skip All" by that the existing pictures will not
converted again. Further informations about the requester you will find
in the surface description.

Now you should have 5 pictures in your catalogue. If you cannot see all
pictures please extend the picture window or use the cursor key in order
to watch the non-visible pictures.

Watching pictures

You know how to read pictures so we want to show you how you can watch
the pictures.

If you choose the menue point "Images->Zoom" you can see the same
picture quadruple extended by a simply mouse click. You can decide
according to preferences if you want more quality or more speed. Please
read also "Surface description".

All users with graphic boards who working with CyberGFX have the
possibility to vary the size of the zoomwindow. Of course in 24 bit,
too.

For lots of people the zoom function is not enough so we have made it
possible to watch the pictures in full size and great colours.

Before we come to this point we should choose the needed viewermodule in
the preferences first. You will decide for one of the offered viewermodules

according to the configuration of your computer. If you have an AMIGA
with ECS chip set but without graphic board then you should decide for
"ECS_HAM" (colour) or "ECS_GREY" (greyscales). If you have a graphic board
which controls the AGA emulation you can also use the viewermodules
"AGA_HAM" or "AGA_GREY" which bring about a considerable increase of quality
of the showed pictures. Drivers are available for special boards. Please
use the viewermodule which meets the name of the graphic board.

Now we come to the showing of the pictures. Please choose the menue point
"Images->Show" first that points to the program that by choosing of one
of the miniature pictures in the window the belonging picture will be
showed.

If it not so then an error has occured. Was the switch in the preferences
turned on "Loader Error" and "Pic Warn" then appears an error
information which shows us the mistake. The most frequently mistakes are:
    - Not enough free memory,
    - You have chose the wrong loading module,
    - You have chose the wrong viewer module.

Everybody don't like the viewer modules so there are 2 further possibilities
to let show the pictures. First you can use extern showing programs or second
you have the script language "ARexx" which offers you a lot of possibilities.
Hereby we guarantee that later graphic boards and/or viewer programs can be
supported. If you don't know much about "ARexx" please apply to MotionStudios
(provided that you are registered) and we will try to meet your wishes.

Now we want to describe briefly how you can put your own external viewers
into the program:

- Click on the menue point "ArtStudio->Preferences".
- Please choose which graphic format should get an external viewer.
- Please choose your needed viewer by clicking on the "Get File"
  button (left by the string gadget).
- You can state certainly adjustments to your viewer if you would like to do this.
- You type the initials "%s" (standing for the path and the name of the
  picture) at this place where the viewer expects the file name.
  Please see also "handing-over parameters".
- Now you must still switch the button left by the string gadgets.
- Moreover you must switch on the main switch which counts for every external
  viewers.

Sorting

ArtStudio offers you the possibility to sort your catalogue into 8 several
categories because the readed pictures will not laying in assorted form. In
order to sort a catalogue we click on the menue point "Images->Sort".
According to your choice the catalogue will be sorted into the following
categories:

- Name
    Names of the pictures.
- Path
    Path of the pictures on the data medium.
- Picture depth

        Picture depth or known as number of the colours.
- Solution
     The size of the picture which will be sorted first to the width and
     then to the height.
- Date
     Date of creation of the original picture.
- Stamp date
     Date of creation of the miniature picture.
- Graphic format
     Sorting to several graphic formats.
- Length
     Length of the original picture on the data medium.

Now you can sort your catalogue as you like by simply clicking on one of
the 8 menue points. We want to sort by names of the pictures and use the
"Name" menue point. The catalogue will be sorted and new saved in order to
find the file sorted again when we start once more. Please read also the
point "Sorting windows" in chapter "Surface description".

Reserving the function keys with ARexx scripts

It's very interesting to reserve the function keys with ARexx programs
by that you can export pictures into other programs quickly and simply
or you can configure the complete preferences of ArtStudio as you like
or you can drive external viewers etc.

At first we want to lay an ARexx script on the function key "F10". Please
open the ARexx macro window by clicking on the menue point "ArtStudio-ARexx
Macros". Where "F10" is mentioned you enter the path and the name of the
ARexx script or you click on the "Get File" button which opens a filerequester
with this we can search for the wanted ARexx script. In this case we are
looking for the path "ArtStudio:Rexx/" and the name "About.asrx". Click on
"OK" and now in your "ARexx Macro Keys" window appears as follows:

ArtStudio:Rexx/About.asrx

At this program we need not to surrender any parameters. Please save by
clicking on the "Save" button and now we are able to test our first function
key by pressing the "F10" key. The "About ..." window should open in what
you can read address of MotionStudios and their serial number.

1.8 Oberflächen Beschreibung

                    Surface description
===================

                Catalogue information
                 Informations about the catalogue

                Picture window
                 Where the miniature pictures will showed

Picture informations
 Standard informations about the picture

Text informations
 Additional informations about the picture

Preferences
 For configuration of ArtStudio

Choosing Categories
 Choose a certain category

Working with categories
 Additing or deleting category

Main window
 Graphical standard buttons

Controlling window
 For controlling the picture window

Tools
 For working with marked pictures

Picture manipulation
 Stranging and forming pictures

Modules
 A list of loading, saving and showing modules

Window strip
 Graphical buttons for choosing a window

Create a new catalogue
 How to create a new catalogue?

Searching window
 How to search a certain picture?

Sorting window
 Sorting pictures

```
             ARexx window
              Choosing and starting an ARexx script


             ARexx macro window
              Lay ARexx scripts on the function keys


             ARexx button window
              Function keys for graphical showing


             Printing window
              How can I print with the catalogues dates?


             Delete picture window
              What has to be delete?


             Picture exists window
              The picture is just existing!


             ArtStudio informations
              A few infos about ArtStudio
```

1.9   Catalogue informations

```
Catalogue informations
----------------------


You can read directly the following informations in your window:

Path
   Shows the path of the catalogue on the medium.

Name
   Name of the catalogue. Don't confuse with the name of the file.

Length
   Shows the length of the original picture on the medium.

Date of creation
   Shows the date of creation of the catalogue.

Latest change
   Shows the latest date of changing of the catalogue.

Number of images
   Shows the quantity of the miniature pictures in the catalogue.

Stamp size
```

Shows the width and heigh of the miniature pictures in this catalogue.

Colour or Grey
  Number of the colours or greyscales in this catalogue.

1.10 The picture window

The picture window
==================

The picture window shows all miniature pictures which are loaded and
converted successful. The information window indicates further infos
about the picture by simply clicking on the required picture provided
that the information picture has been opened at first. Also the picture
will showed in the zoom window if you have opened it before. You can
change the picture window as you like and you will get a larger overview
of your picture collection and you will find faster your picture. After
changing of the size the window will be set automatically on the best
size for the miniature picture.

On the right side of the window you can jump in the catalogue by using
of a slider by that you make progress faster.

When you are working with different categories you can see the actual
category on the window bar.

1.11 Picture informations

Picture informations
====================

It's mentioned all standard informations about the picture.

Standard informations

The window was subdivided three times again for a better overview. In the
upper area you can see the name, the path and the category. In the middle
area you can see all informations about the picture (size, format etc.).
In the below area you can enter an additional notice which will be saved
also in the notice field of the file of the miniature picture. You can
ask this information by using of a file program (for examble: DirOpus).

Upper area

Name
  Shows the name of the pictures.

```
Path
  The path of the picture where you can find the original picture on
  your medium.

Category
  You can see to which category your picture belongs.



Middle area
-----------

Date
  Date of creation of the original pictures.

Stamp date
  Date of creation of the miniature pictures.

Format
  The graphic format of the pictures.

Solution
  Shows the width and heigh in picture dots of the pictures.

PAspect
  Shows the proportion (width to heigh) of the picture.

Depth
  Depth of the picture, indicates the quantity of colours.

Length
  Shows the length of the pictures on the medium.

Number
  Shows the number (quantity) of the pictures in this catalogue.



Under area
----------

Enter field (comment)
  Place for a short information text about the picture. You can type at most
  80 signs into it. The text will be saved in the "comment" part of the
  stamp file. This is advantageous to using this text as a help in programs
  like "DirOpus" for example.
```

1.12 Text Informationen

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Information Text
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In such window you can enter further information textes, for example a
description of the picture or the origin of it.
```

```
ListView
  Here is mentioned the written text. You can copy the required text into
  the enter line by double-clicking. You can mark the required line by a
  simply clicking on the mouse.

String gadget
  Here you can change or write the textes new. Moreover the chosed text
  will be shown also here.

ADD
  The entered text will be added under the marked text. Wasn't marked
  any text the entered text will be added to the end of the list.

CHG
  It's possible to change the text by copying and changing the text from
  the list into the string gadget with a double-click on the mouse.

DEL
  The text will be deleted from the list.

Save
  The entered text will be saved.

Cancel
  The old text will be shown again.

Close
  The window will be closed but the text won't be saved. You should save
  the text at first because the entered text will be lost for ever.
```

1.13 Einstellungs Fesnter

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Preferences window
==================


Here will be done all adjustments for the program. The window is
subdivided into different areas:

Left on the top signed with "PROGRAM" are placed some options which
influences the direct way of working of ArtStudio.

Right next to it signed with "STAMPS" there are options which
influences the creation of the stamps.

Quite on the right side you are able to state external viewers
or to define a temporary directory or to fix the path on a start-up file.

In the area below the loading, saving and viewing modules will be adjusted.


Program
-------
```

In this section you can adjust changings at the ArtStudio program which
are not busy directly with the pictures.

Tree Scan
  When the tree scan is on function, all sub directories will be also searched
  when loading pictures. Otherwise only the chosed directory without sub
  directories will be searched.

Indicator
  Before ArtStudio starts converting the pictures it will be found out
  at first the quantity of file enterings on the medium. By that you
  get a overview during converting where the program stands and how long
  it takes to read all pictures. Is the indicator not activated ArtStudio will be
  began with working at once but the number of files won't be shown.

Loader Error
  When an error has occured while loading pictures, it's possible to
  ignore this error report with this switch. For examble a picture CD
  don't contains pictures only so it is better to ignore this error
  report, also by memory shortage. It is also advantageous if you want
  to read in a CD-Rom all night long without getting an error report at
  picture no. 97 of 3000 next day and the time has been wasted.

Picture Warn
  On: Shows when a picture format was not recognized. But it's like
       the "Loader Error". When searching picture CD's it doesn't exist
       pictures only but also programs and textes. A requester will be
       opened which will show the error.

  Off: When a format is unknown Artstudion continious working with the next file.
       This is advantageous if you want to let work your computer lonely.
       A requester won't be shown and Artstudio will be worked with the next
       picture at once.

Fast Zoom
  You should switch on "Fast zoom" if you don't set a high value on the
  quality when enlarging pictures otherwise the enlarged picture will be
  loaded and calculated new.

Prefs
  Is this option activated the program adjustments and the ARexx macro list will
  be saved separately for each catalogue. So you have the possibility to
  state several ARexx scripts for each base file or several screen sizes ...

STAMPS

  Here you can do all these adjustments which produces an impression on
  the pictures directly. You can decide between "ON", "OFF" and "INT"
  (interactiv).

Border
  Lays a boarder around the picture. You can decide between "ON", "OFF"
  and "INT". When the function was set to interactiv, you will be asked at each
  picture again if you want to lay a boarder around the stamp.

PAspect
  The picture will be reduced according to its proportion. When it is
  activ the picture will be reduced on the adjusted size even it follows
  a distortion of this picture. You can decide between "ON", "OFF", "INT".

Dither
  It switchs on the dithering mode which will optimize the quality of
  the reduced picture. When the mode was set to OFF the processing rate of
  the pictures will be higher. You can decide between "ON", "OFF", "INT".

Colour
  When PAspect is activ it can happens often that the stamps are smaller
  than the pretended picture size. You can fill in the blanks with the
  chosed colour by using "Colour". You can decide between "GRY" (grey,
  background colour), "BLK" (black) and "WHT" (white).

Category
  You can decide between "OFF" and "INT". When the mode was set to interactive
  you can choose the category for each picture.

External programs
  ArtStudio allows you to show all graphics by external viewers.
  To activate these external "showing programs" you have to choose the
  respectively check button ("ON" you will see) and it has to enter
  a path for the respectively viewer. By this way it is possible
  to add new graphic boards into ArtStudio or to show pictures faster
  and in more high-graded quality.

  You have to use the external programs only when the respectively switch
  and the main switch are activated. When one of both isn't activ it will
  be used the internal viewer.

  The main switch turns off all external viewers and only the internal viewer
  will be used.

Start-up
  By using "Start-up" you choose an ArtStudio catalogue which will be
  loaded at once when ArtStudio has been started. If you work mostly
  with only one catalogue the procedure of loading will be omitted
  after starting of the program.

Temp
  This makes it possible to choose the directory used by ArtStudio for the
  intermediate filing of files/calculations. When working with ADPro or
  later versions of ArtStudio you need a lot of memory. If you have
  enough memory you set "Temp" on "Ram" by that the picture manipulation
  will be faster. If you have not enough memory you should put "Temp" on
  the hard disc (for exemble "Work:") where are minimal 8 MB disc memory free.
  When the pictures are larger you should have more disc memory.

Screen Mode
  Here you adjust the required screen mode. The minimal size is
  640 x 256. Otherwise the sizes is bounded only by the extension of
  the memory.

PRIORITY
  Each program in the multitasking system has a certain priority which
  indicates the processing time for that program. When the priority is
  high the program will get more processing time to work faster. The
  disadvantage is that other programs will be neglected when the prio-
  rity is too high and it will be impossible to work with them.

  If you want to let work ArtStudio in the background you should use a
  priority of -1 or -3. If ArtStudio will be used alone or it has to
  work all night long you should use a priority of 3 or 5 by that Art-
  Studio could be faster. How much faster please test it by yourself.

STATUS
  The status display informs you how long a process has been made progress.
  By that you can see how long it will takes time. For examble the status
  display will be used when loading pictures. When the status display isn't
  activ the working will be any faster.

PICTURE INFO
  When it was activated a window will be opened while Artstudio working a picture
  which states each name and each picture size.

PREVIEW
  Any functions are not yet available!

STARTING AREXX
  You have 2 chances to start ARexx scripts from ArtStudio. The first
  chance is the synchron mode that means the ARexx script will be
  worked and after finishing, it's possible again to work with ArtStudio.
  The other chance is the asynchron mode that makes it possible to
  start an ARexx script during working without waiting for the ending
  of the ARexx script. In that case it will be renounced of any result.
  Moreover in the asynchron mode you can control ArtStudio by Art-
  Studio, for examble to change the preferences.

CHOOSING SCREEN MODE
  Here you can choose every screen mode you like. This function is very
  interesting for owners of graphic boards.

PICTURE EXISTS
  Here you can set what ArtStudio has to do when a picture has been
  converted already.

IGNORE
  The picture will be ignored and Artstudio goes on working with the next
  picture.

WORKING
  The picture will be worked and the old picture will be replaced.

INTERACTIV
  A requester will be opened and you can decide exactly what have to do
  with each picture.

INTERMEDIATE SAVING
  For all that high carefulness it could be happen in rarely cases that a
  graphic format will be recognized but it is not the right format and

the system will break down. In order to avoid unnecessary working you
can adjust here the intermediate saving of the catalogue by ArtStudio
after a certain number of pictures has been converted. Therefore you
can make eventually damages so low as possible.

Loader
  Here you can choose the needed loader for the pictures. If an "UNIVERSAL"
  loader was chosed all known formats will be read. If you want to read only
  one certain picture format for examble to create a catalogue with "IFF"
  pictures you have to choose the "IFF" loader. The sign "_" at the begin of
  the loader name shows you that it is an ARexx script to convert pictures
  by ADPro for examble. You are able to create your own ARexx loaders for
  using other programs. Please read also "ARexx loader".

Saver
  Please choose here the saver. If you would like to convert pictures the
  saver which you have chosen will be used.

Viewer
  Here (and also at "loader") will be chosed the viewer for looking pictures.
  Please read also "Loader" and "ARexx viewer".

Saving
  Here it will be used and saved the program adjustments. The preferences
  window will be closed.

Using
  Here it will be used the program adjustments but not saved. The
  preferences window will be left.

Cancel (stop)
  All adjustments which you have made will be rejected and the preferences window ←
     will
  be closed.

1.14 Kategorie wählen

Selecting category (Select Category)
===================

The miniature pictures can be filed in several categories. You can choose
the category which at you would like to work. By leaving this window
the pictures will be put out from the selected category.

ListView
  Here you can choose the category which you would like to show.

OK
  It confirms the entered datas.

Cancel
  The entering won't be accepted.

