

Fantasticdreams

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Chapter 1

Fantasticdreams

1.1 FantasticDreams

FantasticDreams

User manual
FantasticDreams

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Before getting started...

Preface
Welcome

Product summary
FantasticDreams does it all!

Requirements
Will FantasticDreams run on my system?

Installation
How to install FantasticDreams

Usage...

Introduction
For better understanding

Shortcuts
Used keyboard shortcuts

FantasticDreams modules...

Elastic
The Elastic part

Fun Room
The FunRoom part

Composer
The Composer part

Manager
The Manager part

Extern programs...

Image processing functions
Stunning effects

Viewing modules
Which view module should I use on my machine?

Tools
Included tools

All you need to know...

FAQ
Answers on frequently asked questions

Technical terms...
...and what they mean

Misc...

Registration
Better do it!

Updates
Always be top notch

Support hotline
Here's where to get help

Thanks
To all the helping hands

Legal...

License
Copyright und warranty

1.2 Welcome to FantasticDreams

Welcome to FantasticDreams
=====

Thank you for purchasing our product. We hope you will have a lot of fun using it.

After the great success of ElasticDreams, here is FantasticDreams! FantasticDreams has tons of the new features, a lot of them based on the user feedback of ElasticDreams. Take a look and see for yourself, we're sure you'll be stunned by the new top notch features!

The PowerPC part of the code was completely rewritten to support the new features of the ppc.library. The new lightning fast code is up to 150% faster than the old one! But don't be afraid, we didn't forget the 68k users, we rewrote the 68k code too, making it up to 100% faster than the old 68k code (depending on the cpu).

Now go on and ENJOY!

Responsible for FantasticDreams

Coding: Ingo Kleefeld

Manual: Michael Garlich

Manual revision: Ingo Kleefeld

English translation: Mat Colton

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1.3 What can I do with FantasticDreams?

FantasticDreams

=====

FantasticDreams is the first realtime morphing program available for the Amiga. Thanks to modern coding techniques you don't have to wait for hours to see a result and it's all WYSIWYG (What you see is what you get). No, it's not a dream, it's FantasticDreams!

It's just what you've been looking for! Try it with your home videos, e.g. of weddings, birthdays and others. Be creative and be sure your next party will be a killer one.

Thanks to the innovative user interface you can use it for hours without getting bored. Forget time and reality and welcome to a world in which creativity and imagination are your tools.

Specs

FantasticDreams is split in to four parts. Use the
 Composer
 to mix

two pictures. Believe it, mom and dad will look a bit different after using the composer on them. :-)

The

Elastic

part is the premium part of FantasticDreams.

You smear, stretch, blur, whatever you want. Ever wanted to pull the nose of your mother-in-law? Well, it's only limited to your imagination. You can even create movie sequences! All your selfmade images and animations can be used and viewed in other programs.

Now you can use the Elastic part to morph between two completely different pictures. Either you do it in good old movie style, turning a women into a tiger, or you can use a time base and some great effects.

The

FunRoom

is, as the name says, for the kicks.

Ever wanted know what Bill Gates looks like with a blue eye? Try it, you'll love it!

Last but not least, the

Manager

. All program preferences

are set here.

Features:

- Innovative user interface, easy to learn
- Premium quality through 24Bit (16.8 million colors) processing
- More than 50 different graphic formats are recognized, including the most important, such as IFF, IFFDEEP, JPEG, PHOTOCD.
- The pictures can be saved in 11 different formats, including IFF, JPEG, IFFDEEP, YUV.
- Movies can be saved as pictures or as IFF-ANIM5 movies. You can also save movies in the ElasticDreams format or as a Quicktime movie.
- Direct ScanQuix support
- DataType support for future formats
- Optional FloydSteinberg dithering
- Optional Antialiasing
- Premium printing quality through direct TurboPrint support in 24Bit
- Optional automatic motionblur
- Special blur routines for premium pictures and animations
- Online help
- MC680x0 and PowerPC version on CD
- 14 special effects for the Elastic part such as waves, whirl, rotate, sculpture, squeeze, jitter usw.
- and lots more

Price: 179.- DM

Update from ElasticDreams 59.- DM

(Price without shipping and handling, changes in price and distribution possible)

1.4 Technical support

Support hotline for registered users

Motion Studios

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D-28211 Bremen

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Fax. : +49 / 0421/249556

BBS : +49 / 0421/438829

Email : MotionStudios@mail.netwave.de

WWW : www.TitanComputer.de

Support hours:

Mo. - Fr. 16.30-18.00h MET

or directly from the distributor

Distribution

Titan Computer
Mahndorfer Heerstr. 80a
28307 Bremen

Tel. : +49 / 0421/48 16 20
Fax : +49 / 0421/48 16 20
Email: MacFly@TitanComputer.de
WWW : www.TitanComputer.de

Office hours:

Mo.-Fr. 10.00-13.00h and 15.00-18.30h
Sa. 10.00-14.00h

1.5 System requirements

System requirements

=====

Before launching FantasticDreams be sure that your system has at least the minimum specs needed to run FantasticDreams correctly.

Required hardware

FantasticDreams needs an Amiga with at least a hard disk, Kickstart3.0 and a MC68030 cpu. The image processing needs a fpu (math coprocessor).

You should have at least 20MB free space on your hard disk.

You should have at least 16MB of FREE fastmem, but as always, the more you got, the better it is. Chipmem cannot be used since it's performance is too slow, therefor it is only used for displaying needs as long as there is no video board available.

And keep this example in mind:

- A 800 * 600 picture in 24Bit needs 1,440,000 Bytes memory
- A 1280 * 1024 picture in 24Bit needs 3,932,160 Bytes memory

As you can see, bigger pics = more memory needed. Usually >16MB fastmem + 2MB chipmem should do, but you should have at least 32MB fastmem + 2MB chipmem if you want to have enough free memory to use the AMIGA's great multitasking.

For maximum performance 48MB fastmem, a video board and a MC68060 or PowerPC cpu are recommended.

A video board is recommended, as always in image processing.

Modern performance needs modern hardware.

Required software

FantasticDreams needs at least Workbench 3.0. If you are using an earlier version, the program or the system might crash, which can result in loss of data.

If your Amiga is running an older system software, please contact your local dealer for upgrade information.

1.6 Installing FantasticDreams

Installing FantasticDreams

=====
Hard disk installation:

- If you haven't already, boot your AMIGA.
 - Please insert the FantasticDreams cd into your CD-ROM drive and the FantasticDreams floppy(if available) into your floppy drive. After the disk icon pops up, open the window by double-clicking the disk icon.
 - Now you should be able to see the contents of the FantasticDreams cd. Among others, you should be able to see an icon named "FantasticDreams_Install". Double-click this icon to start the installation. If a floppy disk was included in the distribution, use the script on the floppy instead.
 - Now the Installer should pop up. You are asked in which drawer you wish FantasticDreams to be installed. A directory named "FantasticDreams" will be created there.
 - For the moment, leave everything else at it is.
 - Click on the "OK" button.
 - After a moment a requester will pop up, asking for the cpu to be used. Choose the right one.
WARNING: If you choose a wrong cpu FantasticDreams may not run at all or might not behave as expected.
 - After choosing the cpu the appropriate main program will be installed. a couple of seconds later a registration requester will pop up. Fill in your name, address and the serial-nr. of FantasticDreams, which can be found on the back side of the front cover.
 - In case you forget to fill out the the registration requester or you use the wrong serial-nr. FantasticDreams will refuse to run and an
-

"Could not find FantasticDreams" error will occur. Please be sure that the serial-nr. is correct, otherwise FantasticDreams will not run!

