

# **REDFiX**

Michal 'Misha' Gruchala

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**COLLABORATORS**

	<i>TITLE :</i> REDFiX		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Michal 'Misha' Gruchala	August 23, 2022	

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# Chapter 1

# REDFiX

## 1.1 REDFiX Guide

REDFiX  
v1.5 Release 3 (21.12.99)

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Introduction  
Brief description.

Distribution  
Rules for distributing REDFiX package.

Disclaimer  
Standard disclaimer. Read this carefully to avoid  
possible misunderstandings! :)

Requirements  
What you need to run REDFiX.

Installation  
Description of manual installation, and automatic  
installation "on-line" from guide!

Registration  
In this place you'll look after checking how fast  
REDFiX works with your ImageFX ;).

Description  
Complete information about each module.

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Here you will find how much you must pay to make yourself a happy owner of the full version.

Speed  
Why is it worth buying ;).

Future  
What you will find in future versions.

History  
Past, or short history of REDFiX...  
You can also learn what bugs were in previous versions of REDFiX...

F.A.Q.  
Please, read it before sending mail to the authors.

Greetings  
Check if your name is here! ;)

Copyrights

Authors  
Who created this...

## 1.2 Brief description of REDFiX

REDFiX is a package of extensions for ImageFX. Some of them are simply optimized versions of modules which come with the ImageFX distribution while others (like REDFiX\_AutoContrast) bring amazing new features.

REDFiX modules were written to be as fast as possible. They offer realtime operation on fast Amigas, or reduce waiting times on slower ones.

If you use ImageFX on ECS/AGA machine you will probably appreciate the refresh speed given by Modules/Preview/REDFiX\_Standard.

## 1.3 Distribution

This section is aimed at software distributors who want to include REDFiX on any kind of cover disk etc. ↔

The REDFiX package may only be distributed in unmodified form unless written permission from one of the

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authors  
is given. In particular, the  
complete documentation must be included.

In addition we would like to know about any wide range distribution of  
REDFiX, eg. inclusion on cover disk. Just mail

us

.

Making changes of any kind in REDFiX package is strictly prohibited.

All of the above rules apply to this demo release. Commercial version is a  
quite different story... :)

## 1.4 Disclaimer

This software is provided as-is, without warranty of any kind, either  
expressed or implied. Under no circumstances will the authors be liable  
for direct, indirect, incidental or consequential damages either to  
hardware or software or data loss resulting from the use of REDFiX. The  
entire risk as to the results of REDFiX is assumed by the user (especially  
when using REDFiX with ImageFX v3.x which is the most unstable program I  
have ever seen - Sensei).

In case of virus infection of the REDFiX package \*please\* reinstall REDFiX  
immediately!!! (After removing all viruses from your system, but BEFORE  
running ImageFX...)

## 1.5 Hardware and software requirements of the REDFiX package

Minimum hardware requirements:

- Amiga (Classic line ;).
- 68000/7 MHz CPU.
- KickStart v2.0+ (V36+).

Recommended hardware:

- Amiga equipped with AGA chipset (A1200/A4000) or graphics card working on  
CyberGFX system.
- 68040/25 MHz CPU to achieve reasonable speed or better 060/50 MHz and/or  
PowerPC 603e/240 MHz.
- KickStart v3.0 or better v3.1 (faster refresh).

Software requirements:

- ImageFX in any version, v2.6/v3.3 recommended (REDFiX v0.925 prerelease).
-

- asl.library V38+ required by REDFiX\_Standard and REDFiX\_WindowedCGFX. If it isn't available it is impossible to change resolution and screen mode.
- CyberGFX system or compatible (required by REDFiX\_WindowedCGFX).
- Standard Installer utility in your command directory (Installation and Registration scripts were tested on V43.3).
- newicon.library V40+ (for Modules/Savers/REDFiX\_NewIcon) and/or any version (for Modules/Loaders/REDFiX\_NewIcon). Modules can work without library, but in this case cannot load/save/strip NewIcons.

PowerPC version requires also:

- PowerUP system from Phase 5.

or:

- WarpOS  
from Haage&Partner.

## 1.6 WarpOS and REDFiX

Well.. At the moment we don't intend to release direct WarpOS ↔ version.

You need to use PowerUP emulation.

If you want to have a direct version (which would be faster) you should support

authors  
without PowerPC in their configurations... ;)

## 1.7 Hand installation of the REDFiX packet

Depends on the version of ImageFX, and the processor you have in your computer. You must copy the module with the relevant suffix to the ImageFX directory.

Suffix V1/V2/V3 modules will work with ImageFX v1.x/v2.x/v3.x respectively. Suffix .000/.020/.../.PPC specify the processor needed to use that module. Suffix L1/L2/L3 refer to LEVEL1/2/3 of code optimization. (ATTENTION! It isn't the level of code optimization, but algorithm!!!)

