

**Arexx\_Hooks**

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**COLLABORATORS**

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# Contents

<b>1</b>	<b>Arexx_Hooks</b>	<b>1</b>
1.1	ImageFX Hook Commands . . . . .	1
1.2	Hook AntiAlias . . . . .	3
1.3	Hook Antique . . . . .	3
1.4	Hook ApplyTexture . . . . .	4
1.5	Hook Bubble . . . . .	4
1.6	Hook ChangeColor . . . . .	6
1.7	Hook CineMatte . . . . .	6
1.8	Hook Clouds . . . . .	9
1.9	Hook ColorBalancing . . . . .	11
1.10	Hook Composite . . . . .	11
1.11	Hook Crystallize . . . . .	12
1.12	Hook GrabCyber . . . . .	13
1.13	Hook DeInterlace . . . . .	13
1.14	Hook Displace . . . . .	13
1.15	Hook Dream . . . . .	14
1.16	Hook FilmGrain . . . . .	15
1.17	Hook Fire . . . . .	15
1.18	Hook FXForge . . . . .	18
1.19	Hook GaussianBlur . . . . .	19
1.20	Hook HistoEqu . . . . .	19
1.21	Hook Interlace . . . . .	20
1.22	Hook LensFlare . . . . .	20
1.23	Hook Lightning . . . . .	21
1.24	Hook Liquid . . . . .	23
1.25	Hook MedianFilter . . . . .	23
1.26	Hook Mosaic . . . . .	24
1.27	Hook OilPaint . . . . .	24
1.28	Hook PageCurler . . . . .	24
1.29	Hook PaintFX . . . . .	25

---

---

1.30 Hook Perspective . . . . .	26
1.31 Hook PolarBlur . . . . .	26
1.32 Hook PolarMosaic . . . . .	27
1.33 Hook RadialStar . . . . .	28
1.34 Hook RampEdge . . . . .	29
1.35 Hook RemoveDefect . . . . .	29
1.36 Hook Rotate . . . . .	30
1.37 Hook Scatter . . . . .	31
1.38 Hook Shear . . . . .	32
1.39 Hook SobelEdge . . . . .	32
1.40 Hook Sparkle . . . . .	33
1.41 Hook Spherize . . . . .	33
1.42 Hook Splash . . . . .	35
1.43 Hook Straw . . . . .	38
1.44 Hook Swirl . . . . .	38
1.45 Hook Text . . . . .	39
1.46 Hook Tile . . . . .	40
1.47 Hook VideoFilter . . . . .	41
1.48 Hook Warp . . . . .	41
1.49 Hook Wave . . . . .	42
1.50 Hook Wireless . . . . .	43

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# Chapter 1

## Arexx\_Hooks

### 1.1 ImageFX Hook Commands

Hook AntiAlias

Hook Antique

Hook ApplyTexture

Hook Bubble  
(2.6)

Hook ChangeColor

\*

Hook CineMatte

\*

Hook Clouds  
(3.0)

Hook ColorBalancing  
(2.6)

Hook Composite

Hook Crystallize

Hook DeInterlace

Hook Displace  
(2.6)

Hook Dream

Hook FilmGrain  
(2.6)

Hook Fire  
(2.6)

\*

Hook FXForge

---

(3.0)

Hook GaussianBlur  
(2.6)

Hook GrabCyber  
(2.6)

Hook HistoEqu

Hook Interlace

\*  
Hook LensFlare

\*  
Hook Lightning

Hook Liquid  
(2.6)

Hook MedianFilter

Hook Mosaic

Hook OilPaint

\*  
Hook PageCurler

Hook PaintFX

Hook Perspective

Hook PolarBlur

Hook PolarMosaic

Hook RadialStar

Hook RampEdge

Hook RemoveDefect  
(2.6)

Hook Rotate

\*  
Hook Scatter  
(3.0)

Hook Shear

Hook SobelEdge

Hook Sparkle  
(2.6)

Hook Spherize

\*  
Hook Splash

---

(3.0)

Hook Straw

Hook Swirl

Hook Text

Hook Tile

Hook VideoFilter

Hook Warp

Hook Wave

Hook Wireless  
(2.6)

## 1.2 Hook AntiAlias

HOOK ANTIALIAS (2.0)

FORMAT

Hook AntiAlias Mode/N,Threshold/N

FUNCTION

Run the AntiAlias hook.

INPUTS

Mode

AntiAlias mode. 0 = EdgeDetect, 1 = Interpolate, 2 = Convolve.

Threshold

Threshold amount.

RESULT

None.

## 1.3 Hook Antique

HOOK ANTIQUE

FORMAT

Hook Antique

FUNCTION

Run the Antique hook.

INPUTS

---



None.

RESULT

None.

## 1.4 Hook ApplyTexture

HOOK APPLYTEXTURE (2.0)

FORMAT

Hook ApplyTexture Name,Light/N,Depth/N,Shiny/S,Shading/S

FUNCTION

Run the ApplyTexture hook.

INPUTS

Name

Name of texture file. Must include full path.

Light

Light direction (0-7).

Depth

Depth of texture (0-255).

Shiny

Creates a shiny texture when set.

Shading

Enables shading when set.

RESULT

None.

## 1.5 Hook Bubble

HOOK BUBBLE (2.6)

FORMAT

Hook Bubble

Frame/N,Count/N,MinRadius/N,MaxRadius/N,  
Bright/N,SpecTight/N,Seed/N,XRate/N,YRate/N,  
MinHue/N,MaxHue/N,Saturation/N,Value/N,  
Blend/N,Tint/S,Specular/S,Overlap/S,  
AntiAlias/S,InvertY/S,File/K

FUNCTION

Run the Bubble hook.

INPUTS

Frame

Frame number.

Count  
Number of bubble to generate.

MinRadius, MaxRadius  
Minimum and maximum radii for the bubbles.

Bright  
Light brightness.

SpecTight  
Size of specular reflection.

Seed  
Random seed.

XRate, YRate  
Horizontal and vertical speed.

MinHue, MaxHue  
Minimum and maximum hue values that bubbles may be tinted with.  
Tint must also be selected.

Saturation  
Saturation of the bubbles.  
Tint must also be selected.

Value  
Value variance of the bubbles.  
Tint must also be selected.

Blend  
Blend percentage (1-100).

Tint  
Tint the bubbles according to the tinting parameters.

Specular  
Create specular highlights on the bubbles.

Overlap  
Allow bubbles to overlap each other.

AntiAlias  
Anti-alias the bubbles.

InvertY  
Invert the image painted onto the bubbles.

File  
Storage file from which to read settings. Other parameters specified  
will override the settings from the file.

RESULT  
None.

---

## 1.6 Hook ChangeColor

HOOK CHANGECOLOR (2.0)

FORMAT

Hook ChangeColor SR/N, SG/N, SB/N, DR/N, DG/N, DB/N, Closeness/N

FUNCTION

Run the ChangeColor hook.

INPUTS

SR, SG, SB

Source color in RGB format.

DR, DG, DB

Color to change to in RGB format.

Closeness

Closeness value to apply to source colors (1-255).

RESULT

None.