- The installation will now proceed automatically.
- As soon as the installation is finished you can immediatly start FantasticDreams by double-clicking the program icon.

HAVE FUN!

1.7 Introduction

Introduction
=====

There are a couple of things you should be familiar with before you start working with FantasticDreams.

Before you start working

We assume you know how to handle the AMIGA and:

- You know how to use the Workbench
- You know how to use a mouse(click, double-click, drag)
- You know how to handle windows(scrolling, minimalize, maximize)
- You know how to use menus

If some of the above mentioned is new to you, please consult the documentation of your AMIGA.

How to help yourself

If you encounter problems using FantasticDreams, please consult this online help first. Check out if you are using the function correctly. Use the index and the table of contents, they will offer useful help in trouble shooting. If this doesn't help to locate the problem make sure that no other program running in multitasking with FantasticDreams is responsible for the misbehaviour.

Only contact the hotline if your sure that the problem is caused by FantasticDreams itself.

The hotline can be used by registered users only.

1.8 Keyboard shortcuts used in FantasticDreams

Keyboard shortcuts used in FantasticDreams

=====

Elastic
Elastic keyboard shortcuts

Composer
Composer keyboard shortcuts

FunRoom
FunRoom keyboard shortcuts

Manager
Manager keyboard shortcuts

1.9 Elastic keyboard shortcuts

F1 - Load a picture using the universal loading module
F2 - Load a picture using the system datatypes
F3 - Scan a picture using ScanQuix
F5 - Import Composer picture to Elastic part
F6 - Save picture as IFF-ILBM
F7 - Save picture as IFF-DEEP
F8 - Save picture as JPEG
HELP - Online help

1.10 Composer keyboard shortcuts

F1 - Load a picture using the universal loading module
F2 - Load a picture using the system datatypes
F3 - Scan a picture using ScanQuix

F5 - Import Elastic picture to Composer part
F6 - Save picture as IFF-ILBM
F7 - Save picture as IFF-DEEP
F8 - Save picture as JPEG
HELP - Online help

Important!

While using the keys F1-F3 the mouse pointer position is important. The mouse pointer position tells FantasticDreams which picture you wish to replace.

If the mouse pointer is on the left hand side of the screen FantasticDreams loads the picture into the left window.

If the mouse pointer is on the right hand side of the screen FantasticDreams loads the picture into the right window.

1.11 FunRoom keyboard shortcuts

1 - Activate zoom
2 - Move layer
3 - Select drawing mode to blur edges
F1 - Load a picture using the universal loading module
F2 - Load a picture using the system datatypes
F3 - Scan a picture using ScanQuix
F5 - Import Elastic picture to Composer part
F6 - Save picture as IFF-ILBM
F7 - Save picture as IFF-DEEP
F8 - Save picture as JPEG
HELP - Online help

1.12 Manager keyboard shortcuts

F9 - A screenmode requester pops up. Choose a screenmode a 640*512 resolution. Video board owners should choose a 24-Bit

mode, AGA users must select a 8-Bit mode.

Also see

Screenmode help

F10 - An additional preferences window pops up, allowing ↔
the

following adjustments:

JPEG-Quality: This option sets the quality of saved JPEG images.
The higher the value, the better the quality.
This also changes the size of the image file.

Default size: Sets the size of the saved images in width and
height.

Saver: Set the format to be used when an image is saved.

HELP - Online help

1.13 Composer Part

Composer Screenshot

=====

In this part of ElasticDreams you have the possibility to mix two images. This might not sound too breath-taking, but wait 'til you see the results. Take a look at the included images to get an idea of how powerful this part is.

The original images are displayed in the two smaller windows. The main window displays the image you're composing.

Now we'll take a look at the buttons and other gadgets in the Composer part.

The smaller windows:

=====

In the smaller windows on the left and right hand sides you define reference points. These reference points are used to define which areas are to be copied when editing the main image.

Click into one of the small images, a cross should pop up. This is a reference point. Now edit the main image and the small image is faded in according to the reference point.

The two buttons with arrows on them are the mirror buttons. By pressing them the image can be flipped on it's horizontal or vertical axis.

The arrow pointing toward the main image copies the small image to the main window and the other arrow copies the main image to the small window. There is also a load button, which allows loading a new image into the small window.

Save (button in main window)

=====

Saves the main window, your artwork!

Draw, smooth, smear and move

=====

With these four buttons you can manipulate the image in main window. FantasticDreams creates an invisible layer "over" the original image. All painting and deforming is done on this layer and not on the image. You might know layer techniques from programs such as Photogenics or Arteffect. Due to the layer technique it's possible to restore the original image at any time. The manipulations are only fixed if a new reference point is set, an image is saved, the composer is closed or the image is copied to a small window.

Compose

=====

If this button is selected you compose a new image by mixing the two smaller images according to the reference points set. The position of the slider above the Draw button determines which mode is used. The top left position is undo-mode. In this mode the original image is restored in the drawing modes.

Slider functions (positions)

top left : UNDO-function with hard transitions
middle left : UNDO-function with smooth transitions
center : draw with very smooth transitions.
middle right: draw with smooth transitions
top right : draw with hard transitions

Smooth

=====

This operator smoothes hard transitions between the two images.

Smear

=====

This operator smears the image. This is similar to smear operator of DeluxePaint, PersonalPaint aso. The major difference is that operator has no affect on the original image, it only affects the previously manipulated part of picture (layer).

Move

=====

It you are not satisfied with the position of the layer you can use this operator to move the entire layer.

Transparency (slider, right side)
 =====

This slider determines how hard or smooth the transitions should be.

Brush size (buttons, left side)
 =====

Sets the brush size. A small brush is for precise work and large one is for rough painting/filling. Choose the appropriate size for the manipulation you want to do.

Last but not least the 4 buttons named Elastic, Funroom, ?, and Manager. These buttons switch between the 3 parts of FantasticDreams. "?" displays this online help.

1.14 The Manager

The Manager Screenshot

=====

The Manager is responsible for all settings that can be made in FantasticDreams. You can also create an animation of your work done in the Elastic part and print your pictures.

F10 key
 =====

First of all we would like do show you the "hidden" settings that can be made. Please press the F10 key, a window will appear in which you can adjust the following settings.

JPEG-Quality

If you save your pictures in JPEG format, the quality settings are set here. The higher the value, the better the quality.

Like presets

Defines the default width and height you wish to be used when you save an image.

Saver

Defines the default saver module.

F9 key

=====

Opens a screenmode requester. Choose an appropriate screenmode. Keep in mind that it has to be a screen with a resolution of 640*512 in at least 8-Bit.