If a module doesn't have a suffix(es), this means the module will work on any version of ImageFX, and any processor. ATTENTION: In unregistered demo versions, you will only find modules compiled for M68000 processor!!!

Example installation of the preview REDFiX\_Standard module:



If you have an A1200, BlizzardIV 030/50 MHz, ImageFX v2.6 in 'ImageFX2.6:' directory: to install REDFiX\_Standard you have to copy REDFiX/Modules/Preview/REDFiX\_Standard.030L1V2 to ImageFX2.6:Modules/Preview/REDFiX\_Standard (cut off the suffix).

If you don't want to waste your time installing by hand, and you would like to install REDFiX automatically, click on >>> Install <<< to execute the installation script.

## 1.8 Registration

If you like to obtain the full version of the REDFiX package, ↔ you have to do the following things:

- Select the modules you found interesting.
- Specify which level(s) you would like to get. You can choose from:
  - LEVEL1 (L1) is the free demo version, with several limitations, and is included in the demo version of REDFiX.
  - LEVEL2 (L2) is the medium level version, you need to pay for it. For your money you receive a fully operational version, but written entirely in C, which means that the modules are not as fast as they could be.
  - LEVEL3 (L3) is the most expensive level. In this level the most time consuming functions are rewritten in assembler to achieve full speed (This applies to 68k versions only).

ATTENTION: Not all modules are available in this level for several reasons. The most common is "I'm too lazy for that".

- Calculate the total cost of all modules. If you don't have an E-Mail account include the cost of a floppy disk(s) and shipment. Of course you can send us an addressed envelope and a disk(s). This will simplify your, and our lives, and save you some time.
- EXACTLY supply this information:
  - Your first and last name.
  - Your nickname (if any).
  - Postal address.
  - Telephone number (handy in case of problems).
  - E-Mail.

ATTENTION: Registrations with only PO Box given will be discarded! Money will be spent on girls and beer ;).

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- You can send money to us in an envelope, but it is better do it via postal money order, and send us a registration form by E-Mail or Snail-Mail.

ATTENTION: In case you sent us less money than you should, you will be given only the number of modules you can buy for that amount.

I don't need to remind you that registered version cannot be copied, resold (registration is namely) etc.

Copying registered version of the REDFiX on "drop disk" to your friend, will expose you to consequences in the form of not receiving any new versions of REDFiX (even if you send money)...

We don't have time to find "where the leak was", so those "individuals" will be added to a black list, and they will be excluded from purchasing any other productions. That black list will be uploaded to the Internet, and any programmer on this planet will be able to read too which persons he shouldn't send programs.

Even if after a few harsh words you want to become owner of the registered version you could check our art and use the automatic registration.

Then send the generated output to one of the authors

.

## 1.9 Instructions to the REDFiX modules

The REDFiX package offers the following modules for ImageFX (in brackets can be found the version of REDFiX when this module was introduced):

- Modules/Preview/REDFiX\_Standard (v0.9+ prerelease)

Preview modules for owners of the custom chipsets OCS/ECS/AGA. It works on screens only. In options, you can set the resolution and preview mode: GREY/COLOR and quality of the preview: LOW/MEDIUM/HIGH.

In the GREY mode and HIGH quality, ordered dithering is used (v1.5+).

COLOR mode in the LOW quality, on HAM6/8 display modes, uses a quick but inaccurate conversion algorithm, so this mode is most useful only when you're using High Res/Super High Res display mode.

When the resolution chosen by the user is not good for the preview module, or cannot be used (ie. when there's no AGA chipset), the module will automatically set the nearest, useable modeid to that chosen.

Only one screenmode is currently available in the COLOR mode - HAM6/8. I wonder if there is any sense in using other modes, since HAM is very fast. But if you need other color modes, please E-Mail me.

If you use LEVEL1/2 and you're a owner of 68020+, you should run NewWPA8 before starting ImageFX.

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Restrictions in the demo version:

- The module will be not available after 10 minutes of work (nice crash, so MCP is recommended ;).
- "Tragic" speed (LEVEL3 is several times faster). But, for some people, this speed could still be very good... :)))

Registration fee:

- LEVEL2: \$4.
  - LEVEL3: \$6.
- Hooks/REDFiX\_AutoContrast (v0.9+ prerelease)

The hook for any version of ImageFX. It can work in RGB/GREY mode (does not support CMAP - the error requester will be shown).

This module stretches the composites RGB to the whole possible range (from 0 to 255). So, using this module on black (0,0,0) and white (255,255,255) screens makes no sense, because it will do nothing... (In this case try to use Filter/Color Limit first - Sensei).

The easiest way to see how it works is by using Filter/Color Limit with min. (for example) 64, 64, 64 and max. 192, 192, 192 and later REDFiX\_AutoContrast.

