

**MPMorph**

**COLLABORATORS**

	<i>TITLE :</i> MPMorph		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		April 16, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## MPMorph

### 1.1 MPMorph.guide

MPMorph 4.4 Contents

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Overview	Quick overview
Installation	Installation instructions
Requirements	Software and Hardware required
Parameters	Tool types and Shell parameters
Info Window	The information window
Control Window	The control window
Edit Windows	The point edit windows
Edit Modes	Point editing modes
Requesters	Requesters which appear
Interface	Changing the interface
File Format	Internal file formats

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ARexx	ARexx interface to MPMorph
File Names	File naming
Error Messages	Error Messages
Bugs	Known (and unknown) errors
Hardware&Software	Hardware and Software used in development
History	Version History (since TSMorph 3.3)
Hints & Tips	Some useful hints and tips
Distribution	Copyright and distribution requirements
Index	The index for this guide

Note MPRender can now be compiled on non Amiga computers:

See Readme.unix.

## 1.2 MPMorph.guide/Overview

Quick overview

\*\*\*\*\*

For a quick tutorial see Tutorial.guide.

MPMorph is a set of morphing programs. It consists of two programs:

MPMorph	Edit the Morph parameters
MPRender	Generate the morphed images

See MPRender.guide for information on the render program.

---

## 1.3 MPMorph.guide/Installation

Installation instructions

\*\*\*\*\*

If you wish to use Installer then MPMorph can be installed using the supplied script. If not then you are on your own!

## 1.4 MPMorph.guide/Requirements

Software and Hardware required

\*\*\*\*\*

OS3.0+ is required to run MPMorph.

The following are used if present:

reqtools.library	38	reqtools is ©1991/1992 Nico François This is required for Animated Warps/Morphs
egs.library	0	EGS is © Copyright 1990/93 VIONA Development.
egsintui.library	0	
egsgfx.library	0	
egsrequest.library	0	

## 1.5 MPMorph.guide/Par

Tool types and Shell parameters

\*\*\*\*\*

Both MPMorph and MPRender can be run from the Shell or the Workbench. Most parameters can be edited using the Settings menu.

Parameters can be supplied, normally either on the Shell command line, as Icon Tool Types on the Project, MPMorph or MPRender Icon, or in a settings file.

The format of settings files is a text file with lines in the format:

Settingstype=settingsvalue

Blank lines or lines starting with a ; (semi-colon) are treated as comments. Any settings supplied on the Shell command line or as an Icon Tool Type override values specified in this file. Parameters on the Project Icon override parameters on the Tool Icon.

Note: All the Project Icon tool types are used if the project is run with a default tool or by double clicking a tool, some are not used if the project is selected using a file requester, if the Tool was run

from the Shell then file requester selected project tool types are ignored. Also some settings can not be changed on open projects,

The Settings file name used is first file found from:

- 1) The name supplied in the SETTINGS= parameter on the project.
- 2) The name supplied in the SETTINGS= parameter on the tool.
- 3) MPMorph.prefs  
in the project directory for the workbench,  
the current directory from the Shell.
- 4) MPMorph.prefs  
in the directory MPMorph was loaded from.
- 5) ENV:MPMorph/MPMorph.prefs

Unless

KEEPSETTINGS

is set to NO current settings are saved in

ENV:MPMorph/MPMorph.prefs when MPMorph is quit. Settings can be saved and loaded from the

Settings  
menu.

The following parameters can be supplied:

CREATEICONS	Create project Icons
CREATEICONSP	Create prefs Icons
PUBSCREEN	Public screen to use
PORTNAME	ARexx Port Name
CUSTOMMODE	Custom screen mode
CUSTOMDEPTH	Custom screen depth
EGS	Use EGS for image windows
REQTOOLS	Use ReqTools.library
FILES	Specify file to open
HELP	Display continuous help
KEEPSETTINGS	

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	Save settings on Quit
SETTINGS	Settings file name
ZOOM	Zoom image 2 times
PREVIEW	ARexx script to preview image
USER2	Macro 2
USER3	Macro 3
USER4	Macro 4
USER5	Macro 5
USER6	Macro 6
USER7	Macro 7
USER8	Macro 8
USER9	Macro 9
RECENT1	Recent Open File 1
RECENT2	Recent Open File 2
RECENT3	Recent Open File 3
RECENT4	Recent Open File 4
RECENT5	Recent Open File 5

## 1.6 MPMorph.guide/P-CREATEICONS

---

CREATEICONS=YES/NO

=====

Sets the default value of the Create Icons? settings menu item - defaults to YES.

This item toggles if Icons are to be saved with  
parameter files  
. If it

is selected then an Icon will be saved. The icon will come from ENV:MPMorph/def\_points if this exists, secondly from ENV:SYS/def\_points, otherwise the default project Icon is used.

This parameter is not changed by Requester loaded projects.

## 1.7 MPMorph.guide/P-CREATEICONSP

CREATEICONSP=YES/NO

=====

Sets the default value of the Create Prefs Icons? settings menu item - defaults to YES.

This item toggles if Icons are to be saved with  
Settings

files. If it is selected then an Icon will be saved. The icon will come from ENV:MPMorph/def\_prefs if this exists, secondly from ENV:SYS/def\_prefs, otherwise the default project Icon is used.

## 1.8 MPMorph.guide/P-PUBSCREEN

PUBSCREEN=pubscreenname

=====

This gives the name of the Public Screen on which to open all MPMorph windows - default is the default public screen.

This parameter is not changed by Requester loaded projects.

It can be changed using the menu item, a requester is displayed allowing the input of the screen name, but any change is ignored until MPMorph is reloaded.

If

CUSTOMMODE

is supplied as well then a public screen of this name is opened.

## 1.9 MPMorph.guide/P-PORTNAME

```
PORTNAME=name
=====
```

This gives the name of the ARexx port to open.

The default is MPMORPH.

See MPMorph-rexx.

## 1.10 MPMorph.guide/P-CUSTOMMODE

```
                CUSTOMMODE=screen_mode
=====
```

This gives the mode of the custom screen to open.

The mode is as show in the Screen Mode requester - case is ignored (e.g. "PAL:Low Res"). This parameter is not changed by Requester loaded projects.

The name of the screen must be given by the  
PUBSCREEN

parameter. The

depth is given by the

CUSTOMDEPTH

parameter. The screen will mostly

clone the Workbench, but other colours will be set up as a grey scale.

It can be changed using the menu item, a requester is displayed allowing the input of the screen mode, but any change is ignored until MPMorph is reloaded.

The default value is nothing which means do not open a custom screen.

## 1.11 MPMorph.guide/P-CUSTOMDEPTH

```
                CUSTOMDEPTH=4
=====
```

This gives the depth of the custom screen to open if

CUSTOMMODE

is

---

specified.

It can be changed using the menu item, a requester is displayed allowing the input of the screen mode, but any change is ignored until MPMorph is reloaded.

The default value is 4.

## 1.12 MPMorph.guide/P-EGS

EGS=YES/NO

=====

This controls the use of EGS when displaying the edit windows. See

requirements for library requirements. If set to yes then the edit windows and relevant error requesters are displayed on the default EGS

screen.

ZOOM

is always set to OFF when using EGS.

This parameter is not available as a menu option, is not saved in settings files and can not be specified on a project Icon.

Default values is NO.

## 1.13 MPMorph.guide/P-REQTOOLS

REQTOOLS=YES/NO

=====

This controls the use of reqtools.library. If set to NO then reqtools will not be used (except in very unusual circumstances). It will still however be opened and closed. If set to YES then reqtools will be used for various requesters.

This parameter is not available as a menu option, is not saved in settings files and can not be specified on a project Icon.

Default values is YES.



## 1.14 MPMorph.guide/P-FILES

FILES=filename  
=====

This is only relevant to the Shell, only one name can be supplied - default is to open a new unnamed project.

## 1.15 MPMorph.guide/P-HELP

HELP=YES/NO  
=====

Sets the default value of the Continuous Help? settings menu item - defaults to NO.

When set to YES help is continuously displayed using amigaguide.

## 1.16 MPMorph.guide/P-KEEPSETTINGS

KEEPSETTINGS=YES/NO  
=====

Sets the default value of the Keep Settings? settings menu item - defaults to YES.

By default current settings are saved in ENV:MPMorph/MPMorph.prefs when MPMorph is quit. This parameter and menu item enable this behaviour to be turned off.

## 1.17 MPMorph.guide/P-SETTINGS

SETTINGS=filename  
=====

This can only be supplied on the Shell command line, or an Icon Tool Type. It specifies the name of a file for more parameters. See

parameters  
.

This parameter is not changed by Requester loaded projects.

