

**Zoomer**

**COLLABORATORS**

	<i>TITLE :</i> Zoomer		
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WRITTEN BY		August 6, 2022	

**REVISION HISTORY**

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

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# Chapter 1

## Zoomer

### 1.1 Zoomer: an Arexx Script for ImageFX

```
          zzzzzzzz  ooo      ooo      m          m  eeeeeeee  rrrrr
    z      o      o      o      o  mm      mm  e          r      r
  z      o      o      o      o  m m      m m  e          r      r
z      o      o      o      o  m  m m      m  eeeee      rrrrr
z      o      o      o      o  m      m      m  e          r      r
z      o      o      o      o  m          m  e          r      r
zzzzzzzz  ooo          ooo      m          m  eeeeeeee  r          r  v1.0
```

VERY IMPORTANT:

READ THIS DOCUMENTATION BEFORE USING ZOOMER, OTHERWISE YOU MAY NOT UNDERSTAND WHAT THE WHOLE THING IS ABOUT AND BE DISSAPOINTED!

Short description

Requirements

Installation

Usage

Tips

Author

History

TODO

### 1.2 Short description

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**Short Description:**

Zoomer is an Arexx Script for the ImageFX image processing system. Given a certain graphics file, it performs a "zoom" into the specified coordinates. Output is 24-bit frames or rendered frames.

## 1.3 System Requirements

You just need:

- ImageFX v1.5 (or higher)
- Arexx properly installed
- a nice picture to test it! :)

## 1.4 Installation

**Installation:**

Just copy the file "Zoomer.ifx" into the "ImageFX:Rexx/" directory. (where all other Arexx scripts are)

Copy this guide and the preview picture wherever you want (except NIL:) Suggested: "ImageFX:Help/"

Note: the icon for Zoomer.ifx is not needed

## 1.5 Using Zoomer

**Usage:**

Start either ImageFX or ImageFX-WB (see )

Start the script by clicking on the Arexx button on the Toolbox panel and selecting "Zoomer.ifx".

If no image is in the main buffer, you will be asked to load one by a standart file requester.

Next, you will be asked for four values :

1. Center X
2. Center Y

These are the coordinates of the point where you want to zoom into. Default is the center of the image.

3. Destination Width
4. Destination Height

These values define a rectangle around the center, with the entered width and height. Once the zooming process has reached this area, it will stop. Default is quite big, but it can be as tiny as 2\*2 pixels.

There is a picture that could help you.

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Now, a big panel will appear. This is the "output control panel"

- Output width
- Output height

Defines is the size of the output frames. Default is Lo-Res (320\*256)

- Scaling Method: Smooth or Pixelled

Smooth (default):

When zooming in, the smooth option of the 'scale' command is turned ON, this gives a pretty good quality, but don't expect miracles!

Pixelled :

Does not do any smoothing process, but maybe that's just what you want!

- Animation Method: pixel advance or Total frames

pixel advance (def.):

You will later be asked how many pixels you want to advance at each frame(advance rate). The number of frames produced depends on this number. The smaller it is the more frames you will get. The number of resulting frames will be displayed.

Total Frames :

You will have to specify later the number of frames you want to create.

- Output file: You will be presented a file requester asking you for The name of the animation or the base name for the single frames.

- Palette Options: fixed or 1perFrame

1\*Frame(default):

An optimal palette is calculated for each rendered frame

fixed :

At the beginning of the process, the best palette for all frames is calculated, and this is used for rendering all of the frames.

- Output Format: 24-bit or rendered

24-bit (default) :

Saves the frames directly as 24-bit images. This is faster, but uses more disk space. With this option ON, the 'palette option' has no effect.

rendered :

The output will be a sequence of rendered frames,

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This is one of my first attempt using Arexx, and I encourage everybody to learn it, it's not difficult at all. The best way is to examine the example scripts...

Contact me by e-mail for any bug or suggestion:

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## 1.8 History

Does anybody really read this section????

Anyway, I have done this program in three days, two for the code and one for the docs. You must consider I had almost no idea of Arexx! I did it somewhere in the middle of hot hot hot Spanish August 1997.

## 1.9 Things to do

-Animation support

Output directly an Animation (I tried it but it didn't quite work)

-More control of the movement (panning, rotation, ease-in, ease-out...)

-More Arexx Stuff for ImageFX and other Programs

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