Restrictions in the demo version:

- The module will be not available after 10 minutes of work (nice crash, so MCP is recommended ;).
- Size of the picture must be less than, or equal to 300 $\times$ 400, or you'll see a nice crash (see above :).
- "Tragic" speed (LEVEL3 is several times faster). But, for some people, this speed could still be very good... :)))
- "Nice" pattern on the picture...

Registration fee:

- LEVEL2: \$2.
  - LEVEL3: \$4.
- Hooks/REDFiX\_LowPass (v0.9+ prerelease)

The hook for any version of ImageFX. It can work in RGB/GREY mode (doesn't support CMAP - the error requester will be shown).

This module removes high frequencies from the source picture. After that operation, the destination picture looks more natural (lower brightness of colors).

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The options of this module: F=FRACTION/N, R=REDFACTOR/N, G=GREENFACTOR/N, B=BLUEFACTOR/N. All of them must be between 0 and 255, but, if you use the GUI, the sum of RedFactor, GreenFactor and BlueFactor will always be 255. You should adapt to that, if you use Shell or Arexx. (If you don't, in the worst case, the picture will be damaged).

There are some gadgets in the GUI: Real Time Redraw enables refresh of WHOLE pictures, when you're setting the options (!!!) (on my hardware it runs in real time - Sensei) (option works in any version of ImageFX). Real Time Preview - refresh a small preview (for slower systems, option works only in ImageFX V2.0+).

Restrictions in the demo version:

- The module will be not available after 10 minutes of work (nice crash, so MCP is needed ;).
- Size of the picture must be less than, or equal to 300\$\\times\$400, or you'll see a nice crash (see above :).
- "Tragic" speed (LEVEL3 is several times faster). But, for some people, this speed could still be very good... :)))
- "Nice" pattern on the picture...

Registration fee:

- LEVEL2: \$2.
- LEVEL3: \$4.
- Modules/Loaders/REDFiX\_NewIcon (v1.5+)

Loader for the AmigaOS and NewIcons icons for any version of ImageFX. It supports images in ColorMapped format in ImageFX v3.0+ as well.

Module has options: MODE/K, STATE/K, (NO)CONVERTTORGB/S, (NO)SHOWGUI/S. MODE (In the GUI: "Mode:") - mode in which loader works: loading an original AmigaOS icon images (Original) or loading NewIcons images (NewIcon). STATE (In the GUI: "State:") - in what state you wanna icon to be loaded: normal (Normal) or selected (Selected). (NO)CONVERTTORGB (In the GUI: "Convert to RGB?") - turns on or off conversion of the image to the RGB format (only in ImageFX v3.0+, in older ones option is always turned on (and gadget is disabled) ). (NO)SHOWGUI (In the GUI: "Show this window next time?") - turns on or off appearance of the GUI window.

Module supports preferences options (Prefs/Loader Options.../REDFiX\_NewIcon) in ImageFX v3.0+. Thanks to that we may after turning off showing of the GUI with NOSHOWGUI or "Show this window next time?", turn it on again and/or change options. For the users of older versions remains Shell command: "LoadBuffer(As Icon/NewIcon) 'icon' SHOWGUI" or removing/changing the environment variable REDFiX\_NewIcon\_Loader\_ShowGUI (probably in ENV(ARC):ImageFX#?/).

ATTENTION: It's highly recommended that you remove or archive the older loader of icons (Modules/Loaders/info). If you don't do this,

you will need to select REDFiX\_NewIcon from the list (Buffer/Load As) to load Icon/NewIcon . And that is why I added support to the original AmigaOS icons ;).

ATTENTION: Module available only in the LEVEL1 and LEVEL2.

Restrictions in the demo version:

- The module will be not available after 10 minutes of work (nice crash, so MCP is needed ;).
- You can load only original AmigaOS icons...

Registration fee:

- LEVEL2: \$2.
- Modules/Savers/REDFiX\_NewIcon (v1.5+)

Saver for the AmigaOS and NewIcons icon images for any version of ImageFX. It can save images rendered or in ColorMapped format in ImageFX v3.0+.

Module has options: MODE/K, STATE/K, STRIP/K, TYPE/K, XFREE/S, X/K/N, YFREE/K/N, (NO)TRANSPARENT/S, (NO)SHOWGUI/S. MODE (In the GUI: "Mode:") - mode in which saver works: saving original AmigaOS icons (Original) or NewIcons (NewIcon). STATE (In the GUI "State:") - in what state we want the icon to be saved: normal (Normal) or selected (Selected). STRIP (In the GUI: "Strip:") - what the saver has to remove from actual icon (very important if you wish to save the icon named exactly as already existing one): none (None), AmigaOS icon images (Original), NewIcons images (NewIcon) or all (Both). ATTENTION: Option modifies only internal images of the icon. TYPE (In the GUI: "Type:") - type of the newly created icon (important only if there is no already existing icon so named): parameter is one of the system icon types. XFREE (In the GUI: "Free:" ... "X:") - newly created icon has no snapshotted horizontal position (as above). X (In the GUI: "X:") - horizontal position of the newly created icon. YFREE (In the GUI: "Free:" ... "Y:") - newly created icon has no snapshotted vertical position (as above). Y (In the GUI: "Y:") - vertical position of the newly created icon. (NO)TRANSPARENT (In the GUI: "Transparent?") - turns on or off transparency of the icon (it works only with NewIcons). (NO)SHOWGUI (In the GUI: "Show this window next time?") - turns on or off appearance of the options window.