---

## 1.18 MPMorph.guide/P-ZOOM

ZOOM=YES/NO/OFF  
=====

Sets the default value of the Zoom? settings menu item. If set to YES then images will be initially displayed 2x normal size, if set to NO then images will be initially displayed normal size, setting to OFF disables the Zoom? option, this reduces chip memory usage to 1/5 - defaults to NO.

## 1.19 MPMorph.guide/P-PREVIEW

PREVIEW=scriptname  
=====

This specifies the name of an ARexx script to run to preview the rendered image.

The default script is:

Rexx/Preview.MPM.

See Preview.guide.

The version supplied displays a GUI to render the image as a 16 colour grey scale.

It can be changed using the menu item, a requester is displayed allowing the input of the value.

F1 is a short cut to this script.

## 1.20 MPMorph.guide/P-USER2

USER2=scriptname  
=====

This specifies the name of an ARexx script to run when F2 is pressed.

The default script is:

Rexx/EdgePoints.MPM.

See EdgePoints.guide.

---

This displays a requester to Edge Detect the images.

### 1.21 MPMorph.guide/P-USER3

```
USER3=scriptname  
=====
```

This specifies the name of an ARexx script to run when F3 is pressed.

The default script is:

Rexx/IndexHelp.MPM.

See RunMPIndex.guide.

This displays the index of all the help files.

### 1.22 MPMorph.guide/P-USER4

```
USER4=scriptname  
=====
```

This specifies the name of an ARexx script to run when F4 is pressed.

The default script is:

Rexx/RTPreview.MPM.

This continuously displays a preview, updating the display when any editing is done.

Rerun this script to stop the preview rendering.

For fastest previewing set the 24 bit images to grayscale PBM versions of the rendering size of the images and set the number of frames to 1.

### 1.23 MPMorph.guide/P-USER5

```
USER5=scriptname  
=====
```

This specifies the name of an ARexx script to run when F5 is pressed.

There is no default script.

---

## 1.24 MPMorph.guide/P-USER6

```
USER6=scriptname  
=====
```

This specifies the name of an ARExx script to run when F6 is pressed.

There is no default script.

## 1.25 MPMorph.guide/P-USER7

```
USER7=scriptname  
=====
```

This specifies the name of an ARExx script to run when F7 is pressed.

There is no default script.

## 1.26 MPMorph.guide/P-USER8

```
USER8=scriptname  
=====
```

This specifies the name of an ARExx script to run when F8 is pressed.

There is no default script.

## 1.27 MPMorph.guide/P-USER9

```
USER9=scriptname  
=====
```

This specifies the name of an ARExx script to run when F9 is pressed.

There is no default script.

## 1.28 MPMorph.guide/P-RECENT1

```
RECENT1=filename  
=====
```

This is the most recent file opened.

---

## 1.29 MPMorph.guide/P-RECENT2

```
RECENT2=filename  
=====
```

This is the second most recent file opened.

## 1.30 MPMorph.guide/P-RECENT3

```
RECENT3=filename  
=====
```

This is the third most recent file opened.

## 1.31 MPMorph.guide/P-RECENT4

```
RECENT4=filename  
=====
```

This is the fourth most recent file opened.

## 1.32 MPMorph.guide/P-RECENT5

```
RECENT5=filename  
=====
```

This is the fifth most recent file opened.

## 1.33 MPMorph.guide/Info

The Information Window

```
*****
```

This window is always displayed when MPMorph is running. It displays information about the current project. The window title is MPMorph, the screen title will be displayed as the project name if the project has a name. It is used to set up all the information required by MPRender.

Gadgets

Gadgets displayed in the Info Window

---

```

Menus
  Menus available in the Info Window

Keyboard
  Keyboard controls in the Info Window

```

## 1.34 MPMorph.guide/l-gad

Gadgets in Info Window

```
=====
```

The Information Window appears with gadgets:

```

-----
|
|           .
|           |
|         MPMorph
|           |
|           |
|           |
|-----|
|
|           Help Text
|
| File One
|           .....
|           X
|           |
| File Two
|           .....
|           X
|24 File 1
|           .....
|           X
|24 File 2
|           .....
|           X
|   Width
|           ...
|           Height
|           ...
|           |
|

```

```

        Set Size...
        Scale...
    |
        Single
        Frames
        ..
        Start
        ..
    |
    Name
        .....
        X
    |
    |
        Edit Points...
    |
-----

```

Help Text	Displays help messages
File One	The first image file for point editing
Get file	Get file gadget for above
File Two	The second image file for point editing
Get File	Get file gadget for above
24 File 1	The first 24 bit image file to morph
Get File	Get file gadget for above
24 File 2	The second 24 bit image file to morph
Get File	Get file gadget for above
Width	Read only gadget showing width
Height	Read only gadget showing Height
Set Size	

---

	Set the render size
Scale	Scale the render size
Single	Cycle morph mode gadget
Frames	Number of frames to generate
Start	Frame number to start at
Name	File name of animation frames
Get File	Get file gadget for above
Edit Points...	Display images to edit points
Close gadget	Quit program
Drag gadget	Move the window
Zoom gadget	Standard zoom window
Depth gadget	Standard depth gadget

### 1.35 MPMorph.guide/I-gad-Help

Help Text gadget

-----  
 This gadget displays short help messages.

See also

Continuous Help

.

### 1.36 MPMorph.guide/I-gad-File\_One

---



File One gadget

---

This gadget allows the editing of the file name of the first image to be used when editing points. This gadget is disabled if the

Edit Windows  
 are currently open. The file name can be either edited in  
 the string gadget or by using the  
 Get File  
 to display an ASL file  
 requester.

This image should be a Workbench displayable version of the

first 24 bit file  
 . It is displayed in the first  
 Edit Window  
 when  
 editing points.

o can be used to activate this gadget - See  
 Keyboard

.

See

File naming  
 for how to specify the file name.

### 1.37 MPMorph.guide/I-gad-Get\_File\_One

Get File One gadget

---

This gadget displays an ASL file requester to select the file to appear in the

File One  
 gadget.

o with shift is the same as using this gadget - See  
 Keyboard

.

### 1.38 MPMorph.guide/I-gad-File\_Two

File Two gadget

---

This gadget is the same as the  
     File One  
     gadget for the second  
 displayable image. This image should be the same size as the first.

t can be used to activate this gadget - See  
     Keyboard  
     .

See  
     File naming  
     for how to specify the file name.

### 1.39 MPMorph.guide/l-gad-Get\_File\_Two

Get File Two gadget  
 -----

This gadget displays an ASL file requester to select the file to appear  
 in the

    File Two  
     gadget.

t with shift is the same as using this gadget - See  
     Keyboard  
     .

### 1.40 MPMorph.guide/l-gad-24\_File\_1

24 File 1 gadget  
 -----

This gadget allows the editing of the file name of the first image to  
 be used when morphing. The file name can be either edited in the string  
 gadget or by using the

    Get File  
     to display an ASL file requester.

This image should be a 24 bit version of the  
     first displayable file  
     .

Note: MPMorph now has the ability to load a large variety of images as  
 24 bit files. If this gadget is left blank then the name from the

    first displayable file  
     is used.

---

1 can be used to activate this gadget - See  
Keyboard

.

See

File naming  
for how to specify the file name.

## 1.41 MPMorph.guide/l-gad-Get\_24\_File\_1

Get 24 File 1 gadget

-----  
This gadget displays an ASL file requester to select the file to appear  
in the

24 File 1  
gadget.

1 with shift is the same as using this gadget - See  
Keyboard

.

## 1.42 MPMorph.guide/l-gad-24\_File\_2

24 File 2 gadget

-----  
This gadget allows the editing of the file name of the last image to be  
used when morphing. The file name can be either edited in the string  
gadget or by using the

Get File  
to display an ASL file requester.

This image should be a 24 bit version of the  
second displayable file

.

Note: MPMorph now has the ability to load a large variety of images as  
24 bit files. If this gadget is left blank then the name from the

second displayable file  
is used.

If

Single Image  
mode is selected then this is ignored.

2 can be used to activate this gadget - See  
Keyboard

---

See

File naming  
for how to specify the file name.

### 1.43 MPMorph.guide/l-gad-Get\_24\_File\_2

Get 24 File 2 gadget  
-----

This gadget displays an ASL file requester to select the file to appear in the

24 File 2  
gadget.

2 with shift is the same as using this gadget - See  
Keyboard

### 1.44 MPMorph.guide/l-gad-Width

Width gadget  
-----

This gadget displays the width of the images being edited. If images have not been selected then it should display the maximum width of the current points.

### 1.45 MPMorph.guide/l-gad-Height

Height gadget  
-----

This gadget displays the height of the images being edited. If images have not been selected then it should display the maximum height of the current points.

