

SX.hyper

COLLABORATORS

	<i>TITLE :</i> SX.hyper		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 15, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

SX.hyper

1.1 MD+F SX v1.01

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SX Image Editor
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```

1.2 copyright

```
SX Image Editor
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Welcome...

The SX Image Editor and this guide are copyrighted by Ali Fracyon (fracyon@bix.com) and may not be modified in any way.

Ali Fracyon
P.O. Box 486
Harrisonburg, VA 22801

1.3 about

```
SX Image Editor
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```

SX v1.01 is a multitasking 8-bit image viewer and editor. It has the ability to load 8-bit IFF/ILBM, SUN Raster, and Gifs and can save files in

the Gif and Jpeg formats. You will need an AGA machine and plenty of RAM to use this program.

This program was designed to ...

1) ... allow viewing and editing images while the slow work is done in the background.

2) ... retry. Instead of failing when it can't do something (allocate memory, open screen, ...) it will try until it works. This allows for you to do more than the computer handle -however- it also allows the program to get into infinite loops if not used carefully.

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... Usage

1.4 usage

SX Image Editor
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It's best to start SX from the Workbench since it gets its defaults from its icon's tool types. The following is a listing of its gadgets and what they do:

CONTROL PANEL:

LOAD button - Load and display an image. Only 8 bit images can be loaded. Images of other depths might load, load badly, or crash the program. You can have atmost 15 images showing at the same time. Images will be clipped to a width divisibile by 8. Pictures can't be loaded from RAM: on this version of SX.

SAVE button - DON'T PRESS

H MIRROR button - Flip image in the horizontal direction.

V MIRROR button - Flip image in the vertical direction.

90\textdegree{} CW button - Rotate image clockwise.

90\textdegree{} CCW button - Rotate image counter-clockwise.

Format MX buttons - The left buttons specify input format and the right ones the output format. Jpeg files end in .jpg when written.

Q integer gadget - Jpeg quality when saving. Smoothness will always be zero.

BW checkbox gadget - Jpeg grayscale. It should not be checked if the image is in color.

Pri string gadget - This will be the priority of the task compressing the image and one higher than the priority of the task converting and saving the image.

Path string gadget - This is where the image will be saved.

Tasks cycle gadget - QUEUE: Tasks will be queued and will get converted one at a time. For Jpegs, any number of tasks can be in the compression mode but the actual Jpeg conversion will happen one at a time.

MULTITASK: All conversions will happen at the same time. Pre-Jpeg compressions will happen at a higher priority. Since some compression algorithms require a large amount of ram to work, this mode is usually slower than the QUEUE mode.

Tasks list gadget - This will show information about the tasks running in the background.

IMAGE WINDOWS:

Select Mouse button - Put a clip box or move its edges around.

Middle Mouse button - Save Image. (or 'S' on keyboard)

Menu Mouse button - Clip image if there is a clip box or exit if none.

1.5 installation

SX Image Editor

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Copy the sx and sx_cjpeg files to C:

sx_cjpeg file contains code by the Independent JPEG Group.

1.6 settings

SX Image Editor

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SX uses its tool types to get its defaults. Use Information... under Workbench's Icons window to modify them.

The following tool types are defined and the default values are shown:

PATH=RAM: -- Output path

PRIORITY=-1 -- Conversion tasks priority

TASKS=QUEUE -- How the tasks are handled

FORMAT=JPEG -- Output format

BACKGROUND=0 -- Color of the control window's background pattern.

QUALITY=75 -- Jpeg quality

1.7 warning

SX Image Editor
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This is an early release of the SX Image Editor - Use it at your own risk.
For safety, try it on some test images first and please report any
bugs to fracyon@bix.com or ali@pooch.cs.jmu.edu

To be safe:

- Don't use very small clip boxes, The AmigaOS can't open very small screens.
- Don't load damaged image files or image files with more or less than 8 bitplanes.
- Don't delete source images until the outputs are done. Since this program retries instead of failing, it can get into infinite loops.
- Save to RAM: if using for the first time or if there is a chance of infinite loops.
- Don't load images from RAM:. It usually doesn't work right in SX.
- Don't save the same image more than once. If you have to, make sure it gets done and is removed from the queue before resaving it.
- Don't load HAM or HAM8 IFFs. They are not supported.
- This program uses T:, try to put this in RAM: if possible.

This program was tested on:

A1200 - 50Mhz 68030 & 68882, 6M RAM

KS 39.106, WB 40.42

720x454x3 57Hz 27.18 kHz WB