Only use 640*512 pixel screenmodes ->

Heck, why?

..and now the further settings.

CPU

===

The CPU option determines the cpu routines to be used. Don't try to use routines which are not appropriate for your system. In other words; If you're a 68k AMIGA owner don't switch to PPC!

Misc preferences (additional settings)

=====

Same as "F10".

Printer options

=====

Elastic shows a thumbnail of the image which is ready for printing here. The Workbench printer settings are used for output, please make sure that everything's configured correctly.

If you own the printer driver package "Turboprint" you are able to print your images in premium 24bit (16 millionen colors) photo quality. We suggest this way, because the old Workbench printer driver doesn't give you the best possible print quality.

Press on button "print" to start the printing process.

EXIT

====

Quits FantasticDreams. A requester will pop up asking if you are sure.

Drawmode

=====

The drawmode option determines if graphics data is written directly to the hardware. If yes, then it is a lot faster than the other system friendly routines, but it corrupts the screen data of other opened screens. If you wish to use a video board screenmode and multitasking, active "use system".

Quality

=====

The quality of the pictures (pixel resolution) is set here. Please keep in mind that a higher resolution needs a lot of fast ram, a low-end system with only 16 MB fastmem might get into trouble.

low : 320* 320 Pixel

good : 640* 640 Pixel

high : 1280*1280 Pixel

You determine which mode is used in the "like presets"

Attention! If you choose a "high" resolution this may need more than 20MB fastmem!! But since ram is cheap nowadays, this shouldn't be a problem.

Keep in mind that the quality of end result depends on the original picture. Using a larger picture DOESN'T slow things down. Therefore we suggest you should use pictures with a minimum resolution of at least 640x480 pixels for best results.

FloydSteinbergDither

AGA users can switch dithering on/off here. Dithering makes the image look better when displayed with less true color, but it slows the displaying performance down quite a bit. If you are using a slow cpu such as an MC68030 or MC68040, it might be better to turn this option off.

This option has no effect for video board owners.

MotionBlur

This function is only needed for the Elastic part. It generates a so called motion blur effect between the pictures. Due to that the transitions between the pictures are much smoother.

Smooth draw

This function is only needed for the Elastic part. It improves the resolution of low quality images. The disadvantage is that it needs a 4 times larger amount of fastmem. But the result is quite satisfying. So, if you have enough ram, you should definitely use this function when working with low resolution images.

Animation

=====

Choose which function you want to be available in the Elastic part.

Warp

Activates the normal Elastic mode, you can only edit one picture

Morph

Enables morphing of two pictures.

FX-Anim

Enables morphing of two pictures using the image processing operators..

Output format

=====

Here's the place to save your animations. Choose between the following:

ED-Animation

This format is ElasticDreams own format, it's a lot faster than any other animation format. But at the moment there are only very few programs which support this format.

Single picture (frames)

The animation is saved in separate frames. These pictures can be used in other program e.g. MovieShop or ArteEffect. The data is saved in 24 bit (16 million colors). Fantasticdreams will use the graphic format you have defined. previously.

ILBM-Animation

This is the well known Anim5-format, which is supported by most programs. It can be used to export your animations to programs such as SCALA or Dpaint.

QT-Animation

The animation is saved as a Quicktime movie. This format is very popular on Macintosh and Windows systems, so it's the first choice for cross platform publishing. Be sure that the "jpeg2mov.library" is installed to your Libs: directory.

The "save" button starts the animation calculation.

Background Compose

=====

Choose which background should be used in the Composer part of FantasticDreams There are loads of them, and you're sure to find one that suits your taste.

Background Elastic

=====

The same as "Background Compose" but for the Elastic part.

Last but not least, the buttons in the lower corner corner of the screen. Three of them are used to switch between the program parts and the forth opens this online help.

1.15 Elastic part

Elastic part

=====

The Elastic part is the "heart" of FantasticDreams. Here is where you can design your masterpiece. :-)

Always remember, this program is WYSIWYG (What you see is what you get)!

The following functions are available:

=====

Below the main window there is a toolbar, this section is for image processing.

Operators

=====

Smear, move and wipe

These operators are used to deform images. They're hard to explain. Try 'em out and you'll see what happens. :-)

Mirror

If enabled, everthing you do is also mirrored to the other side of the image.

Undo

The undo function of FantasticDreams. The special thing about it is that it only undo's the part of the image the mouse pointer is above.

Revert

Restores the image to the last fixed state.

Brush size (lower side)

=====

Sets the brush size. A small brush is for precise work and large one is for rough painting/filling. Choose the appropriate size for the manipulation you have in mind.

Load and save (above image)

=====

I don't think I have to explain this. The only special thing about it is when opening an image FantasticDreams asks if it should soft draw the image. Be careful on that one. If you do this too often the image is bound to get blurred too much. Only use it on larger images and one time!

Play (in TimeBase)

=====

Plays the animation. Of course you have to have at least two images in the TimeBase.

Slider (under Play button)

=====

Sets the amount of frames FantasticDreams inserts between two images in the TimeBase.

TimeBase (below main image)

=====

The TimeBase is the animation machine. :-)

Load an image and copy it to the TimeBase as the first frame. Then change/deform the images and copy the changed images to the TimeBase to make your very own great animation. An animation can include up to 256 images! FantasticDreams automatically fills up the frames between the images, everything is as easy as it can be.

By using the left/right arrows next to the TimeBase, you can scroll through the images.

Tip:

You can leave free frames between images. Later on you can insert further images without having to move all following images.

The arrows around the small pictures

upper left : Copy main window image to TimeBase.

upper right: Copy TimeBase image to main window.

below : The image is removed from the TimeBase.

Load and save (lower TimeBase area)
 =====

You can save your movie-scripts or load them into the TimeBase. These scripts can be used for other images.

If you load a Elastic-Dreams animation (ED-Anim) then the main picture will also be changed.

Effects (right)
 =====

Here you can see the list of effects which can be used to manipulate the main image. The red lighted effect is activated.

ATTENTION: MOST OF THESE SPECIAL EFFECTS NEED A FPU (68882 for 68030 or RC CPU for 68040 and 68060).

Slider (right side)
 =====

This slider sets the intensity of the applied image processing effect.
 Down position = high intensity
 High position = low intensity

Last but not least the 4 buttons named Funroom ,Composer, ?, and Manager. These buttons switch between the 3 parts of FantasticDreams. "?" displays this online help.

1.16 FunRoom part

FunRoom Screenshot
 =====

This part of FantasticDreams allows you to change/create faces like the police do. Even your parents won't recognize you when your done.

Object selection Screenshot

This is the "library" of the FunRoom, you can choose between different objects such as noses, beards, eyes and so on.
 Make sure that your original FantasticDreams cd is in your cd drive, you'll need it for the objects library.
 Click on the blue bar above the eyes. After loading them from cd, FantasticDreams displays all eyes available. You can scroll through the different pages full of eye objects using the arrows under the

listview. If you found what you'd been looking for, click on the object and it is copied to the main window..

Zoom

Keyboard shortcut "1"

This operator changes the size of the selected object.

