

**TSMorph**

**COLLABORATORS**

	<i>TITLE :</i> TSMorph		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 5, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## TSMorph

### 1.1 TSMorph.guide

TSMorph 2.2 Contents

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Overview

Quick overview

Installation

Installation instructions

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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

ARexx	ARexx interface to TSMorph-render and TSMorph ↔
Algorithms	Morphing algorithms
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 2.0)
Distribution	Copyright and distribution requirements
Index	The index for this guide

## 1.2 TSMorph.guide/Overview

Quick overview

\*\*\*\*\*

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

TSMorph	Edit the Morph parameters
TSMorph-render	Generate the morphed images

TSMorph is used to create a parameter file which is used by

TSMorph-render to produce the morphed images. TSMorph-render works with 24 bit internally. Run times are about 12 seconds per frame for a 228x240 image on a 28Mhz 68040.

TSMorph-render can be used to morph one image to another in a set number of frames with a number of control points, just distort one image with control points. It can also be used to morph or warp a series of images (e.g. to morph between two animations). When TSMorph is run without parameters it will display an ASL file requester for a file created by TSMorph, it will then create the images, displaying a

Progress Requester

on the default (or named) public screen allowing the process to be interrupted and/or stopped.

ARexx

scripts are run before and after each image is processed, and also

before each image is loaded. These allow the changing of movement and colour to be controlled along with the ability to only generate some frames, and also pre and post image processing (e.g. to change to a non-24-bit format and build an animation).

TSMorph is used to generate the parameter file . When run it displays an

Information Window

on a public screen. This allows the input of the file names to morph between, the number of frames, the start frame, the output file names, and the type of morph (single or dual images) to be changed.

It also allows the editing of control points on the images. The images (most image formats can be loaded - See

OPENMODE

) are displayed on a

public screen in resizable, scrollable windows .

When the images are displayed control points can be edited in various

modes

. These modes allow the addition, deletion, linking and unlinking of the control points.

Context sensitive help is displayed using amigaguide (if available). The Help key can be pressed in the gadgets, over the gadgets, on menus or anytime a window is active.

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## 1.3 TSMorph.guide/Installation

Installation instructions

\*\*\*\*\*

If you have Installer then TSMorph can be installed using the supplied script. If not then the following is a description of what the script

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does.

- \* 1) Make a new drawer for the executables - default Work:TSMorph,
- \* 2) Copy TSMorph, TSMorph-render, TSMorph.guide, TSMorph-prefs and the Rexx drawer and its contents and all their icons to the drawer created in 1) above (if you have a 68020/030 with 68881/2 or a 68040 then copy the FPU version TSMorph-render.881 and rename it as TSMorph-render instead of copying TSMorph-render),
- \* 3) If required copy the Brush and Cursor drawers and contents.
- \* 4) Make new drawers ENVARC:TSMorph and ENV:TSMorph,
- \* 5) Copy the default Icons to the directories created above.
- \* 6) Amend your s:user-startup to assign TSMorph: to the drawer created in step 1).
- \* 7) Manually perform the assign in step 6).
- \* 8) If you are running system version 3.0 (or greater) change the default tool for TSMorph.guide to MultiView.

The following files are included in this distribution:

TSMorph-render.881	The rendering program 68020/68881 version
TSMorph-render.881.info	Icon
TSMorph	The parameter set up program
TSMorph.info	Icon
TSMorph-prefs	Preferences editor
TSMorph-prefs.info	Icon
TSMorph-render	The rendering program
TSMorph-render.info	Icon
TSMorph.guide	Documentation in amigaguide format (this file)
TSMorph.guide.info	Icon
Install	Installation script for Installer
Install.info	Icon
Read.Me	Short read me file
Read.Me.info	Icon
Env.info	Icon
Env/TSMorph.info	Icon
Env/TSMorph/def_points.info	Default project Icon
Env/TSMorph/def_bw16.info	Default 16 colour grey Icon
Env/TSMorph/def_bw256.info	Default 256 colour grey Icon
Env/TSMorph/def_ham6.info	Default HAM 6 Icon
Env/TSMorph/def_ham8.info	Default HAM 8 Icon
Env/TSMorph/def_dctv3.info	Default DCTV 3 plane Icon
Env/TSMorph/def_dctv4.info	Default DCTV 4 plane Icon
Env/TSMorph/def_iff.info	Default OpalVision IFF Icon
Env/TSMorph/def_ilbm.info	Default 24 bit ILBM Icon
Env/TSMorph/def_jpg.info	Default OpalVision JPEG Icon
Env/TSMorph/def_ppm.info	Default PPM Icon
Env/TSMorph/def_prefs.info	Default prefs Icon
Rexx.info	Icon
Rexx/FadeToBlack.TSM	Example prescript script
Rexx/FadeToBlack.TSM.info	Icon