## 1.7 Hook CineMatte

HOOK CINEMATTE

FORMAT

Hook CineMatte BlueScreen/S, GreenScreen/S, RedScreen/S, CyanScreen/S, MagentaScreen/S, YellowScreen/S, AutoDetectScreen/S, DetectAnyColor/S, OutputMatteAndKeyedFG/S, OutputComposite/S, OutputMatteAndComposite/S, OutputMatte/S, OutputKeyedFG/S, DynamicRange/S, DynamicRangeOff/S, ForceBlack/N, ForceWhite/N, Gamma/N, Protection/N, LightColorRed/N, LightColorGreen/N, LightColorBlue/N, ScreenRemoval/N, Blend/N, NoiseFilter/N, CorrectionRed/N, CorrectionGreen/N, CorrectionBlue/N, CleanPlate/S/K, CleanPlateError/N, MatteBlur/N, MatteChoking/N, File/F/K

FUNCTION

Run the CineMatte hook.

INPUTS

BlueScreen, GreenScreen, RedScreen,  
CyanScreen, MagentaScreen, YellowScreen,  
AutoDetectScreen, DetectAnyColor

Select the color screen to process.

AutoDetectScreen samples the foreground image to detect the most frequent color from the RGBCMY color set. Then it makes the matte using that screen color. So if the foreground image is mostly blue it would make the matte using the BlueScreen code.

DetectAnyColor samples the foreground image to detect the most frequent 24 bit color value. Then it makes the Matte using special non-color specific matte code. This code does not work as well as the color specific code but it can sometimes make a matte for colors that are not pure enough for the RGBCMY code.

OutputMatteAndKeyedFG, OutputComposite,  
OutputMatteAndComposite, OutputMatte, OutputKeyedFG  
Select the type of output.

DynamicRange, DynamicRangeOff  
Turns dynamic range option on or off.

ForceBlack  
Force matte values that are almost black to be black.  
(0 to 255)

ForceWhite  
Force matte values that are almost white to be white.  
(0 to 255)

Gamma  
Remove the halo that can sometimes be seen around the subject.  
(0 to 255)

Protection  
Lets you add in or remove the screen's color from the foreground areas that are in semi-transparent parts of the matte.  
(-255 to 256) Negative values add in the screen color.

LightColorRed, LightColorGreen, LightColorBlue  
Add back this color to replace the screen color that was removed by Protection.  
(0 to 255)

ScreenRemoval  
Amount of background removal.  
(0 to 255)

Blend  
Amount to blend foreground into the composite.  
(0 to 255)

NoiseFilter  
Smooths the foreground image before generating the matte. This does not change the foreground image that is mixed into the outputs.  
(0 to 255)

CorrectionRed, CorrectionGreen, CorrectionBlue  
Add this RGB color to each foreground image value before making the matte. Allows you to make the foreground image more blue (or green or red...) before calculating the matte. This does not change the foreground image that is mixed into the outputs.  
(0 to 255)

---

#### CleanPlate

This is an image of the blue (or green or red...) screen without the foreground subjects in it. CineMatte will compare this image to the foreground image while making the matte. If the two images are close enough, the matte value will be 0 (transparent). All other foreground image areas are processed normally using the screen color. See CleanPlateError.

#### CleanPlateError

Sets how much of a difference there can be between the CleanPlate image and the foreground image and still have a transparent matte. (0 to 255)

#### MatteBlur

Do a Gaussian blur of the matte. Done after MatteChoking. (0 to 255)

#### MatteChoking

Shrink (negative values) or expand the matted areas. (-255 to 255)

#### File

Always the last ARExx parameter. The name of a CineMatte Load style file. The options from the file are loaded before the other ARExx inputs are processed.

#### RESULT

None.

#### OBSOLETE INPUTS

These ARExx parameter names have been changed for the new CineMatte. At this time they still work but all new ARExx scripts should use the new parameter names.

#### OutputBoth

Replaced by OutputMatteAndComposite.

#### Darken

Replaced by ForceBlack.

#### Brighten

Replaced by ForceWhite.

#### RemoveHalo

Replaced by Gamma.

#### RestoreRed

Replaced by LightColorRed.

#### RestoreGreen

Replaced by LightColorGreen.

#### RestoreBlue

Replaced by LightColorBlue.

---

RemoveBG  
Replaced by ScreenRemoval.

## 1.8 Hook Clouds

HOOK CLOUDS (3.0)

FORMAT

Hook Clouds  
INCREMENT=FRAME/K/N, NUMCLOUDS=NUM/K/N, LOAD/K,  
SAVE/K, CLOUD=CD/K/N, SEED=SD/K/N, MESHSIZE=MS/K/N,  
FRACTALDIMENSION=FD/K/N, POWERSCALE=PS/K/N, COLORMODE=CM/K,  
PAINTMODE=PM/K/N, BLEND=BD/K/N, THRESHOLD=TH/K/N  
XVELOCITY=XV/K/N, YVELOCITY=YV/K/N, TURBULENCESEED=TS/K/N,  
TURBULENCERATE=TR/K/N, TURBULENCEAMOUNT=TA/K/N

FUNCTION

Run the Clouds hook.

INPUTS

INCREMENT

Which frame to create.  
(1 to 32768)

NUMCLOUDS

The number of cloud layers.  
(1 to 8)

LOAD

Load a parameter file.

SAVE

Save the current state in a parameter file.

CLOUD

Options following this keyword will set the parameters for  
the specified cloud layer.  
(1 to 8)

SEED

Sets the seed for the random number generator.  
(1 to 65536)

MESHSIZE

Sets the Meshsize.  
Must be a power of 2 (8, 16, 32, 64...).

FRACTALDIMENSION

Sets the fractal dimension.  
(1 to 300)

POWERSCALE

Sets the power scale  
(1 to 1000)

---

**COLORMODE**

Sets the color palette. Use one of the following options:  
BLUESKY, GREYSCALE, FIRE, REDFIRE, BLACKFIRE, NIGHTSKY, SUNSET  
MIST, LANDSCAPE, FUNKY, DRAW1, DRAW2, DRAW3, DRAW4, DRAW5,  
DRAW6, DRAW7

**PAINTMODE**

How the current layer is combined with the main buffer. Choose one of the following options: PAINT, ADD, ADDMAX, SUBTRACT, TRANSLUCENT

**BLEND**

Sets the blend level for the current layer.  
(0 to 255)

**THRESHOLD**

Sets the threshold for the current layer.  
(0 to 255)

**XVELOCITY, YVELOCITY**

Sets the velocity of the cloud layer in the x or y direction.  
(-256 to 256)

**TURBULENCESEED**

Sets the seed for the turbulence animation.  
(0 to 65536)

**TURBULENCERATE**

Sets how quickly the turbulence animation happens.  
(0 to 255)

**TURBULENCEAMOUNT**

Sets the scale of detail for the turbulence animation.  
(0 to 10)

**NOTES:**

The Clouds Hook uses Fractal Synthesis in order to generate realistic looking clouds. Up to 8 layers are specified. Each layer is created in turn and combined with the main buffer. So layer 1 will appear on top of the background, layer 2 will appear on top of layer 1 and so on.

Due to the layered nature of the Clouds Module, the ARexx format may be a little different than other IFX Hooks.

Keywords are required. Since Cloud levels can be defined in any order, keywords are used to keep the module from getting confused.