Click on the Zoom button or press the "1" key. Place the mouse pointer above the main window, press the left mouse button(keep it pressed) and move the mouse. As you can see the object size changes. If the object has the desired size, release the left mouse button.

Move

Keyboard shortcut "2"

This operator moves the selected object.

Click on the Move button or press the "2" key. Press the left mouse button over the selected object, move it to the desired position and release the mouse button.

You can repeat this procedure as often as you wish.

Draw

Keyboard shortcut "3"

This operator smoothes the transitions between the original image and the object. The slider below the Draw button determines if the transition should be soft(middle position) or hard(right position).

Move the slider to the left to activate the undo function, which you might need if you blurred the edges too much.

Color adaptation

There are 6 sliders under the main window with which the object color is fit to the color of the rest of the image. It's trial and error! :-)

Use

This function "fixes" the image in it's current state. You can't change it any further.

After fixing you can choose a new object, maybe a scalp? :-)

Save/Load

These buttons can be found above the main window. You can load a new image or save your masterpiece.

1.17 Image processing operators

Image processing functions

=====

FantasticDreams offers a wide variety of powerful image processing operators which can be used to manipulate graphics.

The image processing is done with the extern program FXStudio which can be found in the "Tools" directory.

Due to the highly optimized code the image processing operators are extremely fast. FXStudio is of course totally PPC supported.

Here's a list of the operators available at the moment. There are more to come. Depending on the amount of new functions, they will be made available from the Aminet/Aminet cds or directly from the distributor. Special functions will offered optional.

3DLOOK
AND
ANTIQUÉ
CLEAR_BLUE
CLEAR_GREEN
CLEAR_RED
COLOR_TO_GRAY
CROP_IMAGE
DEINTERLACE
DYNAMIC_RANGE
EMBOSS
EOR
FLIP_X
FLIP_Y
FREE_RGB
HALVE
HIGHLIGHTS

HISTOGRAM
IMAGE_BORDER
INTERLACE
LINEART
LOWLIGHTS
MAXIMUM
MEDIAN
MINIMUM
MIRROR
MONOCHROME
MOSAIC
MOTIONBLUR
NEGATIVE
NEGBRIGHT
OR
REPLACE_COLOR
SHARPEN
SHIFT_HUE
SHIFT_RGB
SOLARIZE
TURN
HSV
RGB Adjust
ROTATE
SCALE
TILE
TILE_Brick
TWIRL
WHIRL

1.18 3DLOOK image processing module

3DLOOK
=====

The 3DLOOK operator is a variation of the LINEART operator. the difference is that the 3DLOOK operator doesn't use a new ram section. As a result of this, a 3D effect (shadow) is added to the original picture.

The operator especially makes sense if you wish to manipulate handdrawn pictures. The operator doesn't make sense with scanned pictures or video pictures since the noise in such pictures is to big.

Settings
=====

This operator needs no settings

1.19 AND image processing module

AND
===

The AND operator is a logical mathematic function. A example follows to explain how it works.

Choose a colornumber between 0 and 255, e.g. 255. This colornumber is to be filtered by the AND operator and the number 85.

The numbers have to set in binary format. To make it easier you can see a table which shows the decimal and the binary format. You only have to add numbers to get results.

```
1 => %00000001
2 => %00000010
4 => %00000100
8 => %00001000
16 => %00010000
32 => %00100000
64 => %01000000
128 => %10000000
```

result: decimal 255 is binary %11111111,

```
255 => %11111111
& 85 => %01010101      & = a replacement for the AND operator
-----
%01010101 => 85
=====
```

As you can see, a "1" has to be set if the first and second row contain a "1".
 "0" plus "1" or "1" plus "0" results to "0".

Another example:

```

141 => %10001101
& 240 => %11110000
-----
%10000000 => 128
=====
    
```

Settings

=====

Allows defining the three basic tones (red, green and blue) in a range between 0 and 255 with which the picture colors are to be filtered.

```

RED      0 - 255
GREEN    0 - 255
BLUE     0 - 255
    
```

Also see

```

OR
and
EOR
    
```

1.20 ANTIQUE image processing module

ANTIQUÉ

=====

This operator colors the picture yellowish, giving it an antique look.

Settings

=====

No settings needed

1.21 CLEAR_BLUE image processing module

CLEAR_BLUE

=====

This operator filters all blue elements out of the picture and changes the colors which are based on blue, e.g. white is changed to yellow.

Settings

=====

No settings needed.

Also see

CLEAR_GREEN
and
CLEAR_RED

1.22 CLEAR_GREEN image processing module

CLEAR_GREEN

=====

This operator filters all green elements out of the picture and changes the colors which are based on green, e.g. white is changed to violet.

Settings

=====

No settings needed.

Also see

CLEAR_BLUE
and
CLEAR_RED

1.23 CLEAR_RED image processing module

CLEAR_RED

=====

This operator filters all red elements out of the picture and changes the colors which are based on red.

Settings

=====

No settings needed.

Also see

CLEAR_GREEN
and
CLEAR_BLUE

1.24 COLOR_TO_GRAY image processing module

COLOR_TO_GRAY
=====

Converts and color picture to greyscale.

Settings
=====

No settings needed.

1.25 CROP_IMAGE image processing module

CROP_IMAGE
=====

This operator is use to cut out a certain part of a picture. Normally used to save an important part of a larger picture.

Settings
=====

You have to determine which part of the picture to cut out.

OFFSET X

How many pixels from the left side should the cut start at.

OFFSET Y

How many pixels from the top should the cut start at.

WIDTH

How wide(in pixels) should the cut be.

HEIGHT

How high(in pixels) should the cut be.

1.26 DEINTERLACE image processing module

DEINTERLACE
=====

If you work with pictures, which have been saved in interlaced format (e.g. VLab-Digi). You can separate the two halfpictures with this funktion. The window area above shows the even lines and window area

below shows the uneven lines. Used together with the CROP_IMAGE operator you can save or manipulate the halfpictures separatly. The great advantage of working with halfpictures is that a videosequence gets much smoother on playback.

Settings

=====

No settings needed.

Also see

INTERLACE

1.27 DYNAMIC_RANGE image processing module

DYNAMIC_RANGE

=====

This operator checks if the whole color palette is used bythe picture. That allows extenting or upsetting of the colors in the certain range. For example, your picture has a color range between 0 and 220, that means that 35 colors are not used. You have the possiblitiy to enlarge the colorspectrum if you select a field e.g. between 0 and 255. Due to this the picture becomes brighter.

Settings

=====

Define the new color range

MIN

Defines the minimum color space. (min. 0)

MAX

Defines the maximum color space. (max. 255)

1.28 EMBOSS image processing module

EMBOSS

=====

This operator picture makes your picture look like it's chiseled in to stone. After using the EMBOSS operator you might wish to try the COLOR_TO_GRAY operator, since this emphazises the EMPOSS effect.

Settings

=====

You can choose whether the picture should chiseled to the inside or to the outside.

INWARDS

The picture looks like it's chiseled to the inside.

OUTWARDS

The picture looks like it's chiseled to the outside.