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Rexx/FadeToWhite.TSM	Example prescript script
Rexx/FadeToWhite.TSM.info	Icon
Rexx/Loadscript.TSM	Example loadscript script
Rexx/Loadscript.TSM.info	Icon
Rexx/PixelMorph.TSM	Example prescript script
Rexx/PixelMorph.TSM.info	Icon
Rexx/PixelWarp.TSM	Example prescript script
Rexx/PixelWarp.TSM.info	Icon
Rexx/Postscript.TSM	Example postscript script
Rexx/Postscript.TSM.info	Icon
Rexx/Prescript.TSM	Example prescript script
Rexx/Prescript.TSM.info	Icon
Rexx/Preview.TSM	Example preview script
Rexx/Preview.TSM.info	Icon
Rexx/ToHam.TSM	Example postscript script
Rexx/ToHam.TSM.info	Icon
Brush.info	Icon
Brush/1st	Brush
Brush/1st.info	Icon
Brush/Add	Brush
Brush/Add.info	Icon
Brush/Del	Brush
Brush/Del.info	Icon
Brush/Goto	Brush
Brush/Goto.info	Icon
Brush/Last	Brush
Brush/Last.info	Icon
Brush/Link	Brush
Brush/Link.info	Icon
Brush/Next	Brush
Brush/Next.info	Icon
Brush/None	Brush
Brush/None.info	Icon
Brush/one	Brush
Brush/one.info	Icon
Brush/Prev	Brush
Brush/Prev.info	Icon
Brush/Rel	Brush
Brush/Rel.info	Icon
Brush/Two	Brush
Brush/Two.info	Icon
Brush/Unlink	Brush
Brush/Unlink.info	Icon
Cursor.info	Icon
Cursor/XAdd	Pointer
Cursor/XAdd.info	Icon
Cursor/XDel	Pointer
Cursor/XDel.info	Icon
Cursor/XL1	Pointer
Cursor/XL1.info	Icon
Cursor/XL2	Pointer
Cursor/XL2.info	Icon
Cursor/XMov	Pointer
Cursor/XMov.info	Icon
Cursor/XOne	Pointer
Cursor/XOne.info	Icon
Cursor/XRel	Pointer

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Cursor/XRel.info	Icon
Cursor/XTwo	Pointer
Cursor/XTwo.info	Icon
Cursor/XU1	Pointer
Cursor/XU1.info	Icon
Cursor/XU2	Pointer
Cursor/XU2.info	Icon

## 1.4 TSMorph.guide/Requirements

Software and Hardware required

\*\*\*\*\*

The following libraries (with minimum version) are required to run TSMorph:

intuition.library	37
iffparse.library	37
graphics.library	37
layers.library	37
gadtools.library	37
asl.library	37
utility.library	37
diskfont.library	36
icon.library	37
rexsyslib.library	0

The following will also be used if present:

amigaguide.library	34	
dctv.library	3	
opal.library	0	Note: OpalVision board is not required
reqtools.library	38	reqtools is ©1991/1992 Nico François This is required for Animated Warps/Morphs

TSMorph-render requires a large amount of chip memory (or opal.library). If you have 1Mb then 512x512 images can be morphed (though you may have to run workbench on a 2 colour 640x200 screen). 640x512 is probably impossible without 2Mb of chip memory.

The amount of chip memory required by TSMorph can be reduced to 1/5 by setting the

```
ZOOM
parameter to OFF.
```

## 1.5 TSMorph.guide/Par

Tool types and Shell parameters

\*\*\*\*\*

---

Both TSMorph and TSMorph-render can be run from the Shell or the Workbench. Most be edited using the  
 Settings  
 menu.

Note: TSMorph and TSMorph-render both require a stack size of more than 4096. 8192 should be OK. If the stack is set large enough then the programs will probabale just crash.