Module supports preferences options (Prefs/Saver Options.../REDFiX\_NewIcon) in ImageFX v3.0+. Thanks to that we may after turning off showing of the GUI with NOSHOWGUI or "Show this window next time?", turn it on again and/or change options. For the users of older versions remains Shell command: "SaveBuffer(As Icon/NewIcon) 'icon' SHOWGUI" or removing/changing the environment variable REDFiX\_NewIcon\_Saver\_ShowGUI (probably in ENV(ARC):ImageFX#?/).

ATTENTION: It's highly recommended that you remove or archive the older saver of icons (Modules/Savers/info). You're not going to use it anymore, anyway :). It will only decrease speed of ImageFX start... And that is why I added support for AmigaOS icons ;).

ATTENTION: Module available only in the LEVEL1 and LEVEL2.

Restrictions in the demo version:

- The module will be not available after 10 minutes of work (nice crash, so MCP is needed ;).
- You can load only original AmigaOS icons...

Registration fee:

- LEVEL2: \$4.
- Hooks/REDFiX\_Swirl (v1.5+)

Sorry! I had no time to write documentation for this module... Anyway, this chapter will be probably wholly rewritten... :)

Restrictions in the demo version:

- The module will be not available after 10 minutes of work (nice crash, so MCP is recommended ;).
- Size of the picture must be less than, or equal to 300 $\times$ 400, or you'll see a nice crash (see above :).
- "Tragic" speed (LEVEL3 is several times faster). But, for some people, this speed could still be very good... :)))
- "Nice" pattern on the picture...

Registration fee:

- LEVEL2: \$4.
- LEVEL3: \$6.

Bonus files:

- REXX/AutoFX/ColorToCMAP.ifx (v1.5+)
  - REXX/AutoFX/ColorToCMAP.ifx.pre (v1.5+)  
Arexx scripts for AutoFX that converts images to ColorMapped format with parameters defined by the user. It is used while converting a series of images to an Icon/NewIcon. It requires ImageFX v3.0+.
  - REXX/AutoFX/ColorToCMAP\_Best.ifx (v1.5+)  
Arexx script for AutoFX that converts image to ColorMapped format with best available parameters (256 colours, Floyd's dithering). It is used while converting a series of images to an Icon/NewIcon. It requires ImageFX v3.0+.
  - REXX/AutoFX/SaveBufferAs\_NewIcon.ifx (v1.5+)
  - REXX/AutoFX/SaveBufferAs\_NewIcon.ifx.pre (v1.5+)  
Arexx scripts for AutoFX that save images in ColorMapped format as Icon/NewIcon. It requires ImageFX v3.0+.
-

- REXX/AutoFX/SaveRenderedAs\_NewIcon.ifx (v1.5+)
- REXX/AutoFX/SaveRenderedAs\_NewIcon.ifx.pre (v1.5+)
- Arexx scripts for AutoFX that save generated images (from 2 to 256 colours) as Icon/NewIcon. It requires ImageFX v2.0+. Using Modules/Render/Foreign is recommended.
- REXX/AutoFX/Scale\_NewIcon.ifx (v1.5+)
- Arexx script for AutoFX that scales images (if necessary) to the maximum size available for NewIcons (93x93). The aspect ratio of the original image is preserved. Attempting to save a larger NewIcon image causes a warning requester to appear, if the user continues, the computer may crash! ImageFX v2.0+ is required.
- Storage/AutoFX/CmdSets/ConvertCMAPBestToNewIcon (v1.5+)
- Command set for AutoFX that converts images to NewIcons format. The image is scaled (if necessary) to 93x93, preserving the original aspect ratio then converted to ColorMapped format with the best available parameters (256 colours, Floyd's dithering) and saved as an Icon/NewIcon. It requires ImageFX v3.0+.
- Storage/AutoFX/CmdSets/ConvertCMAPToNewIcon (v1.5+)
- Identical command set as above, except that the user must define the parameters of the Icon/NewIcon images.
- Storage/AutoFX/CmdSets/ConvertRenderedToNewIcon (v1.5+)
- Commands set for AutoFX that converts images into NewIcons. The image is scaled (if necessary) to 93x93, with the original aspect ratio preserved, then generated in the proper format (from 2 to 256 colours) and saved as an Icon/NewIcon. It requires ImageFX v2.0+. Image generation uses Modules/Render/Foreign.