1.15   Kategorien bearbeiten

```
Editing category (Edit Category)
================

Here the categories will be created.

It's possible to arrange the categories hierarchically. If you put your
holiday pictures in a file you can arrange the pictures by classification
into categories for examble. The top category is called "holidays" for
examble. "Holidays" will be subdivided in "summer pictures" and "winter
pictures". Then "summer pictures" will be subdivided in "beach pictures"
and "hotel pictures". And "beach pictures" will be subdivided in "sunrise"
and "sunset". You can continue it at will. On this way for examble, you can
select certain parts of the picture file exactly for showing


Please see also "Selecting Category".



ListView:
  Here are the still existing categories. If you would like to add more
  categories you choose one category to which another category has to be
  attached. By double-clicking with your mouse on the selected category
  the category will be copied into the -string gadget-.

String Gadget
  When the window is activ it is possible to activate the string gadget by
  using the enter key.

CHG
  The chosed category from \ensuremath{\lnot}ListView« will be renamed. You have  ←
     here the
  possibility if you have written the name of the category wrong or if
  you want to rename the category later.

DEL
  It deletes a category from the list. But it is only possible when the
  category contains no stamps. The first category cannot be deleted.

ADD
  When a text was entered into the string gadget now you can add a category
  by using the "ADD" button. By that the new category has the same depth
  like the selected before. It seems more complexier as it is. Please see
  the following example:

Examble
-------

Lists of categories
-------------------

* Holidays
  * Summer
    * Sunrise                selected category
  * Winter
```

```
String Gadget
-------------
```

* Sunset

A new category will be inserted by using the "ADD" button.

```
New list of categories
-----------------------
```

* Holidays
  * Summer
    * Sunrise   selected category
    * Sunset   new category
  * Winter

SUB
When a text was entered into the string gadget you can add a category by
using the "SUB" button. By that the new category is now a sub category of the
selected category before.


```
An example for this
-------------------
```

```
Lists of categories
-------------------
```

* Holidays
  * Summer   selected category
  * Winter

```
String Gadget
-------------
```

* Sunrise

A new category will be inserted by using the "SUB" button.

```
New list of categories
-----------------------
```

* Holidays
  * Summer   selected category
    * Sunrise   new category
  * Winter

OK
  Herewith you end the creating of categories and you close the window.

1.16   Hauptfenster

```
Main window
===========
```

In this window there are many graphical buttons which have the following
functions:

The top button on the right side makes possible to create the window in
vertical respectively horizontal position. Therefore you can arrange the
positioning of the window easier and you can find always any place.

When we go from the left to the right side respectively from the top to
the bottom we will get the following functions:

   * Create new catalogue.

   * Add more pictures to the catalogue.

   * Put out datas about the catalogue.

   * Calls on this help.

   * Opens a window includes informations about ArtStudio.

   * For ending this program.

1.17   Kontrollfenster

```
Controlling window
===================
```

There are buttons in this window with which you can influence the picture
window. Add to this the leafing through the catalogue.

The buttons above are for leafing through the catalogue, the order of the
buttons is the following:

```
  M<   to the previous marked picture
  |<   to the beginning of the catalogue respectively the category
  <<   to the previous page
   <   to the previous line
   >   to the next line
  >>   to the next page
  >|   to the end of the catalogue respectively the category

  >M   to the next marked picture
```

Below on the left side there are four buttons showing what has to do with
a picture when it was selected with a mouse-click.

INFO
    It will be showed the facts about the picture and additional text
    informations according to each opened window.

ZOOM
    It will be showed the facts about the picture and additional text
    informations about that according to each opened window. Moreover
    it will be showed an enlargement of the picture in a separate window.
    You can enlarge or reduce the window in the 24 Bit mode at your's
    pleasure.

SHOWING
    The picture will be showed either with an external program or with the
    internal programs.

    Please see also the adjustments "external viewers".

MARK
    The picture will be marked by selecting, the letters will be put on
    blue background.

    The marked pictures could be surrendered to a certain function
    for examble to file the pictures of a category or to delete etc. ...

Below on the right side there are three buttons more which influence
the marked pictures.

ALL
    All pictures in the catalogue respectively in the category will be
    marked.

NOTHING
    No picture in the catalogue respectively in the category will be marked.
    Pictures are marked before are losing their availability and after that
    they are no more marked.

RETURN
    All pictures are marked will be invalid and after that they are no more
    marked. All pictures are not marked will be marked now.

1.18 Werkzeuge

Tools
=====

In this window there are many graphical buttons which have the same function
like these from the menue "Images -> marked -> ...".

The function of each button will be made clear by a graphical symbol.

The top button on the right side enables the creation of the window in
vertical respectively horizontal position. Therefore you can arrange the

positioning of the window easier and you can find always any place.

The functions influence only marked pictures, all other pictures will be
ignored.

When we go from the left to the right side respectively from the top to the
bottom we will get the following functions:

  * Showing pictures

  * Arranging pictures of a category

  * Hand over pictures to an ARexx function

  * List all marked pictures

  * Copying

  * Converting

  * Deleting

1.19 Bildbearbeitung

Picture manipulation
====================

In this window you can work with all pictures in the catalogue and save on
anyone medium under different name.

Before you can load a picture at first you must mark a picture in the
picture window after this you use the "loading" button. Then the first
marked picture will be load and can be showed or worked.

If you would like to work a picture you can do it by double-clicking with
your mouse on the belonging name of the mode of picture manipulation and
the picture will be already provided with effects or will be reduced or ...

Please see also "Modules of picture manipulation".

You should never forget to set the memory of the loaded pictures free again
because your system will not have enough memory when you want to add further
pictures in your catalogue or you want to start other programs.

Loading
  The first marked picture will be loaded into a separate memory place by
  using this button.

Saving
  The picture will be saved into the mentioned index with the selected
  saving module.

Showing
  The picture will be showed with the selected showing module.

Set free
  The memory for the picture will be set free and the datas will be lost.

1.20   Lade-, Speicher- und Anzeigemodule

Modules
=======

In this window all loading, saving and showing modules will be showed. You
are able to choose quickly between the different modules.

In the upper part you see all loading modules, in the middle part you see
all saving modules and in the part below you see all showing modules.

1.21   Fensterleiste

Windowbar
=========

In this window there are many graphical buttons, which are for opening
different windows. The highest right button enables you to move the window
in horizontal and vertical direction. Therefore it's much easier to place the
window.
If we go from the left to the right side respectively from the top to the
bottom we will get the following functions:

    * controlwindow

    * pictureinformations

    * textinformations

    * enlargement

    * ARexx buttonsbar

    * Toolsbar

    * Loading-, Saving- and Viewermodules

    * picture manipulation

1.22   FensterCreateNew

```
New catalogue
=============
```

In this window you can declare the basicsettings of a new catalogue.
Here you can set the size of the stamps, the number of colors and
also the name of the catalogue.


```
Stamp Size
   Sets the size of the stamps
```

```
Possible sizes are:
  32x24, 64x48, 96x72, 128x96,160x120, 192x144  are 256x192
```

```
Colors
  With AGA-computer or with graphic boards you can use a larger
  palette. With the color-cyclegadget you can select how many color
  you want for the stamps.
```

possible colors are:

	ECS	AGA	graphic boards	with CyberGFX
Color 16	Yes	Yes	Yes	Yes
Color 256	No	Yes	Yes	Yes
Grey 16	Yes	Yes	Yes	Yes
Grey 32	NUYes	Yes	Yes	Yes
Grey 64	No	Yes	Yes	Yes
Grey 128	No	Yes	Yes	Yes
Grey 256	No	Yes	Yes	Yes
HAM6	NUYes	Yes	NUYes	No
HAM8	No	Yes	NUYes	No
24 BIT	No	No	No	Yes


```
  No    --> this variante isn't avaible
  Yes   --> this variante can be used
  NUYes--> This variante can used but with restrictions.
          If you use the ECS-chipset you can use the modes grey 32 and HAM6 with
          640 pixels only in combination with AUTOSCROLL on the screenwidth of  ←
             320
          pixels. With the Picasso graphic board it's also possible to use the  ←
             HAM-Modes.
```


```
catalogue name
  Here you can choose the name of the catalogue, which will print in
  the Artstudio window later. The name for the file on the data medium have
  to type in separatly, but you can use the same as the catalogue name.
```

```
Create New
  If you have chosen size and color for the stamps you are now able
  to create the file. A filerequester will open and after you have type in
  the filename the catalogue will create on the selected data medium.
```

```
Cancel
  If you don't want to create a new catalogue, you can break the
  whole process with the cancel button and the old catalogue is now
  actually again.
```

1.23 FensterSearch

```
Search Window (Search)
=============
```

```
Here you have the aviablity to search for pictures. In the string gadget
you have to declare the picturename, wildcards are also allowed.
E.g. you search for pictures with the ending ".jpg". Please type in
the following in the string gadget:  #?.jpg
If you now press the search button Artstudio will mark all pictures
in the catalogue which are ending on ".jpg". You didn't have to watch
out for capital or small letters.
```

```
ArtStudio can also search for e.g. width, height and depth.
```

```
width
  Please type in the width which Artstudio has to look for into the string
  gadget (von "from" and bis "to").
  If you search for a certain width e.g. 320 then type in 320 in both
  string gadgets.
height
  Please type in the height which Artstudio has to look for into the string gadget
  (von "from" and bis "to").  If you search for a certain width e.g. 320
  then type in 320 in both string gadgets.
```

```
depth
  Here you can see two sliders to select the desired depth.
  If you like to search for picture with a detph from 1 to 8 (2 - 256 colors)
  then please set the "from" slider to 1 and the "to" slider to 8.

  If you only search picture in 24 bit depth (16.8 mil. colors) than
  you have to set both silders to 24.

  colortables
  -----------

  BITS  COLORS

    1        2
    2        4
    3        8
    4       16
    5       32
    6       64
    7      128
    8      256
```

```
 9       512
10      1024
11      2048
12      4096
13      8192
14     16384
15     32768
16     65536
17    131072
18    262144
19    524288
20   1048576
21   2097152
22   4194304
23   8388608
24  16777216
```

Graphic format
  Here you can select the graphic format which you are looking for.

category
  Here you can declare which category you want to search for.
  If you select the category "ROOT", Artstudio searchs for the declared
  specifications in the whole catalogue.

name
  In this string gadget you have to type in the name or a shortcut
  of the picture which you are looking for. Also you can use wildcards
  to declare the name. With the wildcards you can shorten the picture
  name or you can search for endings.

  example

  You are looking for pictures with ending ".IFF", then you must type in
  the following : "#?.IFF". The characters "#?" are called wildcards, for
  further information about wildcards please read the
  "technical termes"-> Wildcards or read the Amiga system handbook.

  or

  if you search for pictures which containing the characters combination
  "WAT" in their name, then type in "#?WAT#?".

path
  Here you can use the same shortscuts which have been declared above.
  But it all applies to the picture path.
  The path function is very useful to search for pictures in a directory or
  on a CD.Simply declare the path and all picture which Artstudio finds
  will be marked.

  example

  You like to search for all the pictures on the harddisk "Bilder:", then
  you have to type in "Bilder:#?" in the string gadget called path.

date from
  Each picture on your harddisk, CD etc. contains a date. The date

```
  shows you at what time you have saved it or put it on your harddisk,
  CD, etc. If you looking for pictures which have been saved on a specified
  date you have to type in the respective date in the enterfield.
  Please ensure that you have type in the right date format, if you don't
  have it Artstudio can't work with your input.

  date formats
  ------------

  DD-MM-YY   D->day  M->month  Y->year

  always two-digits !!!

  01-01-96    1. January 1996
  15-03-95   15. March   1995

Date to
  The same function like "date from" but the different is, that this function
  is searching until it reach the date you have typed in and "date from"
  search from the date you have typed in.

  If you are looking for a certain date you have to type in
  the same date in both string gadgets (date from, date to)


What would you like to search for ?
-----------------------------------
If you have finished your input, you should also select the needed
search-criterion
If you search for several criterions, the individual criterion will filter
by the logical function AND. That means, if only all criterions be right
then the picture will be marked.

Search
  The search was started. All picture which Artstudio has found
  will be marked. Marked pictures are recognizeable by white writing
  under blue background.

  Before you try to start the search, no picture should be marked.
  Unless you want to make serveral searches to mark different pictures
  and then delete, copy etc. all the marked pictures.

Cancel
  Artstudio ignores your settings and the window will close.
```

1.24 Sortieren Fenster

```
Sortwindow
==========
```

It makes your search easier if you sorts the pictures before start looking for
some pictures.

Artstudio gives you 8 possibilities to sort your picture-catalogue:
"Name","Path","Depth","Resolution","Date","Stampdate","Graphicformat"
and "length"

Categories are sorted by themselves. Artstudio sort the catalogue
first by categories. For example: you have delcared two categories
the first named "Holiday" and the second named "Friends". After
sorting Arstudio will show you the "Friends" category with the including
stamps sorted from A to Z and then the "Holiday" category with it's
stamps from A to Z.

Sorting possibilities

Here you can select according to which the basefile has to sort.
Mostly, you will sort it by picture name that makes it easier to
look for a certain picture.
Also interesting is, to sort the catalogue by the picture path, therefore
all picture of a directory will be together.

Name
  File was sorted by name

Path
  File was sorted by picture path

picture depth (number of colors)
   File was sorted by color depth of the pictures

Solution
  File was sorted by picture size, first Artstudio sorts by picture width
  and the by picture height.

Date
  File was sorted by creation date of the original picture.

StampDate
  File was sorted by creation date of the miniature pictures.

Format
  File was sorted by the graphicformat of the picture.
   Order of the graphicformat is:IFF, GIF, JPEG, BMP, PCX, IMPULSE,
  RENDITION, SUNRASTER, X, SGI, TARGA, TIFF, PHOTOCD, PBM, PGM, PPM,
  etc...

Length
  File was sorted by picture length.

1.25 ARexx Fenster

```
ARexx Window
============
```

Here you can start the ARexx-scripts. Sometimes, you want to start
a ARexx-script which you don't use so often. This is when the ARexx
window comes in, here you can select and start the specified script.
If you don't like to declare the path and the ARexx-script name after
each programstart, then you should save the preferences once more.
Therefore Artstudio saves the path, name and the parameters, too.

```
StringGadget
```
  Input Text. Here you have to type in the path and name of the
  ARexx-script. Of course, you can hand over all needed parameters, too
  Also see section "Handing over parameter"

```
GetFile
```
  Opens a filerequester, here you can choose the path and filename
  of the ARexx-script.

```
Execute
```
  The Arexx-script was executed. If you have selected the Asynchrone Mode
  in the preferences, then the ARexx-script will be started as an own task.
  That means you can go on working with Artstudio. Therefore you can
  start a ARexx-script which controls Artstudio itself. There are no limits
  for you.

```
Cancel
```
  The input was breaked and the window will close. The path and name of
  the ARexx-script which you have selected before, will not lose.

1.26   ARexx Macros

```
ARexx Macros
============
```

Here you can set a ARexx-script which you use very often on the keys
F1 to F10. Therefore you can start or change comfortable and very quick
Artstudio's functions or external programs.
In all, you can set 40 functions on the F-Keys, this is possible if you use
the F-keys in combination with the keys SHIFT and CONTROL.

```
F1 to F10
----------
```
  If you click the "GetFile" button you can select a ARexx-script
  via a filerequester. Alternatively, you can type in the path and
 name of the ARexx-script direct if you use the string gadgets on the
 right hand of the Getfile-buttons. Just as well you can type in all
 the needed parameters.

 also see section "Handing-over parameters"

```
Text
----
   Here you can declare for each ARexx-script a own name. Which
   is shown in the "ARexx-buttons" window. This make it easier to
   look for the right ARexx-script and you get a better overview.

CycleGadget

   With this you can change the respective combination. You can select:
   functionkey only, Shift with functionkey, CONTROL with functionkey
   and a combination Control + SHIFT + functionkey.

Save
   Saves the keydeclaration of the F1 to F10 keys into the preferences
   directory. The window will be closed after this.

Use
   Artstudio uses the data which you have typed in but the setting
   won't saved.

Cancel
   The new settings will ignore and the previous settings will be retained.
```

1.27 ARexx Knöpfe

```
ARexx Buttons
=============

Here you can see the functionkeys as Gadgets, once more. Also you
can see a small description which is for explaining the ARexx-script
behind the gadget.

The ten buttons agree with the ten functionkeys, with the cyclegadget
you can reach the other 30 ARexx-scripts. The Scripts can be starting with
the SHIFT and Control-key or with their combination.
```

1.28 Drucken Fenster

```
Print window
============


If you like to print the catalogue, here you can do every settings
you like, for this. It isn't only possible to print the data's on a printer
you can also print the data's in a window or in a file on a data medium.
If you try to print the first time, you should use the setting
"Define Output=Window" therefore you can see previously if data's are in
right layout, would Artstudio print the right data's and so on. That saves
time and paper.
```

What should I print
  You can select between the whole catalogue, a certain category,
  simply informations about the catalogue and so on.

Full Category
  Informations about the catalogue and whole data of the miniature
  pictures will be printed.

Only Category
  Informations about the catalogue and the selected category
  without further subdirectories of the category will be printed.