Parameters can be supplied, normally either on the Shell command line, as Icon Tool Types on the Project, TSMorph or TSMorph-render 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 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.
- 1) The name supplied in the SETTINGS= parameter on the tool.
- 2) TSMorph.prefs  
 in the project directory for the workbench,  
 the current directory from the Shell.
- 3) TSMorph.prefs  
 in the directory TSMorph was loaded from.
- 4) ENV:TSMorph/TSMorph.prefs

Unless

```
KEEPSETTINGS
```

is set to NO current settings are saved in ENV:TSMorph/TSMorph.prefs when TSMorph is quit. Settings can be saved and loaded from the

```
Settings  

menu.
```

```
TSMorph-prefs
```

```
Preferences editor
```

```
TSMorph
```

```
Parameters to TSMorph
```

```
TSMorph-render
```

---



## Parameters to TSMorph-render

## 1.6 TSMorph.guide/Par-TSMorph

## Parameters to TSMorph

=====

The following parameters can be supplied, normally either on the Shell command line, as Icon Tool Types on the Project or TSMorph Icon, or in a settings file:

CHANGEPALETTE	Change screen palette to match image
CREATEICONS	Create project Icons
CREATEICONSP	Create prefs Icons
CUSTOMDEPTH	Custom screen depth
CUSTOMMODE	Custom screen mode
FILES	Specify file to open
HELP	Display continuous help
KEEPSETTINGS	Save settings on Quit
OPENMODE	How to open images
PREVIEW	ARexx script to preview image
PUBSCREEN	Public screen to use
SETTINGS	Settings file name
ZOOM	Zoom image 2 times

## 1.7 TSMorph.guide/P-CHANGEPALETTE

CHANGEPALETTE=YES/NO/OFF

-----

Sets the default value of the Change Palette? settings menu item - defaults to YES.

This item toggles if each images palette should be used to display the image when the window is active. Each image window can have its own palette. This option operates with the  
     OPENMODE  
     parameter.

Since the ability to change screens colour palettes is not supported by CBM this menu option can be disabled by setting this parameter to OFF.

## 1.8 TSMorph.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:TSMorph/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.

## 1.9 TSMorph.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:TSMorph/def\_prefs if this exists, secondly from ENV:SYS/def\_prefs, otherwise the default project Icon is used.

## 1.10 TSMorph.guide/P-CUSTOMDEPTH

```
CUSTOMDEPTH=4
```

-----

This gives the depth of the custom screen to open if

```
CUSTOMMODE
is
```

sepcified.

It can be changed using the menu item (if reqtools.library is available), a requester is displayed allowing the input of the screen mode, but any change is ignored until TSMorph is reloaded.

The default value is 4.

## 1.11 TSMorph.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 colors will be set up as a grey scale.

It can be changed using the menu item (if reqtools.library is available), a requester is displayed allowing the input of the screen mode, but any change is ignored until TSMorph is reloaded.

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

## 1.12 TSMorph.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.

## 1.13 TSMorph.guide/P-HELP

HELP=YES/NO  
-----

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

This option has more effect when running release 3.0 or later. When set to YES help is continuously displayed using amigaguide (if available).

## 1.14 TSMorph.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:TSMorph/TSMorph.prefs when TSMorph is quit. This parameter and menu item enable this behaviour to be turned off.

## 1.15 TSMorph.guide/P-OPENMODE

OPENMODE=ALWAYS/IFILBM/IFCOLOURS/REMAP/OPAL  
-----

This parameter and menu item specify how images should be loaded for displaying by TSMorph.

- \* ALWAYS - Only try and load normal ILBM images. Fail if not.  
The

CHANGEPALETTE  
parameter has an affect on the image display.

- \* IFILBM - First try to load as an ILBM image, load and remap the image if the image is not an ILBM or has 24 planes.
-

- \* IFCOLOURS - As IFILBM but remap if the number of planes in the image exceed the number of the screen.
  
- \* REMAP - Loads most ILBM (including 24 bit, EHB, HAM6, HAM8 and DCTV (with dctv.library [REMAP needs to be specified to correctly display DCTV images]), JPEG, TARGA, PPM and GIF. For JPEG if
  - CHANGEPALETTE=YES or NO
  - and the screen (see
  - PUBSCREEN
  - ) has
 more than 2 bit planes then the image is remapped to a dynamic type palette. Otherwise the image is remapped to the screen palette. If this fails then opal.library will be used (if present). This may be required for some JPEGs.
  
- \* OPAL - Always use opal.library to load the image. This is probably only useful to load images in Opal FAST IFF format. The images are remapped to the current palette.

When loading and remapping complex images a requester is displayed with a title of Loading Image, a text gadget giving progress messages, a Pass gadget, and a third progress gadget. There is no way of interrupting the load process.

For slow machines it is suggested that you convert the images to ILBMs and specify ALWAYS.

## 1.16 TSMorph.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

The version supplied renders the image as a 16 colour grey scale with a resolution of about 128/64 and displays it.

It can be changed using the menu item (if reqtools.library is available), a requester is displayed allowing the input of the value.

## 1.17 TSMorph.guide/P-PUBSCREEN

PUBSCREEN=pubscreenname  
-----

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

This parameter is not changed by Requester loaded projects.