1.29 EOR image processing module

EOR

===

Settings

=====

Allows the input of the three basic tones (Red, Green and Blue) in a range between 0 and 255 with this the picture colors will filtering.

```

RED      0 - 255
GREEN    0 - 255
BLUE     0 - 255
    
```

The EOR operator is a logical mathematic function. An example follows to explain how it works. Choose a colornumber between 0 and 255, e.g. 255. This colornumber has to be filtered by the EOR operator with the number 85.

The numbers are set in binary format. To make it easier you can see a table which displays the decimal and the binary format. You only have to add numbers to get the right result.

```

1 => %00000001
2 => %00000010
4 => %00000100
8 => %00001000
16 => %00010000
32 => %00100000
64 => %01000000
128 => %10000000
    
```

```

255 => %11111111
EOR 85 => %01010101
      -----
      %10101010 => 170
      =====
    
```

As you can see, you have to set a "1" if the first row contains a "1"

and second row contains a "0", the same happens if the first row contains a "0" and second row contains a "1" . You don't have to set a "1" if both contain a "1" or a "0".

a further example

```
141 => %10001101
EOR 240 => %11110000
-----
%01111101 => 125
=====
```

Also see

```
AND
and
OR
```

1.30 FLIP_X image processing module

```
FLIP_X
```

```
=====
```

This operator flips the complete picture from left to right. It's just a simple mirror function.

Settings

```
=====
```

No settings needed.

Also see

```
FLIP_Y
```

1.31 FLIP_Y image processing module

```
FLIP_Y
```

```
=====
```

The same as FLIP_X except that the picture is flipped vertically.

Settings

```
=====
```

No settings needed.

Also see

```
FLIP_X
```

1.32 FREE_RGB image processing module

FREE_RGB
=====

Free the memory (fastmem) used for the picture.

Settings
=====

No settings needed.

1.33 HALVE image processing module

HALVE
=====

This function enables you to halve the picture on the x- and y-axis. We use a bi-interpolation to guarantee best picture quality. This operator is much faster as the SCALE operator.

Settings
=====

No settings needed.

1.34 HIGHLIGHTS image processing module

HIGHLIGHTS
=====

Highlights all bright parts of the picture. All pixels which are darker than mid grey are turned to black.

Settings
=====

No settings needed.

Also see

LOWLIGHTS

1.35 HISTOGRAM image processing module

HISTOGRAM
=====

This function doesn't manipulate the picture, it rather shows you the color parts in a graphic table, which are used by the basic colors red, green and blue.

The first diagram shows the redcolors, the second the greencolors and the third shows the bluecolors of the picture.

Settings
=====

No settings needed.

1.36 IMAGE_BORDER image processing module

IMAGE_BORDER
=====

1.37 INTERLACE image processing module

INTERLACE
=====

With this function you can join two halfpictures back into a interlace picture.

The two half pictures are assembled to one picture. The upper picture contains the even rows of the picture and the lower picture contains the uneven rows.

Settings
=====

No settings needed.

Also see

DEINTERLACE

1.38 LINEART image processing module

LINEART
=====

This function searches for edges in a picture and sets them into foreground. Other parts of the picture will be eliminated. Due to this you get a contour drawing. If you also use the COLOR_TO_GRAY function you get a picture which looks like a leadpencil drawing.

Settings
=====

No settings needed.

1.39 LOWLIGHTS image processing module

LOWLIGHTS
=====

The Lowlights operator emphasizes the dark parts of the picture. All pixels which are brighter than mid-grey will turn to black.

Settings
=====

No settings needed.

Also see

HIGHLIGHTS

1.40 MAXIMUM image processing module

MAXIMUM
=====

Sets a pixel to the value of the brightest red, green and blue pixel which are in the neighbourhood of an eight pixel area. Due to that the picture looks brighter.

Settings
=====

No settings needed.

Also see

MEDIAN
and
MINIMUM

1.41 MEDIAN image processing module

MEDIAN
=====

The function calculates the average value of a pixel and the 8 surrounding pixels.

Settings
=====

No settings needed.

Also see

MINIMUM
and
MAXIMUM

1.42 MINIMUM image processing module

MINIMUM
=====

Sets a pixel to the value of the darkest red, green and blue pixels which are in an eight pixel area around the original pixel. Due to that the picture looks darker.

Settings
=====

No settings needed.

Also see

MAXIMUM
and
MEDIAN

1.43 MIRROR image processing module

MIRROR
=====

This operator mirrors a previously selected part.

Settings
=====

You can select 4 parts of a picture:

left

The left side of the pictures is mirrored to the right side of the picture.

right

The right side of the picture is mirrored to the left side of the picture.

top

The upper half of the picture is mirrored to the lower half.

bottom

The lower half of the picture is mirrored to the upper half above.

1.44 MONOCHROME image processing module

MONOCHROME

=====

A color picture is converted into a 2 color picture by using a special filter. Black and white are the only possible colors. All colors which are brighter than middlegrey are converted to white, the rest is turned to black.

Settings

=====

No settings needed

1.45 MOSAIC image processing module

MOSAIC

=====

This operator lets the picture look coarse grained, due to that the picture is blurred. You probably know what those colored church windows look like, well, that's a mosaic. On TV, this operator is used to make a certain part of the picture unrecognizable.

Settings

=====

You can choose the width and the height of the pixels. The bigger the value, the more distorted the picture is.

1.46 MOTIONBLUR image processing module

MOTIONBLUR

=====

This operator allows you to put a motionblur effect onto the picture. It looks as if there was a lot of fast movement as the picture was

taken.

Settings
=====

Length:

The higher the value you have chosen the greater the effect. In fact of this, your girlfriend (AMIGA) has a lot to do and you can take a coffeekick. Better have a PPC if you want use this one. :-)

Angle:

Determines the direction in which the object "moves".

1.47 NEGATIVE image processing module

NEGATIVE

=====

Negative is the same effect as you can see in a photographic laboratory. The colors will change to their respective counterparts, that means white turns to black, yellow to blue and so on.

Settings
=====

No settings needed

Also see

NEGBRIGHT

1.48 NEWBRIGHT image processing module

NEGBRIGHT

=====

This operator changes a color value with its complimentary color. The difference to the NEGATIVE operator is that only the color brightness will be changed. That means bright red will turn to dark red and dark grey will be set into bright grey and so on.

Settings
=====

No settings needed

Also see

NEGATIVE

1.49 OR image processing module

```

OR
==
Settings
=====

```

Allows the input of the three basic tones (Red, Green and Blue) in a range between 0 and 255, the picture colors will filtered with this value.

```

RED      0 - 255
GREEN    0 - 255
BLUE     0 - 255

```

The OR operator is a logical mathematic function. A example follows to explain it's function. First of all, choose a colornumber between 0 and 255, e.g. 255.

Let's say this color is to be filtered by the OR operator using the number 85.