The Clouds Module will apply all keywords in the order found. If you specify a keyword twice for the same parameter, the second instance will take effect. This means that you can load a file and then change specific parameters like the FRAME number to set up individual frames in an animation.

**RESULT**

None.

## 1.9 Hook ColorBalancing

HOOK COLORBALANCING (2.6)

### FORMAT

Hook ColorBalancing  
SampleX/N, SampleY/N, SampleArea/N, White/S, Black/S,  
DrawColor/S, Red/N, Green/N, Blue/N

### FUNCTION

Run the ColorBalancing hook.

### INPUTS

SampleX, SampleY  
Sampling coordinates of the source image.

SampleArea  
Area of pixels to sample.

White, Black  
Perform white or black balancing.

DrawColor  
Color balance to the current draw color.

Red, Green, Blue  
Color balance to the given custom RGB color.

### RESULT

None.

## 1.10 Hook Composite

HOOK COMPOSITE (2.0)

### FORMAT

Hook Composite  
Op/A, Blend/N, Closeness/N, Include/N, Exclude/N, Red/N, Green/N, Blue/N,  
FromH/N, FromS/N, FromV/N, ToH/N, ToS/N, ToV/N, MatchMain/S, MatchSwap/S,  
MatchEither/S, AlphaFrisket/S, AlphaMask/S, AlphaTexture/S, AlphaMatte/S,  
SwapScale/S

### FUNCTION

Run the Composite hook.

### INPUTS

Op  
Composite operation to perform. Must be one of the following:

Merge      Matte      FastMatte      HSVMatte

---



	Add	Subtract	Multiply	Divide
	Sum	Difference	Minimum	Maximum
	ImageMap	And	Or	Xor
2.1:	Dissolve	Screen	Illuminate	Color
	Softlight	Hardlight		

Blend  
Blend percentage (0-100).

Closeness  
Closeness setting for include and exclude range colors or matte colors (1-255).

Include, Exclude  
Include and Exclude range settings (0-8).

Red, Green, Blue  
For Matte composites, specifies the RGB value to matte with.

FromH, FromS, FromV, ToH, ToS, ToV  
For HSVMatte composites, specifies the from and to HSV values.

MatchMain, MatchSwap, MatchEither  
Specifies which buffer the include and exclude is matched on. Defaults to MatchMain.

AlphaFrisket, AlphaMask, AlphaTexture  
Specifies how the alpha channel is used in the composite. If none are specified, the alpha channel is not used.

SwapScale  
If specified, the swap buffer is scaled to match the region being composited. Otherwise, the swap buffer is tiled.

RESULT  
None.

## 1.11 Hook Crystallize

HOOK\_CRYSTALLIZE (2.0)

FORMAT  
Hook Crystallize GridX/N,GridY/N,Perturb/N,Glint/N,Seed/N

FUNCTION  
Run the Crystallize hook.

INPUTS  
GridX, GridY  
Grid sizes.

Perturb  
Perturbation.

Glint

```
Glint.  
  
Seed  
Random seed.  
  
RESULT  
None.
```

## 1.12 Hook GrabCyber

HOOK GRABCYBER (2.6)

```
FORMAT  
Hook GrabCyber  
  
FUNCTION  
Run the GrabCyber hook.  
  
INPUTS  
None.  
  
RESULT  
None.
```

## 1.13 Hook DeInterlace

HOOK DEINTERLACE

```
FORMAT  
Hook DeInterlace  
  
FUNCTION  
Run the DeInterlace hook.  
  
INPUTS  
None.  
  
RESULT  
None.
```

## 1.14 Hook Displace

HOOK DISPLACE (2.6)

```
FORMAT  
Hook Displace  
Strength/N,Main/S,Swap/S,Alpha/S,Brush/S,Self/S,  
XYDelta/S,XYAbsolute/S,Radial/S,HorizOnly/S,VertOnly/S,  
Grey/S,RGB/S,YMain/S,YSwap/S,YAlpha/S,YBrush/S,YSelf/S
```

---

## FUNCTION

Run the Displace hook.

## INPUTS

Strength

Strength of the displacement, 1 - 255.

Main, Swap, Alpha, Brush, Self

Source of displacement buffer.

XYDelta, XYAbsolute, Radial

Type of displacement.

HorizOnly, VertOnly

Displace pixels horizontally or vertically only.

Grey, RGB

Treat displacement source buffer as greyscale or separate RGB.

YMain, YSwap, YAlpha, YBrush, YSelf

If provided, the Y axis is displaced from this other buffer.

## RESULT

None.

## 1.15 Hook Dream

## HOOK DREAM (2.0)

## FORMAT

Hook Dream Horiz/S,Vert/S,Amount/N,Size/N,Start/N,Phase/N,Wrap/S

## FUNCTION

Run the Dream hook.

## INPUTS

Horiz, Vert

Select the direction of the Dream effect.

Amount

Amount of distortion to apply.

Size

Number of waves shown in the picture.

Start

Starting angle (0-360). For animation purposes.

Phase

Phase (0-360). For animation purposes.

Wrap

When specified, pixels from one edge of the screen are wrapped around to the other side.

---

RESULT  
None.

## 1.16 Hook FilmGrain

HOOK FILMGRAIN (2.6)

FORMAT  
Hook FilmGrain Strength/N,BrightGrain/N,DarkGrain/N,Vary/N,Horiz/S,Vert/S

FUNCTION  
Run the FilmGrain hook.

INPUTS  
Strength  
Overall strength of noise pattern. (0 to 255)

BrightGrain  
Adjustment to noise strength in bright areas. (-255 to 255)

DarkGrain  
Adjustment to noise strength in dark areas. (-255 to 255)

Vary  
Pixel variance. 0=Vary value, 1=Vary hue,  
2=Vary value & hue.

Horiz, Vert  
Apply noise horizontally or vertically only.  
If neither is specified, the noise is applied  
evenly.

RESULT  
None.

## 1.17 Hook Fire

HOOK FIRE

FORMAT  
Hook Fire  
Seed/N, Increment/N, Length/N, Width/N, Radius/N, X/N, Y/N,  
Angle/N, Turbulence/N, Density/N, Heat/N,  
X\_Smooth/N, Y\_Smooth/N, Paint/S, Add/S, Add\_Max/S,  
Wood/S, Gas/S, Draw1/S, Draw2/S, Draw3/S, Draw4/S,  
Draw5/S, Draw6/S, Draw7/S, Normal/S, Radial\_Out/S, Radial\_In/S  
Style\_Palette/S, Blend/N, Taper/N,  
Blend\_Edges/N, Bottom/N, X\_Stretch/N, Y\_Stretch/N,  
Speed/N, Variance/N, Wind\_Turbulence/N, ANIM\_Speed/N,  
File/F/K

FUNCTION

Run the Fire hook.

#### INPUTS

##### Seed

Random number seed that is used to generate the fire texture.

##### Increment

Produce later frames of the fire. (0 to 999)

Useful for animations.