### 1.46 MPMorph.guide/l-gad-SetSize

---

Set Size gadget

-----

This displays a requester, see  
SetSize  
, to set the size of the rendered  
image. Points are not scaled.

z is the same as using this gadget - See  
Keyboard  
.

## 1.47 MPMorph.guide/l-gad-Scale

Scale gadget

-----

This displays a requester, see  
Scale  
, to scalet the size of the  
rendered image. Points are scaled.

s is the same as using this gadget - See  
Keyboard  
.

## 1.48 MPMorph.guide/l-gad-Single

Single image gadget

-----

This gadget cycles between Morphs, Warps, Animated Morphs and Animated Warps.

In Warp mode one image is distorted based on the control points.

In Morph mode one image is distorted/recoloured into a second image based on control points.

In animated Warps and Morphs the input images can change on each output frame.

r and R can be used to cycle this gadget forward and backward - See

Keyboard  
.

## 1.49 MPMorph.guide/l-gad-Frames

Number of Frames gadget  
-----

This gadget can be used to specify the number of frames to generate.

In

Single

mode the total number of frames will be this number plus the first image.

In dual mode the total number of frames is the first image, this number and the last image.

f can be used to activate this gadget - See  
Keyboard

.

This gadget is disabled if Images are displayed and an animated Morph/Warp is being edited.

## 1.50 MPMorph.guide/l-gad-Start

Start Frame gadget  
-----

This gadget can be used to specify the number to use in the

Name

of the

first generated file. This number is then incremented by 1 for each subsequent frame.

a can be used to activate this gadget - See  
Keyboard

.

This gadget is disabled if Images are displayed and an animated Morph/Warp is being edited.

## 1.51 MPMorph.guide/l-gad-Name

Anim file Name gadget  
-----

This gadget is used to name the files produced by MPRender.

The file name can be either edited in the string gadget or by using the

---

Get File  
to display an ASL file requester.

The file name should contain the characters %ld. These characters will be replaced by the frame number, starting from that specified in the

Start  
gadget.

n can be used to activate this gadget - See  
Keyboard

.

See

File naming  
for further information on how to specify the file name.

## 1.52 MPMorph.guide/I-gad-Get\_Name

Get Anim file Name gadget

-----

This gadget displays an ASL file requester to select the file to appear in the

Name  
gadget.

n with shift is the same as using this gadget - See  
Keyboard

.

## 1.53 MPMorph.guide/I-gad-Edit\_Points

Edit Points... gadget

-----

This button gadget has the same effect as the  
Edit Points  
menu option.

It opens the

Control Window  
and  
Edit Windows  
to allow editing of the

control points. If these windows are already open then the Control Window is activated.

---

p is the same as using this gadget - See  
Keyboard  
.

## 1.54 MPMorph.guide/I-gad-Close

Close gadget  
-----

This is a standard close gadget. Clicking quits the program.

If the current project has been changed but not saved then the

Unsaved Project requester  
is displayed.

## 1.55 MPMorph.guide/I-gad-Drag

Drag gadget  
-----

This allows the window to be moved.

## 1.56 MPMorph.guide/I-gad-Zoom

Zoom gadget  
-----

This is a standard Zoom gadget which switches the window between full  
size and a title bar and the help text.

## 1.57 MPMorph.guide/I-gad-Depth

Depth gadget  
-----

This is a standard depth gadget.

---



## 1.58 MPMorph.guide/I-men

Menus on the Info Window

=====

The following menus are available on the Information Window:

Project	Project menu
Settings	Settings menu
User	User menu

## 1.59 MPMorph.guide/I-men-P

Info Window Project menu

-----

This menu contains the following items with their associated Amiga short-cuts in the Info Window:

New	N	Create a new project
Open...	O	Open a file
Open Recent		Open a Recent file
Save	S	Save file
Save As...		Save named file
Delete...		Delete a Project
About...		Show about requester

Edit Points E                    Open windows to edit points

Quit                    Q                    Quit program

## 1.60 MPMorph.guide/I-men-P-New

Info Window Project/New menu item

.....

This menu item creates a new project.

If the current project has been changed but not saved then the

Unsaved Project requester  
is displayed.

## 1.61 MPMorph.guide/I-men-P-Open

Info Window Project/Open menu item

.....

This menu item allows the loading of a previously created

Parameter file  
.

If the current project has been changed but not saved then the

Unsaved Project requester  
is displayed.

## 1.62 MPMorph.guide/I-men-P-Recent

Info Window Project/Recent sub menu

.....

This list the 5 most recent open files, allowing them to be opened without a file requester.

---

---

Recent_1	1	Most recent file
Recent_2	2	Second most recent file
Recent_3	3	Third most recent file
Recent_4	4	Fourth most recent file
Recent_5	5	Fifth most recent file

### 1.63 MPMorph.guide/I-men-P-Recent1

Info Window Project/Recent 1 menu item  
=====

This opens the most recently opened file.

### 1.64 MPMorph.guide/I-men-P-Recent2

Info Window Project/Recent 2 menu item  
=====

This opens the second most recently opened file.

### 1.65 MPMorph.guide/I-men-P-Recent3

Info Window Project/Recent 3 menu item  
=====

This opens the third most recently opened file.

### 1.66 MPMorph.guide/I-men-P-Recent4

Info Window Project/Recent 4 menu item  
=====

This opens the fourth most recently opened file.

### 1.67 MPMorph.guide/I-men-P-Recent5

Info Window Project/Recent 5 menu item  
=====

This opens the fifth most recently opened file.

### 1.68 MPMorph.guide/I-men-P-Save

Info Window Project/Save menu item  
.....

This saves the current project using the current name. If the project does not yet have a name then an ASL file requester is displayed.

See

File Format  
.

### 1.69 MPMorph.guide/I-men-P-Save\_As

Info Window Project/Save As... menu item  
.....

This saves the current project using a name chosen suing an ASL file requester.

See

File Format  
.

### 1.70 MPMorph.guide/I-men-P-Delete

Info Window Project/Delete... menu item

.....

This can be used to delete a Project. It will delete the main file, its icon (if present) and any associated Anim points files.

See

File Format

.

## 1.71 MPMorph.guide/I-men-P-About

Info Window Project/About... menu item

.....

This displays some program version information in the About Requester

.

## 1.72 MPMorph.guide/I-men-P-Edit\_Points

Info Window Project/Edit Points menu item

.....

This is the same as the Edit Points gadget.

It opens the

Control Window  
and  
Edit Windows  
to allow editing of the

control points. If these windows are already open then the Control Window is activated.

## 1.73 MPMorph.guide/I-men-P-Quit

Info Window Project/Quit menu item

.....

This quits MPMorph.

If the current project has been changed but not saved then the

Unsaved Project requester  
is displayed.

## 1.74 MPMorph.guide/men-Settings

Settings menu

-----

This menu contains the following items with their associated Amiga short-cuts in the

Control

/

Info

and

Edit

Windows. Settings can be set

using

Parameters

.

Create Icons?

Create Icons on projects?

Zoom?

Z

Zoom Image?

Public Screen...

Screen for MPMorph

Custom Mode...

Mode of Custom screen to open

Custom Depth...

Depth of Custom screen to open

Preview Script...

ARexx preview script

Create Prefs Icons?

Create Icons on settings

Keep Settings?

Keep settings on Quit

Load Settings...

Display file requester to load settings

Save Settings

```

                Save settings in ENVARC:MPMorph/MPMorph.prefs

Save Settings As...
                Display file requester to save settings

Reset To Defaults
                Reset to default settings

Last Saved
                Restore from ENVARC:MPMorph/MPMorph.prefs

Restore
                Restore from ENV:MPMorph/MPMorph.prefs

Continuous Help?
                Display continuous help

```

## 1.75 MPMorph.guide/men-S-LoadS

```

                Setting/Load Settings... menu item
.....

```

This displays an ASL requester to load settings into the currently running program.

The default name is MPMorph.prefs.

## 1.76 MPMorph.guide/men-S-SaveS

```

                Settings/Save Settings menu item
.....

```

This saves the current settings in ENVARC:MPMorph/MPMorph.prefs and ENV:MPMorph/MPMorph.prefs.

If

```

                CREATEICONS
                is set then an Icon is saved as well

```

Unless

```

                KEEPSETTINGS
                is set to NO current settings are saved in

```

ENV:MPMorph/MPMorph.prefs whenever MPMorph is quit.

## 1.77 MPMorph.guide/men-S-SaveSAs

Setting/Save Settings As... menu item

.....

This displays an ASL requester to save the current settings

.

If

CREATEICONSP

is set then an Icon is saved as well

The default name is MPMorph.prefs.

## 1.78 MPMorph.guide/men-S-ResetD

Setting/Reset To Defaults menu item

.....

This resets

settings  
to there default values.

If some

Image windows

are open and

ZOOM

is set to OFF then it will stay

OFF.