Tree Category
  Informations about the catalogue and the selected category with
  all subdirectories of the category will be printed.

Define Output
  Here you can choose where the data's should be printed out.

Printer
  The data's will be sent on a printer. Thereby Artstudio uses the
  printersettings of the Workbench.

file
  The data's will be printed on a data medium (e.g. harddisc). A file
  requester opens and you can select the desired path and filename.

window
  The data's will be printed in a window on the ArtStudio screen.

Select the entries
  Here you can select what has to be printed. You have the choice
  between one und six lines of text.

  1. line   Name and category
  2. line   Path
  3. line   Date and Stampdate
  4. line   Graphicformat, picture solution and picture depth
  5. line   Pixel Aspect, length(of the orig. picture) and number,
  6. line   Commentary

Print
  The output of the data's has been started. According to the settings
  the data's will print on a printer (Workbench printersettings are important),
  or as file on any data medium. Therefore you can work with the data's
  by using other programs.
  If you use the setting "window" the data's will print in a window on the
  Artstudio screen. You can use that function to get a short overview before
  you print the data's on the printer.

Cancel
  The data's won't be printed and the window will close, now.
  Your settings won't be set back and will be maintain

1.29   Was soll gelöscht werden?

```
What would you like to delete ?
===============================
```

```
With this menupoint you can delete the selected stamps. Also you can
choose whether the miniature picture, the original picture or both have to
delete. But remember, you can't delete pictures from read only data mediums
like CD and so on.
```

```
  * stamp only:        The miniature picture will be deleted, only. The original
                       picture won't delete.
  * Stamp & picture :  The miniature picture and the original picture will be  ←
    deleted
  * picture only    :  The miniature picture survies but original will be deleted.
```

```
Delete
  The input will confirm and after a security interrogation the stamps
  and/or the original picture will be deleted according to the settings.
```

```
Cancel
  Artstudio ignores the whole input and close the delete window.
```

1.30   Bild ist schon vorhanden

```
Stamp exist (Stamp exist)
===========
```

```
  If a picture already exist in the catalogue, this requester will
  pop up and ask you what is to do with this pictures.
  Artstudio doesn't manage pictures whom existing twice. That
  means if name and path of the picture is identical with the existing
  one in the catalogue file.
```

```
DO IT
  The picture will be converted new and the data's will be written in
  already existing place in the catalogue file. If you have two different
  pictures but they have the same name and path the old one will be
  overwritten, irrevocable. The requester will pop up each time if
  Artstudio found an equal picture in the catalogue.
```

```
DO ALL
   The same function like "Do it" but the different is, that the requester
   will pop up once more only. After your selection all older pictures will
   replace with the new ones.
```

```
SKIP
  The picture won't be converted. The requester will pop up on
  every existing picture.
```

```
SKIP ALL
  The picture won't be converted. The requester will pop up once more only.
```

```
   After that all further picture won't be converted.
```

1.31 Über ArtStudio

```
About (About)
=====
```

```
Here you can see the Address of MotionStudio and the telefonnumber
of the hotline and for improvement suggestions. Also you can see the serial
number which you have to mention if you like to claim the hotline.

You can close the About-window with a any key or witch o mouseclick on
the OK-button.
```

1.32 Das ArtStudio Menü

```
                        Here a little introduction of the ArtStudio menus
              =====================================================
```

```
              ArtStudio

              Cataloge

              Images

              Mark

              Leaf through

              Window
```

1.33 ArtStudio Menüleiste

```
                                ArtStudio Menubar
                    ----------------
```

```
              ARexx execute

              ARexx Macros

              about...
```

Help

Preferences

Save & quit

Quit

1.34 Katalog Menüleiste

                                    Cataloge Menubar

New

Open

Load

Check

UpToDate

Print

Maincategory

Select category

Edit category

Delete

1.35 Bilder Menüleiste

                                    Images Menubar

Information

Zoom

Show

Mark

Search

```
                                       Sort

                                       Marked
```

1.36   Markieren Menüleiste

```
                                    Mark Menubar
                        -----------


                        All

                        None

                        Invert
```

1.37   Bättern Menüleiste

```
                                  Leaf through Manubar
                        --------------------


                        first page

                        last page

                        previous page

                        next page

                        previous row

                        next row
~
```

1.38   Fenster Menüleiste

```
                                  Window Menubar
                        -------------


                        Catalog Information

                        Image infomation

                        Text information
```

```
                    Module

                    Operator

                    Zoom

                    ARexx

                    Mainwindow

                    Controlwindow

                    Tools

                    Windowledge
```

1.39 Sortieren Menüleiste

```
                                    Sorting Menubar
                        --------------


            Name

            Path

            Imagedepth

            Solution

            Date

            Stampdate

            Graphicformat

            Length
```

1.40 Markierte Menüleiste

```
                                    Marking Menubar
                        --------------


            Show

            Category

            ARexx

            Print
```

                    Copy

                    Convert

                    Export

                    Clear

1.41 ARexx ausführen

```
ARexx executing
===============
```

  Sometimes, you want to start a ARexx-script which you don't use so often.
  This is when this function comes in, here you can select and start the specified ←-
      script.
  If you don't like to declare the path and the ARexx-script name after
  each programstart, then you should save the preferences once more.


```
  StringGadget
  ------------
```

  Input Text. Here you have to type in the path and name of the
  ARexx-script. Of course, you can hand over all needed parameters, too
  Also see section "Handing-over parameters"


```
  GetFile
  -------
```

  Opens a filerequester, here you can choose the path and filename
  of the ARexx-script.


```
  Execute
  -------
```

  The Arexx-script will be executed. If you have selected the Asynchrone Mode
  in the preferences, then the ARexx-script will be started as an own task.
  That means you can go on working with Artstudio. Therefore you can
  start a ARexx-script which controls Artstudio itself.


```
  Cancel
  ---------
```

  The input was breaked and the window will close. The path and name of
  the ARexx-script which you have selected before, will not lose.

1.42   ARexx Macros

```
ARexx Macros
============
```

Here you can set a ARexx-script which you use very often on the keys
F1 to F10. Therefore you can start or change comfortable and very quick
Artstudio's functions or external programs.
In all, you can set 40 functions on the F-Keys, this is possible if you use
the F-keys in combination with the keys SHIFT and CONTROL.
```
ARexx Macros
============
```


  F1 to F10

   If you click the "GetFile" button you can select a ARexx-script
   via a filerequester. Alternatively, you can type in the path and
  name of the ARexx-script direct if you use the string gadgets on the
  right hand of the Getfile-buttons. Just as well you can type in all
  the needed parameters.

  also see section "Handing-over parameters"

  Cycle Gadget

  With this you can change the respective combination. You can select:
  functionkey only, Shift with functionkey, CONTROL with functionkey
  and a combination Control + SHIFT + functionkey.

Save
  Saves the keydeclaration of the F1 to F10 keys into the preferences
  directory. The window will be closed after this.

Use
  Artstudio uses the data which you have typed in but the setting
  won't saved.

Cancel
  The new settings will ignore and the previous settings will be retained.

1.43   über ArtStudio

```
About ArtStudio
===============
```

Here you can see the Address of MotionStudios and the telefonnumber
of the hotline and for improvement suggestions. Also you can see the serial
number which you have to mention if you like to claim the hotline.
You can close the About-window with any key or with a mouseclick on
the OK-button.

1.44 Hilfe

```
Help
====
```

  With this menupoint you can display this manual. Therefore you can get
  help online.

1.45 Einstellungen

```
Preferences
===========
```

  This menupoint allows you to change the main settings of Artstudio.
  Here you can make all settings whom are important for Artstudio.
  The window is split in different regions.
  Above on the left hand: Options marked as "Program" these functions
  are for manipulate the working of Artstudio, directly.
  Right beside: Options marked as "STAMPS" these functions manipulate
  the stamp creation. At the area below, you can set the loader- and viewermoduls

  Also see surface description " Settings"

  On the right you can declare external viewers, temporary directory or the
  path of a startup-file.

1.46 Verlassen

```
Quit
=====
```

   This function ends Artstudio after a security question.

1.47 Speichern und Verlassen

```
Save & Quit
===========
```

This function ends Artstudio after a security question. Besides the settings
will be saved before, with it Artstudio uses the old settings on the next ←
    startup.

1.48 Neu

```
New
===
```

  With this menupoint you can delcare the basic settings of a new basefile.
  Here you can set the stampsize, number of colors and also the name of
  the basefile.

  Shortly, herewith you can create a new catalogue.

1.49 Öffnen

```
Open
====
```

  This menupoint allows you to open a catalog. A filerequester appears and you
  can select the catalogue-path.

1.50 Erweitern

```
Load
====
```

  Herewith you can add further pictures to the already loaded catalogue.
  According to the settings, you can load single pictures, directories or
  whole CD's or harddisc's

1.51 Prüfen

```
Check
=====
```

  Artstudio checks whether the original pictures of the catalogue still
  existing or they are deleted already. Herewith you can remove
  deleted pictures from the catalogue.

1.52 Aktualisieren

```
UpToDate
========
```

  Artstudio checks if the original picture has a recent date as the
  catalogue-picture. If that's the case, Artstudio will update the
  catalogue-picture automatically

1.53 Drucken

```
Print
=====
```
  If you select this menupoint a window appears, in which you can
  make different settings according to the output of the data's.
  You have the choice between: Output on a printer, in a file or in
  a window on the screen.

  You should check the layout in a window, before you start the output
  on a printer or on a data medium, that's saves time and honey*.

  (*Slogan of a german cartoonist named Ulli Stein)

1.54 Hauptkategorie

```
Maincategory
============
```

  If you have changed the category, in the meantime. With this menupoint
  you can go to the maincategory (Root).

1.55 Kategorie wählen

```
Choose category
===============
```

  If you work with serveral categories in a catalogue, with this menupoint
  you can choose the desired category in which you like to load further
  pictures or go on working.

1.56 MenüKategorieBearbeiten

```
Editcategory
============
```

  If you have selected this menupoint a window appears in which you
  can type in different categories names or worked with existing categories.
  Also, you have the possiblity to organize the categories, hierarchical.

For example you like to archive holiday-pictures, then you can use the
following hierarchy: The first called holiday, holiday is subdivided in
summer and winter pictures. Summer is subdivided in beach and hotel-pictures
and beach is subdivided in sunrising and sundown and so on.

also see surface description "Work category"

1.57 Katalog löschen

```
Clear
=====
```

Please use this menupoint with high caution, because it deletes
all catalogue data's in Ram and on harddisc, irrevocable.

Artstudio ask you twice if you really want to delete the data's
after that Artstudio deletes the recognized data's

1.58 Information

```
Information
===========
```

If you have selected this menupoint, Artstudio will show a window
in which you can see the specified data's of the selected stamp.

If you can't see the information window after you have chose the
menupoint, Artstudio will appears a window after clicking on a stamp.

1.59 Vergrößern

```
Zoom
====
```

If you select this menupoint Artstudio will show the selected stamp
enlarged in a separate window. In addition, if you have already opened
the information window, Artstudio will show the informations about the
picture, also.

1.60 Bilder anzeigen

```
Show
====
```

If you choose this menupoint Artstudio will display each picture
which you have selected. Therefore according to the setings
Artstudio uses the internal viewer or the external viewer.

1.61   Bilder markieren

```
Mark
====
```

  If you have selected this menupoint, Artstudio will mark all pictures
  in the stamp window after you have clicked on it.
  The function enables you to delete, copy, converting etc. the specifically
  pictures.

1.62   Bilder suchen

```
Search
======
```

  The searchwindow appears, here you can search for any criterium
  you like. The pictures which Artstudio has found will be marked, to
  make you a better overview. The marked pictures can be delete, copy
  convering etc.

1.63   Alle Bilder markieren

```
All
====
```

  All pictures are marked

1.64   Kein Bilder markiert

```
None
=====
```

  All pictures are dismarked.

1.65   Markierte Bilder umkehren

```
Invert
======
```

  All marked pictures will set back and all dismarked pictures will
  be marked. That means, ON goes to OFF and OFF goes to ON.

1.66   erste Seite

```
First page
==========
```

  The first catalogue page will be displayed. That means, Artstudio
  jumps to the firstcategory of the catalogue.

1.67   letzte Seite

```
Last page
=========
```

  The last page will be displayed. That means, Artstudio jumps
  to the last category of the catalogue.

1.68   vorherige Seite

```
Previous page
=============
```

  Artstudio displays the previous page of the catalogue.

1.69   nächste Seite

```
Next page
=========
```

  Artstudio displays the next page of the catalogue.

1.70   vorherige Zeile

```
Previous row
============
```

  Artstudio displays the previous stamp-row.

1.71   nächste Zeile

```
Next row
========
```

  Artstudio displays the next stamp-row.

1.72   Katalog Information

```
Catalogue information
=====================
```

  The catalogue information window appears. Here you can see
  informations about the catalogue. That means: Number of catalogize
  pictures, whole memory need and so on.

1.73   Bildinformation

```
Picture infomation
==================
```

  The picture information window appears. Here you can the further
  details about the pictures. E.g. path and name of the picture, category,
  picture size, and so on.

1.74   Text Information

```
Text information
================
```

  The text information window appears. Here you can type in further
  informations about the picture. E.g. picture-author, where it has been shot,
  or something else which is important for you.

1.75   Module

```
Module
======
```

  The module window appears. Here you can select the load-, save-
  and displaymodules. The list above contains the loadermodules, the
  middle list contains the savemodule and the last one contains the
  viewermodule.

1.76   Bildbearbeitung

```
Operator
========
```

  The pictureprocessing window appears. Here you can manipulate
  the pictures. If you load a picture for manipulation, Artstudio always
  used the first picture which is marked. If you don't have marked a
  picture the pictureprossing doesn't works.

1.77 Vergrößerung

```
Zoom
====
```

  The zoom window appears.Here you can see the selected stamps
  in larger display. According to the settings the pictures will shown
  whether quick or slowlier but in higher quality. If you use the
  24bit mode you can also enlarge or reduce the size of zoomwindow.
  The enlargement of the stamps corresponds to a factor of four.

1.78 ARexx

```
ARexx
=====
```

  The ARexx-Button window appears. Here you can see in graphical
  display the occupation of the F-keys. Also, you can give every function
  it's own name.

  Also see surface description "ARexx Macros"

1.79 Hauptfenster

```
Mainwindow
==========
```

  A window full of gadgets appears. The function of the gadgets you
  can learn in section surface description "Mainwindow"

1.80 Kontrollfenster

```
Controlwindow
=============
```

  The controlwindow appears.
  Also see section surface description "Controlwindow"

1.81 Werkzeuge

```
Tools
=====
```

  A window containing gadgets appears. The function agree to the
  menu "Pictures->Mark->...." (same order)

1.82   Fensterleiste

```
Windowledge
===========
```

  A window which contains some gadgets appears. The gadgets agree to
  the respective window which opens if you click on the gadget.

1.83   Sortieren nach Name

```
Name
====
```

  The selected category will be sorted by the picture name.

1.84   Sortieren nach Pfad

```
Path
====
```

 The selected category will be sorted by the picture path.

1.85   Sortieren nach Bildtiefe

```
Picturedepth
============
```

  The selected category will be sorted by color size of the pictures.

1.86   Sortieren nach Bildauflösung

```
Solution
========
```

  The selected category will be sorted by picture solution.

1.87   Sortieren nach Datum

```
Date
====
```

  The selected category will be sorted by the date of the original
  picture.

1.88   Sortieren nach Miniaturbilddatum

```
Stampdate
=========
```

  The selected category will be sorted by the creationdate of the
  stamp.

1.89   Sortieren nach Grafikformat

```
Graphicformat
=============
```

  The selected category will be sorted by the picture graphicformat.

1.90   Sortieren nach Länge

```
Length
======
```

  The selected category will be sorted by the picture size.

1.91   Markierte Bilder anzeigen

```
Show
====
```

  All marked pictures will be displayed like a diashow.

1.92   Markierte Bilder einer Kategorie zuordnen

```
Category
========
```

  All marked pictures will be assigned to a certain category.

1.93   Markierte Bilder an ARexx

```
ARexx
=====
```

  All marked pictures will be handed over to a certain ARexx-script.

1.94   Markierte Bilder auflisten

```
List
====
```

All marked pictures will be listed according to your choice. You can send
the data's to a printer, to a harddisc or into a window on the Artstudio
screen.

1.95   Markierte Bilder kopieren

```
Copy
====
```

All marked pictures will be copied. The original pictures will copy in
a directory which you have previously selected.

1.96   Markierte Bilder konvertieren

```
Converting
==========
```

All marked pictures will be converted. The original pictures will
transform in the graphicformat which you have selected before and
copied to a specified directory. You can choose the graphicformat in
the modulewindow or also in the preferences.

1.97   Markierte Bilder exportieren

```
Export
======
```

All marked pictures will be exported in a new created catalogue. This
catalogue can be used regardless of the old catalogue.