^1\$) Currently, not implemented. If it's possible, error requester will be shown.

## 1.10 The speed of the REDFiX modules

Speed tests were done with several levels of the REDFiX modules on an A1200, Apollo 1240/33MHz, v3.0, 18MB RAM, ImageFX v4.1.

In the LEVEL1 tests, the version without testing of the picture size was used, and for the LEVEL2/3, versions for 68040/FPU were used.

Test screen was 1280\$times\$1024\$times\$24.

- Modules/Preview/REDFiX\_Standard

modes:	PAL:Low Res HAM (320x256x8)	PAL:High Res HAM Laced (640x512x8)
--------	--------------------------------	---------------------------------------

levels:

LEVEL1:

LOW:	21 ticks (0.42 sec)	75 ticks (1.5 sec)
MEDIUM:	26 ticks (0.52 sec)	95 ticks (1.9 sec)
HIGH:	not implemented	not implemented

```

LEVEL2:
  LOW:      17 ticks (0.36 sec)          67 ticks (1.34 sec)
  MEDIUM:
  HIGH:     not implemented              not implemented

LEVEL3:
  LOW:      7 ticks (0.14 sec)          26 ticks (0.54 sec)
  MEDIUM:
  HIGH:     not implemented              not implemented

- Hooks/REDFiX_AutoContrast

size:      640x512x24                    1280x1024x24

levels:
LEVEL1:    162 ticks (3.24 sec)$^1$      599 ticks (12 sec)$^1$
LEVEL2:    87 ticks (1.74 sec)           276 ticks (5.54 sec)$^2$
LEVEL3:    50 ticks (1.01 sec)$^2$      154 ticks (3.09 sec)$^2$

- Hooks/REDFiX_LowPass

size:      640x512x24                    1280x1024x24

levels:
LEVEL1:    270 ticks (5.418 sec)$^1$     1058 ticks (21.162 sec)$^1$
LEVEL2:    70 ticks (1.403 sec)          257 ticks (5.143 sec)
LEVEL3:    41 ticks (0.839 sec)          143 ticks (2.879 sec)$^2$

- Hooks/REDFiX_Swirl

size:      640x512x24                    1280x1024x24

poziomy:
LEVEL1:    1903 ticks (38.071 sec)$^1$    8820 ticks (176.410 sec)$^1$
LEVEL2:    621 ticks (12.430 sec)        2448 ticks (48.968 sec)
LEVEL3:

$^1$) There are so big differences, comparing to the LEVEL2/3, because there
are no tables for data.

$^2$) Faster than in previous version.

```

## 1.11 Future of the REDFiX

In the near future we intend to release the following modules:

- Modules/Drawmodes2/REDFiX\_#? (Probably all of the original drawmodes!)
- Modules/Drawstyles2/REDFiX\_#? (Probably all of the original drawstyles!)
- Modules/Loaders/REDFiX\_ILBM



- Modules/Loaders/REDFiX\_JPEG
- Modules/Loaders/REDFiX\_PNG
- Modules/Loaders/REDFiX\_TARGA
- Modules/Loaders/REDFiX\_TIFF
- Modules/Loaders/REDFiX\_XFA (You can expect it in v1.7).
- Modules/Preview/REDFiX\_Windowed
- Modules/Preview/REDFiX\_WindowedCGFX
- Modules/Preview/REDFiX\_WindowedP96
- Modules/Preview/REDFiX\_ScreenedCGFX (?)
- Modules/Preview/REDFiX\_ScreenedP96 (?)
- Modules/Savers/REDFiX\_ILBM
- Modules/Savers/REDFiX\_ASCII
- Modules/Savers/REDFiX\_JPEG
- Modules/Savers/REDFiX\_PNG
- Modules/Savers/REDFiX\_TARGA
- Modules/Savers/REDFiX\_TIFF
- Modules/Savers/REDFiX\_XFA (You can expect it in v1.7).
  
- Hooks/REDFiX\_AutoContrastHSV
- Hooks/REDFiX\_VolumeLight (It will be one of the firsts modules in v1.7).
  
- Non-linear interpolation in Hooks/REDFiX\_Swirl (and in every other module which is based on it of course, for example Hooks/REDFiX\_VolumeLight).

All suggestions about required modules or "press" in creation of above modules please send to  
 authors  
 .

## 1.12 Short history of the REDFiX

- v0.9 prerelease (11.07.99)  
 First public release of the REDFiX package was released especially for Xenium party in Wloclawek.

This version only includes modules compiled for M68000.