The numbers have to be set in binary format. To make it easier you can see a table which shows the decimal and the binary format. You only have to add numbers to get a decent result.

```

1 => %00000001
2 => %00000010
4 => %00000100
8 => %00001000
16 => %00010000
32 => %00100000
64 => %01000000
128 => %10000000

```

which means

```

255 => %11111111
OR 85 => %01010101
-----
%11111111 => 255
=====

```

As you can see, you have to set a "1" if the first row contains a "1" or second row contains a "1". On the other hand, if the first row contains a "1" and second row contains a "1" . You don't have to set a "1" if both contain a "0".

a further example:

```

141 => %10001101
OR 240 => %11110000
-----
%11111101 => 253
=====

```

Also see

```

AND
and
EOR

```

1.50 REPLACE_COLOR image processing module

```

REPLACE_COLOR
=====

```

With this function you can swap a certain color or a color spectrum with the declared colors. This function allows you to mask colors so that you can use the picture as a mask later on.

```

Settings
=====

```

LOOK FOR:

Here you determine which red, green or blue parts are to be exchanged. Values between 0 and 255 mean that FantasticDreams looks for the specified value only. If you set one of the three colorparts to -1, FantasticDreams will swap the whole color part.

```

e.g.
red   = 0
green = 110
blue  = -1

```

These settings change all colors which contain red as 0, green as 110 and blue between 0 and 255.

REPLACE WITH:

Determines which color is used to swap. Values between 0 and 255 are allowed. If you select -1 the color part doesn't change.

1.51 SHARPEN image processing module

```

SHARPEN
=====

```

This operator sharpens the picture by emphasizing the edges.

Settings
=====

No settings needed

1.52 SHIFT_HUE image processing module

SHIFT_HUE
=====

This operator rotates the colors of a picture in a certain angle of the color spectrum. Due to that the brightness and saturation of color will be retained.

Settings
=====

Angle:

Values between 0\textdegree{} and 359\textdegree{} are allowed.

1.53 SHIFT_RGB image processing module

SHIFT_RGB
=====

This operator allows the exchange of individual color parts red, green and blue. You have the choice between several settings.

Settings
=====

Here you can determine how to swap the color tones.
You can choose between:

RGB -> RBG
RGB -> GBR
RGB -> GRB
RGB -> BGR
RGB -> BRG

1.54 SOLARIZE image processing module

SOLARIZE
=====

This function simulates a photographic special effect. If a photo negative is exposed to sunlight the dark colors become darker and brighter colors become inverted.

Settings
 =====

No settings needed

1.55 HSV image processing module

HSV-ADJUST
 =====

This function moves the colors of a picture around a fixed angle of the color spectrum. Or in other words you can manipulate the brightness and color saturation.

The pictures get a new ambient.

1.56 Rotate image processing module

Rotate
 =====

This operator rotates a picture in any angle. Furthermore you have to determine the point of the picture to rotate around. If you wish to rotate your picture around the center you can use the CENTERX and CENTERY buttons for quick adjustment.

1.57 Tile image processing module

Tile
 =====

The picture is displayed in hundreds of small "tiles". The original picture size is reduced to the chosen value. After that the reduced picture is copied over the original picture, thus creating impression of a stone wall made of images. stones.

1.58 TileBrick image processing module

TileBrick
 =====

This operator is similar to the "tile" effect, the difference is that the offset of the "stones" are are changed per row. This gives the impression of a real "stone" wall.

1.59 Twirl image processing module

Twirl
=====

This special effects rotates the images like in a whirl pool. The effect get heavier the nearer it gets to the to outter borders. Feel free to experiment with the settings, this is a very powerful operator.

1.60 RGBAdjust Bilderbearbeitungsmodule

RGBAdjust
=====

This operator manipulates the picture colors in an easy way. You have to set the value by which the red, green and blue values are added or subtracted. Negative values darken the picture and positive values brighten the picture.

1.61 Scale image processing module

Scale
=====

This operator scales a picture according to the absolut value or percentage defined.

1.62 Turn image processing module

Turn
=====

This operator rotates the images 90\textdegree , 180\textdegree or 270\textdegree . Turn is a lot faster than the Rotate operator.

1.63 Whirl

Whirl
=====

The opposite of the Twirl operator. The heaviest effect is applied to the image center. Also a very powerful operator, needs a lot of cpu power, so you better have a PPC.

1.64 Viewer modules

Viewer modules

=====

Please choose the appropriate viewer module for your system. Be careful, since errors might occur if you select a wrong viewer.

ECS

For the oldtimers (A500, A2000 ...)

AGA

For A1200/4000 and newer

CYBERGFX

For video boards using Cybergraphx

PICASSO

For Picasso video boards

RETINA

For Retina video boards

WINDOW

For displaying in a window

1.65 ECS viewer module

ECS viewer

=====

These viewers are for Amigas which don't have a video board or an aga chip set. That means the viewer can be used for the following computers: A500, A600, A1000, A2000, A2500 und A3000. Of course every aga machine can use the viewers too, but it doesn't make any sense.

You can choose between 4 different ECS viewers. Two for 16 color greyscale display and two for displaying in HAM6. There is no difference between the display quality of the two versions but the second ones are faster. The ecs viewers with the ending "FAST" contain an optimized routine, which writes graphics data directly in the Amiga hardware. The two other modules are systemfriendlier and should work on any computer running the AMIGA operating system.

1.66 AGA viewer module

AGA viewer
=====

These viewers are for all computers which use the AGA chip set e.g. A1200, A4000 and others. If you use a video boards on your ECS system you can use the AGA-viewers too, but the video board driver must support AGA emulation. HAM8 can also displayed with a video board. You can select between 6 different AGA viewers.

AGA_HAM

The picture is displayed in 262000 colors. This viewer is system friendly and should run on any computer system running the AMIGA operating system.

AGA_HAM_FAST

The picture is displayed in 262000 colors. The viewer writes the graphics data directly to the AGA hardware.

AGA_HAM_C2P

The picture is displayed in 262000 colors. This viewer contains a highly optimized converting routine which writes the graphics data directly to the AGA hardware.

AGA_GREY

The picture is displayed in 256 greyscale colors. This viewer is system friendly and should run on any computer running the AMIGA operating system.

AGA_GREY_FAST

The picture is displayed in 256 greyscale colors. The viewer writes the graphics data directly to the hardware.

AGA_GREY_C2P

The picture is displayed in 256 greyscale colors. This viewer contains a highly optimized converting routine which writes the graphics data directly to the Amiga hardware.

1.67 CYBER viewer module

CYBER viewer
=====

This viewer can used with all video boards using Cybergraphx driver software. The viewer allows to display in 16 or 24 bit (highcolor and truecolor) or rather 65536 and 16.8 mil. colors. Of course, displaying in greyscale is also possible.

CYBER_GREY

The picture is displayed on a video board in a 256 color greyscale display. This viewer is system friendly and should work on any computer running the AMIGA operating system.

CYBER_GREY_FAST

The picture is displayed on a video board in a 256 color greyscale display. tones. The viewer writes the graphics data directly to the hardware.

CYBER_16BIT

The picture is displayed on a video board in 65536 colors. The most video boards can display a higher resolution in 16 bit than in 24 bit, therefore the color quality gets down a bit. This viewer is system friendly and should work on any computer running the AMIGA operating system.

CYBER_16BIT_FAST

The picture is displayed on a video board in 65536 colors. The viewer writes the graphics data directly to the hardware. Therefore the viewer is quite fast.