##### Length

How tall the fire is above the fire's base. (1 to buffer height)

##### Width

How wide the fire is. (1 to buffer width)

##### Radius

Radius of circular fire, from center to fire base. Only for radial fire. (0 to 2\*buffer height)

##### X

The x coordinates of the fires center. (1 to buffer width)

##### Y

The y coordinates of the fires base. (1 to buffer height)

##### Angle

Angle of the fire. (0 to 360)

##### Turbulence

The amount of variation in the fire. (1 to 200)

##### Density

The soldiness of the fire. At 255 the fire fills the selected area. (0 to 255)

##### Heat

Add or subrtact from the fires temperature. (-128 to 128)

##### X\_Smooth

Amount of horizontal smoothing of the fire texture. (-15 to 15)

##### Y\_Smooth

Amount of vertical smoothing of the fire texture. (-15 to 15)

##### Paint

##### Add

##### Add\_Max

Mutually exclusive keywords for selecting how the fire's color is added to the buffer. Paint replaces the buffer color with the fires color. Add, adds the fire's color to the buffers color. Add\_Max, only adds the fire's color to the buffers color when the fire is brighter.

##### Wood

##### Gas

##### Draw1

Draw2

Draw3

Draw4

Draw5

Draw6

Draw7

Style\_Palette

Mutually exclusive keywords for selecting which color palette to use. Wood is a built-in palette for a wood fire. Gas is a built-in palette for a natural gas fire. Draw1-7 select from the IFX palettes. And Style\_Palette is the colors from the selected Draw1-7 palette that were saved with the other fire parameters.

Normal

Radial\_Out

Radial\_In

Mutually exclusive keywords for selecting between linear fire and radial fire.

Blend

Blends the paint mode colors with the original buffer colors. (0 to 100%)

Taper

Controls the amount of tapering of the top of the fire. (-100 to 100)

Blend\_Edges

When coloring using Paint, this does a tapered fading of the fire colors into the buffer colors. (0 to 100%)

Bottom

How far the fire goes below the fire's base. (0 to 100% of Length)

X\_Stretch

Stretch or compress the fire texture horizontally without changing the fire's size. (-8 to 8)

Y\_Stretch

Stretch or compress the fire texture vertically without changing the fire's size. (-8 to 8)

Speed

Constant part of the wind. Tilts the fire left or right. (-255 to 255)

Variance

Slower and larger variable part of wind. (0 to 255)

Wind\_Turbulence

Faster and smaller scale variable parts of wind. (0 to 255)

ANIM\_Speed

Makes the wind changes happen faster for Variance and Wind\_Turbulence. Works with Increment. (0 to 40)  
Useful for animations.

---

#### File

Always the last ARExx parameter. The name of a Fire Load options file. The options from the file are loaded before the other ARExx inputs are applied.

#### RESULT

None.

## 1.18 Hook FXForge

HOOK FXFORGE (3.0)

#### FORMAT

Hook FXForge  
RED=R/K, GREEN=G/K, BLUE=B/K, ALPHA=A/K, CONTROL=C/K/N,  
LOAD/K, DEBUG/K/S

#### FUNCTION

Run the FXForge hook.

#### INPUTS

##### RED

Specify the Expression for the Red Channel

Note: Enclose the expression in quotes if it contains spaces!

##### GREEN

Specify the Expression for the Green Channel

Note: Enclose the expression in quotes if it contains spaces!

##### BLUE

Specify the Expression for the Blue Channel

Note: Enclose the expression in quotes if it contains spaces!

##### ALPHA

Specify the Expression for the Alpha Channel

Note: Enclose the expression in quotes if it contains spaces!

##### CONTROL

This option takes *\*two\** parameters. The Control number followed by the Control value. [CONTROL 2 123 will set Control #2 to 123.]  
(0 to 7) (0 to 255)

##### LOAD

Loads the specified effect file.

Note: Enclose the filename in quotes if it contains spaces!

##### DEBUG

Creates a file in RAM: with information about how the expressions are compiled and any run-time errors.

#### NOTES:

Default values for controls and expressions are read from environment variables set when the hook is run from the GUI. If no environment variables are available, controls are set to 0 and the expressions are set to "R", "G", "B" and "A".

RESULT  
None.

## 1.19 Hook GaussianBlur

HOOK GAUSSIANKBLUR (2.6)

FORMAT  
Hook GaussianBlur Sigma,FWHM/K,Radius/N,Blend/N,Alpha/S,Swap/S

FUNCTION  
Run the GaussianBlur hook.

INPUTS  
Sigma  
The Gaussian width of the Gaussian, expressed as a floating point number between 0.1 and 10.0. (Default 1.0.)

FWHM  
The Full Width at Half Maximum of the Gaussian, expressed as a floating point number between 0.1 and 10.0. Only one of FWHM and Sigma should be specified.

Radius  
The Radius/Sigma for the Gaussian, an integer between 1 and 3. (Default 2.)

Blend  
The blend between the blurred pixel value and the original pixel value, expressed as a percentage between 0 and 100. 100 indicates that each pixel is completely replaced by the value resulting from the Gaussian blurring. 0 indicates that each pixel should retain its original value. (Default 100.)

Alpha  
Use the Alpha buffer as the source for the Gaussian widths. Sigma or FWHM will be the Gaussian width that corresponds to a white pixel in the Alpha buffer.

Swap  
Use the Swap buffer as the source for the Gaussian widths. Sigma or FWHM will be the Gaussian width that corresponds to a white pixel in the Alpha buffer. Only one of Alpha or Sigma should be specified. If neither is specified, a constant size Gaussian will be applied to the whole image.

RESULT  
None.

## 1.20 Hook HistoEqu

HOOK HISTOEQU (2.0)

---



## FORMAT

Hook HistoEqu

## FUNCTION

Run the HistoEqu hook.

## INPUTS

None.

## RESULT

None.

## 1.21 Hook Interlace

## HOOK INTERLACE

## FORMAT

Hook Interlace

## FUNCTION

Run the Interlace hook.

## INPUTS

None.

## RESULT

None.

## 1.22 Hook LensFlare

## HOOK LENSFLARE (2.0)

## FORMAT

Hook LensFlare

File, Type/N, Radius/N, Bright/N, CenterX/N, CenterY/N, Red/N, Green/N, Blue/N, GlowR/N, GlowG/N, GlowB/N, Rotation/N, NPoints/N, Anamorphic/N, OffsetAngle/N, Random/N

## FUNCTION

Run the LensFlare hook.

## INPUTS

File

LensFlare file from which to retrieve settings.

Type

Type of Lens Flare. Types are:

- 0 Small
- 1 Medium
- 2 Large
- 3 None

Radius  
Radius of the flare in pixels.

Bright  
Brightness of the flare.

CenterX, CenterY  
Center of the flare, in pixels.

Red, Green, Blue  
Color of the flare.

GlowR, GlowG, GlowB  
Color of the glow.

Rotation  
Rotation angle of main flare, range 0-360 degrees.

NPoints  
Number of points in Medium- or Large-Type flare.

Anamorphic  
Set anamorphic flag, 0=off, 1=on.

OffsetAngle  
Offset angle of the two parts of a Large flare.

Random  
Random seed for Small flare.

RESULT  
None.