It can be changed using the menu item (if reqtools.library is available), a requester is displayed allowing the input of the screen name, but any change is ignored until TSMorph is reloaded.

If

CUSTOMMODE

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

## 1.18 TSMorph.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.

## 1.19 TSMorph.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.

## 1.20 TSMorph.guide/Par-TSMorph-render

---

## Parameters to TSMorph-render

=====

The following parameters can be supplied, normally either on the Shell command line, as Icon Tool Types on the Project or TSMorph-render Icon, or in a settings file:

ANTI_ALIAS	Anti-Alias the output files
CREATE_ICONS	Create image Icons
DEPTH	Depth for search algorithm
DX	Horizontal Pixelation
DY	Vertical Pixelation
FILES	Specify file to open
LOAD_SCRIPT	Script before each image loaded
MODE	Mode for rendering algorithm
POST_SCRIPT	Script after rendering frame
PRE_SCRIPT	Script before rendering frame
PUB_SCREEN	Public screen to use
QUALITY	JPEG Quality
SAVE_FORMAT	Format to save images
SETTINGS	Settings file name
TOOL_PRI	Priority of TSMorph-render

## 1.21 TSMorph.guide/P-ANTIALIAS

ANTIALIAS=NO/YES  
-----

This parameter and menu item select if the output files should be Anti-Aliased. Setting to YES can improve the quality of the images but will slow down the rendering process.

Default value is NO.

## 1.22 TSMorph.guide/P-CREATEICONS

CREATEICONS=NO/YES  
-----

This parameter and menu item selects if Icons are to be saved with image files. If it is YES then an Icon will be saved. The icon depends on the

save format

.

ENV:TSMorph/def\_bw16 - 16 color grey scale images  
 ENV:TSMorph/def\_bw256 - 256 color grey scale images  
 ENV:TSMorph/def\_ham6 - HAM 6 images  
 ENV:TSMorph/def\_ham8 - HAM 8 images  
 ENV:TSMorph/def\_dctv3 - DCTV 3 plane images using dctv.library  
 ENV:TSMorph/def\_dctv4 - DCTV 4 plane images using dctv.library  
 ENV:TSMorph/def\_iff - 24 bit ILBM saved using opal.library  
 ENV:TSMorph/def\_ilbm - 24 bit ILBM saved without opal.library  
 ENV:TSMorph/def\_jpg - JPEG files saved using opal.library  
 ENV:TSMorph/def\_ppm - PPM files

If the file does not exist then ENV:SYS/def\_ilbm (etc.) is tried, if this does not exist then the default project Icon is used.

Default value is NO.

## 1.23 TSMorph.guide/P-DEPTH

DEPTH=number  
-----

This parameter indicates how deep the Morphing algorithm should search

to find the points to use for morphing. The maximum value is 20 (higher values are accepted but will be taken as 20).

---



Default value is 2.

It can be changed using the menu item (if reqtools.library is available), a requester is displayed allowing the input of the value.

## 1.24 TSMorph.guide/P-DX

DX=number

-----

This parameter can be used to speed up the rendering process. The default value is 0.

If set to a number then only some Horizontal pixels will be generated. e.g. if set to 3 then only every 4th pixel will be generated. The others will be copied from the previous pixel. This can be overridden by using

```
ARexx
. Also see
DY
.
```

It can be changed using the menu item (if reqtools.library is available), a requester is displayed allowing the input of the value.

## 1.25 TSMorph.guide/P-DY

DY=number

-----

This parameter can be used to speed up the rendering process. The default value is 0.

If set to a number then only some Vertical pixels will be generated. e.g. if set to 1 then only every other line will be generated. The others will be copied from the previous line. This can be overridden by using

```
ARexx
. Also see
DX
.
```

It can be changed using the menu item (if reqtools.library is available), a requester is displayed allowing the input of the value.

---

## 1.26 TSMorph.guide/P-FILES-R

FILES=filename  
-----

This is only relevant to the Shell, only one name can be supplied - default is to show an ASL file requester for the file to run.

## 1.27 TSMorph.guide/P-LOADSCRIPT

LOADSCRIPT=Scriptname/OFF  
-----

This specifies the name of an  
ARexx  
script to run before each image 24  
bit image is loaded. This can be used to e.g. hold the images on disc  
in JPEG format to save space and convert each image back to 24 bit ILBM  
when required. Note however that TSMorph-render now has the ability to  
load a large variety of image formats (All ILBM including HAM6, HAM8,  
EHB, and DCTV with dctv.library, JPEG, TARGA, PPM, and GIF).

The default script is REXX/Loadscript  
"REXX/LOADSCRIPT.TSM/MAIN".

The version supplied does nothing.

Set to OFF to run no script.