## 1.79 MPMorph.guide/men-S-LastS

Settings/Last Saved menu item

.....

This reset

settings  
to the values last saved in

ENVARC:MPMorph/MPMorph.prefs (overridden by any Tool Types).

If some

---



Image windows  
are open and  
ZOOM  
is set to OFF then it will stay  
OFF.

## 1.80 MPMorph.guide/men-S-Restore

Setting/Restore menu item  
.....

This resets

settings  
to the values last saved in  
ENV:MPMorph/MPMorph.prefs (overridden by any Tool Types). Settings are  
saved in this file whenever MPMorph is quit if  
KEEPSETTINGS  
is set to

YES.

If some

Image windows  
are open and  
ZOOM  
is set to OFF then it will stay  
OFF.

## 1.81 MPMorph.guide/I-men-U

User menu  
-----

This contains ARexx scripts to run.

Preview	F1 Preview Render
User 2	F2 User script 2
User 3	F3 User script 2
User 4	F4 User script 2

```
User 5      F5
            User script 2

User 6      F6
            User script 2

User 7      F7
            User script 2

User 8      F8
            User script 2

User 9      F9
            User script 9

Start Learning...
            Start recording macro

Stop Learning
            Stop recording macro

Macro      M
            Play a macro
```

## 1.82 MPMorph.guide/I-men-U-Preview

```
Preview menu item
.....

This runs the script provided by the
PREVIEW
parameter.
```

## 1.83 MPMorph.guide/I-men-U-User2

```
User2 menu item
.....

This runs the script provided by the
USER2
parameter.
```

## 1.84 MPMorph.guide/I-men-U-User3

---

User3 menu item

.....

This runs the script provided by the  
USER3  
parameter.

## 1.85 MPMorph.guide/I-men-U-User4

User4 menu item

.....

This runs the script provided by the  
USER4  
parameter.

## 1.86 MPMorph.guide/I-men-U-User5

User5 menu item

.....

This runs the script provided by the  
USER5  
parameter.

## 1.87 MPMorph.guide/I-men-U-User6

User6 menu item

.....

This runs the script provided by the  
USER6  
parameter.

## 1.88 MPMorph.guide/I-men-U-User7

---

User7 menu item  
.....

This runs the script provided by the  
USER7  
parameter.

## 1.89 MPMorph.guide/I-men-U-User8

User8 menu item  
.....

This runs the script provided by the  
USER8  
parameter.

## 1.90 MPMorph.guide/I-men-U-User9

User9 menu item  
.....

This runs the script provided by the  
USER9  
parameter.

## 1.91 MPMorph.guide/I-men-U-Start

Start Learning... menu item  
.....

This displays a file requester to select a file to which to start recording actions as an ARExx script. .MPM should be used as a file extension.

## 1.92 MPMorph.guide/I-men-U-Stop

Stop Learning menu item  
.....

This stops recording user actions.

---

## 1.93 MPMorph.guide/I-men-U-Macro

Macro menu item  
 .....

This displays a file requester allowing an ARexx macro to be played.  
 .MPM is used as a file extension.

## 1.94 MPMorph.guide/I-Key

Keyboard controls in the Info Window

=====

The following keyboard controls are available in the Info Window:

- o Activate
  - File One
  - gadget
  - With shift - show file requester - See
  - Get File One
  - .
- t Activate
  - File Two
  - gadget
  - With shift - show file requester - See
  - Get File Two
  - .
- 1 Activate
  - 24 File 1
  - gadget
  - With shift - show file requester - See
  - Get 24 File 1
  - .
- 2 Activate
  - 24 File 2
  - gadget
  - With shift - show file requester - See
  - Get 24 File 2
  - .
- zZ Same as
  - Set Size
  - gadget.
- sS Same as
  - Scale
  - gadget.
- rR Cycle
  - Single image

```

        gadget.

f  Activate
    Frames
    gadget.

a  Activate
    Start
    gadget.

n  Activate
    Name
    gadget
    With shift - show file requester - See
    Get Name
    .

p  Same as
    Edit Points
    gadget

```

Help displays context sensitive help using amigaguide.

## 1.95 MPMorph.guide/Con

### The Control Window

\*\*\*\*\*

The control window displays various gadgets for different for different point editing modes. The title bar displays the current editing mode as does the Mouse pointer. The screen title bar displays MPMorph for non-animated Warps/Morphs and MPMorph - Frame nnn for animated Warps/Morphs.

#### Gadgets

Gadgets displayed in the control window

#### Menus

Menus on the Control Window

#### Edit Modes

Point editing modes

#### Keyboard

Keyboard controls in the Control Window

## 1.96 MPMorph.guide/Con-gad

Control and Image Window gadgets

=====

The Control Window appears with gadgets:

```

-----
|
|
|      .
|      |
|      Mov
|      |
|      |
|-----|
|
|      ONE
|
|      TWO
|
|      REL
|
|      ADD
|
|      DEL
|
|      LNK
|
|      UNL
|
|      MOV
|
|      |<
|      <-
|      ?
|      ->
|      >|
|
-----

```

Most are used to set the edit mode. The rest except the close and depth gadgets are used to set the current

Frame Number

.

One

Move points in one window

Two

---

	Move points in both windows
Rel	Move points relatively in both windows
Add	Add a new point
Del	Delete an existing point
Lnk	Link two points
Unl	Unlink two points
Mov	Scroll the window
<	First Frame
<	Previous Frame
?	Goto Frame
>	Next Frame
>	Last Frame
Close	Close window
Drag	Close window
Depth	Depth gadget

## 1.97 MPMorph.guide/Con-gad-First

Control Window First Frame gadget

---

This gadget goes to the first frame. This is the same as the  
First

---



menu  
item.

This gadget is disabled if the Morph/Warp is not animated, or the first frame is already displayed.

## 1.98 MPMorph.guide/Con-gad-Previous

Control Window Previous Frame gadget  
-----

This gadget goes to the previous frame. This is the same as the

Previous  
menu item.

This gadget is disabled if the Morph/Warp is not animated, or the first frame is currently displayed.

## 1.99 MPMorph.guide/Con-gad-Goto

Control Window Goto Frame gadget  
-----

This gadget goes to a chosen frame. This is the same as the

Goto  
menu  
item. It displays the  
Frame Number  
Requester.

This gadget is disabled if the Morph/Warp is not animated.

## 1.100 MPMorph.guide/Con-gad-Next

Control Window Next Frame gadget  
-----

This gadget goes to the next frame. This is the same as the

Next  
menu  
item.

This gadget is disabled if the Morph/Warp is not animated, or the last

---

frame is currently displayed.

### 1.101 MPMorph.guide/Con-gad-Last

Control Window Last Frame gadget

---

This gadget goes to the last frame. This is the same as the  
Last  
menu  
item.

This gadget is disabled if the Morph/Warp is not animated, or the last frame is already displayed.

### 1.102 MPMorph.guide/Con-gad-Close

Control Window Close gadget

---

This closes the  
Control Window  
, and the  
Edit Windows  
.

### 1.103 MPMorph.guide/Con-gad-Drag

Control Window Drag gadget

---

This is a standard drag gadget.

### 1.104 MPMorph.guide/Con-gad-Depth

Control Window Depth gadget

---

This is a standard depth gadget.

---

## 1.105 MPMorph.guide/CI-men

Control and Edit Windows menus

=====

The following menus are available on the

Control  
and  
Edit  
Windows:

Project	Project menu
Edit	Edit menu
Settings	Settings menu
User	User menu

## 1.106 MPMorph.guide/CI-men-P

Control and Edit Windows Project menu

-----

This menu contains the following items with their associated Amiga short-cuts in the

Control  
and  
Edit  
Windows:

New Points	N	Delete all points
Open Points...	O	Read points from a file
Save	S	Save file

---

Save As...	A	Save named file
About...		Show about requester
Exit Points		Open windows to edit points
Quit	Q	Quit program

### 1.107 MPMorph.guide/CI-men-P-New

Control and Edit Window Project/New Points menu item  
 .....

This menu item deletes all existing points.

### 1.108 MPMorph.guide/CI-men-P-Open

Control and Edit Window Project/Open Points menu item  
 .....

This menu item allows the loading of a previously created

Parameter file  
 .

Only the points are loaded from the file. Other parameters are retained.

If the current project has been changed but not saved then the

Unsaved Project requester  
 is displayed.

### 1.109 MPMorph.guide/CI-men-P-Save

Control and Edit Window Project/Save menu item  
 .....

This saves the current project using the current name. If the project

---

does not yet have a name then an ASL file requester is displayed.

See

File Format  
.

### 1.110 MPMorph.guide/CI-men-P-Save\_As

Control and Edit Window Project/Save As... menu item  
.....

This saves the current project using a name chosen using an ASL file requester.