## 1.23 Hook Lightning

HOOK LIGHTNING (2.0)

FORMAT  
Hook Lightning  
StartX/N, StartY/N, StartZ/N, EndX/N, EndY/N, EndZ/N,  
RadiusR, RadiusG, RadiusB, Red/N, Green/N, Blue/N,  
ContrastR/N, ContrastG/N, ContrastB/N,  
Deviation/N, OGlowlRad/N, OGlowlR/N, OGlowlG/N, OGlowlB/N,  
IGlowlRad/N, IGlowlR/N, IGlowlG/N, IGlowlB/N, Probability/N,  
SegLenMin/N, SegLenMax/N, SegMin/N, SegMax/N, AngleMin/N, AngleMax/N,  
Seed/N, SeedLen/N, SeedCount/N, SeedRad/N, SeedAngle/N,  
Radius/N, Paint/N, BoltCount/N, File/K, Line/K/N, LineCount/K/N

FUNCTION  
Run the Lightning hook.

INPUTS  
StartX, StartY, StartZ

Starting position of bolt, in pixels.

EndX, EndY, EndZ  
Ending position of bolt, in pixels.

RadiusR, RadiusG, RadiusB  
Radius of bolt, in pixels. Fractional values are allowed.

Red, Green, Blue  
Color of bolt.

ContrastR, ContrastG, ContrastB  
Contrast of bolt.

Deviation  
Deviation setting.

OGlowRad, OGlowlR, OGlowlG, OGlowlB  
Outer glow radius and color.

IGlowRad, IGlowlR, IGlowlG, IGlowlB  
Inner glow radius and color.

Probability  
Probability setting.

SegLenMin, SegLenMax  
Minimum and maximum segment length.

SegMin, SegMax  
Minimum and maximum segment size.

AngleMin, AngleMax  
Minimum and maximum angle settings.

Seed, SeedLen, SeedCount, SeedRad, SeedAngle  
Random seed values.

Radius (2.6)  
Branch radius percent. (0 - 100)

Paint (2.6)  
Painting order.  
0 = Branch / Bolt  
1 = Bolt / Branch  
2 = Bolt Only  
3 = Branches Only

BoltCount (2.6)  
Count of number of segments in bolt (Count% in GUI).

File  
Load settings from the given file. Other parameters given  
will override the settings in the file.

Line (2.6)  
Line to select when loading a project file. Any other

---

parameters on the command line will override this line's settings.

LineCount (2.6)

Number of Line parameter sets to load from "env:ImageFX/Lightning/x", where "x" has the format "Line\_%d". This is to get around being unable to pass the parameters from multiple lines on the command line, simply create a parameter line using the template above (up to and including Paint), save it in the appropriate environment variable, then invoke Lightning with "hook lightning linecount n".

RESULT

None.

## 1.24 Hook Liquid

HOOK LIQUID (2.6)

FORMAT

Hook Liquid

FUNCTION

Run the Liquid hook.

INPUTS

TO BE ANNOUNCED

RESULT

None.

## 1.25 Hook MedianFilter

HOOK MEDIANFILTER (2.0)

FORMAT

Hook MedianFilter Minimum/S,Maximum/S,Radius/N,TMin/N,TMax/N

FUNCTION

Run the MedianFilter hook.

INPUTS

Minimum, Maximum

Perform a Minimum or Maximum operation, respectively.

Radius

Radius of pixels affected (higher takes longer).

TMin, TMax

Brightness threshold of pixels affected. Only pixels with a brightness between TMin and TMax are affected.

---

RESULT  
None.

## 1.26 Hook Mosaic

HOOK MOSAIC (2.0)

FORMAT  
Hook Mosaic Size/N

FUNCTION  
Run the Mosaic hook.

INPUTS  
Size  
Size of mosaic tiles, in pixels.

RESULT  
None.

## 1.27 Hook OilPaint

HOOK OILPAINT (2.0)

FORMAT  
Hook OilPaint BrushSize/N

FUNCTION  
Run the OilPaint hook.

INPUTS  
BrushSize  
Size of paint brush (1-7).

RESULT  
None.

## 1.28 Hook PageCurler

HOOK PAGECURLER (3.0)

FORMAT

FUNCTION  
Run the PageCurler hook.

INPUTS

RESULT  
None.

---

## 1.29 Hook PaintFX

HOOK PAINTFX (2.0)

FORMAT

Hook PaintFX

Brush, Strokes/N, Layer/N, LayerXVar/N, LayerYVar/N, Size/N, SizeVar/N, SizeMin/N, SizeMax/N, Angle/N, AngleVar/N, AngleMin/N, AngleMax/N, Blend/N, BlendVar/N, BlendMin/N, BlendMax/N, Bright/N, BrightVar/N, BrightMin/N, BrightMax/N, Brush/N, RedVar/N, GreenVar/N, BlueVar/N, Main/S, Swap/S, Alpha/S, Black/S, White/S, DrawColor/S, File/K

FUNCTION

Run the PaintFX hook.

INPUTS

Brush

Name of brush file to paint with.

Strokes

Number of strokes.

Layer, LayerXVar, LayerYVar

Layer settings.

Size, SizeVar, SizeMin, SizeMax

Size variance settings.

Angle, AngleVar, AngleMin, AngleMax

Angle variance settings.

Blend, BlendVar, BlendMin, BlendMax

Blend variance settings.

Bright, BrightVar, BrightMin, BrightMax

Brightness variance settings.

Brush, RedVar, GreenVar, BlueVar

Brush variance settings.

Main, Swap, Alpha, Black, White, DrawColor

Background color specification.

File

PaintFX project file to load. The settings above will override the settings in the file.

RESULT

None.

## 1.30 Hook Perspective

HOOK PERSPECTIVE (2.0)

FORMAT

Hook Perspective  
RotX/N, RotY/N, RotZ/N, TransX/N, TransY/N, TransZ/N, ScaleX/N, ScaleY/N, Red/N, Green/N, Blue/N, Handle/N, Main/S, Swap/S, DrawColor/S, AntiAlias/N

FUNCTION

Run the Perspective hook.

INPUTS

RotX, RotY, RotZ  
X, Y, and Z rotation angles.

TransX, TransY, TransZ  
X, Y, and Z translation values.

ScaleX, ScaleY  
X and Y scaling values.

Red, Green, Blue  
Background color (overrides settings below).

Handle  
Set the rotation handle. 0=center, 1=upper left, 2=upper right, 3=lower left, 4=lower right.

Main, Swap, DrawColor  
Set background as main, swap, or current draw color.

AntiAlias  
Apply anti-aliasing.

RESULT

None.

## 1.31 Hook PolarBlur

HOOK POLARBLUR (2.0)

FORMAT

Hook PolarBlur  
Length/N, Angle/N, Blend/N, CenterX/N, CenterY/N, OuterRad/N, InnerRad/N, AntiAlias/S

FUNCTION

Run the PolarBlur hook.

INPUTS

Length  
Length of the blur.

---

Angle  
Angle of the blur (0-360).

Blend  
Blend percentage (0-100).

CenterX, CenterY  
Center point of the effect. Defaults to the center of the image.

OuterRad, InnerRad  
Outer and inner radius of the effect, in pixels. Defaults to affecting the entire image.

AntiAlias  
If specified, the effect is anti-aliased.

RESULT  
None.

## 1.32 Hook PolarMosaic

HOOK POLARMOSAIC (2.0)

FORMAT  
Hook PolarMosaic  
Slices/N, Tracks/N, Angle/N, Blend/N, CenterX/N, CenterY/N, OuterRad/N, InnerRad/N, AntiAlias/S, HighQuality/S, LowQuality/S, NoPrep/S

FUNCTION  
Run the PolarMosaic hook.