1.98   Markierte Bilder löschen

```
Delete
======
```

All marked pictures are deleted. Before this, a security check appears and
you can choose what you want to delete. You have the choice between:
delete stamps, delete the original picture, delete the stamp and the original
picture.

1.99   Die Tastaturkürzel für ArtStudio

```
                          The shortcuts for ArtStudio
           ===========================




              Functionskeys
                  F1 to F10


              Cursorkeys
                  move the stamps in the correspond direction


              Menushortcuts
                  Shortcuts of the menupoints


              Others
                  all further shortscuts
```

1.100   Die Funktionstasten

```
Functionskeys
=============

  You can cover the functionkeys F1 to F10 with ARexx-scripts. Therefore
  you can execute or stop frequently used function via a key-push.
  In combination with the Control- and Shift-key you can reach 40 ARexx
  scripts.

  Possible combinations:
  ----------------------

  F1 to F10

  SHIFT + F1 to F10

  CONTROL + F1 to F10

  SHIFT +  CONTROL + F1 to F10

  please remember that you can press only one functionkey at the
  same time.
```

1.101   Die Pfeiltasten

```
Cursorkeys
==========
```

  With the cursorkeys you can move the stamps in the specified direction.
  Herewith you have the possiblity to jump to every point of the catalogue
  file.

  Cursor down:

  The stampwindow scrolls upwards and the next stamprow will
  be shown.

  Cursor up:

  The stampswindow scrolls downwards and the previous stamprow
  will be shown.

  Cursor right:

  The stampswindow scrolls to the right side and you will see the
  next catalogue-page.

  Cursor left:

  The stampswindow scrolls to the left side and you will see the
  previous catalogue page.

  SHIFT + Cursor down:

  With this keycombination you can reach the catalogue end or the end
  of the category.

  SHIFT + Cursor up:

  With this keycombination you reach the start von the catalogue or
  of the category.

  SHIFT + Cursor right

  Artstudio jumps to the next marked picture.

```
  SHIFT + Cursor left:
  --------------------

  Artstudio jumps to the previous marked picture.
```

1.102   Die Menükürzel

```
                Menushortcuts
============

  With this shortscuts you can choose a menupoint without using the
  mouse.


  AMIGA + R
                  ARexx execute
                   AMIGA + M
                  ARexx Macros
                   AMIGA + ?
                  About...
                   AMIGA + H
                  Help
                   AMIGA + E
                  Preferences
                   AMIGA + W
                  Save & Quit
                   AMIGA + Q
                  Quit
                   AMIGA + N
                  New
                   AMIGA + O
                  Open
                   AMIGA + L
                  Load
                   AMIGA + P
                  Print
                   AMIGA + 8
                  Maincategory
                   AMIGA + 9
                  Edit Categorie
                   AMIGA + 0
                  Edit Category
                   AMIGA + Y
                  Clear
                   AMIGA + 1
                  Information
                   AMIGA + 2
                  Zoom
                   AMIGA + 3
                  Show
                   AMIGA + 4
                  Mark
                   AMIGA + S
```

```
                         Search
                          AMIGA + A
                         All
                          AMIGA + K
                         None
                          AMIGA + U
                         Invert
```

1.103   Die sonstigen Tasten

```
Others
======

   Here some shortscuts whom make it easier to work.


   TAB
   ---

   Jumps between the seperated windows.


   RETURN
   ------

   In windows with StringGadgets you can activate the enterfild with
   a push of the returnkey (Enter)
```

1.104   ARexx Befehle

```
                   ARexx
=====

Eingebaute ARexx-Befehle
------------------------


                   Quit

                   About

                   CreateNew

                   LOAD

                   Prefs

                   All

                   Sort
```

```
OpenWindow

CloseWindow

SelectStamp

View

SetInfoText

Loader

Viewer

LineUp

LineDown

PageUp

PageDown

Top

Bottom

Redraw

WindowToFront

WindowToBack

ScreenToFront

ScreenToBack

SizeWindow

MoveWindow

ActivateWindow

Search

SelectStamp

SelectCategory

Copy

Delete

Check

Print

PrinterPref
```

1.105   Programm beenden

```
Quit   (Beenden)
====
```

```
Description
-----------
  Quit is one of the simplest commands. With this command you can
  stop Artstudio from other programs.
```

```
parameter
---------
  none Parameter
```

```
example
-------
  QUIT
```

1.106   Programm Information

```
About   (Information)
=====
```

```
About
=====
```

```
Description
-----------
  A window opens which contains informations about
  Artstudio, e.g. serialnumber of your Artstudiocopy.
```

```
Parameter
---------
  none Parameter
```

```
example
-------
  ABOUT
```

1.107   Neuen Katalog erstellen

```
CreateNew
=========
```

```
Description
-----------
  With this command you can create a new catalogue.

Parameter
---------
  StampSize/A  Color/A  Basename/A  Dateiname/A

StampSize
---------
  32x24, 64x48, 96x72, 128x96, 160x120, 192x144, 224x168, 256x192

Colors
------
  COLOR_256, GREY_256, GREY_128, GREY_64, GREY_32, GREY_16
  COLOR_16, HAM6, HAM8 und 24BIT

Basename
--------
  The basename will be shown in the Artstudiowindow. The basename
  can containing max. 30 characters. You should set the basename in
  quotation marks to avoid errors produced by spaces in its name.

Dateiname (Filename)
---------
  The "Dateiname" is used for saveing on a data medium. You have to type
  in the path- and the filename. Artstudio creates a new directory with the
  filename in this directory. Artstudio will put all further catalogue data's
  in this directroy.  You should set the basename in quotation marks to avoid
  errors produced by spaces in its name. Maximum of 30 characters for filename
  is allowed.

exapmle
-------
  CreateNew  128x96  Color_256  Test  Sys:Bilder

  Artstudio creates a the catalogue file with the following data's.
  StampSize = 128x96  (width x height)
  Color     = color catalogue with 256 colors
  Basename  = Test
  Dateiname = Sys:Bilder

  or

  CreateNew  96x72  Grey_64  Photos  Pics:Test
  Artstudio creates a the catalogue file with the following data's.

  StampSize = 96x72  (width x height)
  Color     = grey with 64 greytones
  Basename  = Photos
  Dateiname = PICS:Test
```

1.108 Bilder laden

```
LOAD   (load pictures)
====
```

```
Description
------------
```
  This command has the same function like the "Load"-button on the
  Artstudio window. Herewith you can hand over pictures from external
  programs. Also you can hand over a whole directory with or without
  it's subdirectories. (According to the settings). To load a Artstudio-file
  is also possible.

```
Parameter
---------
```
  Pfad/A Filename/A

```
Example
--------
```
  LOAD "Pics:Photos/" "First.IFF"
  A picture was handed over to ArtStudio

  Path   = Pics:Photos/
  Filename = First.IFF

  or

  LOAD "Pics:Photos/"
  A directory was searched for pictures and the pictures whom have been
  found will hand over to ArtStudio. According to the settings , Artstudio
  will also search the subdirectories. (Treescan function)

  or

  LOAD "Pics:Data/" "ArtStudio.data"

  A ArtStudio database was loaded.
  Pfad   = Pics:Data/
  Filename = ArtStudio.data

1.109 Programm Einstellungen

```
Prefs  (Programm Settings)
=====
```

```
Description
------------
```
  Herewith you have the possiblity to manipulate just all preferences of
  Artstudio. The great advantage is, that you can change between different
  settings every time, e.g. "TreeScan". It isn't always necessary to search all
  subdirectories. Or if you work with two graphicboards, then you have the
  possibility to change the viewer-settings very quick. These are only two
  examples form a lot of others which you can realize with this comand.

```
Parameter
```

```
---------
The following parameter have to hand over separated.

  TreeScan/A            On/Off
  Indicator/A           On/Off
  LoaderError/A         On/Off
  PicWarn/A             On/Off
  FastZoom/A            On/Off
  Prefs/A               On/Off
  Border/A              On/Off/Interactive
  PAspect/A             On/Off/Interactive
  Dither/A              On/Off/Interactive
  Color/A               Black/White/Grey
  Category/A            On/Interaktive
  Interpolation/A       On/Off/Interactive
  StartUp/A             Pfad auf eine ArtStudio.data
  Temp/A                Pfad f r Tempor ren Buffer
  Save/A

Example
--------
  Prefs  TreeScan  On

  Treescan function has been activated.


  or

  Prefs  FastZoom  Off

  FastZoom function has been activated.

  or

  Prefs  Dither  Interactive

  Dither function has set to interactive.

  or

  Prefs  Startup  Pics:data/ArtStudio.data

  Artstudio is using the basefile "Artstudio.data" with its path as startup-file.

  or

  Prefs  Color  Black

  The color black was set in the preferences.

  or

  Prefs  Save
  This command saves the Artstudio preferences. According to the
  settings ArtStudio saves its preferences file in the "S:" directory or
  as project-preferences in the specified directory.
```

1.110 Hauptkategorie

```
All  (Rootcategory)
===
```

```
Description
-----------
  A simple command to jump back to the maincategorey (root) to all
  pictures of the basefile.
```

```
Parameter
---------
  none
```

```
Example
-------
  All
```

1.111 Sortieren

```
Sort
====
```

```
Description
-----------
  This command sorts the file new. For further information about sorting,
  please look at section "sort window"
```

```
parameter
---------
  Only one parameter can be hand over

  Name, Path, Depth, Solution, Date, StampDate, Format, Length
```

```
example
-------
  Sort  Depth

  file is sorting by picturedepth

  or

  Sort  StampDate

  file is sorting by stamps builing date. As result the file is puting in its  ←
      original state,
  before it was sorted.
```

1.112 Fenster öffnen

```
OpenWindow
==========
```

```
description
-----------
  With this command you can open a window. If it is already open, it will put auto ←
      -
  matically in the foreground
```

```
Parameter
---------
  InfoWindow    = Informationwindow
  TextWindow    = Additional text informations
  ZoomWindow    = window with a 4 times enlarged stamp
```

```
example
-------
  OpenWindow  Zoom
```

```
  Opens the zoom-window.
```

1.113 Fenster schließen

```
CloseWindow
===========
```

```
description
-----------
   If you don't need the window any longer, you can close it with this
   command.
```

```
parameter
---------
  InfoWindow    = Informationwindow
  TextWindow    = Additional text informations
  ZoomWindow    = window with 4 times enlarged stamp
```

```
example
-------
  CloseWindow  Zoom
```

```
  Closing the zoom-window. Too choose it twice or more is not possible.
  No errormessage will shown, if the window is already closed.
```

1.114 Bild wählen

```
SelectStamp
===========
```

```
description
-----------
  With SelectStamp you can choose a stamp from an already loaded file.
  No errormessage will show, if the stamp could not found.
```

```
parameter
---------
  Name/A Number/A

  Name   = stampname

  Too make your work easier you can use wildcards like "#?".
  Names which including spaces have to set in quotation marks.

  Number =  a stamp with the equal number will choose from the list.
```

```
example
-------
  Select  Number  7

  Choose stamp Number 7 from the list.

  or

  Select  Name  Testpicture

  A stamp named "Testpicture" will search and select.
```

1.115 Bild anzeigen

```
View  (Picture)
====
```

```
description
-----------

  The selected Picture is showing, by using the viewer which has been
  choosen in the preferences or the external viewer will use.
  Also look at "Prefs" in section "AREXX-commandlist"
```

```
parameter
---------
  none
```

```
example
-------
  View

  The picture is showing.
```

1.116   Lademodule auswählen

```
Loader (loadermodul select)
======


description
-----------
  With this command you can choose a loadermodul, which can load the pictures.

parameter
---------
  Loadername/A = As parameter you have to use the name of the loadermodul

example
-------
  Loader  IFF

  The IFF-loadermodul was selected.

  or

  Loader UNIVERSAL

  The UNIVERSAL-Loadermodul was selected.
```

1.117   Anzeigemodule wählen

```
Viewer (viewermodul select)
======


description
-----------
  With this command you can choose the viewermodul, which should showing
  the pictures.

parameter
---------
   The parameter is the name of the viewermodul.

example
-------
  Viewer  AGA_HAM

  The AGA Ham-viewermodul was selected

  or

  Viewer ECS_GREY

  The ECS Grey-viewernodul was selected.
```

1.118 LineUp

```
LineUp
======


description
-----------
   The command is to simulate the key "CURSOR-HIGH".
  As result, in the window you can see the stamps one line before

Parameter
---------
  No parameter has used.

example
--------
  LineUp

  One line down
```

1.119 LineDown

```
LineDown
========


description
-----------
  The command is to simulate the key "CURSOR-HIGH".
  As result, in the window you can see the stamps of the next line.

parameter
---------
  No parameter has used.

example
-------
  LineDown


  One line up.
```

1.120 PageUp

```
PageUp
======


description
-----------
  This command simulates the key "cursor left". As result
```

```
  the window scrolls to the previous page of the stamps.
```

Parameter

```
  No parameters are used.
```

Example

```
  PageUp
```

```
  Go to the previous page.
```

1.121 PageDown

```
PageDown
========
```

description

```
  This command simulates the key "cursor right".
  As result the stampwindow scrolls to the next page.
```

Parameter

```
  No parameters are used.
```

example

```
  PageDown
```

```
  Go to the next page.
```

1.122 Top

```
Top
===
```

description

```
  This command simulates the key "Shift+Cursor up"
  As result you reach the start of the stamps or category.
```

Parameter

```
  No parameters are used.
```

example

```
  Top
```

```
  Go to the stamp start.
```

1.123 Bottom

```
Bottom
======
```

```
description
------------
  This command simulates the key "Shift+Cursor down"
  As result you reach the end of the stamps or category.
```

```
Parameter
---------
   No parameters are used.
```

```
example
--------
  Bottom
```

```
  Go to the stamp end.
```

1.124 Redraw

```
Redraw
======
```

```
description
------------
  Redraw rebuilts the stamps.
```

```
Parameter
---------
  No parameters are used.
```

```
example
-------
  Redraw
```

```
  The stamp are rebuilt.
```

1.125 Fenster nach vorne

```
WindowToFront
=============
```

```
description
```

```
-----------
  A window will put into foreground.

Parameter
---------
  Name/A  windowname

example
-------
  WindowToFront Zoom

  The zoomwindow is put into front.
```

1.126   Fenster nach hinten

```
WindowToBack
============


description
-----------
  A window will put into background.

Parameter
---------
  Name/A  windowname

example
-------
  WindowToBack Zoom

  The zoomwindow is put into brackground.
```

1.127   Bildschirm nach vorne

```
ScreenToFront
=============


description
-----------
  The Artstudio-area is put into foreground.

Parameter
---------
  no parameters

Beispiel
--------
  ScreenToFront

  ArtStudio is put into the foreground.
```

1.128 Bildschirm nach hinten

```
ScreenToBack
============


description
-----------
   The Artstudio-area will put into background.

Parameter
---------
   no parameter

example
-------
   ScreenToBack

   ArtStudio is put into background.
```

1.129 Fenstergröße ändern

```
SizeWindow
==========


description
-----------
   With this command you can change the window size. But remember, only
   a few windows could change their size.
   The windowarea will adapt to the windowsize automatically. If the image
   window is in use, the new window size will optimize by the stamp size.


Parameter
---------
   Name/A         windowname
                  ImageWindow
                  TextWindow

xPos/A/N         windowwidth

yPos/A/N         windowheight

example
--------
   SizeWindow   ImageWindow  320  200

   The imagewindow gets a new size. The width was set to 320 points
   and the height to 200 points.
```

1.130   Fenser verschieben

```
MoveWindow
==========


description
------------
  With this command you can change the position of a window.
  If the windowposition you have chosen is outside the screen, the
  window will put to the respective screenside automatically.
  Position 0 0 lies on the left upper side of the screen.

Parameter
---------
  Name/A        windowname
                   ArtStudioWindow
                   InfoWindow
                   ZoomWindow
                   ImageWindow
                   TextWindow

  xPos/A/N      left windowcorner

  yPos/A/N      upper windowcorner

example
--------
  MoveWindow  ImageWindow  0  100

  The imagewindow gets a new position. The left corner was set to 0
  and upper corner was set to 100 points.
```

1.131   Fenster aktivieren

```
ActivateWindow
==============


description
-----------
  With this command you can activate a window.

parameter
---------
  Name/A        windowname

                   ArtStudioWindow
                   InfoWindow
                   ZoomWindow
                   ImageWindow
                   TextWindow


example
```

```
-------
  ActivateWindow  ImageWindow

    The image window is activated.
```

1.132 Bild suchen

```
Search
======


description
-----------
  Search for a stamp with the equal name. ArtStudio searchs only in the
  respective category.

  If you like to search all stamps you have to press the button "All" on
  the ArtStudioscreen or you must execute the Arexx command "All".
  Wildcards are allowed.

parameter
---------
  Name/A         stampname

example
-------
  Search  #?.IFF

  ArtStudio searchs for pictures ending on ".iff".

  or

  Search Musterbild

  ArtStudio searchs for a picture named "Musterbild".
```