See

File Format  
.

### 1.111 MPMorph.guide/CI-men-P-About

Control and Edit Window Project/About... menu item  
.....

This displays some program version information in the  
About Requester

.

### 1.112 MPMorph.guide/CI-men-P-Exit\_Points

Control and Edit Window Project/Exit Points menu item  
.....

This is the same as closing the  
Control Window  
or either of the

Edit Windows  
. It closes all of these windows.

### 1.113 MPMorph.guide/CI-men-P-Quit

Control and Edit Window Project/Quit menu item  
 .....

This quits MPMorph.

If the current project has been changed but not saved then the

Unsaved Project requester  
 is displayed.

### 1.114 MPMorph.guide/CI-men-E

Control and Edit Window Edit menu  
 -----

This menu contains the following items with their associated Amiga short-cuts in the

Control  
 and  
 Edit  
 Windows:

Add Grid... G	Add a grid of points
Triangulate T	Convert links to triangles
Frame »	Change the Frame Number
Mode »	Set the edit mode.

### 1.115 MPMorph.guide/CI-men-E-Grid

Control and Edit Window Edit/Add Grid... menu item  
 .....

This menu item displays the

Add Grid  
 requester to add a grid of points

to the images.

---

## 1.116 MPMorph.guide/CI-men-E-Triangulate

Control and Edit Window Edit/Triangulate menu item  
 .....

This menu item deletes all links between points and attempts to convert them to triangles. If the current project has been changed then the

Unsaved Project  
 requester is displayed.

## 1.117 MPMorph.guide/CI-men-E-Frame

Control and Edit Windows Frame sub menu  
 .....

This sub menu contains the following items with their associated Amiga short-cuts in the

Control  
 and  
 Edit  
 Windows:

First	<	First Frame
Previous	-	Previous Frame
Goto...	.	Goto Frame
Next	+	Next Frame
Last	>	Last Frame

## 1.118 MPMorph.guide/CI-men-E-Frame-First

Control and Edit Windows Frame/First menu item

\*\*\*\*\*

This menu item goes to the first frame. This is the same as the  
First  
gadget.

This menu item is disabled if the Morph/Warp is not animated, or the  
first frame is already displayed.

### 1.119 MPMorph.guide/CI-men-E-Frame-Previous

Control and Edit Windows Frame/Previous menu item

\*\*\*\*\*

This menu item goes to the previous frame. This is the same as the

Previous  
gadget.

This menu item is disabled if the Morph/Warp is not animated, or the  
first frame is already displayed.

### 1.120 MPMorph.guide/CI-men-E-Frame-Goto

Control and Edit Windows Frame/Goto menu item

\*\*\*\*\*

This menu item goes to a chosen frame. This is the same as the  
Goto  
gadget. It displays the  
Frame Number  
Requester.

This menu item is disabled if the Morph/Warp is not animated, or the  
first frame is already displayed.

### 1.121 MPMorph.guide/CI-men-E-Frame-Next

Control and Edit Windows Frame/Next menu item

\*\*\*\*\*

This menu item goes to the next frame. This is the same as the



Next  
gadget.

This menu item is disabled if the Morph/Warp is not animated, or the last frame is already displayed.

## 1.122 MPMorph.guide/CI-men-E-Frame-Last

Control and Edit Windows Frame/Last menu item  
\*\*\*\*\*

This menu item goes to the last frame. This is the same as the  
Last  
gadget.

This menu item is disabled if the Morph/Warp is not animated, or the last frame is already displayed.

## 1.123 MPMorph.guide/CI-men-E-EMode

Control and Edit Window Edit/Mode sub menu  
.....

This sub menu contains the following items with their associated Amiga short-cuts in the

Control  
and  
Edit  
Windows:

Edit One	1	Move points in one window
Edit Two	2	Move points in both windows
Edit Rel	3	Move points relatively in both windows
Add	4	Add a new point
Delete	5	Delete an existing point
Link	6	

		Link two points
Unlink	7	Unlink two points
None	8	Scroll the window

## 1.124 MPMorph.guide/Con-Key

Keyboard controls in the Control Window

=====

Help displays context sensitive help using amigaguide if available.

## 1.125 MPMorph.guide/Edit

The Edit Windows

\*\*\*\*\*

The Edit windows display Workbench displayable versions of the images to be morphed along with the control points. The window title displays the file name, the screen title displays the full file name. The mouse pointer shows the current editing mode. The windows are sizeable and have scrollbars. The menus displayed are the same as the Control Window

.

The first click in these windows is ignored.

If

EGS

is being used then the windows are displayed on the EGS screen without menus. Keyboard short cuts 1-8 are still available. The windows do not, however, automatically scroll.

Gadgets

Gadgets on the Edit Windows

Menus

Menus on the Edit Windows

Keyboard

Keyboard controls on the Edit Windows

Modes

Point editing modes.

## 1.126 MPMorph.guide/E-gad

Gadgets on the Edit Windows

=====

The Edit Windows appears with gadgets:

```

-----
|
|
|      .
|      |
|      filename
|      |
|
|      |
|-----|
|      | |
|      |
|      ||
|      |
|      |
|      ||
|      |
|      |
|      ||
|      |
|      |
|      ||
|      |
|      |
|      /|
|      |
|      \|
|      |
|-----|
|
|      -----
|      <-
|      ->
|      |
|      //
|      |
|-----

```

Horizontal scroll gadget  
Scrolls image horizontally

Vertical scroll gadget

```
                Scrolls image vertically
Up gadget
    Scroll image up

Down gadget
    Scroll image down

Left gadget
    Scroll image left

Right gadget
    Scroll image right

Close gadget
    Close Edit and Control Windows

Drag gadget
    Move window

Zoom gadget
    Zoom window

Depth gadget
    Depth gadget

Sizing gadget
    Sizing gadget
```

### 1.127 MPMorph.guide/E-gad-Horiz

Edit Windows Horizontal gadget  
-----

This gadget can be used to scroll the image horizontally.

### 1.128 MPMorph.guide/E-gad-Vert

Edit Windows Vertical gadget  
-----

This gadget can be used to scroll the image vertically.

### 1.129 MPMorph.guide/E-gad-Up

---

Edit Windows Up gadget  
-----

This gadget can be used to scroll the image up.

Holding down shift will cause the window to scroll one pixel at a time.

### **1.130 MPMorph.guide/E-gad-Down**

Edit Windows Down gadget  
-----

This gadget can be used to scroll the image down.

Holding down shift will cause the window to scroll one pixel at a time.

### **1.131 MPMorph.guide/E-gad-Left**

Edit Windows Left gadget  
-----

This gadget can be used to scroll the image left.

Holding down shift will cause the window to scroll one pixel at a time.

### **1.132 MPMorph.guide/E-gad-Right**

Edit Windows Right gadget  
-----

This gadget can be used to scroll the image right.

Holding down shift will cause the window to scroll one pixel at a time.

### **1.133 MPMorph.guide/E-gad-Close**

Edit Windows Close gadget  
-----

This closes the

Control Window  
, and the  
Edit Windows

---

### 1.134 MPMorph.guide/E-gad-Drag

Edit Windows Drag gadget  
-----

This moves the window.

### 1.135 MPMorph.guide/E-gad-Zoom

Edit Windows Zoom gadget  
-----

This is a standard Zoom gadget. It swaps the size between maximum and minimum

Maximum is the smaller of the size of the image or the size of the screen.

Minimum is the minimum required for all gadgets to still be visible.

### 1.136 MPMorph.guide/E-gad-Depth

Edit Windows Depth gadget  
-----

This is a standard depth gadget.

### 1.137 MPMorph.guide/E-gad-Size

Edit Windows Sizing gadget  
-----

This a standard sizing gadget. See  
Zoom  
gadget for the sizing limits

---

## 1.138 MPMorph.guide/E-Key

Keyboard controls in the Edit Windows

=====  
The number keys can be used to set the  
Edit Mode

.

- |   |  |
|---|--|
| 1 | Move points in one window              |
| 2 | Move points in both windows            |
| 3 | Move points relatively in both windows |
| 4 | Add a new point                        |
| 5 | Delete an existing point               |
| 6 | Link two points                        |
| 7 | Unlink two points                      |
| 8 | Scroll the window                      |

Help displays context sensitive help using amigaguide if available.

## 1.139 MPMorph.guide/EModes

Point editing modes

\*\*\*\*\*

The following edit modes are available to edit points:

- |     |                             |
|-----|-----------------------------|
| One | Move points in one window   |
| Two | Move points in both windows |
-

Relative	Move points relatively in both windows
Add	Add a new point
Delete	Delete an existing point
Link	Link two points
Unlink	Unlink two points
Move	Scroll the window

Note: The menu button can always be used to abort the current operation before releasing the select button.