From 11.07.99 to 11.08.99 you will be able to buy REDFiX with a 25% discount. I'll start to send the modules on the 1.08.99. ATTENTION: The registration script doesn't deduct this automatically, you must do it by hand.

ATTENTION: Prerelease version has some "flaws".

Modules:

- Modules/Preview/REDFiX\_Standard  
 When I look at the speediness (or rather slowness) working of the SuperAmiga I determine to create my first module for ImageFX and in this way has born the idea of creating the REDFiX...
- Hooks/REDFiX\_AutoContrast  
 Module which was borned after "some certain" conversations on the AmigaDevPL... ;)

- Hooks/REDFiX\_LowPass  
Sebastian send me his hook for looking and I have decided to improve it (it was nightmare shly slow on Motorola - it was coprocessor version...). After I revised it to integer version and optimization it is 11 times faster ;-P
- v0.925 prerelease (12.07.99)  
Repairation some minor bugs:
  - Modules/Preview/REDFiX\_Standard
    - Not working automatically promotion graphics modes on the ECS. (The requester has apeared and one has been forced to set the graphics mode in options manually).
    - Faulty working of the promotion Grey mode (after setting cycle gadget Mode to Grey, the screen flashes and the graphics mode wasn't changed... It was necessary to select graphics mode with no special options eg. High Res Laced and then change the Mode to Grey).
    - Remainder of the DUBUG mode: sets default monitor to NTSC.
    - Remainder of the DUBUG mode: lack of filtration of not served graphics modes in ScreenModeRequester. (Good version was in source but I forgot remove comment ;).
    - Remainder of the DUBUG mode: incorrect preferences saving. (I forgot to remove comment from switches ;) and it in connection with promotor bug and OCS/ECS give as effect that every time we start ImageFX and REDFiX\_Standard set graphics mode in options. You could avoid it by copying environment variables from ENV:ImageFX/REDFiX\_Standard\_#? to ENVARC: ).

Added appendixes options:

- Modules/Preview/REDFiX\_Standard
  - Testing and correctction of the minor bug in the GUI (add emulation of the text at left side of the cycle gadget, that was appearing since ImageFX v2.0+) in ImageFX v1.5.
- Hooks/REDFiX\_LowPass
  - Adapt to work with ImageFX v1.5 (Unable to use the GUI with preview, only the Real Time Redraw ;).
- v1.0 (1.08.99)  
Second public release of the REDFiX.

Correcting some minor bugs in all sources, correcting the documentation in polish language, adding english documentation, some minor corrections in Install\_REDFiX and Register\_REDFiX.

- Modules/Preview/REDFiX\_Standard
  - At last it's supporting the ImageFX v3.x+! Unfortunately it isn't

working too stable, but I'll be working on this...

- v1.5 Release 3 (21.12.99)  
Third public release of the REDFiX.

Added new modules:

- Modules/Loaders/REDFiX\_NewIcon
- Modules/Savers/REDFiX\_NewIcon  
Because loaders and savers to the NewIcon's don't exist, and I don't like original modules serving icons, so I decided to write my own versions of these modules.
- Hooks/REDFiX\_Swirl  
Hook created on wish of the BaderMan (well, after half of year, but I think that it was good thing to wait for... ;). Enjoy BaderMan! ;)

Corrected bugs from the REDFiX v1.0:

Corrected bug in installer which appeared when anyone tried to install REDFiX in the ImageFX v4.0+. Installer should now work with any new versions of the ImageFX which will appear on the market.

Corrected bug in environment variables serving functions, that showed as Enforcer hits when running REDFiX in ImageFX <v2.0. (It was the bug of the ImageFX\_SDK, not a REDFiX).

Bug in the code rendering inscription REDFiX\_Demo in the demonstration version of the REDFiX ;-).

- Hooks/REDFiX\_AutoContrast
    - Removed unnecessary return char in requester with operation time.
  - Hooks/REDFiX\_LowPass
    - Disabling Real Time Redraw gadget and pressing Okay doesn't generate the image again.
    - Added missing DPW\_Noisy, FALSE, tag that avoid flickering of the top preview when hook window is inactive.
    - In the ImageFX v1.5 gadget Real Time Preview wasn't disabled (by mistake).
    - Corrected GUI in all versions (wholly new values of the coordinates and gadgets sizes).
  - Modules/Preview/REDFiX\_Standard
    - At last preview works fully correct with latest ImageFX versions (v3.0+). Tested with v1.5, v2.6, v3.3, v4.0 and v4.1.
    - Corrected GREY mode in the M68000 LEVEL3 version (image was completely damaged).
    - Corrected GUI in all versions (wholly new values of the coordinates
-

and gadgets sizes).

- In previous versions, module internally extorted working in KickStart V39, even if KickStart <V39 was detected (Of course it caused crash of a computer when module was runned on <V39).