CYBER_24BIT

The picture is displayed on a video board in 16.8 mil. colors. With this viewer you can enjoy the whole color palette of a 16 mil. color display. But the viewer only makes sense if you wish to display real 24 bit pictures. For pictures with less than 16mil. color it's better to use one of the 16 bit viewers. This viewer is system friendly and should work on any computer running the AMIGA operating system.

CYBER_24BIT_FAST

The picture is displayed on a video board in 16.8 mil. colors. The viewer writes the graphics data directly to the hardware, therefore the viewer is quite fast.

1.68 RETINA viewer module

RETINA viewer

=====

This viewer allows displaying in 16 or 24 bit (highcolor and truecolor) or rather 65536 and 16.8 mil. colors on a Retina Z3 BLT video board. Of course, displaying in greyscale is also possible.

RETINA_GREY

The picture is displayed on a video board in a 256 color greyscale display. This viewer is system friendly and should work on any computer running the AMIGA operating system.

RETINA_16BIT

The picture is displayed on a video board in 65536 colors. The most video boards can display a higher resolution in 16 bit than in 24 bit, therefore the color quality gets down a bit. This viewer is system friendly and should work on any computer running the AMIGA operating system.

RETINA_24BIT

The picture is displayed on a video board in 16.8 mil. colors. With this viewer you can enjoy the whole color palette of a 16 mil. color display. But the viewer only makes sense if you wish to display real 24 bit pictures. For pictures with less than 16mil. color it's better to use one of the 16 bit viewers. This viewer is system friendly and should work on any computer running the AMIGA operating system.

FantasticDreams doesn't support a "FAST" view module for the Retina video board at the moment.

1.69 PICASSO viewer module

PICASSO viewer

=====

This viewer allows displaying in 16 or 24 bit (highcolor and truecolor) or rather 65536 and 16.8 mil. colors on a Retina Z3 BLT video board. Of course, displaying in greyscale is also possible.

PICASSO_GREY

The picture is displayed on a video board in a 256 color greyscale display. This viewer is system friendly and should work on any computer running the AMIGA operating system.

PICASSO_16BIT

The picture is displayed on a video board in 65536 colors. The most video boards can display a higher resolution in 16 bit than in 24 bit, therefore the color quality gets down a bit. This viewer is system friendly and should work on any computer running the AMIGA operating system.

PICASSO_24BIT

The picture is displayed on a video board in 16.8 mil. colors. With this viewer you can enjoy the whole color palette of a 16 mil. color display. But the viewer only makes sense if you wish to display real 24 bit pictures. For pictures with less than 16mil. color

it's better to use one of the 16 bit viewers. This viewer is system friendly and should work on any computer running the AMIGA operating system.

FantasticDreams doesn't support a "FAST" view module for the Picasso video board at the moment.

1.70 WINDOW viewer module

WINDOW viewer

=====

The window viewer opens a window on the FantasticDreams screen and the picture is displayed in it. The number of the colors depend on the selected screenmode.

The window viewer also supports the Cybergraphx modes like 16 or 24 bit. Due to that you can open a window on the FantasticDreams screen and display a picture in 16 million colors.

You can also scale the window. To move the picture in the window use the sliders on the left side and at the bottom.

1.71 Mitgelieferte Werkzeuge

TOOLS

=====

The FantasticDreams distribution also includes some useful tools, which make it easier to work with FantasticDreams.

FX Studio

=====

An external picture manipulation program which allows you to load, manipulate and convert any picture you like. After starting the program a GUI appears which is divided to seven parts.

In the uppermost part you can see the name and the size of the loaded file. Below that, you see four listwindows with the specified modules. Below that there is a statusdisplay. You can start the respective module by double clicking its name.

Convert Studio

=====

A useful tool to convert pictures to an other format. If you start Convert Studio from DirOpus you can convert single pictures or a whole directory.

Starting from CLI

If ConvertStudio is executed from the SHELL or CLI the following parameters are allowed.

LOADER/K SAVER/K QUALITY/N FROM/K TO/K

LOADER

Define the loader to be used.

Default is UNIVERSAL

SAVER

Define the saver to be used.

Default is JPEG

QUALITY

If JPEG is selected as saver, then the JPEG quality is set here. 100 is best quality, 1 is the worst. This setting also influences the size of the saved file. The better the quality, the bigger the file.

Default is 80

FROM

Define the path to the source picture. If the source path is not defined, a requester will pop up asking for an input file.

TO

Define the output path and file. If the output path/file is not defined a requester will pop up and ask for the output path and file.

Example

```
ConvertStudio LOADER=UNIVERSAL SAVER=JPEG QUALITY=50 FROM=Work:Pics/Pic1 TO=Ram: ↵
  test
```

Attention!

If the name or path contains empty characters you have to use quotation marks.

Example

```
ConvertStudio FROM="Work:Pics/pic 1" TO="Ram:Test Nr1"
```

Launching from WB

If you run ConvertStudio from the Workbench a filerequester appears asking you to choose a picture you wish to load. After this another filerequester appears asking you for the destination path and name.

Default settings are: LOADER=UNIVERSAL,
SAVER=JPEG
QUALITY=80

View Studio

=====

This program is for viewing images. If you execute VS from e.g. DirOpus you can display all selected pictures as a slide show.

Starting from CLI

If you execute ViewStudio from the SHELL or CLI the following parameters are allowed:

LOADER/K VIEWER/K /F

LOADER

Define the loader to be used.
Default is UNIVERSAL

VIEWER

Define the appropriate viewer module(ECS, AGA...)
Default is ECS_GREY

You have to define the path and the name of the picture which you wish to view.

Example

```
ViewStudio LOADER=UNIVERSAL VIEWER=CYBER_16BIT_FAST Work:Pics/Pic1
```

Attention!

If the name or path contains empty characters you have to

use quotation marks.

Example

```
ViewStudio LOADER=UNIVERSAL VIEWER=CYBER_16BIT_FAST "Work:Pics/Pic 1"
```

ViewTek

=====

This well known viewer plays IFF-Anim5,7 and 8 animations
Viewtek has loads of different settings. Please consult the
viewtek guide which is located in the ViewTek drawer.

1.72 Why the fixed screenmode?

Why only 640x512 pixel?

=====

A quite frequently asked question.

Well, it's easy to answer. No available AMIGA today can handle an animation in a resolution higher than 640*512 at a decent framerate. And as you know, FantasticDreams is a real-time program.

A lot of people assume doubling the resolution doubles the transfered data. That's wrong, you get 4x the data!

The rather slow bus system of the AMIGA would be overloaded by too high resolutions. Due to unoptimized drivers, even a CyberVisionPPC couldn't play FantasticDreams animations at a decent framerate in 800*600.

At the moment we're sending from 3MB up to 20MB/sec over the AMIGA graphics bus. The available hardware ZIII(8MB/sec) and CyberVisionPPC(20MB/sec.) doesn't allow more than that.

1.73 FAQ

FAQ

====

In case you have trouble installing or using FantasticDreams, here's the place to look. Answers to known problems are given in this FAQ.

Question:

Why can't I load picture "XYZ"?

