IMP

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COLLABORATORS

	TITLE : IMP		
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REVISION HISTORY

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IMP

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Please read the section on IMP theory before attempting to
use the program!

1.2 IMP Menus

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Project Menu

   New
      Erase all settings and start fresh.

   Open...
      Open an existing project file.

   Save
      Save the current settings to the last used project file.

   Save As...
      Save the current settings to a new project file.

   Help...
      Invoke the AmigaGuide help system.  Pressing the HELP key
      will also do this.

   Close
      Exit IMP only.
```

```
    Quit
        Exit IMP and signal ImageFX to exit also.

Misc Menu

    Load Format...
        Select the name of the load format to use for each frame.
        Defaults to automatically detecting the format.

    Load Options...
        Options for the supplied load format.

    Save Format...
        Select the name of the save format for individual frames.
        Defaults to ILBM.

    Save Options...
        Options for the supplied save format.

    Save Digits... (2.5)
        Sets the number of digits used when appending frame numbers
        to saved sequences.  For example, setting Save Digits to 3 will
        save sequences as "Frame001", "Frame002", "Frame003".  Setting
        Save Digits to 5 will save sequences as "Frame00001", "Frame00002",
        "Frame00003".

    Anim Format...
        Select the name of the animation format used to generate animations.
        Defaults to ANIM.

    Anim Options...
        Options for the supplied animation format.  Typically "Keep".
```

1.3 IMP Theory

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Theory of Operation
~~~~~~~~~~~~~~~~~~~~
    IMP is a batch processor; it is a tool for doing a process or effect
on a series of images automatically.


    IMP is designed to work on the following types of images:

    1) A single image.  Specified by simply entering the full
       name of the file in the appropriate source string gadget.

    2) A series of images (a "sequence"), where each frame of the
       series is marked with a numeric extension (eg. "Frame001",
       "Frame002", "Frame003", etc.).  Sequences are identified
       by their "base" name only (the filenames without numeric
       extensions).  In the above example, the base name would
       be simply "Frame"; this is what you would enter into the
       appropriate source string gadget.

    3) A standard Op5 ANIM format animation.  To work on an ANIM,
```

enter the full path and filename of the animation into the
appropriate source string gadget.

The results of IMP's processing can be output in the following
formats:

1) A sequence of 24-bit files, each with a numeric extension
   denoting the frame (eg. "Pic001", "Pic002", etc.). The
   default file format is ILBM, but this can be changed with
   a pull-down menu option.

2) A sequence of rendered pictures, each with a numeric
   extension denoting the frame (eg. "Pic001", "Pic002", etc.).
   Rendered pictures can usually be viewed directly. The
   default file format is ILBM, but this can be changed with
   a pull-down menu option. Each frame is rendered according
   to the settings in the currently selected ImageFX render
   module.

3) A standard Op5 ANIM format animation. Each frame is
   rendered according to the settings in the currently selected
   ImageFX render module.

For each frame in the process, a series of ImageFX commands
may be executed to perform effects or transformations on the
sequence. These commands may also be used to cause the main,
swap, or alpha channel buffers to interact. The "Prep" and
"Proc" gadgets are used to enter commands to run on each frame.

1.4 IMP Main Gadgets

Gadgets On The Interface

Main
   Image, sequence, or animation to process using ImageFX's main
   image buffer.

Swap
   Image, sequence, or animation to process using ImageFX's swap
   buffer.

Alpha
   Image, sequence, or animation to process using ImageFX's
   alpha channel buffer.

Dest
   Destination sequence basename or animation filename.

First
   First frame number to process.

Last
   Last frame number to process.

By (2.5)
   Frame skip count. A setting of 1 operates on every source frame, a
   setting of 2 operates on every other frame, etc.

Output Mode
   The cycler gadget in the middle indicates what type of output
   the sequence processor generates. "Save 24-Bit Frames" simply
   saves the resulting 24-bit images. "Render Frames" runs
   each frame through the ImageFX render module and saves the
   resulting image to disk. "Render Animation" runs each frame
   through the ImageFX render module and packs the result into
   a standard Op5 ANIM file.

   In IMP 2.5, the "Save 24-Bit Animation" option was added to
   save the resulting 24-bit images to a single file, presumeably
   using a high-color save format such as "FlyerClip".

Delete Src?
   Deletes the input frames after they are used.

Wait for Src?
   Waits for input frames to be created.

Lock Palette?
   Keeps the same palette colors throughout rendered sequences.

Add Loop Frames?
   Repeat the first two frames at the end of an animation.

Prep
   Initial ImageFX commands to be executed before the sequence
   processing begins. May be any one or more valid ImageFX commands,
   separated by semi-colons (;). Arexx programs may be executed by
   using the RX command.

Proc
   ImageFX commands to be executed on each frame of the sequence.
   May be any one or more valid ImageFX commands, separated by
   semi-colons (;). Arexx programs may be executed by using the
   RX command.

Begin
   Start the sequence processing.

Close
   Exit IMP only.

Quit
   Exit IMP and signal ImageFX to exit also.