Textures

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1.2 Flare

Flare creates a psuedo-flare effect in an object.

The flare will always *appear* to be centered on the texture axis no matter from what angle you view the object from.

Parameters:

The the position and size of the flare with the texture axis.

(Only the Y axis size matters)

Hot Spot Size (0 - 1.0) : Set the size of the 'Hot Spot' at the center of the flare. It is specified as a percent of the Y axis(0=0%, 1=100%). The hot spot is where the attributes of the texture are applied, and gradually fade out to the edges.

Colors, Reflects, Filter, Fog : Attributes of the hot spot. Specifying -1 for the red value of the Color,Reflect, or Filter or setting the FogLength to -1 will cause those attributes to be ignored.

1.3 FX_AlphaChannel

                       FX_AlphaChannel combines two buffers through an alpha channel.

```
Parameters:
Buffer A (-1 - 9) : The buffer to composite.
                 Notes
                 Buffer B (-1 - 9) : The buffer to composite.
Alpha Buffer (-1 - 9) : The buffer to use as the alpha channel.  Buffer A
                         is used where the aplha channel is black and Buffer B
                         is used where the alpha channel is bright.
Strength (0 - 1) : This allows you to adjust the strength of the alpha channel.
Key : Specifies how this texture keys off the alpha channel.
     0.Value - keys of the average of the RGB colors. for example: Blue and Red
               have equal values, about .3333 on a 0 to 1.0 scale. Violet, a
               combination of Red and Blue has a value of .6666 .  White (Red,
               Green, & Blue) has a value of 1.
     1.Red   - keys off the red value in the alpha channel.
     2.Green - keys off the green value in the alpha channel.
     3.Blue  - keys off the blue value in the alpha channel.
     4.RGB   - this keys off red, green & blue.  Unlike value, with this key type
               the alpha channels colors affect how much of each color comes  ←
                  through.
               For example, if you use a blue alpha channel then this texture  ←
                  will
               only affect blue.
Attributes : Which attributes this texture works with.
                 Notes
```

1.4 FX_ChromaKey

                       FX_ChromaKey combines two buffers by keying off a color or range ←
                          of colors in the
top buffer(Just like a true chromakey).

```
Parameters:
Front Buffer (-1 - 9) : This is the buffer to be keyed through.
                 Notes
                 Back Buffer  (-1 - 9) : This buffer will show through the key  ←
                    color(s).
Red   (0 - 255) : These specify the color to key through.
Green (0 - 255) :
Blue  (0 - 255) :
Variance : This adjusts how much variance in the intensity of the RGB elements  ←
   that
         you'll allow in the key.
Attributes : Which attributes should be pulled through the key.
                 Notes
```

1.5 FX_Mix

```
               FX_Mix blends two textures.

Parameters:
Buffer A (-1 - 9) :
               Notes
               Buffer B (-1 - 9) :
A Transparency (0 - 1) : Affects how transparent Buffer A is.
                0 will make Buffer A completely solid,
               .5 will make Buffer A half transparent, so that A & B
                 are combined equally.
                1 will make A completely transparent so that B
                 shows through
Attributes : Which attributes should be mixed.
               Notes
```

1.6 FX_RestoreAttr

```
               FX_RestoreAttr places the attributes stroed in a buffer
back on the object.

Parameters:
Buffer (0 - 9) : The buffer to get the attributes from.
               Notes
               Attributes : This specifies which attributes should be restored.
               Notes
```

1.7 FX_SaveAttr

```
               FX_SaveAttr stores the the attributes on the object in a buffer.

Parameters:
Buffer Number (0 - 9) : The buffer to store the attributes in.
               Notes
```

1.8 FX_TintShade

```
               FX_TintShade tints and shades attributes.

Parameters:
Buffer (-1 - 9) : The buffer to affect.
               Notes
               T-S Buffer (-1 - 9) : The buffer that contains the tint/shade map.
T-S Strength (0 - 1) : Adjust how much effect the t-s map has .
Attributes : What attributes the t-s map can effect.
           Color Reflectivity & Filter only.
               Notes
               This tint-shade map works like this:

Original Object   Color of the                   Results:
```

```
    Color           T-S map         T-S Strength = 1    T-S Strength = .5
     Red            Black                 Black              Dark Red
     Red        grey(128,128,128)          Red                Red
     Red            White                 White             Bright Red
```

1.9 FX Notes

The FX textures are a replacement to my Alpha texture, Although this series

of textures doesn't provide any more functions the the Alpha texture, it will allows for future expansion.

Buffers

The buffers are used to store the attributes on the object, there are 10 total buffers numbered 0 through 9. Most textures also allow you to specify a negative value which signifies that the texture should use the attributes currently on the object.

Attributes

The Attribute parameter is used in a few of the FX textures. The value of this parameter tells the texture which attributes to work with. To get the value, simply add the numbers for the attributes you wish to use:

1-Color

2-Reflectivity

4-Filter

8-Bump

16-Fog

For example: to affect the Color, Reflectivity and Filter, simply add $1 + 2 + 4 = 7$.

1.10 SetAttrb

```
SetAttrb sets the specified attributes on an object.  This texture
is usefull when mixing textures with either the Alpha texture, or its
successors, the FX series of textures.

Parameters:
Colors, Reflect & Filter :
  Red   (-1 - 255) : These specify the color of each attribute,
  Green (0 - 255)  : Setting the Red value to -1, will cause the
  Blue  (0 - 255)  : texture not to modify an attribute.
Fog Length : The foglen, or -1 to ignore.
```

1.11 SpecMap

SpecMap adjusts the specularity of the object by keying of the color of the object.

Notes:

The specular map needs to be rather bright, or you'll need to lower the 'Full Scale Value' in the brushmap requester. The the object's Hardness should be low (preferablely 0).

Reflective and refractive objects may have irregularities on them depending on how much contrast is in the specular map.

I'll be the first to admit that this is somewhat of a hack and may not work in versions of Imagine other than 3.0.