1.133 Bild wählen

```
SelectStamp
===========


description
-----------
  With this command you can select a stamp. The command can combines
  with a stampnumber or a stampname.
  Also look at ARexx-"Search"

Parameter
---------
  Name/A         stampname
```

```
  or

  Number/A        stampnumber
```

example

```
  SelectStamp  Name Musterbild

  The picture named "Musterbild" is selected

  or

  SelectStamp  Number  7

  The picture number 7 is selected.
```

1.134 Kategorie wählen

```
SelectCategory
==============
```

description

```
  If you work with more than one category in a catalog, you can select
  the needed category with this command.
  If you want to go back to the maindirectory you have to use the
  Arexx command "All".
```

Parameter

```
  Name/A          categoryname
```

example

```
  SelectCategory  Mustercategory

  Selects the category named "Mustercategory"
```

1.135 Informations Text angeben

```
SetInfoText
===========
```

description

```
  With SetInfoText you can hand over varius textfiles to Artstudio. The
  textfiles are used the give the respective picture further informations.
  But remember, that you have seleted a picture with the ARexx-command
  "SelectStamp" or with a mouseclick on its stamp before using the SetInfoText
  command.
```

```
Parameter
---------
  Filename/A    path and Name of the textfile

example
-------
  SetInfoText  Texte:InfoText.txt

  The file "InfoText.txt" from the directory "Texte" is hand over to Artstudio
```

1.136 Bild kopieren

```
Copy
====


description
-----------
  The ARexx-command "copy" is for copying the original picture of the
  choosen stamp to the declared path.
  The stamp have to select with the ARexx-command "SelectStamp" or with
  a mouseclick before you use this command.

Parameter
---------
  Filename/A    path and name of the destinationfile

example
--------
  Copy  Ram:Test

  The selected pictures was copied in the directory "Ram:" with the name
  "Test"
```

1.137 Bild löschen

```
Delete  (delete pictures)
======


description
-----------
  Deletes the selected picture, acording to the setting. Only the stamp will  ←
      delete,
  the original picture will delete or both will delete.
  You choose the required picture with the ARexx-command "SelectStamp"
  or with a mouseclick on its stamp.

parameter
---------
  StampOnly        Only the stamp will delete.
```

```
  StampAndPicture     Stamp and picture will delete
  PictureOnly         Only the original picture will delete.
```

example

```
  Delete  StampOnly
```

```
  The stamp which you have previously selected will delete. Only the
  stamp will delete, the original picture will survive.
```

```
  or
```

```
  Delete StampAndPicture
```

```
  The stamp which you have previously selected will delete. The stamp
  and the original picture will delete.
```

1.138 Katalog prüfen

```
Check
=====
```

description

```
  This command searchs for pictures in the basefile which didn't exist any longer.
```

parameter

```
  no parameter
```

example

```
  Check
```

```
  The search for pictures, which didn't exist any longer has been started.
```

1.139 Katalog drucken

```
Print
=====
```

description

```
  Acording to the setting, the basefile will put on a printer, a window or
  in a file on a harddisc for example. Besides you can declare what should
  given out, whether only informations about the basefile, the complete catalog
  or only a certain category.
```

parameter

```
---------
  What/A        What shall Artstudio printing
     FullCatalog        complete catalog
     OnlyCategory       only a category
     TreeCategory       category with sub directories

  Where/A       Where shall the data's given out ?
     Window             Output into a window
     Printer            Output on a printer
     File/A             Output in a file, remember to declare the outputpath and  ↩
        name.
     Filename/A         Path and name of the destination directory, where the
                        data's will be saved.
```

```
example
-------
  Print  FullCatalog  Window

  The whole catalog is given out in a window.

  or

  Print  TreeCategory  File Texte:Katalog.txt

  The previously choosen category with all its subdirectories will save
  as a file under the given path and name.

  or

  Print  OnlyCategory  Printer

  The previosly chosen category will print out on a printer.
  To setup your printer, please use the preferences of your Amiga
  workbench.
```

1.140 Ausgabe Einstellung

```
PrinterPref
===========


description
-----------
  It isn't always necessary to print the whole data's acording to a picture.
  So, with PinterPref you can select which data you like to output.
  Only one setting can hand over per command.

Parameter:
  ROWS/A        number of rows. Numbers between 1 and 6 are allowed.

example
--------
  PrinterPref  ROWS 2

  While printing a catalog only two rows with graphicinformation would be given
```

```
    out.
```

1.141 Die Grafikformate im Überblick

```
                 Graphicformats
==============


ArtStudio includes a very big loaderpackage, which knows the most
populars graphicformats.
But sometimes it isn't easy to recognize the right graphicformat, because
the picture doesn't have any characteristic format informations.
ArtStudio knows 25 graphicformats at the moment. Theoretical it's possible
that a file (program, text, sound usw.) contains data's like a graphicformat.
In that case it could happen that Artstudio thinks the file is a graphicfile and
so an error could occur. So the user have to watch out himself that it doesn't
happen. Artstudio manages the loaders as independent files, so that additional
improvements and extensions can make easy. You can create your own graphic
loader. If you want that, you can get the developer documents from our technical
hotline (see hotline)

MotionStudios


Telefon: 0421 / 249966
Fax:     0421 / 249556



avaible loaders
---------------
Here you can see a list of the availble loaders. If you miss a loader you
need every time. Please send us a few example pictures and some
documents about the graphic format, if you have.


                  ACBM

                  ALIAS

                  ANIM

                  BMP

                  FITS

                  GEM

                  GIF

                  IFF

                  IFFDEEP

                  IMPULSE

                  IPBM
```

                    JPEG

                    MACPAINT

                    PBM

                    PCX

                    PGM

                    PHOTOCD

                    PPM

                    PSD

                    QRT

                    RENDITION

                    SGI

                    SUNRASTER

                    TARGA

                    TIFF

                    WAVEFRONT

                    YUVN
                and of course a
                UNIVERSAL
                -loader which knows the right graphicloader automatically.

1.142 ACBM Lademodule

```
ACBM
====

Format:
        ILBM (InterLeavedBitMap)

supportes:
        1-8Bit (2 - 256 colors)
        EHB (Extra Halfbrite)
        HAM6 und HAM8 (Hold And Modify)
        IFF24 (24-Bit, 16.8 Mil. colors)

Compression
Kompression:
        without compression,
        RLE (Run Length Encoding)
```

```
Notice:
          The ACBM-format is an old version of the iff-format.


further informations:
          ---
```

1.143   ALIAS Lademodule

```
ALIAS
=====

Format:
          ALIAS

supports:
          24-Bit

compression:
          RLE (Run Length Encoding)

Notice:
          It is a very simple graphic format which loads and saves
          in 24 bit only.
```

1.144   ANIM Lademodule

```
ANIM
====

Format:
          ANIM5, ANIM7, ANIM8

supports:
          1 - 256 colors,
          EHB (Extra Halfbrite),
          HAM6 und HAM8 (Hold And Modify),
          IFF24 (24-Bit)

compression:
          without compression,
          RLE (Run Length Encoding)

Notice:
          The well kown ANIM-format which principal used on our
          girlfriend the Amiga. Artstudio knows the formats Anim-5,
          Anim-7 and Anim-8.

further informations:
          ---
```

1.145 BMP Lademodule

```
BMP
===
```

```
format:
        Microsoft Windows Bitmap
```

```
supports:
        Mono (black/white)
        4-Bit (16 colors)
        8-Bit (256 colors)
        24-Bit (16.8 Mil. colors)
```

```
compression:
        without compression,
        RLE (Run Length Encoding)
```

```
Notice:
        BMP is in a first line a format to exchange and save
        graphics. It based on windows internal Bitmap Data
        structure and many other Computerplatform can use
        this format.
```

```
further informations:
        Microsoft Corporation One Microsoft Way Redmond, WA 98052-6399
        Voice:  206-882-8080
        Fax:    206-936-7329
        BBS:    206-637-9009
```

1.146 FITS Lademodule

```
FITS
====
```

```
Format:
        FITS (Flexible Image Transport System, FTI)
```

```
supports:
         8 Bit Greyscale
        16 Bit Greyscale
        32 Bit Greyscale
```

```
compression:
        without compression,
```

```
Notice:
        FITS is a standard graphicformat which used by observatories
        and it's also used from the NASA.
```

```
further informations:
        NASA/OSSA Office of Standards and Technology
        Code 633.2
        Goddard Space Flight Center
```

```
        Greenbelt, MD 20771

        Voice: 301-441-4189
        Voice: 301-513-1634

        Internet: nost@nssdca.gsfc.nasa.gov
                fits@nssdca.gsfc.nasa.gov
```

1.147 GEM Lademodule

```
GEM
===

Format:
        Gem Raster (also known as IMG )

supports:
        Mono (black/white)

compression:
        without compression,
        RLE (Run Length Encoding)

notice:
        The Gem Raster Format are used on the Atari ST mainly and
        sometimes also on the PC.


further informations:
        DISCUS Distribution Service, Inc.
        8020 San Miguel Canyon Road
        Salinas, CA 93907-1208

        Voice: 408-663-6966

        or

        Novell&Digital Research, Inc.
        P.O. Box DRI
        Monterey, CA 93942

        Voice: 408-659-3896
        Voice: 800-848-1498
        BBS:   408-649-3896
```

1.148 GIF Lademodule

```
GIF
===

Format:
        GIF (Graphics Interchange Format)
```

```
supports:
          1-8Bit (1 - 256 colors)


compression:
          LZW (Lempel-Ziv-Welch)


notice:
          The gif-format was original designed for use with data transfer.
          Because it's LZW-compression makes the file 10-50% smaller,
          so that the data transfer became very faster.
          Today the gif format is wide spread so that no graphic program
          can ignore it. The gif format supports pictures up to 256 colors
          only.


further informations:
          CompuServe Incorporated Attn:
          Graphics Technology Department
          5000 Arlington Center Boulevard Columbus, OH 43220
          Voice:  614-457-8600
          Voice:  800-848-8199
```

1.149   IFF Lademodule

```
IFF
===

Format:
          IFF-ILBM (InterchangeFileFormat InterLeavedBitMap)


supports:
          1-8Bit (2 - 256 colors)
          EHB (Extra Halfbrite)
          HAM6 und HAM8 (Hold And Modify)
          IFF24 (24-Bit, 16.8 Mil. colors)


compression:
          without compression,
          RLE (Run Length Encoding)


notice:
          The IFF format is the most populars graphic format on
          the Amiga and many programs supports it.


further informations:
          Electronic Arts 1
          820 Gateway Drive San Mateo
          Voice:   415-571-7171
          Voice:   415-572-2787
```

1.150   IFFDEEP Lademodule

```
IFFDEEP
=======
```

```
Format:
          IFF-DEEP (InterchangeFileFormat  DEEP)
```

```
supports:
          24-Bit (16.8 Mil. colors)
```

```
compression:
          without compression
```

```
notice:
          The IFFDEEP format is a replacement for the IFF ILBM
          24 Bit format because it is a lot faster.
          But the IFFDeep format wasn't spread wide, but a few programs
          used it and thats the reason why Artstudio supports it.
```

```
further informations:
          ---
```

1.151 IMPULSE Lademodule

```
IMPULSE
=======
```

```
format:
          RGBN (12 Bit)
          RGB8 (24 Bit)
```

```
supports:
          12-Bit (4096 colors)
          24-Bit (16.8 Mil. colors)
```

```
compression:
          RLE (RunLengthEncoding)
```

```
notice:
          These format are used with the programs Imagine and TurboSilver
          It's based on the IFF-ILBM format.
```

```
further informations:
          ---
          We didn't have a address or anything else.
```

1.152 IPBM Lademodule

```
IPBM
====
```

```
format:
```

```
        IPBM
```

supports:
```
        1-8Bit (2 - 256 colors)
```


compression:
```
        without compression,
        RLE (Run Length Encoding)
```

notice:
```
        The IPBM format has the same structure like the IFF format.
        But the different is, that the IPBM used the Chunky Pixel format.
        This based on the old program DPaint II (PC-Version) which used
        this format.
```

further informations:
```
        ---
```


1.153 JPEG Lademodule

```
JPEG
====
```

format:
```
        JPEG, JFIF (Joint Photographics Experts Group)
```

supports:
```
        8-Bit (256 greycolors)
        24-Bit (16.8 Mil. colors)
```

compression:
```
        JPEG
```

notice:
```
        JPEG is a graphic format which based on qualtiy losing
        compression. All graphic information were killed, which the eye
        doesn't see. Because of that, the JPEG pictures needs only a small
        part of the originial picturesize. The JPEG format is only useful
        for 24 bit pictures for 256 colors or less it doesn't makes sense.
```

further informations:
```
        American National Standarts Institute, Inc.
        Attn:   Sales 1430 Broadway New York, NY 10018
        Voice:  212-642-4900
```


1.154 MACPAINT Lademodule

```
MACPAINT
========
```

format:

```
        Macintosh Paint
```

supports:
```
        Mono (1-Bit, black/white)
```

compression:
```
        whitout compression,
        RLE (RunLengthEncoding)
```

notice:
```
        Macpaint pictures always have a size of 720x576 points and were
        shown in black and white. These format are used for cliparts, mainly.
```

further informations:
```
        Apple Computer Inc. 20525 Mariani Avenue Cupertino, CA 95104
        Voice:   408-996-1010
        Voice:   800-538-9696
        Fax:     408-974-1725
```

1.155   PBM Lademodule

```
PBM
===
```

format:
```
        PBM (Portable Bitmap Utilities)
```

supports:
```
        P4 (24-Bit, 16.8 Mil. colors) binary
```

compression:
```
        without compression
```

notice:
```
        The Portable Bitmap Utilities (PBM) is a  collection of programs
        which were written by Jey Poskanzer. These programs using the
        simple PBM- graphicformat. The programs are public domain.
```

further informations:
```
        Jef  Poskanzer
        email: jef@well.sf.ca.us
```

1.156   PCX Lademodule

```
PCX
===
```

format:
```
        PCX (PC Paintbrush File Format)
```

```
supports:
          Mono (1-Bit, black/white)
          4-Bit (16 colors)
          8-Bit (256 colors)
          24-Bit (16.8 mil. colors)


compression:
          without compression,
          RLE (RunLengthEncoding)


notice:
          PCX are used on Mircosoft Windows and procuts which based
          on Windows. But it's also spread on MS-DOS-Systems.


further informations:
          ZSoft Corporation
          Attn:   Shannon Donovan 450 Franklin Road, Suite 100 Marietta, GA 30067
          Voice:  404-428-0008
          Fax:    404-427-1150
          BBS:    404-427-1045
          CompuServe:  76702,1207
```

1.157   PGM Lademodule

```
PGM
===

format:
          PGM (Portable Greymap Utilities)

supports:
          P5 (1 - 256 greycolors) binary

compression:
          without compression

notice:
          The Portable Greymap Utilities (PGM) is a  collection of programs
          which were written by Jey Poskanzer. These programs using the
          simple PBM- graphicformat. The programs are public domain.



further informations:
          Jef  Poskanzer
          email: jef@well.sf.ca.us
```

1.158   PHOTOCD Lademodule

```
PHOTOCD
=======
```

```
format:
        PCD (Kodak Photo CD)

supports:
        24-Bit (192 x 128),
        24-Bit (384 x 256),
        24-Bit (768 x 512)

compression:
        without compression (YCC)

notice:
        The PhotoCD-format was evolved by Eastman Kodak to save
        picuteres on CD-Roms. Originally, it was created to show holiday  ←
            pictures
        on a special CD-ROM player on your home TV-Set. But now, many
        company using this format to present their collections on CD ROM.

further informations:
        Eastman Kodak Corporation
        343 State Street Rochester, NY 14650
        Voice:  800-242-2424
```

1.159 PPM Lademodule

```
PPM
===

Format:
        PPM (Portable Pixmap Utilities)

supports:
        P6 (Mono 1-Bit, black/white) binary

compression:
        without compression

notice:
        The Portable Pixmap Utilities (PPM) is a  collection of programs
        which were written by Jey Poskanzer. These programs using the
        simple PBM- graphicformat. The programs are public domain.

further informations:
        Jef  Poskanzer
        jef@well.sf.ca.us
```

1.160 PSD Lademodule

```
PSD
===

format:
        PhotoShop

supports:
        Mono (1-Bit)
        ColorMap (1 'til 8 Bit, 2 'til 256 colors)

        24-Bit (16.8 mil. colors)

compression:
        without compression
        RLE (RunLength Encoding)

notice:
        The PhotoShop graphicformat was created together with the Photo Shop
        program for the Apple Macintosh and so it becomes a large spreading
        on this machine but sometimes you can also see it on a PC (bööh).


further informations:
        Adobe Systems Inc.
        Attn: Adobe Systems Developer Support
        1585 Charleston Rd.
        P.O. Box 7900
        Mountain View, CA 94039-7900

        Voice: 415-961-4400
        Voice: 800-344-8335
        Fax:   415-961-3769
```