INPUTS  
Slices, Tracks  
Slices and tracks to use.

Angle  
Angle of the mosaic pattern (0-360).

Blend  
Blend percentage (0-100).

CenterX, CenterY  
Center position of the effect in pixels. Defaults to the center of the image.

OuterRad, InnerRad  
Outer and inner radius of the effect in pixels. Defaults to the entire image.

AntiAlias  
If set, performs anti-aliasing.

HighQuality, LowQuality, NoPrep

---



Level of quality of the effect. If not specified, the normal quality is used.

RESULT

None.

### 1.33 Hook RadialStar

HOOK RADIALSTAR (2.0)

FORMAT

Hook RadialStar  
Radius/N,Points/N,Thickness/N,Angle/N,Blend/N,Color/N,CenterX/  
N,CenterY/N,CoronaRadius/N,CoronaBlend/N,CoronaThick/N,CoronaC  
olor/N,GlowRadius/N,Add/S,Fade/S,Light/S,TaperIn/S,TaperOut/S,  
Flare/S

FUNCTION

Run the RadialStar hook.

INPUTS

Radius  
Radius of the star, in pixels.

Points  
Number of points in the star.

Thickness  
Thickness of each point, in pixels.

Angle  
Angle of rotation of the star, in degrees. Positive angles rotate clockwise, while negative angles rotate counter-clockwise. Default 0.

Blend  
Blend percentage (0 - 100). Default 100.

Color  
Color to use to generate the star. 0 (the default) uses the current drawing color; values from 1-8 use that color range.

CenterX, CenterY  
Center of the star, in pixels. Defaults to the center of the image.

CoronaRadius  
Radius of the corona, in pixels.

CoronaBlend  
Blend percentage of the corona (0-100).

CoronaThick  
Thickness of the corona, in pixels.

---

CoronaColor  
Color to use in generating the corona. 0 (the default) uses the current drawing color; values from 1-8 use that color range.

GlowRadius  
Radius of the glow, in pixels.

Add  
Add switch.

Fade  
Fade switch.

Light  
Light switch.

TaperIn, TaperOut, Flare  
Specifies the mode of operation. Defaults to Normal.

RESULT  
None.

## 1.34 Hook RampEdge

HOOK RAMPEDGE (2.0)

FORMAT  
Hook RampEdge

FUNCTION  
Run the RampEdge hook.

INPUTS  
None.

RESULT  
None.

## 1.35 Hook RemoveDefect

HOOK REMOVEDEFECT (2.6)

FORMAT  
Hook RemoveDefect  
Radius/N, Difference/N, Constrain/K, Replace/K,  
MinR/N, MinG/N, MinB/N, MaxR/N, MaxG/N, MaxB/N

FUNCTION  
Run the RemoveDefect hook.

INPUTS

---

Radius  
Radius of pixels to examine.

Difference  
Difference setting.

Constrain  
Constrain method. Must be one of "None", "Horizontal", or "Vertical".

Replace  
Replacement method. Must be one of "Average" or "Median".

MinR, MinG, MinB  
Minimum RGB threshold below which pixels are ignored.

MaxR, MaxG, MaxB  
Maximum RGB threshold above which pixels are ignored.

RESULT  
None.

## 1.36 Hook Rotate

HOOK ROTATE (2.0)

FORMAT

Hook Rotate  
Angle, Red/N, Green/N, Blue/N, CenterX/N, CenterY/N, OuterRad/N, InnerRad/N, Blend/N, AntiAlias/S, Resize/S, Aspect/S

FUNCTION

Run the Rotate hook.

INPUTS

Angle  
Angle of rotation in degrees. Positive values rotate clockwise, negative values rotate counter-clockwise. Fractional values are accepted.

Red, Green, Blue  
Color used to fill in background pixels. Defaults to 0, 0, 0 (black).

CenterX, CenterY  
Center of rotation, in pixels. Defaults to the center of the image.

OuterRad, InnerRad  
Outer and inner radius of the rotation, in pixels. Defaults to affecting the entire image.

Blend  
Blending to apply to edges (0 - 100).

AntiAlias

---

If specified, the results will be anti-aliased.

#### Resize

If specified, the buffer will be resized such that the entire rotated image fits in the buffer. Otherwise, some edges of the image will be cropped.

#### Apsect

If specified, the aspect ratio of the image will be accounted for during the rotation.

#### RESULT

None.

## 1.37 Hook Scatter

HOOK SCATTER (3.0)

#### FORMAT

Hook Scatter

CelSize/N, Seed/N, ThresholdMin/N, ThresholdMax/N, Source/N,  
Type/N, CoordX/N, CoordY/N, DisplaceMin/N, DisplaceMax/N, Angle/N

#### FUNCTION

Run the Scatter hook.

#### INPUTS

CelSize

Size of cels, in pixels, into which the image will be broken.

Seed

Random seed.

ThresholdMin

ThresholdMax

Minimum and Maximum intensities of pixels, those with colors outside this range will be unaffected. Range 0 - 255.

Source

Source for color of revealed pixels:

0 = Swap buffer

1 = Exchange with destination pixels

2 = Black

3 = White

4 = Draw color

Type

Type of effect:

0 = Radial In

1 = Radial Out

2 = Linear

3 = Swirl In

4 = Swirl Out

CoordX

---

CoordY  
X and Y coordinates of pixel, used as center of radial or swirl effects or direction of motion for linear.

DisplaceMin  
DisplaceMax  
Minimum and maximum displacement of cel from original position, range is 0 to 1024 pixels.

Angle  
For Swirl In/Out effects, defines the angular path around the X, Y coordinate. Range -360 to +360 degrees.

RESULT  
None.

## 1.38 Hook Shear

HOOK SHEAR (2.0)

FORMAT  
Hook Shear Angle,BackR/N,BackG/N,BackB/N

FUNCTION  
Run the Shear hook.

INPUTS  
Angle  
Shear angle, in degrees. Positive angles shear to the right, negative angles shear to the left. Fractional angles are allowed.

BackR, BackG, BackB  
RGB background color.

RESULT  
None.

## 1.39 Hook SobelEdge

HOOK SOBELEDGE (2.0)

FORMAT  
Hook SobelEdge

FUNCTION  
Run the SobelEdge hook.

INPUTS  
None.

RESULT

---

None.

## 1.40 Hook Sparkle

HOOK SPARKLE (2.6)

### FORMAT

Hook Sparkle  
Brightness/S,Hue/S,Saturation/S,Value/S,  
MinThresh/N,MaxThresh/N,Angle/N,Width/N,Height/N,  
AngleVary/N,SizeVary/N,Blend/N,  
PixelColor/S,White/S,DrawColor/S

### FUNCTION

Run the Sparkle hook.

### INPUTS

Brightness, Hue, Saturation, Value  
Select threshold method.

MinThresh, MaxThresh  
Minimum and maximum threshold values. Pixels found between these two values will be sparkled.

Angle  
Angle of sparkles.

Width, Height  
Width and height of sparkles.