Modes can be set using gadgets in the Control Window or by using menus on the Control and Edit Windows.

## 1.140 MPMorph.guide/EMode-One

Edit Mode One

=====

This mode is used to move a point in one of the Edit Windows

.

The

Control Windows title is set to One.

The Mouse Pointer is set to ONE.

Points can be clicked and moved in either of the windows with the mouse - the point will only move in the selected window.



### 1.141 MPMorph.guide/EMode-Two

Edit Mode Two

=====

This mode is used to move a point in both of the  
Edit Windows  
.

The

Control Windows  
title is set to Two.

The Mouse Pointer is set to TWO.

Points can be clicked and moved in both of the windows with the mouse -  
the point will move in both windows to the same absolute position.

### 1.142 MPMorph.guide/EMode-Relative

Edit Mode Relative

=====

This mode is used to move a point in both of the  
Edit Windows  
.

The

Control Windows  
title is set to Rel.

The Mouse Pointer is set to REL.

Points can be clicked and moved in both of the windows with the mouse -  
the point will move in both windows to the same relative position.

### 1.143 MPMorph.guide/EMode-Add

Edit Mode Add

=====

This mode is used to add a point in both of the  
Edit Windows  
.

The

Control Windows  
title is set to Add.

The Mouse Pointer is set to ADD.

Points can be added in either of the windows by clicking the mouse - the point will added to both windows to the same absolute position.

## 1.144 MPMorph.guide/EMode-Delete

Edit Mode Delete

=====

This mode is used to delete a point in both of the  
Edit Windows

.

The

Control Windows  
title is set to Del.

The Mouse Pointer is set to DEL.

Points can be deleted in either of the windows by clicking the mouse -  
the point will deleted from both windows. Any  
links  
will also be  
removed.

## 1.145 MPMorph.guide/EMode-Link

Edit Mode Link

=====

This mode is used to link two points in both of the  
Edit Windows

.

The

Control Windows  
title is initially set to L1.

The Mouse Pointer is set to L1.

A point can then be selected in either of the windows by clicking the  
mouse.

The

Control Windows  
title is then set to L2.

The Mouse Pointer is set to L2.

Another point can then be selected in either of the windows by clicking the mouse. The points will be joined by a line.

Note: this line is to enable points to be identified more easily. It is not used by the rendering process.

## 1.146 MPMorph.guide/EMode-Unlink

Edit Mode Unlink

=====

This mode is used to unlink two linked points in both of the

Edit Windows

.

The

Control Windows  
title is initially set to U1.

The Mouse Pointer is set to U1.

A point can then be selected in either of the windows by clicking the mouse.

The

Control Windows  
title is then set to U2.

The Mouse Pointer is set to U2.

Another point can then be selected in either of the windows by clicking the mouse. If the points are currently joined then the line will be removed.

## 1.147 MPMorph.guide/EMode-Move

Edit Mode Move

=====

In this mode no points are edited.

The

Control Windows  
title is set to Mov.

The Mouse Pointer is set to Mov.

Clicking in the window and moving the mouse will scroll the window.

This is the initial mode when the  
     Edit Windows  
     are opened.

If

    EGS  
     is being used then the windows will not scroll.

## 1.148 MPMorph.guide/Req

Requesters which appear  
 \*\*\*\*\*

The following requesters are produced:

Unsaved Project	Quitting having not saved
About requester	Version Information
Error requester	Error messages
Add Grid	Add a grid of points
Set Size	Set Render Size
Scale	Scale Render Size
Frame Number?	Choose a Frame Number

## 1.149 MPMorph.guide/Req-Unsaved

Unsaved project requester  
 =====

---

This requester is displayed when attempting to quit, preview render or triangulate without having saved a project.

It displays 3 or 4 options (depending on if amigaguide is available):

```

Save:      Save the project and quit, render or triangulate
Help:      Display help (only shown if available)
Abandon:   Quit, preview or triangulate without saving the project
Cancel:    Do not save and do not quit, preview or triangulate

```

If reqtools.library(38) is available then this will be used and keyboard short-cuts (the first character of the option) will be available and underlined.

## 1.150 MPMorph.guide/Req-About

```

About requester
=====

```

This requester is displayed when About... is chosen on a menu on the

```

Info Window
or
Control or Edit Windows
. It displays version information.

```

If reqtools.library(38) is available then this will be used and keyboard short-cuts (the first character of the option) will be available and underlined.

## 1.151 MPMorph.guide/Req-Error

```

Error requesters
=====

```

This requester is displayed if an error occurs. It displays an error message and gives one (or two) options.

If amigaguide is available then the first option will be Help - this will display detailed information on the error message.

The last option is Quit for fatal errors, and OK for non fatal errors.

See

```

Errors
for details on error messages.

```

If reqtools.library(38) is available then this will be used and keyboard short-cuts (the first character of the option) will be

---

available and underlined.

If

EGS  
is being used and the  
edit  
windows are open then the requester

will appear on the EGS screen.

## 1.152 MPMorph.guide/Req-Add\_Grid

Add Grid requester

=====

The Add Grid requester appears as below when the

Add Grid...  
menu item

is chosen

```

-----
|
|
|      .
|      |Add Grid|
|
|-----|
| X Cells
|
|      ...
|      |
| Y Cells
|
|      ...
|      |
|      |
|
|      OK
|
|      Cancel
|
-----

```

The following gadgets are displayed in the requester with their associated keyboard equivalents:

X Cells	X	Set number of X cells
Y Cells	Y	Set number of Y Cells
OK	O	Add points

Cancel	C	Cancel requester
Close		Close gadget
Depth		Depth gadget

### 1.153 MPMorph.guide/Req-Add\_Grid-gad-X\_Cells

Add Grid X Cells gadget  
-----

This gadget is used to input the number of horizontal cells of points to add. The minimum number is 1. The default value displayed is 5.

This gadget can be activated by using the X key.

### 1.154 MPMorph.guide/Req-Add\_Grid-gad-Y\_Cells

Add Grid Y Cells gadget  
-----

This gadget is used to input the number of vertical cells of points to add. The minimum number is 1. The default value displayed is 5.

This gadget can be activated by using the Y key.

### 1.155 MPMorph.guide/Req-Add\_Grid-gad-OK

Add Grid OK gadget  
-----

Selecting this gadget adds points of cells to the images. The number of horizontal cells can be set in the

X Cells  
gadget and the number of  
vertical cells in the  
Y Cells  
gadget.

The O key is the same as using this gadget.

---

### 1.156 MPMorph.guide/Req-Add\_Grid-gad-Cancel

Add Grid Cancel gadget  
-----

This gadget cancels the Add Grid requester without adding any points.

The C key is the same as using this gadget.

### 1.157 MPMorph.guide/Req-Add\_Grid-gad-Close

Add Grid Close gadget  
-----

This is the same as the

Cancel

gadget and cancels the requester.

### 1.158 MPMorph.guide/Req-Add\_Grid-gad-Depth

Add Grid Depth gadget  
-----

This is a standard depth gadget.

### 1.159 MPMorph.guide/Req-SetSize

Set Render Size  
=====

This sets the size of the render. It displays two gadgets.

X

Width

Y

Height

---



**1.160 MPMorph.guide/Req-SetSize-gad-X**

Set Render Size X gadget  
-----

This sets the width of the render.

**1.161 MPMorph.guide/Req-SetSize-gad-Y**

Set Render Size Y gadget  
-----

This sets the height of the render.

**1.162 MPMorph.guide/Req-Scale**

Scale Render Size  
=====

This scales the size of the render. It displays two gadgets.

X	Width
Y	Height

**1.163 MPMorph.guide/Req-Scale-gad-X**

Scale Render Size X gadget  
-----

This sets the width of the render.

**1.164 MPMorph.guide/Req-Scale-gad-Y**

Scale Render Size Y gadget  
-----

This sets the height of the render.

---

## 1.165 MPMorph.guide/Req-FrameNumber

Choose a Frame Number requester

```
=====
This requester is displayed when the
    Edit Points
    gadget is selected
(and there is more than one frame) on an animated Morph/Warp, or the
    Goto
    gadget or
    Goto
    menu item is selected.
```

It displays the first and last frame number and allows input of the required frame number.

It displays OK, Help (if amigaguide is available) and Cancel gadgets. The keyboard shortcuts (O,H and C) are underlined.

## 1.166 MPMorph.guide/Interface

Changing the Interface

```
*****
```

All the gadgets in the  
Control  
window, and the mouse pointers can be  
edited.

The brushes are stored in the directory Brush/. All may be edited and using e.g. DPaint.

The following brushes are size 38x34:

```
add
del
link
none
one
rel
two
unlink
```

The following are 15x15:

```
1st
Last
Next
Prev
```

The following is 16x15:

Goto

The mouse pointers are stored in the directory Cursor/. All may be edited using the Workbench Pointer editor.