It can be changed using the menu item (if reqtools.library is  
available), a requester is displayed allowing the input of the value.

## 1.28 TSMorph.guide/P-MODE

MODE=0/1/2/3  
-----

This parameter and menu item indicate how the Morphing  
algorithm  
should  
search to find the points to use for morphing.

Default value is 0.

---

## 1.29 TSMorph.guide/P-POSTSCRIPT

```
POSTSCRIPT=Scriptname/OFF
```

-----  
This specifies the name of an  
ARExx  
script to run after each image is  
rendered. This can be used to build an animation or change the image  
format from 24 bit.

The default script is Rexx/Postscript  
"Rexx/Postscript.TSM/Main}.

The version supplied does nothing.

Set to OFF to run no script.

It can be changed using the menu item (if reqtools.library is  
available), a requester is displayed allowing the input of the value.

## 1.30 TSMorph.guide/P-PRESCRIPT

```
PRESCRIPT=Scriptname/OFF
```

-----  
This specifies the name of an  
ARExx  
script to run before each image is  
rendered. This can be used to produce only some of the frames and  
control the movement and colour of the images.

The default script is Rexx/Prescript  
"Rexx/Prescript.TSM/Main}.

The version supplied does nothing.

Set to OFF to run no script.

It can be changed using the menu item (if reqtools.library is  
available), a requester is displayed allowing the input of the value.

## 1.31 TSMorph.guide/P-PUBSCREENR

```
PUBSCREENR=pubscreenname
```

-----  
This gives the name of the Public Screen on which to open

---

TSMorph-render windows - default is the default public screen.

It can be changed using the menu item (if reqtools.library is available), a requester is displayed allowing the input of the screen name.

## 1.32 TSMorph.guide/P-QUALITY

QUALITY=number

-----

This specifies the quality of output files. This option only applies if opal.library is available and

SAVEFORMAT

is JPEG or JPEGT. Possible

values are 0 to 100.

Default value is 75.

It can be changed using the menu item (if reqtools.library is available), a requester is displayed allowing the input of the value.

## 1.33 TSMorph.guide/P-SAVEFORMAT

SAVEFORMAT=ILBM24/OPAL24/OPAL24T/OPAL24F/OPAL24FT/JPEG/JPEGT/PPM/ ↔  
BW16/BW256/HAM6/HAM8/DCTV3/DCTV4

-----

This parameter and menu item specify the the format TSMorph-render should use to save the output images. OPAL and JPEG formats are only available if opal.library is available. DCTV3 and DCTV4 formats are only available if dctv.library is available.

ILBM24 - IFF 24 bit ILBM with no CAMG chunk  
 OPAL24 - IFF 24 bit ILBM saved using opal.library  
 OPAL24T - as OPAL24 with a Thumbnail  
 OPAL24F - as OPAL24 in Fast Format  
 OPAL24TF - as OPAL24F with a Thumbnail  
 JPEG - JPEG format using opal.library  
 JPEGT - as JPEG with a Thumbnail  
 PPM - PPM format  
 BW16 - ILBM 16 colour grey scale  
 BW256 - ILBM 256 colour grey scale  
 HAM6 - ILBM 6 plane HAM  
 HAM8 - ILBM 8 plane HAM  
 DCTV3 - ILBM 3 plane DCTV using dctv.library  
 DCTV4 - ILBM 4 plane DCTV using dctv.library

---

The quality of JPEG images can be set using the  
 QUALITY  
 parameter.

PPM format is basically uncompressed 24 bit. The files are therefore very large and it is suggested that a compressing file handler (such as XFH or EPU) is used. This format is provided mainly to allow the easy production of MPEG movies.

The save format also controls which  
 Icon  
 is saved with the image.

### 1.34 TSMorph.guide/P-SETTINGS-R

SETTINGS=filename  
 -----

This can only be supplied on the Shell command line, or an Icon Tool Type.

This specifies the name of a file to contain settings. See  
 parameters  
 .

### 1.35 TSMorph.guide/P-TOOLPRI

TOOLPRI=number  
 -----

This can only be supplied as a Tool Icon tool type. It sets the priority of the rendering process.

Setting to -1 is a good idea if you wish to run the program in the background. The default value is 0. Setting to positive values is generally not a good idea.