AngleVary  
Sparkle angle variance method:  
0=None, 1=Brightness, 2=Hue, 3=Saturation, 4=Value, 5=In, 6=Out,  
7=Up, 8=Down, 9=Left, 10=Right

SizeVary  
Sparkle size variance method:  
0=None, 1=Brightness, 2=Hue, 3=Saturation, 4=Value, 5=In, 6=Out,  
7=Up, 8=Down, 9=Left, 10=Right

Blend  
Blend setting (0-255).

PixelColor, White, DrawColor  
Color of sparkles.

### RESULT

None.

## 1.41 Hook Spherize

---

## HOOK SPHERIZE (2.0)

## FORMAT

Hook Spherize

RotX/N, RotY/N, PosX/N, PosY/N, PosZ/N, Size/N, Ambient/N, TileX/N, TileY/N, LightX/N, LightY/N, LightZ/N, LightR/N, LightG/N, LightB/N, BackR/N, BackG/N, BackB/N, Black/S, Main/S, SwapTile/S, SwapScale/S, DrawColor/S, Shiny/S, Aspect/S, AntiAlias/S

## FUNCTION

Run the Spherize hook.

## INPUTS

RotX, RotY

Texture X and Y rotation angles.

PosX, PosY, PosZ

Position of the sphere in 3D space.

Size

Size adjustment of the sphere. Positive values increase the size of the sphere, negative values decrease the size of the sphere.

Ambient

Ambient light level.

TileX, TileY

Number of tiles in the horizontal and vertical direction.

LightX, LightY, LightZ

Light source direction.

LightR, LightG, LightB

Light color.

BackR, BackG, BackB

Background color (overrides settings below).

Black, Main, SwapTile, SwapScale, DrawColor

Background color specification.

Shiny

Enable the shiny hot spot.

Aspect

Apply aspect correction.

AntiAlias

Apply anti-aliasing.

## RESULT

None.

## 1.42 Hook Splash

HOOK SPLASH (3.0)

### FORMAT

Hook Splash Increment/N, Number\_Splashes/N, Seed/N, Light\_Source/N,  
 Highlight/N, Density/N, Height/N,  
 WRAPAROUND/S, BOUNCE/S, Smoothing/N,  
 QSave\_Off/S, QSave\_Read\_Write/S, QSave\_Write/S, QSave\_Read/S,  
 Antialiase\_Off/S, Antialiase\_On/S,  
 DROP/S, RAIN/S, SURFER/S, SWIRL/S, LINE/S, ARC/S,  
 Begin\_At/N, End\_At/N,  
 Start\_X/N, Start\_Y/N, End\_X/N, End\_Y/N,  
 Drop\_Radius/N, Arc\_Radius/N, Spacing/N, Add\_Splash/N,  
 Do\_Splashes/S, File/F/K

### FUNCTION

Run the Splash hook. Splash puts a water drop ripple effect onto an image. The image looks like you are viewing it through the surface of water.

### INPUTS

#### Increment

Produce later frames of the Splash effect. (0 to 999 through GUI and 0 to 2,000,000,000 through ARExx port)

#### Number\_Splashes

The number of splash effects to apply. (1 to 30 through GUI and 1 to 255 through ARExx port)

#### Seed

Random number seed that is used when generating Rain coordinates and generating the Surfers path. (0 to 9,999,999)

#### Light\_Source

Angle of the light source. (0 to 360)

#### Highlight

Brightness of light source. (0 to 255)

#### Density

This controls how long it takes for a splash to die out. (1 to 16, 16 is for splashes that take the longest to die out)

#### Height

Strength of a splash. (0 to 2000)

#### WRAPAROUND

#### BOUNCE

Mutually exclusive keywords for selecting how a splash behaves when it reaches the edge of the image.

WRAPAROUND - Waves travel to the opposite side.

BOUNCE - Wave bounce off the edge of the image.



### Smoothing

Blurs the internal Splash buffer before it is applied to the image. This will remove some low level noise in the buffer that is generated during splash processing.

### QSave\_Off

### QSave\_Read\_Write

### QSave\_Write

### QSave\_Read

Mutually exclusive keywords for selecting how the quick save file is used. Splash uses internal buffers to generate the splash effect. Without a quick save file, Splash would always have to regenerate the splash buffers starting at increment 0. This would be slow for animations. Using a quick save file lets splash save and reuse the buffers that were generated in a previous execution of splash. Splash only uses valid quick save files. A quick save file is valid if the quick save file has the same width and height as the present image buffer and the increment you want to generate now comes after the last increment that was used to generate the quick save file.

QSave\_Off - Do not use the quick save file.

QSave\_Read\_Write - Read the quick save file before generating the next increment then save a new quick save file. This is the normal option when using the quick save file.

QSave\_Write - Only save the new quick save file. Use this option when you want make sure you don't read a previous quick save file. Such as when you change an already generated splash's options so that the quick save file is now wrong.

QSave\_Read - Only read the quick save file before generating the next increment. Use this option when you want make sure you don't write to the quick save file. Such as when you are fine tuning a splash's options and that splash occurs at the end of a long splash effect that has already been saved.

### Antialiase\_Off

### Antialiase\_On

Mutually exclusive keywords for selecting whether Splash will use antialiasing when applying the the splash to a buffer.

Antialiase\_Off - Faster but not as smooth.

Antialiase\_On - Slower but smoother ripples.

### DROP

### RAIN

### SURFER

### SWIRL

### LINE

### ARC

Mutually exclusive keywords for selecting the splash type.

DROP - Put one drop right where you tell it to.  
RAIN - Puts random drops over the whole area.  
SURFER - Random moving spot traveling over the image.  
SWIRL - Spot that moves in a circle.  
LINE - Draws a line of spots between two points.  
ARC - Draws an arc of spots between two points.

#### Begin\_At

This splash type starts affecting the image after the Increment reaches Begin\_At. (0 to 999 through GUI and 0 to 2,000,000,000 through ARExx port)

#### End\_At

This splash type quits affecting the image after the Increment reaches End\_At. (0 to 999 through GUI and 0 to 2,000,000,000 through ARExx port)

#### Start\_X

#### Start\_Y

These are x,y coordinates. (0 to image width and 0 to image height)  
For DROP, this is the center of the drop.  
For SWIRL, this is the center of the swirl's circle.  
For LINE, this is the starting point of the line.  
For ARC, this is the starting point of the arc.  
This is ignored for all other splash types.

#### End\_X

#### End\_Y

These are x,y coordinates. (0 to image width and 0 to image height)  
For LINE, this is the ending point of the line.  
For ARC, this is the ending point of the arc.  
This is ignored for all other splash types.

#### Drop\_Radius

For RAIN, this is the maximum radius of a rain drop. For all other splash types it is the splash radius. (1 to 1000)

#### Arc\_Radius

For SWIRL, this is the radius of the circle. A negative radius reverses the swirl direction.  
For ARC, this is the radius of the arc drawn between the start x,y and the end x,y points. A negative radius bows the arc in the opposite direction.  
This is ignored for all other splash types.  
(-1000 to 1000)

#### Spacing

For SWIRL, LINE and ARC, this is the pixel spacing between successive drops.  
For SURFER, this is roughly the maximum pixel spacing between the successive drops.  
For RAIN, this is the speed at which the rain drops occur per increment.  
( 1 to 255)

#### Add\_Splash

This tells Splash to save the entered splash parameters as

---

data for this splash number. The splash can be executed later by calling the splash hook with the Do\_Splashes keyword. This ARExx only parameter lets you build up a large number of splashes to be executed at one time. (1 to 255 through ARExx port)

#### Do\_Splashes

This is an ARExx only parameter that tells Splash to use the parameters that were entered in previous ARExx commands using Add\_Splash. Use the Number\_Splashes parameter to specify the total number of splashes to be processed.