1.161 QRT Lademodule

```
QRT
===

format:
        QRT (Quick Ray Trace), also known as POV.

supports:
        24-Bit (16.8 mil. colors)

compression:
        without compression

notice:
        This graphicformat is based on QRT-programs. The
        construction is very simple but in fact on it's simple
        structure it is very difficult to recognize it.

further informations:
        Steve Koren
```

```
koren@hpfcogv.fc.hp.com
```

1.162 RENDITION Lademodule

```
RENDITION
=========

format:
        Rendition

supports:
        24-Bit (16.8 mil. colors)

compression:
        RLE (RunLength Encoding)

notice:
        These format supports 24bit pictures only.

further informations:
        none
```

1.163 SGI Lademodule

```
SGI
===

format:
        SGI Image File Format

supports:
        8-Bit (greycolors)
        24-Bit (16.8 mil. colors)
        32-Bit (16.8 mil. colors with ALPHA)

compression:
        without compression
        RLE (RunLength Encoding)

notice:
        The SGI-format is used on Silicon Graphics Machines, mainly.

further informations:
        Silicon Graphics Inc.
        Attn:   Visual Magic Marketing 2011 North Shoreline Blvd.
        Mountain View, CA 94039-7311


        Voice:  800-800-4SGI   (SGI = 733)
```

1.164   SUNRASTER Lademodule

```
SUNRASTER
=========
```

format:
```
        SunRaster
```

supports:
```
        Mono (1-Bit. black/white)
        ColorMap (1 'til 8-Bit, 2 'til 256 colors)
        24-Bit (16.8 mil. colors)
        32-Bit (16.8 mil. colors  with ALPHA)
```

compression:
```
        without compression
        RLE (RunLength Encoding)
```

notice:
```
        The SunRaster pictureformat has it's orginate in the Sun
        Microsystem Unix machine. In fact, it is using on Unix-systems basically ←
            .
```

further informations:
```
        Sun Microsystems Incorporated
        2550 Garcia Avenue Mountain View, CA 94043

        Voice:  415-960-1300
```

1.165   TARGA Lademodule

```
TARGA
=====
```

format:
```
        Targa Image File
```

supports:
```
        1 'til 8-Bit (2 - 256 colors VGA)
        16-Bit (65536 colors with OverlayBit)
        24-Bit (16.8 mil. colors)
        32-Bit (16.8 Mil. colors with ALPHA)
```

compression:

```
        without compression
        RLE (RunLength Encoding)
```

notice:
```
        These format is orginally created to use with graphiccards.
        Meanwhile, the graphicformat was updated several times and
        so it's difficult to convert it. These format is very populary
        on PC and Macintosh systems.
```

```
further informations:
        Truevision Incorporated
        7340 Shadeland Station Indianapolis, IN 46256-3925
        Voice:  317-841-0332
        Fax:    317-576-7700
        BBS:    317-577-8783
```

1.166 TIFF Lademodule

```
TIFF
====

format:
        Tag Image File Format

supports:
        Mono (1 Bit)
        ColorMap (1 'til 8-Bit, 2 - 256 colors)
        TrueColor (24-Bit, 16.8 mil. colors)

compression:
        without compression
        PackBits

notice:
        The TIFF-format is the most complex graphicformat and so
        it's very difficult to convert it. You have also watch out for several
        things and 5 different compression methods. But the ArtStudio
        loadermodul can load all different TIFF-formats.

further informations:
        Aldus Corporation
        Attn: Aldus Developer's Desk
        411 First Avenue South
        Seattle, WA 98104-2871

        Voice: 206-628-6593
        Voice: 800-331-2538
        Fax:   206-343-4210

        Internet: tiff-input@aldus.com
```

1.167 WAVEFRONT Lademodule

```
WAVEFRONT
=========

format:
        Wavefront RLA

supports:
```

```
        TrueColor (24-Bit, 16.8 mil. colors)


compression:
        RLE (Run Length Encoding)


notice:
        The Wavefront graphicformat is a part of the Wavefront
        Advanced Visualizer Animations package.


further informations:
        Wavefront Technologies
        530 East Montecito Street
        Santa Barbara, CA 93103

        Voice: 805-962-8117
```

1.168   YUVN Lademodule

```
YUVN
====

format:
        YUV


supports:
        TrueColor (24-Bit, 2:1:1)


compression:
        without compression


notice:
        The construction of the YUVN-format is based on the IFF-format.
        The YUV-format is used for Video arrangements. For example
        the VLab board from MacroSystem used this format.


further informations:
        Wavefront Technologies
        530 East Montecito Street
        Santa Barbara, CA 93103

        Voice: 805-962-8117
```

1.169   UNIVERSAL Lademodule

```
UNIVERSAL
=========

format:
        The universal loader is a module which detects the right
        graphicformat automatically and starts the corresponding
        loadermodule.
```

notice:
          If you get additional loaders, which programed by other people
          the universal loader can not support them. Unless the new loader
          is a better version or a replacement of an old one.
          The universal loader supports only these loaders which are present
          at the moment.

1.170 Bildbearbeitungsfunktionen

                              pictureprocessing functions
                  ============================

  ArtStudio supports a lot of powerful pictureprocessing functions,
  which allows you to manipulate a pictures like you want.
  We have optimate the pictureprossecing functions. Now they work
  very quick and efficient.

  Here, you can see a list of the availble functions. In the future
  you can get further picture processing modules from the Aminet
  or as a update. We will write to registered user if a update is coming
  up. Also see section "future"

                    3DLOOK

                    AND

                    ANTIQUE

                    CLEAR_BLUE

                    CLEAR_GREEN

                    CLEAR_RED

                    COLOR_TO_GRAY

                    CROP_IMAGE

                    DEINTERLACE

                    DYNAMIC_RANGE

                    EMBOSS

                    EOR

                    FLIP_X

                    FLIP_Y

                    FREE_RGB

```
HALVE

HIGHLIGHTS

HISTOGRAM

IMAGE_BORDER

INTERLACE

LINEART

LOWLIGHTS

MAXIMUM

MEDIAN

MINIMUM

MIRROR

MONOCHROME

MOSAIC

MOTIONBLUR

NEGATIVE

NEGBRIGHT

OR

REPLACE_COLOR

SHARPEN

SHIFT_HUE

SHIFT_RGB

SOLARIZE
```

1.171 3DLOOK Bildbearbeitungsmodule

```
3DLOOK
======
```

```
The 3DLOOK operator is a variant of the LINEART operator.
But the 3DLOOK operator doesn't work with a new ramsection.
As a result of this, a 3D effect (shadow) is arising. Above all, the
operator makes sense if you want to manipulate handdrawn pictures.
The operater doesn't make sense if you have scanned pictures or
```

videopictures. Because, their own picture rustling is to high.

```
   Settings
   ========
```

This funktion does not need any settings.

1.172   AND Bildbearbeitungsmodule

```
AND
===
```

The AND operator is a logical mathematic function. A example
follows to explain it's function.

We choose a colornumber between 0 and 255, e.g. 255.
This colornumber has to become filtering by the AND operator
with the number 85.

The numbers have to set in binary format. To make it easier
you can see a table which shows the decimal and the binary
format. You have to add the numbers only and then you get the
right result.

```
     1 => %00000001
     2 => %00000010
     4 => %00000100
     8 => %00001000
    16 => %00010000
    32 => %00100000
    64 => %01000000
   128 => %10000000
```

as result: decimal 255 is binary %11111111

```
  255 =>  %11111111
& 85 =>  %01010101        & a replacement for AND operator
         ---------
         %01010101 =>  85
         =========
```

You see, you have to set a "1" if the first and second
row contains a "1". "0" plus "1" gives "0" and also "1" plus "0"

Another little example:

```
  141 =>  %10001101
& 240 =>  %11110000
         ---------
         %10000000 => 128
         =========
```

```
   Settings
   ========
```

Allows the input of the three basictones (Red, Green and Blue)
in an area between 0 and 255 with this the picturecolors will filtering.

    RED   0 'til 255
    GREEN   0 'til 255
    BLUE   0 'til 255

also see OR, EOR

1.173 ANTIQUE Bildbearbeitungsmodule

ANTIQUE
=======

With this funktion, you can give the picture an anitque
touch.

  Settings
  ========

  This funktion does not need any settings.

1.174 CLEAR_BLUE Bildbearbeitungsmodule

                CLEAR_BLUE
==========

This funktion filters the whole bluetones out off the picture.
As result, the whitecolor is now yellow and so on.

  Settings
  ========

  This funktion does not need any settings.

also see
              CLEAR_GREEN
              ,
              CLEAR_RED

1.175 CLEAR_GREEN Bildbearbeitungsmodule

```
                    CLEAR_GREEN
==========
```

This funktion filters the whole greentones out off the picture.
As result, the whitecolor is now violet and so on.


```
   Settings
   ========
```

   This function doesn't need any settings.

also see
```
            CLEAR_BLUE
            ,
            CLEAR_RED
```


1.176 CLEAR_RED Bildbearbeitungsmodule


```
                    CLEAR_RED
=========
```

This funktion filters the whole redtones out off the picture.
As result, the whitecolor is now turqoise and so on.


```
   Settings
   ========
```

    This function doesn't need any seetings.

also see
```
            CLEAR_GREEN
            ,
            CLEAR_BLUE
```


1.177 COLOR_TO_GRAY Bildbearbeitungsmodule


```
COLOR_TO_GRAY
=============
```

Konverts a colorpicture into a greyscale picture.


```
   Settings
   ========
```

    This function doesn't need any settings.

1.178 CROP_IMAGE Bildbearbeitungsmodule

```
CROP_IMAGE
==========
```

With this funktion you can cut out a certain part of your
picture. So you can get the important part of a picture and
save it separatly.

```
  Settings
  ========
```

  You have to set the coordinates of the desired picturepart.

```
    OFFSET X
    --------
    How many pixels have to jumped over from the left side
    of the picture.

    OFFSET Y
    --------
    How many pixels have to jumped over from above.

    BREITE
    ------
    Sets the width of the desired picture part.

    HÖHE
    ----
    Sets the height of the desired picture part
```

1.179 DEINTERLACE Bildbearbeitungsmodule

```
                DEINTERLACE
===========
```

If you work with pictures, which has been saved in the interlaced
format (e.g. VLab-Digi). You can cut off the two halfpictures with
this funktion. The windowarea above shows the even lines and window
area below shows the uneven lines. Together with the operator
CROP_IMAGE you can save or manipulate the halfpictures separatly.
The great advantage to work with halfpictures is, that a videosequence
getting so much smoothlier on playback.

```
  Settings
  ========
```

  This function doesn't need any settings.

```
also see
                INTERLACE
```

1.180 DYNAMIC_RANGE Bildbearbeitungsmodule

```
DYNAMIC_RANGE
=============

This function checks the picture, if the whole colorpalette is in
use. That allows the extention or upseting of the colors
in the certain area. For example, your picture own a colorarea
between 0 and 220, that means it doesn't use 35 colors.
Now you have the posiblitiy to enlarge the colorspectrum if
you select a field e.g. between 0 and 255. In fact of this the
picture becomes lighten.

   Settings
   ========

   Selection of the new colorfield


      MIN
      ---
      sets the smallest colorfield (min. 0)

      MAX
      ---
      sets the biggest colorfield (max. 255)
```

1.181 EMBOSS Bildbearbeitungsmodule

```
EMBOSS
======

If you have used this funktion your picture looks like chiseled
in stone. After using the EMBOSS operator you should use the
COLOR_TO_GRAY operator because it sets off the EMPOSS effect.


   Settings
   ========

   You can choose whether the picture should chiseled to the inside
   or to the outside.

      INNEN
      -----
      the picture will look like chiseled to the inside


      AUSSEN
```

```
      ------
      the picture will look like chiseled to the outside
```

1.182   EOR Bildbearbeitungsmodule

```
                     EOR
===

    Settings
    ========

    Allows the input of the three basictones (Red, Green and Blue)
    in an area between 0 and 255 with this the picturecolors will filtering.

      RED     0 'til 255
      GREEN   0 'til 255
      BLUE    0 'til 255


The EOR operator is a logical mathematic function. A example
follows to explain it's function.
We choose a colornumber between 0 and 255, e.g. 255.
This colornumber has to become filtering by the EOR operator
with the number 85.

The numbers have to set in binary format. To make it easier
you can see a table which shows the decimal and the binary
format. You have to add the numbers only and then you get the
right result.

      1 => %00000001
      2 => %00000010
      4 => %00000100
      8 => %00001000
     16 => %00010000
     32 => %00100000
     64 => %01000000
    128 => %10000000


    255 =>  %11111111
EOR  85 =>  %01010101
            ---------
            %10101010 =>  170
            =========

You see, you have to set a "1" if the first row contains a "1" and second
row contains a "0".Also if the first row contains a "0" and second
row contains a "1" . You don't have to set a "1" if booth contained a "1"
or a "0".

a further example

    141 =>  %10001101
EOR 240 =>  %11110000
```

```
              ---------
              %01111101 => 125
              =========
```

  also see
                AND
                ,
                OR

1.183   FLIP_X Bildbearbeitungsmodule

                  FLIP_X
  ======

  With this function you can flip the complete picture from
  left to right. Simply it is a mirror function.

    Settings
    ========

    This function doesn't need any settings.

  also see
                FLIP_Y

1.184   FLIP_Y Bildbearbeitungsmodule

                  FLIP_Y
  ======

  The same effect like FLIP_X but the different is that
  the picture will flip from the upper to the lower
  side.

    Settings
    ========

    This function doesn't need any settings.

  also see
                FLIP_X

1.185   FREE_RGB Bildbearbeitungsmodule

  FREE_RGB
  ========

With this function you can set free the ram which the picture is
using.

   Settings
   ========

   This function doesn't need any settings.

1.186   HALVE Bildbearbeitungsmodule

HALVE
=====

With this function you can halve the picture at the x- and y-axis.
We use a Bi-Interpolation to guarantee the best picture quality and
the function is much more faster as the SCALE operator.

   Settings
   ========

   This function doesn't need any settings.

Also see SCALE

1.187   HIGHLIGHTS Bildbearbeitungsmodule

                  HIGHLIGHTS
==========

With HIGHLIGHTS you can upset the light parts of the picture.
All pixels will setting into black which are darklier as middlegrey.

   Settings
   ========

   This function doesn't need any settings.

also see
                LOWLIGHTS

1.188   HISTOGRAM Bildbearbeitungsmodule

HISTOGRAM
=========

This function isn't for picture manipulation. The function shows
you the colorparts in a graphic table, which are using by the basictones
red, green and blue.

The first diagram shows the redcolors,
the second the greencolors and the third shows the bluecolors of the
picture.

   Settings
   ========

   This function doesn't need any settings.

1.189   IMAGE_BORDER Bildbearbeitungsmodule

   IMAGE_BORDER
   ============

1.190   INTERLACE Bildbearbeitungsmodule

                     INTERLACE
   =========

With this function you can take two halfpictures back in a interlace
picture.

The two halfpictures must be assembled in on picture. The picture above
contains the even rows of the picture and the lower picture contains the
uneven rows.

   Settings
   ========

   This function doesn't need any settings.

Also see
                DEINTERLACE

1.191   LINEART Bildbearbeitungsmodule

   LINEART
   =======

The function searched for edges in a picture and set them into
foreground. Other pictureinformation will eleminate in fact of this
you get a contour drawing. If you also use the COLOR_TO_GRAY

function you get a picture which looks like a leadpencil drawing.

```
   Settings
   ========
```

   This function doesn't need any settings.

1.192   LOWLIGHTS Bildbearbeitungsmodule

```
                  LOWLIGHTS
=========
```

With the Lowlights function you can upset the dark parts of
the picture. All pixels, which are lightlier as middlegrey will
put into black.

```
   Settings
   ========
```

   This function doesn't need any settings.

Also see
                  HIGHLIGHTS

1.193   MAXIMUM Bildbearbeitungsmodule

```
                  MAXIMUM
=======
```

Set a pixel to the value of the lightest red, green and blue pixels which
are in the neighbourhood of an eight pixel area. Because of that the picture
looks lighlier.

```
   Settings
   ========
```

   This function doesn't need any settings.