Answer:

1.The format is not supported yet. Send us the picture with a comment on the filetype and we'll do what we can to support it in the future.

Where to send it to

Try loading the picture with the datatype loader (press ← F2).

2. You don't have enough free memory. Quit all other programs running in multitasking or get more memory.

Question:

Why is FantasticDreams so slow on my machine?

Answer:

You are probably using an outdated cpu such as the MC68030, so don't expect any miracles. Buy a MC68060 or better PPC based turbo board NOW. :-)

Question:

The additional image processing modules don't work. Why?

Answer:

Some of them need a fpu. You are using a LC type 68k processor and they do not have a fpu. You need to upgrade your hardware.

Question:

When I try to install FantasticDreams I always get an error requester saying "Can't find Installer"

Answer:

Your boot partition is not installed correctly. The program Installer should be in the SYS:Utilities directory. You can find the Installer on your "Install 3.1" disk. A newer version of the program(v43.3) is available on Aminet cds. This newer version is needed to install FantasticDreams.

Question:

When I try to install FantasticDreams I always get an error requester saying "Error in script can't compile script."

Answer:

You are using the older and buggy Installer. The latest version(v43.3) can be found on Aminet cds.

Question:

I always get an "Can't find program FantasticDreams" when I try to start FantasticDreams.

Answer:

You have entered a wrong registration-nr. or you registration was incomplete. Reinstall FantasticDreams.

The other possibility is you're using pirated software. In that case thank you for killing the AMIGA. Some people never learn...

1.74 Glossary

Glossary

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Autoscroll

If you define a screen larger than the screenmode offers, you have to use the autoscroll function. As soon as pointer reaches the edge of the screen, the screen is scrolled.

Argument

A parameter which is given to a program in the command line.

Button

A gadget which is displayed on the screen and activates or confirms a procedure.

Chip-Ram

This is a special part of the RAM memory which is accessed by the AMIGA custom chips. It is used for graphics and audio data.

The chipmem is also called graphicmem.

Convert

To change the format of data, e.g.convert IFF to JPEG.

Cursor keys

The keys with arrows on them.

Disk

A device on which computer data can be saved.

Dithering

The illusion of creating a color by mixing other colors. Violet can be created by mixing red and blue pixels.

Directory

A directory is a part of the filesystem of a computer. Directories are used to place files and sub-directories into. Directories are displayed as drawers.

Drag&Drop

After activating the drag&drop option a picture can copied by clicking the picture(keeping the mouse button pressed) and dragging the picture to the desired position.

FAST-RAM

The memory used for programs and data. Also known as fastmem.

Filename

The name of a file on a device.

GetFile

A button or symbol that opens a filerequester.

Path

The path includes the name of the device, the directory and all sub-directories needed to locate a file.

Preferences

All general settings of the program are set there.

RAM

The memory of your AMIGA. It's divided into chip and fastmem.

Stamp

Also known as thumbnail. A shrunked version of a larger picture.

View

Show

Virtual memory

The possibility to use a hard disk as RAM.

Hard disk space is cheaper than RAM, that's the reason why virtual memory, known as VM, was very popular on IBM-PCs a couple of years ago. Of course since hard disk is a lot slower than real RAM, the overall system performance sinks quite a lot.

A few programs on the AMIGA support VM too, but since the AMIGA has a very lean operating system and RAM is so cheap nowadays, there's no real reason to use VM anymore.

Wildcard

A joker, replaces any character or line of characters.

1.75 Register FantasticDreams

Please register!

Please send the filled out registration card to us. You are then registered for

support

and

update

services. For these services

the registration number is needed. You will find your registration number in the "About" menu of the program or on the back side of the FantasticDreams cd.

Of course you can also register online.

Check our homepage:

www.TitanComputer.de

Name: _____

Address: _____

ZIP: _____ City: _____

Tel.: _____ Fax: _____

eMail: _____

FDreams version: ____ Registration Nr.: _____

Date of purchase: _____ Dealer: _____

AMIGA model: _____ Memory: _____

Video board: _____ Memory: _____

Harddrive: _____ Capacity: _____

CD-Rom : _____ CD-Recorder: _____

Is there something you don't like about FantasticDreams?

What do like about FantasticDreams?

Are you missing any features?

Which other computer products are you interested in?

Which Amiga magazines do you read?

1.76 How to updates FantasticDreams

Updates
 =====

All registered users of FantasticDreams will be contacted as soon as a major update is available. Minor updates will be available in the Aminet, on further locations in the net and on Aminet CDs. If a major update is released a new demo version will be uploaded to the Aminet.

1.77 Support

Support
 =====

How to help yourself.

If you encounter problems using FantasticDreams, please consult this online help first. Check out if you are using the function correctly. Use the index and the table of contents, they will offer useful help in trouble shooting. If this doesn't help to locate the problem make sure that no other program running in multitasking with FantasticDreams is responsible for the misbehaviour.

Only contact the hotline if your sure that the problem is caused by FantasticDreams itself.

The hotline can be used by registered users only.

Titan Computer

Tel: +49 / 0421/481620
 Fax: +49 / 0421/481620

MotionStudios

Tel: +49 / 0421/249966

Fax: +49 / 0421/249556

email: MotionStudios@mail.netwave.de

Email is probably the best way to get in touch with us.

Where can I send my bugreports and wishes to?

If you want to report bugs or have wishes for upcoming versions feel free to contact the authors. They will try to help you as fast as possible. And oh, by the way, if think somethings missing, we are always happy when someone comes up with a good idea.

Don't hesitate to visit our homepage regularly for updates.

www.TitanComputer.de

otherwise

MotionStudios
Wildermuthplatz 3

28211 Bremen

or

email: MotionStudios@mail.netwave.de
oder Kleefeld@TitanComputer.de

1.78 Special thanks

There are several people we would like to thank for their efforts in helping and supporting the development of FantasticDreams.

Special thanks to...

=====

Graphics and artwork

Andreas Hagedorn

He designed the user interface of FantasticDreams and the FantasticDreams logo

The Beta tester

Michael Siegel, Axel Deising, Michael Schwiedop, Michael Garlich Jens "The Eagle" Mudder, alias Mulder (Yes, the truth is out there

somewhere)

They didn't rest until the (hopefully) last bug.

The translator

Mat Colton

He had to do a very fast job to get the english version ready in time.
(Ya, 18h for the whole guide, puhh. Mat)

1.79 Copyright and warranty

Copyright and other legal matters
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Copyright:

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Software piracy:

OK, here we go again...

Sad to say but a lot of users have not learned from the past two years. Because of software piracy a lot of developers, distributors

and publishers have left the AMIGA. Nevertheless software piracy keeps growing!

Don't forget that software piracy not only harms us, it also harms YOU! If we don't sell, we'll quit developing for the AMIGA. It took over two years to develop FantasticDreams. I guess you wouldn't be to happy to work for two years and get nothing either.

No one forces you to buy FantasticDreams. You can use a demo to see if you like the software as long as you wish before actually buying it.

Long live the AMIGA, always remember

ONLY AMIGA MAKES IT POSSIBLE !!!!!!!

The Titan team would like to thank all the honest users, you're the reason we're doing this.