Added new options:

- Modules/Preview/REDFiX\_Standard
  - Added Ordered dithering in GREY mode (currently in LEVEL1/2, L3 will be added in future). It is activated by setting Quality to High. As a side effect, even the 16 grey shade preview gains satisfactory quality of the image.
  - Field with display mode name at last fulfils its role.
- Hooks/REDFiX\_AutoContrast
- Hooks/REDFiX\_LowPass
  - Added RGB channels support (in previous versions it forced work on all channels).
  - Added support for the Grey format of the images.

Added bonus files:

- REXX/AutoFX/ColorToCMAP.ifx
- REXX/AutoFX/ColorToCMAP.ifx.pre
- REXX/AutoFX/ColorToCMAP\_Best.ifx
- REXX/AutoFX/SaveBufferAs\_NewIcon.ifx
- REXX/AutoFX/SaveBufferAs\_NewIcon.ifx.pre
- REXX/AutoFX/SaveRenderedAs\_NewIcon.ifx
- REXX/AutoFX/SaveRenderedAs\_NewIcon.ifx.pre
- REXX/AutoFX/Scale\_NewIcon.ifx
- Storage/AutoFX/CmdSets/ConvertCMAPBestToNewIcon
- Storage/AutoFX/CmdSets/ConvertCMAPToNewIcon
- Storage/AutoFX/CmdSets/ConvertRenderedToNewIcon

## 1.13 Frequently asked questions

Q: I have an 060/50 MHz. How is it possible, that on my computer REDFiX\_Standard works slower than on my friends 040/33 MHz?!

A: It's possible when you're using DblPAL/DblNTSC or other more demanding display modes, and your friend is using common PAL... The solution is to use PAL/NTSC or buy a ScanDoubler/FlickerFixer... BTW: MagicTV also slows down the speed of a chip memory by 40%! (But it has meaning only for users of ImageFX v1.5).

Q: When I change mode from Color (High Res HAM Laced) to Grey, everything works fine, however when I want to come back to color mode I get a clear grey screen... Is it a bug? (In fact this "question" was treated by mail author as a bugreport - Sensei).

A: No, it isn't a bug! Simply, when you switch from HAM mode to Grey, the computer searches for the best display mode for viewing greyscale. In this case, High Res HAM Laced display mode is converted to High Res Laced, and when you try to go back to color, you get an unimplemented color mode... So you need to reselect a HAM screenmode with "Select Display Mode and Depth..." or push the "Default" gadget for default settings.

Because no one wants to have non-HAM color display modes, I don't know when, or if it'll be implemented.

Q: After starting the Modules/Preview/REDFiX\_Standard, the screen is black! What I should do?

A: First of all you shouldn't panic ;) and don't delete REDFiX from your disk ;). Your monitor cannot show PAL display modes, and the internal promotor of the REDFiX\_Standard couldn't handle it... Your only way is to use an external promotor (for example: MCP, ModePro etc.) and promote the preview screen (and eventually screens: interface and palette) to a screenmode which can be seen on your monitor. After selecting correct display mode in Prefs/Preview Options.../Select Display Mode and Depth... an external promotor shouldn't be needed anymore... If it won't work, PLEASE inform

ME

about it!!! Using the promotor all the time, can make showing the screen with/without special modes impossible (for example if you're promoting to DblPAL:High Res HAM you won't be able to use DblPAL:High Res and vice versa...).

## 1.14 Greetings for friends and acquaintances

I dedicate REDFiX modules package to Magda Patola.

Greetings for Sensei's mob:

- Sebastian 'Elf' Jedruszkiewicz	bjsebo@jota.tuniv.szczecin.pl
- Marek 'MPS' Pampuch	mikros@ispid.com.pl
- Michal 'Slayer' Krzyszkowski	godmode@friko3.onet.pl
- Maciek 'Karp' Karpiuk	rypciu@friko6.onet.pl
- Mariusz 'THX' Musial	thx1138@poczta.fm
- Wojtek Jaworski	mxjawors@cyf-kr.edu.pl
- Jacek Zablocki	
- Michal 'Misha' Durys	misha@femina.com.pl
- Przemyslaw 'Tiges' Ostrowski	tiges@friko7.onet.pl
- Karol Bryd	kbryd@femina.com.pl
- Grzegorz 'Krashan' Kraszewski	krashan@amiga.org.pl
- Marcin 'Szczepan' Juszkiewicz	szczepan@blabla.w.pl
- Karol 'Swonyo' Sadurski	cfn@pandora.zsl.lublin.pl
- Sebastian 'Hypnotic' Laszczykiewicz	
- Wouter van Oortmerssen	wvo96r@ecs.soton.ac.uk
- Piotr 'Dziuba' Dziubecki	
- Tomasz 'Buli' Goscinski	