Also see
                  MEDIAN
                  ,
                  MINIMUN

1.194   MEDIAN Bildbearbeitungsmodule

```
                  MEDIAN
======
```

The function calculates the middlevalue of a pixel and it's 8 neighbouring
pixels.

```
   Settings
   ========
```

   This function doesn't need any settings


```
Also see
                MINIMUN
                ,
                MAXIMUN
```


1.195   MINIMUM Bildbearbeitungsmodule

```
                  MINIMUM
=======
```

Set a pixel to the value of the darkest red, green and blue pixels which
are in the neighbourhood of an eight pixel area. Because of that the picture
looks darklier.

```
   Settings
   ========
```

   This function doesn't need any settings


```
Also see
                MAXIMUN
                ,
                MEDIAN
```


1.196   MIRROR Bildbearbeitungsmodule

```
MIRROR
======
```

The function mirrored a previous selected half.


```
   Settings
   ========
```

   You can select 4 pictureshalfs

   LINKS(left)

```
            The left side of the pictures is mirrored on the right
            side of the picture
```

```
  RECHTS(right)
            The right side of the picture is mirrored on the left
            side of the picture
```

```
  OBEN (above)
            The picture side above is mirrored on lower side of the
            picture.
```

```
  UNTEN (lower)
            The lower picture side is mirrored on the picture side
            above.
```

1.197 MONOCHROME Bildbearbeitungsmodule

```
MONOCHROME
==========
```

```
The picture will convert in a 2 color picture by using a special filter.
The picture will convert in a black and white mode. All colors which are
lighlier as middlegrey will convert to white and the other colors
getting into black.
```

```
  Settings
  ========
```

```
  This function doesn't need any settings.
```

1.198 MOSAIC Bildbearbeitungsmodule

```
MOSAIC
======
```

```
With this function the picture looks coarse grained, by that you
can see the picture only shadowy. On TV, this function is used
to make a certain picture part unrecognizable.
```

```
  Settings
  ========
```

```
  You can choose the width and the height of the pixels. How
  bigger the value you have chosen, how shadowy is the picture
  you will see after using this function.
```

1.199 MOTIONBLUR Bildbearbeitungsmodule

```
MOTIONBLUR
==========
```

This function enables you to put a motionblur effect into the picture.
Also you can set the direction and speed of object which has to move.

```
   Settings
   ========
```

```
   LÄNGE(length)
            The higher the value you have chosen the higher seems to be
            the speed of the object. In fact of this, your girlfriend (Amiga)
            has much to do and you can take a coffeebreak.
            According to the value you have chosen,
```

```
   Winkel(angle)
            Gives the direction in which the object has to move.
```

1.200   NEGATIVE Bildbearbeitungsmodule

```
                NEGATIVE
========
```

Negative is the same effect if you see the work in
a photographic laboratory. The colors will change with their respective
counterpart, that means white is seting into black, yellow into blue and so on.

```
   Settings
   ========
```

   This function doesn't need any settings.

```
Also see
            NEGBRIGHT
```

1.201   NEWBRIGHT Bildbearbeitungsmodule

```
                NEGBRIGHT
=========
```

This function changes a colorvalue with its complimentle color. But the
different to the NEGATIVE function is, that only the color brightness will
changed. That means light red will set into dark red and dark grey will set
into light grey and so on.

```
   Settings
   ========
```

u

You see, you have to set a "1" if the first row contains a "1" or second
row contains a "1".Also if the first row contains a "1" and second
row contains a "1" . You don`t have to set a "1" if booth contained a "0".

a further example:

```
     141 =>  %10001101
OR   240 =>  %11110000
             ---------
             %11111101 => 253
             =========
```

Also see
                 AND
                 ,
                 EOR

1.203 REPLACE_COLOR Bildbearbeitungsmodule

```
REPLACE_COLOR
=============
```

With this function you can exchange a certain color or a colorspectrum
with the declared colors. This function enables you to mask out colors
and later you can use the picture as a mask.


```
   Settings
   ========
```

```
   LOOK FOR
```
            Here you have to declare which red-, green or blue parts
            has to exchange. Values between 0 and 255 means that
            Artstudio looks for the specified value only. If you set
            one of the three colorparts to -1, Artstudio will exchange
            the whole area of the color part.

            e.g.
                ROT(red)   =   0
                GRÜN(green) = 110
                BLAU(blue) = -1

            This settings result that all colors which contained a red part
            equals to 0, a green part equals to 110 and if their blue part
            is between 0 and 255 will changed.

```
   REPLACE WITH
```
            Here you can select which color has to exchange with the
            color which has found by Arstudio. Values between 0 and 255
            are allowed. If you select -1 that means the color part doesn`t
            has to change.

1.204   SHARPEN Bildbearbeitungsmodule

```
SHARPEN
=======
```

This function strenghens the existing edges. Therefore the picture looks ←
    sharplier.


```
   Settings
   ========
```

   This functions doesn't need any settings.

1.205   SHIFT_HUE Bildbearbeitungsmodule

```
SHIFT_HUE
=========
```

With this function you can rotate the colors of a picture in a certain
angle of the color spectrum. Thereby the brightness and satiation of
color will retained.

```
   Settings
   ========
```

```
   WINKEL(angle)
```
             Values between 0\textdegree{} and 359\textdegree{} are allowed

1.206   SHIFT_RGB Bildbearbeitungsmodule

```
SHIFT_RGB
=========
```

This function allows the exchange of the individual color parts red,
green, and blue. You can make severval settings.


```
   Settings
   ========
```

   Here you can declare which color tones have to exchange themselves.
   You can choose:

```
     RGB -> RBG
     RGB -> GBR
     RGB -> GRB
     RGB -> BGR
     RGB -> BRG
```

1.207 SOLARIZE Bildbearbeitungsmodule

```
SOLARIZE
========
```

This functions simulates a fotographical special effect. If you set a negative
into the sunlight the dark colors become darklier and lighten colors become
inversed.

```
  Settings
  ========
```

   This function doesn't need any settings.

1.208 Anzeigemodule

```
              Viewermodules
============
```

Please choose the optimal viewer module for your system.
Keep an eye on which viewer modul you have selected, did you
have chosen the right graphic board or the right chip set (ECS/AGA)?
If you don't select the right viewer it may be that errors could occures.

```
             ECS
              Für alle älteren Rechner (A500, A2000 ...)


             AGA
              Für A1200/4000 und neuer Modelle


             CYBER
              Für Grafikkarten mit Cybergrafik


             PICASSO
              Für Picasso Grafikkarten


             RETINA
              Für Retina Grafikkarten


             WINDOW
              Für das Anzeigen im Fenster
```

1.209   Anzeigemodule ECS

```
ECS viewermodules
=================
```

These viewers are for Amigas which didn't have a graphic board or
an aga chip set. That means the viewer can used by the following
Computers: A500,A600,A1000,A2000,A2500 und A3000. Of course
every aga machine can use the viewers too, but it doesn't make sense.

You can choose between 4 different ECS viewers. Two for 16 greycolors
display and two for display in HAM6. There is no different between the
two versions display quality but the second viewers are working faster.
The ecs viewers with the ending "FAST" containing a optimal routine,
which writes the graphic data directly in the Amiga hardware. The two other
modules are systemfriendlier and should run on any Computer with
an AMIGA operating system.

1.210   Anzeigemodule AGA

```
AGA viewer modules
==================
```

These viewer are for all computers which using the AGA chip set.
e.g. A1200 and A4000. If you use a graphic boards on your ECS
system you can use the AGA-viewers too, but the graphic board
must supports this function. HAM8 can also displayed with a graphic
board. You can select between 6 different AGA viewers.

```
AGA_HAM
   The picture is viewing in 262000 colors. This viewer is
   the systemfriendly variante and should run on any Computer
   system with AMIGA operating system.

AGA_HAM_FAST
   The picture is viewing in 262000 colors. The viewer
   writes the graphic data directley in the hardware.

AGA_HAM_C2P
   The picture is viewing in 262000 colors. This viewer
   contains a high optimized converting routine which
   writes the graphic data's directly in the Amiga hardware.


AGA_GREY
   The picture is viewing in 256 greycolors. This viewer is
   the systemfriendly variante and should run on any Computer
   system with AMIGA operating system.

AGA_GREY_FAST
   The picture is viewing in 256 greycolors. The viewer
```

writes the graphic data directley in the hardware.

AGA_GREY_C2P
   The picture is viewing in 256 greycolors. This viewer
   contains a high optimized converting routine which
   writes the graphic data's directly in the Amiga hardware.

1.211   Anzeigemodule CYBER

CYBER viewer
============

This viewer can used for all graphic boards which are
using the Cybergraphix software. The viewer allows the
display in 16 or 24 bit (highcolor and truecolor) or rather
65536 and 16.8 mil. colors. Of course, the display in grey
tones is also possible.

CYBER_GREY
   The picture is viewing on a graphic board in 256 grey tones.
   This viewer is the systemfriendly variante and should run on any Computer
    system with AMIGA operating system.

CYBER_GREY_FAST
   The picture is viewing on a graphic board in 256 grey tones.
   The viewer writes the graphic data directley in the hardware.

CYBER_16BIT
   The picture is viewing on a graphic board in 65536 colors.
   The most graphic boards can display a higher resolution in 16 bit
   as in 24 bit, therefore the color quality getting down a little bit.
   This viewer is the systemfriendly variante and should run on any Computer
   system with AMIGA operating system.

CYBER_16BIT_FAST
   The picture is viewing on a graphic board in 65536 colors.
   The viewer writes the graphic data directley in the hardware
   therefore the viewer is much more faster.

CYBER_24BIT
   The picture is viewing on a graphic board in 16.8 mil. colors.
   With this viewer yo can enjoy the whole color palette of a
   16 mil. color display. But the viewer only makes sense, if you
   displayed real 24 bit pictures. For picture with less than 16mil.
   color it's enough to use on of the 16 bit viewer. This viewer is
   the systemfriendly variante and should run on any Computer
   system with AMIGA operating system.

CYBER_24BIT_FAST
   The picture is viewing on a graphic board in 16.8 mil. colors.
   The viewer writes the graphic data directley in the hardware

therefore the viewer is much more faster.

1.212   Anzeigemodule RETINA


```
RETINA viewer moduls
====================
```

The viewer allows the display in 16 or 24 bit (highcolor and truecolor)
or rather 65536 and 16.8 mil. colors. Of course, the display in grey
tones is also possible.


```
RETINA_GREY
   The picture is viewing on a graphic board in 256 grey tones.
   This viewer is the systemfriendly variante and should run on
   any Computersystem with AMIGA operating system.

RETINA_16BIT
   The picture is viewing on a graphic board in 65536 colors.
   The most graphic boards can display a higher resolution in 16 bit
   as in 24 bit, therefore the color quality getting down a little bit.
   This viewer is the systemfriendly variante and should run on any Computer
   system with AMIGA operating system.

RETINA_24BIT
   The picture is viewing on a graphic board in 16.8 mil. colors.
   With this viewer yo can enjoy the whole color palette of a
   16 mil. color display. But the viewer only makes sense, if you
   displayed real 24 bit pictures. For picture with less than 16mil.
   color it's enough to use one of the 16 bit viewer. This viewer is
   the systemfriendly variante and should run on any Computer
   system with AMIGA operating system.
```


Artstudio doesn't supports a "FAST" viewer for the retina graphic
board, at the moment.

1.213   Anzeigemodule PICASSO


```
PICASSO Anzeigemodule
=====================
```

The viewer allows the display in 16 or 24 bit (highcolor and truecolor)
or rather 65536 and 16.8 mil. colors. Of course, the display in grey
tones is also possible.


```
PICASSO_GREY
   The picture is viewing in 256 greytones on the graphic board.
```

```
PICASSO_16BIT
   The picture is viewing on a graphic board in 65536 colors.
   The most graphic boards can display a higher resolution in 16 bit
   as in 24 bit, therefore the color quality getting down a little bit.
   This viewer is the systemfriendly variante and should run on any Computer
   system with AMIGA operating system.

PICASSO_24BIT
   The picture is viewing on a graphic board in 16.8 mil. colors.
   With this viewer yo can enjoy the whole color palette of a
   16 mil. color display. But the viewer only makes sense, if you
   displayed real 24 bit pictures. For picture with less than 16mil.
   color it's enough to use the 16 bit viewer. This viewer is
   the systemfriendly variante and should run on any Computer
   system with AMIGA operating system.
```

```
Artstudio doesn't supports a "FAST" viewer for the picasso graphic
board, at the moment.
```

1.214   Anzeigemodule WINDOW

```
WINDOW viewermodul
==================
```

```
The Window viewer is opening a window on the ArtStudio screen
and in the window you can see the picture you like to display.
The number of the colors and greytones are according to the
selected screen preferences.
```

```
The window viewer also supports the Cybergraphix modes like
16 or 24 bit. As result you can open the window on the Artstudio
screen and a picture can be displayed in 16 mil colors.
```

```
Also you can make the window smaller or bigger, to move the picture
in the window please use the sliders on the left side and below.
```

1.215   Mitgelieferte ARexx Programme

```
ARexx programs
==============
```

```
In this section we explain the enclosed ARexx-programs and also
you can learn how to program your own ARexx-script.
```

```
enclosed ARexx-Programs
-----------------------
```

```
The Artstudio package contains a lot of ARexx-programs ready to run. Now we want
to explain how you can use the programs. We starting with the program
"Load.asrx". This script enables you to hand over pictures from other programs
```

to Artstudio and take them into the catalogue.

Now, please start the "Load.asrx" as an ARexx-program and hand over
the complete picture path. Please ensure that you have set the picture path
into quotation marks. Without, there may be errors while loading the picture
if it contains spaces in its name.

First we show you some ARexx-scripts, these scripts making your work with
Arstudio more easier. Mainly, you can influence the ArtStudio settings.
You have the possibility to start the scripts directly from Artstudio
(ASYNCHRON-MODE only) or from other programs.

Of course, we have pretended a few possibilities only. But you can change
all other settings per ARexx, too. Therefore you can use every program
to change the Artstudio settings.
If you start ARexx-scripts from ArtStudio please remember to start the ASYNCHRON- ↩
   Mode
before (see Artstudio preferences). If you don't, Artstudio stops runing
and you can't break the script anyway.

ErrorOn ErrorOff

With this script you can enable or disable the error message. Therefore
you can enable the errormessage shortly and e.g., look for why the last picture
wasn't loaded.

parameter: none

example :   ErrorON   The errormassage is activated

FastZoomOn FastZoomOff

With this script you can select whether the zoom function is set to quick or
is set to slow (for more quality). If you use the FastZoomOn function the stamp
will enlarge by an optimized routine and if you use the FastZoomOff function
the original picture will be reloaded, new calculated and scaled. In fact off this
you get a higher picture quality.

parameter: none

example :   FastZoomOn   The scaling is shown in best quality

To hand over pictures to other programs
=======================================

Now, we explain the ARexx-scripts whom can hand over pictures from Art-
studio to another program. Please watch out, not all programs known so
much graphicfromats like Artstudio does and then errors could be happen.
But we think, all programs should known the IFF-format and if you use this

format the transmition will work out all right. Supposing you have to send a
different fileformat like "gif" e.g. you can use the ConvertStudio to put the
picture in the right format.

Be valid for all scripts (ImageTo...)

parameter: FILENAME/K (path and name together!)

example :   ImageToADPro.asrx "Work:Bilder/Testbild"

ImageToADPro

The picture will send to Artdepartment prof.

ImageToDPaint

The picture will send to Dpaint4. But remember, Dpaint 4 doesn't supports
ARexx-commands and therefore it's only possible to hand over the path
and picture-name while Dpaint4 is starting. And also remember, DPaint supports
the IFF-Format only.

ImageToDPaint5

The picture will send to DPaint5. But remember, DPaint5 knows the
IFF-Format only.

ImageToDPaint5Brush

The picture will send to DPaint5. The picture will hand over as a
brush. Only IFF-format possible!!

ImageToFinalWriter

The picture will send to FinalWriter. The picture will open on the
first document.

ImageToFinalWriter2

The picture will send to FinalWriter. The picture will open on the
second document.