### 1.36 TSMorph.guide/Info

The Information Window

\*\*\*\*\*

This window is always displayed when TSMorph is running. It displays information about the current project. The window title is TSMorph, 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 TSMorph-render.

```
Gadgets
    Gadgets displayed in the Info Window

Menus
    Menus available in the Info Window

Keyboard
    Keyboard controls in the Info Window
```

### 1.37 TSMorph.guide/l-gad

Gadgets in Info Window

=====

The Information Window appears with gadgets:

```
-----
|. |TSMorph          | | |
|-----|
| .....Help Text.....|
| File One ..... X |
| File Two ..... X |
|24 File 1 ..... X |
|24 File 2 ..... X |
|   Width ... Height ... |
| Single Frames .. Start . |
|   Name ..... X |
|   Edit Points          |
|-----
```

Help Text

Displays help messages (release 3.0+)

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
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
Zoom gadget	Standard zoom window
Depth gadget	Standard depth gadget

### 1.38 TSMorph.guide/l-gad-Help

Help Text gadget

---

This gadget displays short help messages.

From release 3.0 and up it displays more information. See also

---

Continuous Help

.

### 1.39 TSMorph.guide/l-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  
 . (See  
 OPENMODE  
 for what images can be loaded.) 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.

### 1.40 TSMorph.guide/l-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

.

## 1.41 TSMorph.guide/l-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.

## 1.42 TSMorph.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

.

## 1.43 TSMorph.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

.

Also see the

LOADSCRIPT

parameter. Note: TSMorph 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.

## 1.44 TSMorph.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

.

## 1.45 TSMorph.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

Also see the

LOADSCRIPT

parameter. Note: TSMorph 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.

## 1.46 TSMorph.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

## 1.47 TSMorph.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.

## 1.48 TSMorph.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.

## 1.49 TSMorph.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

.

Note: Animated Warps/Morphs are only available if Reqttools is available.

## 1.50 TSMorph.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.

## 1.51 TSMorph.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.

## 1.52 TSMorph.guide/l-gad-Name

Anim file Name gadget

-----

This gadget is used to name the files produced by TSMorph-render.

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.

---

### 1.53 TSMorph.guide/l-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

.

### 1.54 TSMorph.guide/l-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

.

### 1.55 TSMorph.guide/l-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.

## 1.56 TSMorph.guide/l-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 TSMorph.guide/l-gad-Depth

Depth gadget  
-----

This is a standard depth gadget.

## 1.58 TSMorph.guide/l-men

Menus on the Info Window  
=====

The following menus are available on the Information Window:

Project  
Project menu

Settings  
Settings menu

## 1.59 TSMorph.guide/l-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
Save	S	Save file
Save As...		Save named file
Delete...		Delete a Project
About...		Show about requester
Quit	Q	Quit program
Preview...		Preview render
Edit Points	E	Open windows to edit points

## 1.60 TSMorph.guide/l-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 TSMorph.guide/l-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 TSMorph.guide/l-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

.

## 1.63 TSMorph.guide/l-men-P-Save\_As

Info Window Project/Save As... menu item

.....

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

See

File Format

.

## 1.64 TSMorph.guide/l-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

.

## 1.65 TSMorph.guide/l-men-P-About

Info Window Project/About... menu item

.....

This displays some program version information in the  
About Requester

.

## 1.66 TSMorph.guide/l-men-P-Quit

Info Window Project/Quit menu item

.....

This quits TSMorph.

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

Unsaved Project requester  
is displayed.

## 1.67 TSMorph.guide/l-men-P-Preview

Info Window Project/Preview... menu item

.....

This menu item renders the image using the ARexx script supplied in the

PREVIEW  
parameter.

If required it first displays the  
Frame Number  
requester.

This menu option is only available if reqtools.library is available.

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

Unsaved Project requester  
is displayed.

## 1.68 TSMorph.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.

## 1.69 TSMorph.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
    .

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 if available.

## 1.70 TSMorph.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 TSMorph for non-animated Warps/Morphs and TSMorph - 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

**1.71 TSMorph.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
Depth	Depth gadget

## 1.72 TSMorph.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.

## 1.73 TSMorph.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.

---

## 1.74 TSMorph.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.

## 1.75 TSMorph.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.

## 1.76 TSMorph.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.

---

## 1.77 TSMorph.guide/Con-gad-Close

Control Window Close gadget

-----  
This closes the

Control Window  
, and the  
Edit Windows  
.

## 1.78 TSMorph.guide/Con-gad-Depth

Control Window Depth gadget

-----  
This is a standard depth gadget.

## 1.79 TSMorph.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

## 1.80 TSMorph.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
Preview...		Preview render

## 1.81 TSMorph.guide/CI-men-P-New

Control and Edit Window Project/New Points menu item

.....

This menu item deletes all existing points.

---

## 1.82 TSMorph.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.

## 1.83 TSMorph.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

.

## 1.84 TSMorph.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

.

## 1.85 TSMorph.guide/CI-men-P-About

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

This displays some program version information in the  
 About Requester  
 .