- Piotr Kalisz  
 - Krzysztof 'Satyr' Kozak  
 - Dawid Kaplita  
 - Marcin Komorowski  
 - Robert 'Robin' Kowalczyk  
 - Agnieszka Krawczyk  
 - Lukasz Krawczyk  
 - Piotr Gromko  
 - Pawel 'Kulka' Kulesza `prezez@kki.net.pl`  
 - Dominik Konieczny  
 - Aleksander 'Alex' Pena `apenamig@zeus.polsl.gliwice.pl`  
 - Slawek 'PopCorn' Kukurenda  
 - Eryk Malek  
 - Piotr 'Elrond' Malaga `elrond@tichy.ch.uj.edu.pl`  
 - Marcin 'Mokry' Podmokly `mokry@poczta.fm`  
 - Tomasz 'Corwin' Siewiera `corwin@panoramix.net.pl`  
 - Arkadiusz 'Andy' Lakomski `andy@optimus.wroc.pl`  
 - Monika 'Yaal' Szczygiel `yaal@o.k.pl`  
 - Krystian 'Pinokio' Skowiniak  
 - Przemyslaw Stanczyk `nico@uwleg.legnica.ids.edu.pl`  
 - Krzysztof 'Diablo' Szatanik `diablo@szczecin.multinet.pl`  
 - Daniel 'Teeh Lerr' Trzaska  
 - Piotr Wiz  
 - Lemur  
 - Math  
 - Marek 'BaderMan' Bader  
 - Przemyslaw 'Ubik' Kuca `amiubik@polbox.com`  
 - Rafal 'Comanche' Kwasny `c0manch3@frikol.onet.pl`  
 - Grzegorz 'Fei' Juraszek `fei@voruta.ek.univ.gda.pl`  
 - Juha-Matti 'Flow' Sironen `flo@sci.fi`  
 - Gregor Goldbach `7goldbac@informatik.uni-hamburg.de`  
 - Claud Heiland-Allen `cheila@saintolaves.demon.co.uk`  
 - Jens Granseuer `jensgr@gmx.net`  
 - Piotr Gapinski `narg@polbox.com`  
 - Tomasz Rylo `ernold@polbox.com`  
 - Wojtek Zatorski `wzator@free.polbox.pl`  
 - Kermit Woodall `kermit@novadesign.com`  
 - David Stroud `david@amigactive.com`  
 - Neil Bothwick `neil@amigactive.com`  
 - Michal 'Kierownik' Wozniak `wozniak_m@mail.gwl.koszalin.tpnet.pl`  
 - Marcin 'Mister Q' Kielesinski `misterq@canpol.pl`  
 - Michele Puccini `classx@pisoft.it`  
 - Pawel Gruchala `pgruchala@aol.com`  
 - Rainer Müller `Rainer.m.Mueller@uni-konstanz.de`  
 - Stephen Brookes `sbrookes@tpec.u-net.com`  
 - Tommy Lindgren `tommy@linuxfan.com`

- All recipients of the AmigaDevPL, AmigaE, WFMH-AmigaPL mailing lists.

And all whom I forgot...

## 1.15 Copyrights

This program is SHAREWARE. If you like it and want to become a registered ↔

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.

#### Authors

of this package retain all rights to this software. This ↵  
means  
that you CANNOT modify the code or the documentation. You CANNOT remove  
the docs.

## 1.16 Authors

All suggestions, registrations, bug reports, greetings etc. can be sent to  
one of the following addresses (preferably by E-Mail).

The authors of REDFiX package are:

Idea and main programmer:

Przemyslaw 'SENSEI' Gruchala

#### Uses:

A1200, Apollo 1240/33 MHz, 18 MB RAM, HDD 3.2 GB, HDD 520 MB, CDD x12  
A500, 9 MB RAM, HDD 850 MB

#### Modules:

Hooks/REDFiX\_AutoContrast  
Hooks/REDFiX\_LowPass (optimization and REDFiX support)  
Hooks/REDFiX\_Swirl  
Modules/Loaders/REDFiX\_NewIcon  
Modules/Preview/REDFiX\_Standard  
Modules/Savers/REDFiX\_NewIcon

#### Address:

os. Sportowe 19/4  
31-966 Krakow, Nowa Huta  
Poland

#### Phone:

+48 +12 644-68-45

#### E-Mail:

sensei@box43.gnet.pl

Programming support:

Sebastian 'Elf' Jedruszkiewicz

#### Uses:

A1200, BlizzardPPC 603e/200 MHz, 040/25 MHz, BVisionPPC.

#### Modules:

Hooks/REDFiX\_LowPass (core algorythm).

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E-Mail:

`bjsebo@jota.tuniv.szczecin.pl`

English translation has been made by:

- Michal 'Misha' Durys
  - Maciej 'Karp' Karpiuk
  - Przemyslaw 'SENSEI' Gruchala
  - Wojciech 'Drake' Gruchala (proof and corrections)
-