The construction of the following scripts are identical to the explained above.

```
ImageToImageFX
ImageToImageMaster
ImageToMovieShop
ImageToPPaint
ImageToScala
ImageToXiPaint
ImageToXiPaintBrush
```

```
To send pictures via modem
==========================
If you use the program Term, you can send pictures via modem with
these three Arexx-scripts.
```

```
ClearTermUpload
---------------
Herewith you can delete the upload list to avoid that previously sent
pictures are sending twice.
```

```
parameter:   none
```

```
example :    ClearTermUpload.asrx
```

```
ImageToTerm
-----------
This script have over the path and the name of the picture which you
want to send.
```

```
parameter:   FILENAME/K (path and name together!)
```

```
example :    ImageToTerm.asrx "Work:Bilder/Testbild"
```

```
or      :    ImageToTerm.asrx %s
```

```
%s see handing-over-parameters!!
```

```
SendTermUpload
--------------
With this script you can send the complete contents of the upload list.
```

```
Parameter:   none
```

```
example :    SendTermUpload.asrx
```

```
picture displaying
==================
All ARexx-scripts whom starting with "ShowImage..." are for displaying
the picture with external viewers. Artstudio allows you to choose a separate  ↩
    viewer
for each graphic format . You can take this settings in the ArtStudio
perferences. But if you like ARexx so much, you can do the same with the these
ARexx-scripts.
```

```
hand over pictures to Artstudio
===============================
With a short ARexx-script it's possible to hand over pictures from
other programs to Artstudio. For example, you use the directory-mananger
"DirectoryOpus". Then you can hand over pictures to Artstudio with a
easy mouseclick. Please remember, to set path and picturename in quotation
marks if they containing spaces.


Load
----

parameter:  PFAD/K NAME/K

example :   Load.asrx "Work:Bilder/" "Testbild"

parameter
```

1.216 Mitgelieferte Werkzeuge

```
Werkzeuge
=========


Zu ArtStudio gehören auch einige zusätzliche Werkzeuge, die Ihnen das
Arbeiten mit Bilder erleichtern sollen.


FX Studio
=========


Ein externes Bildbearbeitungsprogramm, das es Ihnen erlaubt, beliebige
Bilder zu Laden und zu Manipulieren um sie dann wieder in ein
beliebiges Grafikformat zu Speichern.

Beim Start des Programm öffnet sich eine Oberfläche, die in mehreren
Bereichen unterteilt ist.

Im oberen Bereich wird der Name und die Größe des geladenen Bildes
angezeigt. Darunter sind vier Listen mit den verschiedenen Modulen.
Im unteren Bereich stehen die Aktivitäten, die im Moment ablaufen,
sowie eine Statusanzeige.

Mit einen Doppelklick wird das jeweilige Module aktiviert.


Convert Studio
==============


Ein nützlichen Werkzeug, um Bilder in ein anderes Grafikformat zu
konvertieren. Wird diese Programm aus z.B. DirOpus gestarten,
können Sie einzelne Bilder oder sogar ganze Verzeichnisse
in ein bestimmtes Grafikformat konvertieren.
```

```
Starten über CLI
----------------


Beim Start von einer SHELL oder vom CLI können Sie folgende
Parameter übergeben.


LOADER/K SAVER/K QUALITY/N FROM/K TO/K


 LOADER
 ------
 Falls Sie ein bestimmtes Grafikformat laden möchten, können
 Sie hiermit den Namen des Lademodules angeben.
 Grundeinstellung = "UNIVERSAL"


 SAVER
 -----
 Hier geben Sie das Grafikformat an, das Sie speichern möchten.
 Grundeinstellung = "JPEG"


 QUALITY
 -------
 Falls das Speichermodule "JPEG" ist, können Sie auch noch die
 gewünschte Qualität des Bildes angeben. 1 steht für schlecht
 und geht bis zu 100, was für beste Qualität steht.
 Grundeinstellung = "80"


 FROM
 ----
 Geben Sie hier den Pfad und den Namen des Bildes an. Wird kein
 Name angegeben öffnet sich eine Dateiauswahlbox, wo Sie dann den
 Pfad und den Namen angeben müssen.


 TO
 --
 Geben Sie hier das Zielverzeichnis an, wo Sie das Bild speichern
 möchten. Wird kein Name angegeben öffnet sich eine Dateiauswahlbox,
 wo Sie das Zielverzeichnis wählen können.



Beispiel
--------


ConvertStudio LOADER=UNIVERSAL SAVER=JPEG QUALITY=50 FROM=Work:Bilder/Bild1 TO=Ram ←
    :Test


Achtung!
--------


Wenn Leerzeichen (Space) im Pfad oder im Namen vorkommen, müssen Anführungszeichen
gesetzt werden.


Beispiel
--------


ConvertStudio FROM="Work:Bilder/Bild 1" TO="Ram:Test Nr.1"
```

```
Starten über WB
---------------
```

Wird das Tool über die Workbench gestartet, können Sie über
die Dateiauswahlbox das gewünschte Bild laden und dann wieder
Speicher. Grundeinstellung für LOADER=UNIVERSAL, SAVER=JPEG
und für QUALITY=80

View Studio
===========

Mit diesem Programm können Sie Bilder anzeigen. Wird dieses
Tool z.B. aus DirOpus gestartet, können Sie alle gewählten
Bilder als DiaShow nacheinnander Anzeigen lassen.


```
Starten über CLI
----------------
```

Beim Start von einer SHELL oder vom CLI können Sie folgende
Parameter übergeben.

LOADER/K VIEWER/K /F

```
LOADER
------
```
Falls Sie ein bestimmtes Grafikformat laden möchten, können
Sie hiermit den Namen des Lademodules angeben.
Grundeinstellung = "UNIVERSAL"

```
VIEWER
------
```
Geben Sie hier das für Sie geeignete Anzeigemodule an.
Grundeinstellung = "ECS_GREY"

Außerdem müssen Sie noch den Pfad und den Namen des Bildes
angeben, daß Sie anzeigen möchten.

Beispiel

ViewStudio LOADER=UNIVERSAL VIEWER=CYBER_16BIT_FAST Work:Bilder/Bild1

Achtung!

Wenn Leerzeichen (Space) im Pfad oder im Namen vorkommen, müssen Anführungszeichen
gesetzt werden.

Beispiel

ViewStudio LOADER=UNIVERSAL VIEWER=CYBER_16BIT_FAST "Work:Bilder/Bild 1"

1.217 Übergabe Parameter

```
Handing-over parameter
======================
```

The handing-over parameter are used for to give further informations to
ARexx-scripts or to external programs. It's very usefull or even necessary
to hand over certain informations to other programs or ARexx-scripts.
Therefore, Artstudio has declared the most parameters as shortcuts which
starts with a % character.

You didn't have to watch out for capital or short letters

%S path and filename of the chosen picture will hand over.

%F only the picture-filename will hand over

%P only the path of the picture will hand over

%R a filerequester will open.As well, you have the possibility to choose the
   desired picture or text comfortable and if you have selected, the parameter
   will hand over to the script automatically.

%T The temp-path will hand over. According to the perferences-settings the
   corresponding path will hand over. Also you can use the temp-path for
   other program therefore you always didn't have to change the path if
   you use a differnt script or program.

%D The file-path of the loaded stamps will hand over. That means, it
   will be hand over the path from which the basefile was opened plus
   the subdirectory of the stamps. It's easier as it's seems.

   a example:
     You have loaded the basefile into Artstudio. The path is
     "Work:BaseDateien/TestBase/" and the subdirectory is "Stamps/".
     That means a string called "Work:BaseDateien/TestBase/Stamps/"
     will hand over.

%%
    As we you use the "%" characters as a flag for handing-over parameters,
    sometimes it could happen that you need the "%" character in a filename
    or something else. Herewith you can use "%" in a string. Please remember
    that you don't hand over a separted "%" character without handing-over
    parameters, may be errors could occure.


```
some example for explaining
---------------------------
```
We want operating with an external viewer. The viewer-name is "Anzeiger"
and lies in the C:directory then the input-command should reads as the following:
C:Anzeiger %s

    C:Anzeiger %s

Of course, you can hand over parameters to the viewer, too.

```
    C:Anzeiger SCALE LEFTMOUSEBUTTON %s
```

or

```
    C:Anzeiger SCALE %s LEFTMOUSEBUTTON
```

or

```
    C:Anzeiger %s SCALE LEFTMOUSEBUTTON
```

At the places where you can see "%s" there will hand over the path and the name
of the picture automatically. The path and name will set in quotation marks ←
   allways.

1.218 Fragen und Antworten

```
Questions and Answers
=====================
```

If you a troubles with ArtStudio? This section will be the right for you.
Here we try to answer the FAQ's and other problems which could happen
if you use ArtStudio.

```
Question:
        Why I can't load my picture XY ???
Answer:
        May be, you have selected the wrong loader-module in the
        preferences. Always use the universal loader, because it
        knows the right loader automatically.

        Or, the picture-format wasn't supported yet. In that case,
        you can send us the recongized pictures and if you have
        some doc's about it's format. Then we will try to create
        a special loader for you. Our address you can find at the
        end of this manual.

Question:
        Why the picture will not be displayed ?
        Wieso wird das Bild nicht angezeigt?
Answer:
        May be, you have selected the wrong viewer-module in the
        preferences. Please choose the right viewer-module for your
        the system. (ECS-Machines =>ECS viewer etc.)

        Or, you didn't have enough chipmem free or your chipmen
        is fragmented. Please close other programs which using chip
        e.g. paintprograms. If nothing brings a result you have to
        do a reset.
Question:
        Why doesn't converts Arstudio all the pictures in the directory ??
Answer:
        You have selected a specified loadermodul, but the directory contains
        differnt graphic-formats. Please choose the UNIVERSAL-loader, then
```

you can get all pictures.

Or, you didn't have enough RAM free or your RAM
is fragmented. Please close other programs which using RAM
e.g. paintprograms and so on. As nothing brings a result, it may
be, that you didn't have enough memory in your system avaible.
So you have to by further FastRAM or use a Virtuell Memory-manager
like VMM (Shareware, but fully functionable)

Question: I can't hand over the selected picture to another program!!
Answer:
        It may be, that you don't have starting the programm "RexxMast"
        which have to start before using ARexx-commands. You can find
        this program on your system-partition in the system-directory.

        Paintprograms like DPaint can't read all graphic-formats, therefore
        errors could be happen if you try to hand over Jpeg picture to
        DPaint. Use the convert-function of ArtStudio to put the picture
        in the right format (e.g. Jpeg to IFF) before you hand over it.

Question:
        Sometimes it happens that Artstudio stops reading pictures from CD.

Answer:
        We have found out that if you have a certain hardware configuration
        (e.g. FastlaneZ3 with an old Eprom) the SCSI-Bus stops working.
        That's no failure of ArtStudio. It is advisable to use a other CD-file- ←
            system,
        if you have. If you don't like this suggestion, there is a little trick
        to restart the SCSI-Bus. Go back on the workbench screen and open
        a CLI or a Shell, thereby the SCSI-Bus will restart.

Question:
        If I tried to read a certain CD, Artstudio crashs down!!

Answer:
        We have found out that some picture containing illegal
        characters in it's name e.g. "#" or "?". These are wildcards
        which are using by the AmigaDOS. So, if Artstudio tried
        to compare if the picture is already catalogized the system
        could crash down.

1.219 Erklärung gebräuchlicher Fachbegriffe

Explaining of common technicalterms
====================================

Autoscroll
        Automatical movement of a screen, if the mousecursor reach
        the end of the visible screenarea.

Argument

Declaration of parameters for a program or command.

Basefile

The basefile (Basedatei) containg the whole data's from the pictures.

Button

Description for areas on the screen with which you can start
or confirm actions by a mouseclick.
mouseclick

 also see gadget

Chip-Ram

A special part of the ram which is using for picture and sound
data's. The Amiga special-chips get their data's from there.
This ramtyp is also known as graphic-ram.

Cursor

Arrow-buttons, on the right hand of the returnkey

Disk

A data medium for saving computer data's

Dithering

Creating a illusion of a color by using a pattern which is
composed of other colors. Therefore you can "mix" the color
violet if you use neighbouring red and blue pixels.

FAST-RAM

Memory which is used by programs and data's.

Filename

Name of file on a data medium

Fragmenting

Describes the irregular allocation of the data's on a disc.
In fact of this the Amiga have to search at different places
for the needed data's and this takes time. Fragmenting can
also happen to the RAM. Therefore the Amiga can't reserve
a bigger, connected RAM area which a program has requested
and the program can't starting. You have to make a reset before
you let the program run.

GetFile

A button or a symbol which opens a filerequester.

Interaktive

On the search for pictures, the settting will state new for each picture ←
 .

Converting

A picture will be manipulated

Path

A path contains the drivename, the directoryname and the
suddirectories whom define the position of a file.

Preferences

        In the preferences you can do all program-settings.

RAM

        workspace (FAST- & CHIP-MEM)

Selected

        chosen

Stamp

        Also kown as Thumbnail it is a miniature of a picture.

String

        A piece of text, which is handling like a integrated whole.

Directory

        This is a piece of the filesystem of a computer which records
        files and subdirectories. Directories are shown on the Workbench
         screen as drawer-icons.

Virtuell Memory

         A possibility to enlarge the system-memory by creating of a
        storeagefile on the harddrive. The system gets harddisc-space
        as additional workspace. Therefore you can work with more memory
        but the speed runs down because of the permanent harddisc access.

Wildcard

        Joker, can place for any characters series.

Zoom

        to enlarge a cutout or a picture

1.220   ArtStudio registrieren

Registration

Please fill out the enclosed registrationcard and send it back to us.
If you are registred you are entitled to get the technical hotline.
If you call the technical hotline please pay attention that you have the
registration number ready. The registration number can find under the
menu "about...." or on the backside of the Artstudio CD.

NAME: _____

ADDESS: _____

Postcode: _____   Residence: _____

TEL.: _____   FAX: _____

Email: _____

ArtStudio Version: _____ Registration No.: _____

bought on: _____ dealer: _____

AMIGA Computer: _____ Memory: _____

Graphicboard: _____ Memory: _____

Harddisc: _____ Capacity: _____

What do you like from Artstudio?
_____

_____

_____

_____

What you don't like from Artstudio?
_____

_____

_____

_____

What new function would you like to see in future
updates?
_____

_____

_____

_____

In what kind of products are you interested, too?
_____

_____

_____

_____

Which Amiga-Magazines do you read:

_____

_____

_____

_____

_____

1.221   UpDates von ArtStudio

```
UpDates
=======
```

All registered user of Artstudio will receive a written notification
if new releases coming up. All other user can inform themselves
about the new versions in all Amiga-magazines.

We also try to put small updates into the Aminet. Therefore you
can receive quick and gratis the latest version of Artstudio directly
via modem or if you buy the Aminet CD's.

1.222   Support

```
Support
=======
```

How to help myself if an error occurs !

If you have problems when you work with Artstudio, please look first
in this manual most problems can be solved with it.
Remember shortly, what you have done and which function doesn't work
like you have it expected. Look in the corresponding pages of this manual
the index-guide will help you to find the right one. Pay attention, that no
other external runing program cause this failure e.g. other graphic programs
whom using chip etc.

Please contact the hotline not until you're sure, that have find out a failure
of Artstudio . Please remember, that you have first to register before you
can avail technical help.

If you can't go on working, nothing you have done helps then call our
hotline.

```
Titan Computer
--------------


Tel: 0421/481620
Fax: 0421/481620


MotionStudios
-------------


Tel: 0421/249966
Fax: 0421/249556


email: MotionStudios@garfield.ohz.north.de


Please remember the EMail is the cheapest variant to contact our
hotline.



Where I have to send the bugreports and wishes for new features.
-----------------------------------------------------------------

If you have difficulties, bugs or further wishes, then please contact
the Artstudio programmer direct. We will try to find a solution for
your problems.

Of course we are very interested in your requests, suggestions und bug
reports. That makes it easier to create a good program.


MotionStudios
Wildermuthplatz 3
D-28211 Bremen
Germany

or

email: MotionStudios@garfield.ohz.north.de
```

1.223 Danke Leute

```
Thanks


Here we want to say thanks to the following guys. They have
promoted the development of Artstudio with their power.


Many thanks to...
=================


Betatester
```

  Michael Siegel, Axel Deising, Andreas Hagedorn, Alexander Seesko,
  Michael Schwiedop, Bernd Peters

  These guys haven't kept quiet until (hopefully) the last bug
  has been eliminated .

A few graphics

  Andreas Hagedorn
    He has created the design of the Artstudio logo.

  Fred Schulenburg
    For the wunderful CD-Cover and his example picture
    on this CD.

Online Testing

  Mike Günther
    For the great help to let the Picasso viewermodule working.
    It was a great experience to write a program blind respectively
    to debug it. Unfortunately, I still haven't get a picassoboard to
    test it online.

moral assistance

  From all user of the first Artstudio version and users of the
  demoversion. I get so much praise that I can't stop go on working.

  Karen Witte

  My girlfriend, she makes be happy again if want to give up.

   Oliver Lopinski and Michael Garlich
     For the english translation (Sorry, nobody is perfect!!)

1.224 Copyright und Garantie

Copyright and other legal stuff
===============================

Copyright:

  Copyright (c) 1994-1996 by MotionStudios
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  nor maintained, refer to this manual it's quality, usability or it's
  suitability for a certain purpose. The manual has published in the
  presented form.
  Artstudio has been developed and tested carefully. However, the
  authors didn't guarantee for any damages, which result direct
  or indirect of using Artstudio. This is also valid for the manual
  and the other including programs.
  You are using this program on your own risc!

1.225   Was noch alles kommt

The future
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At the moment we have planed the following new features:

- further loadermodule

  WPG, EPS, PICT, FLI/FLC, AVI, MPEG and so on.

- further savingmodule

- further pictureprocessing functions

- reworked viewers

- supporting of Animationformats

- further vernaculars

And we also planed a new program, which is a combination
of pictureprocessing and videoprocessing. It supports many
special effects to popup your animations and video.

Of course we are very interested in your requests and suggestions.
Please phone or write to us.