## 1.86 TSMorph.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.

## 1.87 TSMorph.guide/CI-men-P-Quit

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

This quits TSMorph.

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

Unsaved Project requester  
 is displayed.

## 1.88 TSMorph.guide/CI-men-P-Preview

Control and Edit Windows Project/Preview... menu item  
 .....

This menu item renders the image using the ARexx script supplied in the

PREVIEW  
 parameter.

If required it first displays the  
 Frame Number

---

requester.

This menu option is only available if reqtools.library is available.

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

Unsaved Project requester  
is displayed.

## 1.89 TSMorph.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...

Add a grid of points

Frame

Change the Frame Number

Mode

Set the edit mode.

## 1.90 TSMorph.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.

## 1.91 TSMorph.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

## 1.92 TSMorph.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.

## 1.93 TSMorph.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.

## 1.94 TSMorph.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.

## 1.95 TSMorph.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.

## 1.96 TSMorph.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.

## 1.97 TSMorph.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

## 1.98 TSMorph.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





Load Script...	ARexx load script
Pre Script...	ARexx pre frame script
Post Script...	ARexx post frame script
Depth	Morphing algorithm depth
Mode	Morphing algorithm mode
Save Format	Image save format
JPEG Quality	Quality of JPEG images
Render Screen...	Public screen for TSMorph-render
Anti-Alias?	Anti-Alias the output images
Reset To Defaults	Reset to default settings
Last Saved	Restore from ENVARC:TSMorph/TSMorph.prefs
Restore	Restore from ENV:TSMorph/TSMorph.prefs
Continuous Help?	Display continuous help

## 1.99 TSMorph.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 TSMorph.prefs.

---

## 1.100 TSMorph.guide/men-S-SaveS

Settings/Save Settings menu item

.....

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

If  
                   CREATEICONSP  
                   is set then an Icon is saved as well

Unless  
                   KEEPSETTINGS  
                   is set to NO current settings are saved in  
 ENV:TSMorph/TSMorph.prefs whenever TSMorph is quit.

## 1.101 TSMorph.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 TSMorph.prefs.

## 1.102 TSMorph.guide/men-S-ResetD

Setting/Reset To Defaults menu item

.....

This resets  
                   settings  
                   to there default values.

If some  
     Image windows  
     are open and  
     CHANGEPALETTE  
     is set to OFF then it  
 will stay OFF. The same applies to  
     ZOOM  
     .

### 1.103 TSMorph.guide/men-S-LastS

    Settings/Last Saved menu item  
 .....

This reset  
     settings  
     to the values last saved in  
 ENVARC:TSMorph/TSMorph.prefs (overridden by any Tool Types).

If some  
     Image windows  
     are open and  
     CHANGEPALETTE  
     is set to OFF then it  
 will stay OFF. The same applies to  
     ZOOM  
     .

### 1.104 TSMorph.guide/men-S-Restore

    Setting/Restore menu item  
 .....

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

YES.

If some  
     Image windows  
     are open and  
     CHANGEPALETTE  
     is set to OFF then it  
 will stay OFF. The same applies to

ZOOM  
.

## 1.105 TSMorph.guide/Con-Key

Keyboard controls in the Control Window  
=====

Help displays context sensitive help using amigaguide if available.

## 1.106 TSMorph.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.

Gadgets

Gadgets on the Edit Windows

Menus

Menus on the Edit Windows

Keyboard

Keyboard controls on the Edit Windows

Modes

Point editing modes.

## 1.107 TSMorph.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

Zoom gadget  
Zoom window

Depth gadget  
Depth gadget

Sizing gadget  
Sizing gadget

## 1.108 TSMorph.guide/E-gad-Horiz

Edit Windows Horizontal gadget

```
-----
```

This gadget can be used to scroll the image horizontally.

### **1.109 TSMorph.guide/E-gad-Vert**

Edit Windows Vertical gadget  
-----

This gadget can be used to scroll the image vertically.

### **1.110 TSMorph.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.

### **1.111 TSMorph.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.

### **1.112 TSMorph.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.

### **1.113 TSMorph.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.

### 1.114 TSMorph.guide/E-gad-Close

Edit Windows Close gadget  
-----

This closes the

Control Window  
, and the  
Edit Windows  
.

### 1.115 TSMorph.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.

### 1.116 TSMorph.guide/E-gad-Depth

Edit Windows Depth gadget  
-----

This is a standard depth gadget.

### 1.117 TSMorph.guide/E-gad-Size

---

### Edit Windows Sizing gadget

-----

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

## 1.118 TSMorph.guide/E-Key

Keyboard controls in the Edit Windows

=====

Help displays context sensitive help using amigaguide if available.