#### File

Always the last ARExx parameter. The name of a Splash Load style file. The options from the file are loaded before the Add\_Splash parameters are loaded and before the other ARExx inputs are applied.

#### RESULT

None.

## 1.43 Hook Straw

HOOK STRAW (2.0)

#### FORMAT

Hook Straw Size/N,Seed/N,Density/N,MinAngle/N,MaxAngle/N

#### FUNCTION

Run the Straw hook.

#### INPUTS

Size

Length of the straw lines, in pixels.

Seed

Random number seed. If not specified, a seed is calculated from the current system time.

Density (2.6)

Density of lines. Default is 3.

MinAngle, MaxAngle (2.6)

Minimum and maximum angles at which to draw the lines, given in degrees from 0 - 360. (0 = right, 180 = left, proceeding counterclockwise.)

#### RESULT

None.

## 1.44 Hook Swirl

---

## HOOK SWIRL (2.0)

## FORMAT

Hook Swirl  
Angle, Strength/N, Dissolve/N, Red/N, Green/N, Blue/N, CenterX/N, CenterY/N, OuterRad/N, InnerRad/N, Blend/N, Stretch/S, AntiAlias/S

## FUNCTION

Run the Swirl hook.

## INPUTS

Angle  
Angle of rotation, in degrees. Positive angles rotate clockwise, negative angles rotate counter-clockwise. Fractional angles are accepted.

Strength  
Strength of the sucking toward the center (0 - 100).

Dissolve  
Dissolve between main and swap (0 - 100).

Red, Green, Blue  
RGB value of background color. Defaults to (0, 0, 0) (black).

CenterX, CenterY  
Center of rotation, in pixels. Defaults to the center of the image.

OuterRad, InnerRad  
Outer and inner radius of the effect, in pixels. Defaults to affecting the entire image.

Blend  
Percentage of edge blending (0 - 100).

Stretch  
Stretch switch.

AntiAlias  
If specified, performs anti-aliasing on the effect.

## RESULT

None.

## 1.45 Hook Text

## HOOK TEXT (2.0)

## FORMAT

Hook Text  
Font/K, Size/K/N, AntiAlias/S, Border/S, Remap/S, Left/S, Center/S, Right/S, Bold/S, Italic/S, Underline/S, Text/M

**FUNCTION**

Run the Text hook.

**INPUTS**

Font, Size  
Name and size of the font to use.

AntiAlias  
Generate anti-aliased text.

Border  
Generate extra space around the sides of the text brush.

Remap  
Remap colorfonts to the current ImageFX palette.

Left, Center, Right  
Text justification for multiple lines.

Bold, Italic, Underline  
Text attributes.

**Text**

One or more lines of text. See examples below for the proper way to specify more than one line of text.

**RESULT**

None.

**EXAMPLES**

Hook Text Font helvetica.font Size 15 Text=Line One Text=Line Two

## 1.46 Hook Tile

**HOOK TILE (2.0)****FORMAT**

Hook Tile  
Width/N, Height/N, Horiz/N, Vert/N, Hue/N, Value/N, Blend/N, Black/S,  
White/S, Main/S, Swap/S, DrawColor/S

**FUNCTION**

Run the Tile hook.

**INPUTS**

Width, Height  
Width and height of each tile, in pixels.

Horiz, Vert  
Horizontal and vertical displacement, in pixels.

Hue, Value  
Hue and Value variance, in percent (0-100).

---

Blend  
Blend variance, in percent (0-100).

Black, White, Main, Swap, DrawColor  
Background pixel setting.

RESULT  
None.

## 1.47 Hook VideoFilter

HOOK VIDEOFILTER (2.0)

FORMAT  
Hook VideoFilter  
ChromaLim/N, ComposLim/N, PAL/S, FlagHot/S, ReduceSat/S

FUNCTION  
Run the VideoFilter hook.

INPUTS  
ChromaLim  
Specify the Chroma Limit setting (1-256).

ComposLim  
Specify the Composite Limit setting (1-256).

PAL  
Perform calculations for PAL video.

FlagHot  
Mark pixels that would be affected.

ReduceSat  
Reduce Saturation flag.

RESULT  
None.

## 1.48 Hook Warp

HOOK WARP (2.0)

FORMAT  
Hook Warp  
Strength/N, CenterX/N, CenterY/N, Red/N, Green/N, Blue/N, OuterRad/N  
, InnerRad/N, Blend/N, Pinch/S, Punch/S, AntiAlias/S, Stretch/S

FUNCTION  
Run the Warp hook for Pinch and Punch effects.

---

## INPUTS

Strength

Strength of the pinch or punch, in percent (-100 to 100).

CenterX, CenterY

Center of the effect, in pixels. Defaults to the center of the image.

Red, Green, Blue

RGB value of background pixels. Defaults to (0, 0, 0), black.

OuterRad, InnerRad

Outer and inner radius of the effect, in pixels. Defaults to affecting the entire image.

Blend

Edge blending percentage (0-100).

Pinch, Punch

Specifies the type of effect. Pinch pinches toward the center. Punch punches outward from the center.

AntiAlias

Select anti-aliasing for the effect.

Stretch

Stretch switch.

## RESULT

None.

## 1.49 Hook Wave

HOOK WAVE (2.0)

## FORMAT

Hook Wave

Amplitude/N, Length/N, Angle, Dampen/N, Distance/N, CenterX/N, CenterY/N, Red/N, Green/N, Blue/N, OuterRad/N, InnerRad/N, Blend/N, Dissolve/N, Inward/S, Outward/S, Equal/S, AntiAlias/S, Stretch/S

## FUNCTION

Run the Wave hook.

## INPUTS

Amplitude

Amplitude of the waves.

Length

Wave length, in pixels.

Angle

Angle of the wave, in degrees (0-360). Fractional values are accepted. Varying this value will animate a wave.

---

Dampen  
Dampening percentage (0-100).

Distance  
Distance the wavefront is from center, in pixels.

CenterX, CenterY  
Center of the wave, in pixels. Defaults to the center of the image.

Red, Green, Blue  
RGB value of background pixels. Defaults to (0, 0, 0), black.

OuterRad, InnerRad  
Outer and inner radius of the effect, in pixels. Defaults to affecting the entire image.

Blend  
Edge blending percentage (0-100).

Dissolve  
Dissolve amount between main and swap.

Inward, Outward, Equal  
Type of wave dampening to use.

AntiAlias  
Apply anti-aliasing to the effect.

Stretch  
Stretch switch.

RESULT  
None.

## 1.50 Hook Wireless

HOOK WIRELESS (2.6)

FORMAT  
Hook Wireless File/K

FUNCTION  
Run the Wireless hook.

INPUTS  
File  
Project file to load and use.

RESULT  
None.