The following Pointers can be edited:

Xadd  
Xdel  
X11  
X12  
Xmov  
Xone  
Xrel  
Xtwo  
Xu1  
Xu2

## 1.167 MPMorph.guide/File\_Format

Internal file formats

\*\*\*\*\*

The file format is subject to change at any time.

The current format for the main file is:

```
TSMorph 1.2
file_name_one
file_name_two
24_bit_file_name_1
24_bit_file_name_2
anim_file_name
w=a,h=b,Frames=c,Single=d,Start=e
x=n,y=m,xl=o,yl=p
.
.
.
p1=i,p2=j
.
.
.
```

where TSMorph 1.2 is a header record (not present in the previous version of MPMorph, old formats can still be loaded producing a

warning message

), a is the width, b the height, c the number of frames, d is 0 for Morph, 1 for Warp, 2 for Anim Morph and 3 for Anim Warp, e is the start frame number, n,m are coordinates on the first image, o,p on the second image, and i and j are the number of the points to join

---

(starting from 0).

For animated Warps and Morphs the main file contains no points. Each frame has a set of points held in a file named with .nnn after the main file name, where nnn is the frame number. This file has a header of TSMorph 2.0 and then has the Points details.

## 1.168 MPMorph.guide/AR

ARexx interface to MPMorph  
\*\*\*\*\*

MPMorph has a full ARexx interface.

See MPMorph-rexx.

## 1.169 MPMorph.guide/File\_Names

File naming  
\*\*\*\*\*

File names can include the frame number.

The format of the frame number in the file name is specified using the following formats:

```
%ld      : Number left justified e.g. '1','2',...,'10',...,'123',...
%3ld     : Number right justified e.g. ' 1',' 2',...,' 10',...,'123',...
%03ld    : Number right justified e.g. '001','002',...,'010',...,'123',...
```

Where the number can be changed e.g.

```
pic.%04ld  for Imagine 2.0 produced files
pic%03ld   for Vista produced files
name%ld    for files to run through mpeg
```

## 1.170 MPMorph.guide/Errors

Error Messages  
\*\*\*\*\*

The following messages can be displayed in an  
Error Requester

.

---

Both X Cells and Y Cells must be > 0

Out of memory for points

Failure opening MPMorph Window

Failure setting up screen

Can not Open xxxx.library(n)

Unable to Allocate FileRequest

Unable to Create Window Message Port

Can not Open input.device

Unable to Allocate Zoom raster

Unable to SetMenuStrip

Unable to OpenWindowTags

Unable to AllocMem for Filename

Unable to Allocate xxxx Gadget

Unable to Allocate xxxx Image

Failure loading Image 'xxxx'

Unable to GetScreenDrawInfo

Unable to LockPubScreen(yyyy)

Invalid file format - Line 'xxxx'

Out of memory for points

Invalid point link - Line 'xxxx'

Error closing file 'xxxx'

Error opening file 'xxxx'

Error writing to 'xxxx'

Point already linked to 16 points

Error no memory for new point

Assuming version 1.0 file format

Must have at least one frame

Error Saving Settings 'xxxx'

---

Error Loading Settings 'xxxx'

Error opening screen

Unable to get DrawInfo

Unable to lock Workbench

Invalid screen mode xxxx

MPMorph is attempting to close this ...

Failure loading image xxxx

Failure Resizing Image xxxx

Failure displaying requester xxxx

Error - Creating Port

Error - Generating Triangles

### 1.171 MPMorph.guide/Err-Grid0

Error - Both X Cells and Y Cells must be > 0

=====

This message is displayed if the  
Add Grid  
requester is used and either  
the  
X Cells  
or  
Y Cells  
is set to 0. The minimum allowed value is 1.

Resolution - Input at least 1 in both gadgets, or  
cancel  
the requester.

### 1.172 MPMorph.guide/Err-MemoryPoints

Error - Out of memory for points

=====

This message is displayed after the  
Add Grid  
requester has been used  
and points and lines are being added to the images. Insufficient memory

---

is available.

Resolution - Since it is possible that some of the points have been added to the images then you may wish to use the

New Points

menu item

to delete all points. Then free up some memory and retry.

### 1.173 MPMorph.guide/Err-OpenMPMorph

Error - Failure opening MPMorph Window

The

Information Window

window could not be opened. There is probably insufficient memory.

Resolution - Free up some memory and retry.

### 1.174 MPMorph.guide/Err-SetupScreen

Error - Failure setting up screen

The

Information Window

window could not be opened. Either the

Public Screen

is not open or there is insufficient memory.

Resolution - Free up some memory and retry, or correct the

PUBSCREEN

parameter.

### 1.175 MPMorph.guide/Err-Library

Error - Can not Open xxxx.library(n)

The library xxxx version number n could not be opened. See

Requirements

---

for a list of libraries required. It could just be a lack of ↔  
memory.

Resolution - Ensure you are running at least version 2.04 of the  
operating system, or free up some memory and retry.

### **1.176 MPMorph.guide/Err-FileReq**

Error - Unable to Allocate FileRequest  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

### **1.177 MPMorph.guide/Err-WPort**

Error - Unable to Create Window Message Port  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

### **1.178 MPMorph.guide/Err-IDevice**

Error - Can not Open input.device  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

### **1.179 MPMorph.guide/Err-ZRaster**

Error - Unable to Allocate Zoom raster  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry. If you still do not have  
enough memory then rerun specifying

---



ZOOM=OFF  
as a parameter.

### 1.180 MPMorph.guide/Err-Menu

Error - Unable to SetMenuStrip  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

### 1.181 MPMorph.guide/Err-OpenWindow

Error - Unable to OpenWindowTags  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

### 1.182 MPMorph.guide/Err-MemFile

Error - Unable to AllocMem for Filename  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

### 1.183 MPMorph.guide/Err-AllocGadget

Error - Unable to Allocate xxxx Gadget  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

---

### 1.184 MPMorph.guide/Err-Alloclmage

Error - Unable to Allocate xxxx Image  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

### 1.185 MPMorph.guide/Err-LoadImage

Error - Failure loading Image 'xxxx'  
=====

There was an error loading the image xxxx. Another error message should previously have been displayed.

Resolution - See previous error message.

### 1.186 MPMorph.guide/Err-GetDRI

Error - Unable to GetScreenDrawInfo  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

### 1.187 MPMorph.guide/Err-LockScreen

Error - Unable to LockPubScreen(xxxx)  
=====

Either the  
    Public Screen  
    is not open or there is insufficient memory.

Resolution - Free up some memory and retry, or correct the  
    PUBSCREEN  
    parameter.

---

### 1.188 MPMorph.guide/Err-FileFormat

Error - Invalid file format - Line 'xxxx'

=====  
The points file being loaded is in an incorrect  
Format  
or is not a  
points file.

Resolution - Specify a correct points file or manually edit the file  
and retry.

### 1.189 MPMorph.guide/Err-MemPoints

Error - Out of memory for points

=====  
Insufficient memory is available.

Resolution - Free up some memory and retry after selecting either  
New  
or  
New Points  
to delete existing points.

### 1.190 MPMorph.guide/Err-InvalidLink

Error - Invalid point link - Line 'xxxx'

=====  
The points linking specified in the input file is invalid.

Resolution - Manually edit the input file - See  
Format  
and retry.

### 1.191 MPMorph.guide/Err-CloseFile

Error - Error closing file 'xxxx'

=====  
The file xxxx could not be successfully closed. The disc may be full.

---

Resolution - If saving then save the file to a different disk or free up some disk space and retry with another name. The original file may not be accessible until after a reboot.

### 1.192 MPMorph.guide/Err-OpenFile

Error - Error opening file 'xxxx'  
=====

The file xxxx could not be opened. The file does not exist (when reading), the name is invalid, the file is already in use, or the disk is write protected.

Resolution - Use a different file name or allow the disk to be written to.

### 1.193 MPMorph.guide/Err-WriteFile

Error - Error writing to 'xxxx'  
=====

The file xxxx could not be successfully written to. The disc may be full. The file has not been successfully saved.

Resolution - Save the file to a different disk or free up some disk space and retry.

### 1.194 MPMorph.guide/Err-4Points

Error - Point already linked to 16 points  
=====

Any point can only be  
    linked  
    to up to 16 other points. Note: the links  
are only for clarity and do not effect the rendering process.

Resolution -  
    Unlink  
    the current point from some other point and retry.

---

### 1.195 MPMorph.guide/Err-MemNewPoint

Error - Error no memory for new point  
=====

There is no memory to add the new point.

Resolution - Free up some memory and retry.

### 1.196 MPMorph.guide/Err-OldFormat

Error - Assuming version 1.0 file format  
=====

The current version of the  
File Format  
has a header record. This error  
is saying no header is present, it is assumed that the file is in an  
old format.

Resolution - Select OK to continue. Load and Save in MPMorph to save in  
the new format if required.

### 1.197 MPMorph.guide/Err-OneFrame

Error - Must have at least one frame  
=====

This is displayed when trying to edit points on an Animated Morph/Warp  
when the number of frames is 0.

Resolution - Set the number of  
frames  
to at least 1.

### 1.198 MPMorph.guide/Err-SaveS

Error - Error Saving Settings 'xxxx'  
=====

This message is displayed when MPMorph has been unable to save  
settings  
in the named file. If  
KEEPSETTINGS

---

is set to YES then settings are saved in ENV:MPMorph/MPMorph.prefs when the program is quit.

Resolution - Supply a correct filename, set KEEPSETTINGS to NO, or create the directory ENV:MPMorph

### 1.199 MPMorph.guide/Err-LoadS

Error - Error Loading Settings 'xxxx'

=====

MPMorph has had a problem loading the specified file. The file probably does not exist.

Resolution - Specify a correct file name

### 1.200 MPMorph.guide/Err-OScreen

Error - Error opening screen

=====

MPMorph has been unable to open the requested screen. This could be because the

CUSTOMDEPTH  
is too great for the  
CUSTOMMODE  
, there is not

enough memory, or some other related reason.

Resolution - Check you have enough memory, make sure the screen depth is OK for the screen mode.

### 1.201 MPMorph.guide/Err-DrawI

Error - Unable to get DrawInfo

=====

MPMorph has been unable to obtain some information from the Workbench, probably due to lack of memory.

Resolution - Free up some memory and retry.

## 1.202 MPMorph.guide/Err-LockW

Error - Unable to lock Workbench  
=====

MPMorph has been unable to obtain some information from the Workbench, probably due to lack of memory.

Resolution - Free up some memory and retry.

## 1.203 MPMorph.guide/Err-SMode

Invalid screen mode xxxx  
=====

The screen mode specified by  
CUSTOMMODE  
is not a valid screen mode.

Resolution - Check the screen mode against the list show in the preferences screen mode requester.

## 1.204 MPMorph.guide/Err-CScreen

MPMorph is attempting to close this ...  
=====

MPMorph is trying to close the  
Public Screen  
that it opened but is  
unable to as there are locks (probably open windows) on the screen.

Resolution - Close all other open windows on the screen and retry.

## 1.205 MPMorph.guide/Err-MPLoadImage

Failure loading image xxxx  
=====

MPImage.library has failed to load an image.

Resolution - the message should give more information.

---

## 1.206 MPMorph.guide/Err-MPScaleImage

Failure Resizing Image xxxx  
=====

MPImage.library has failed to resize an image.

Resolution - the message should give more information.

## 1.207 MPMorph.guide/Err-MPGuiLib

Failure displaying requester xxxx  
=====

MPGui.library has failed to display a requester.

Resolution - the message should give more information.

## 1.208 MPMorph.guide/Err-APort

Error - Creating Port  
=====

There has been a problem creating the ARexx Port.

Resolution - Is ARexx running? Out of memory? Check PORTNAME parameter.

## 1.209 MPMorph.guide/Err-GenT

Error - Generating Triangles  
=====

There has been a problem generating triangles.

Resolution - Out of memory?

## 1.210 MPMorph.guide/Bugs

Known (and unknown errors)  
\*\*\*\*\*

\* Known Problems

---



- \* The docs are sparse in places and are probably incorrect as well!
  - \* Unsaved project does not check that gadgets really have been edited.
  - \* This guide sometimes has very long lines. Also bold items following \* are followed by too many spaces. This appears to be due to a problem with MakeInfo, menus and lists.
  - \* This guide may not look correct when using amigaguide.library versions before 40. This will not be fixed.
  - \* Sizing EGS windows from the top or left may corrupt the display. I believe this an EGS problem.
  - \* The catalog needs renumbering.
  - \* MPRender is not yet localized.
- \* Unknown Problems?
- \* None at present.

Please report any other bugs by EMail to mark@topic.demon.co.uk or mpaddock@cix.compulink.co.uk.

## 1.211 MPMorph.guide/Hard-Software

Hardware and Software used in development

\*\*\*\*\*

- \* HSPascal                    Editor.
  - \* SAS C                      Code.
  - \* GadToolsBox                Info, and Progress Windows. GadToolsBox is ©  
Copyright 1991,92 Jaba Development.
  - \* DPaint                     Control Window gadgets/Pointers.
  - \* Workbench 2.04             GUI.
  - \* MakeInfo                  Documentation.
  - \* Iff2Src                    Control Window gadgets. Iff2Src is © J  
Tyberghein.
  - \* ILBMtoC                    Pointers.
  - \* IconEdit                   Pointers.
  - \* NewIff                     Various IFF routines.
-

- \* ReqTools                      For nicer requesters. ReqTools is © 1991/1992  
Nico François
- \* IJG JPEG software       For the PPM, TARGA, GIF and JPEG file loading  
code.
- \* EGS                            For the EGS interface.
- \* AG2TXT                        For the .doc file. AG2TXT is Copyright (c)  
1993 Jason R. Hulance.
- \* Fenster                       To capture the windows
- \* MKANIM                        To generate Animations. MKANIM is Copyright ©  
1993 by John Bickers.
- \* Commodore Amiga 2000 with 1MB chip ram,
- \* Commodore 1960 monitor,
- \* GVP SCSI hard card with 52MB Quantum disc,
- \* RCS Fusion Forty accelerator with 8MB fast ram.

## 1.212 MPMorph.guide/History

Version History (since TSMorph 3.3)

\*\*\*\*\*

- \* Version 4.4
    - \* Bug fixes.
    - \* Added CTRL-C checking to MPMorph and MPRender.
    - \* Added RTPreview script (USER4).
    - \* Added LastUpdate to Rexx GetAttr.
    - \* Added Saved to Rexx SetAttr.
    - \* Added COPY/S to Rexx SaveAs
    - \* Renumbed some catalog message - some work still to be done.
    - \* Updated some scripts.
    - \* Added NOPROGRESS to MPRENDER.
    - \* Added PROGRESSHOOK to MPRENDER.
  - \* Version 4.3
    - \* Loads of changes. Following is only partial.
-

- \* Renamed MPMorph/MPRender
- \* Faster rendering.
- \* Removed render settings from MPMorph.
- \* Reordered some MPMorph menus.
- \* Guis by MPGui.library.
- \* Image loading/saving by MPImage.library.
- \* Sysihack compatible.
- \* OS3.0+ only.
- \* Scaled menu checks and Amiga keys.
- \* Open recent files.
- \* Two preferences editors/settings files.
- \* Full ARexx interface.
- \* Scales input images.

## 1.213 MPMorph.guide/Hints

### Hints & Tips

\*\*\*\*\*

This section supplies some hopefully useful information which may not be immediately apparent elsewhere.

#### Speed?

If you do not have an FPU then set the INTEGER parameter to YES. Even if you do have an FPU this may still make things run faster.

If it still slow then try changing DX and DY to 1 (or more).

If you have lots of memory then setting the precalculate part of MODE should help.

#### What MODE?

This depends on the type of Morph.

If you are, say, rotating some text on a background, then it is probably best to set the stationary part. You would NOT want to set the precalculate once part.

If you are morphing, say, two faces where the points do not move much

---

between the first and last image then it may be best to set the precalculate part (provided you have enough free memory). Setting the Delaunay part may also be a good idea.

Setting search is probably not a good idea.

Not enough memory for MPMorph

If you run out of Chip memory when trying to load large images then try setting ZOOM to OFF.

## 1.214 MPMorph.guide/Distribution

Copyright and distribution requirements

\*\*\*\*\*

MPMorph - Amiga Morphing program  
Copyright (C) © 1996 Mark John Paddock

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mark@topic.demon.co.uk  
mpaddock@cix.compulink.co.uk

MPMorph IS PROVIDED "AS-IS" AND SUBJECT TO CHANGE; NO WARRANTIES ARE MADE. ALL USE IS AT YOUR OWN RISK. NO LIABILITY OR RESPONSIBILITY IS ASSUMED.

MPMorph is ©1995 Mark John Paddock

Please send any criticisms, bugs, etc. by EMail to mark@topic.demon.co.uk or mpaddock@cix.compulink.co.uk.

The Delaunay code was written by Dave Watson and uses the algorithm ↔ described in -  
Watson, D.F., 1981, Computing the n-dimensional Delaunay tessellation ↔ with  
application to Voronoi polytopes: The Computer J., 24(2), p. 167-172.

## 1.215 MPMorph.guide/Index

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Zoom gadget

E-gad-Zoom

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