## 1.119 TSMorph.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.

### 1.120 TSMorph.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.

### 1.121 TSMorph.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.

---

## 1.122 TSMorph.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.

## 1.123 TSMorph.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.

## 1.124 TSMorph.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 be deleted from both windows. Any  
links  
will also be  
removed.

## 1.125 TSMorph.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.

## 1.126 TSMorph.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.

## 1.127 TSMorph.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.

## 1.128 TSMorph.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

    Frame Number?
        Choose a Frame Number

    Progress
        Progress

    Really quit?
        Really quit?

```

### 1.129 TSMorph.guide/Req-Unsaved

Unsaved project requester  
=====

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

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

```

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

```

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.

### 1.130 TSMorph.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.

### 1.131 TSMorph.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.

### 1.132 TSMorph.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

### 1.133 TSMorph.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.

### 1.134 TSMorph.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.

### 1.135 TSMorph.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.

### 1.136 TSMorph.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.

### 1.137 TSMorph.guide/Req-Add\_Grid-gad-Close

Add Grid Close gadget  
-----

This is the same as the

Cancel

gadget and cancels the requester.

### 1.138 TSMorph.guide/Req-Add\_Grid-gad-Depth

Add Grid Depth gadget  
-----

This is a standard depth gadget.

---



### 1.139 TSMorph.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, or the  
 Preview...  
 or

Preview...  
 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.

### 1.140 TSMorph.guide/Req-Progress

Progress requester

=====

This requester is displayed by TSMorph-render. It shows a list view of  
 information messages, and the current frame and line being calculated.

It also displays a stop button and a zoom and depth gadget.

The stop gadget is checked every line. Clicking it displays the

Really quit?  
 requester allowing the program to be stopped.

The Help key displays help.

### 1.141 TSMorph.guide/Req-Really\_quit

Really quit? requester

=====

This requester is displayed when the stop gadget is clicked on the

Progress

requester. It displays two (or three) options Quit (Help) and Continue. Quit quits the program, Continue restarts the calculation, Help is displayed if amigaguide is available and displays help.

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

## 1.142 TSMorph.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

---

```

Xl1
Xl2
Xmov
Xone
Xrel
Xtwo
Xu1
Xu2

```

## 1.143 TSMorph.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 TSMorph, 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.

## 1.144 TSMorph.guide/AR

ARexx interface to TSMorph-render and TSMorph

\*\*\*\*\*

ARexx scripts are run before and after each image is rendered, and before each 24 bit image is loaded. The script names can be supplied as parameters (

```
LOADSCRIPT
,
PRESCRIPT
and
POSTSCRIPT
) to TSMorph-render.
```

An ARexx script can also be run by TSMorph to preview render an image. The script name is supplied in the

```
PREVIEW
parameter.
```

The suffix to each ARexx script should be .TSM.

Loadscript	Run before loading 24 bit image
Prescript	Run before rendering
Postscript	Run after rendering
Preview	Preview render an image

## 1.145 TSMorph.guide/AR-Loadscript

ARexx sscript run before loading 24 bit image

=====

This script is run before each 24 bit ILBM image is loaded.

It is passed the following parameters:

```
Frame      : The current frame number, starting at
Start
```

```
.
```

```
TotalFrames : The total number of frames being rendered.
```

```
Single      : Set to 1 if a Warp, 0 for a Morph, 2 for Anim Morph, 3 for Anim ↔
Warp.
```

Image : Set to 0 for 1st image, 1 for second.  
 FileName : Name of file just rendered.

This script can be used to change the format of the input file (by running it through a conversion program).

One example is included:

Loadscript.TSM

## 1.146 TSMorph.guide/AR-PreScript

ARexx script run before rendering

=====

This script is run before each image is rendered.

It is also called for the first image (for warps and morphs) and for the last image (for morphs). By default the first and last frames are not rendered. Produce will need to be set to 1 to output these frames. This allows the first and last frames to be converted to the same format as the other output images.

It is passed one parameter - Base - the address of a structure which contains the following:

```

Frame      = 0 : The current frame number, starting at 1 (0 for 1st frame) ←
- read only.
TotalFrames = 1 : The total number of frames being rendered - read only.
Single      = 2 : Set to 1 if a Warp, 0 = Morph, 2 = Anim Morph, 3 = Anim ←
Warp - read only.
Movement    = 3 : 0 to 1024 - the proportion of movement from first to ←
second image.
Red1        = 4 : 0 to 1024 - the proportion of Image 1 Red to use.
Green1      = 5 : As Red1 for Green.
Blue1       = 6 : As Red1 for Blue.
Red2        = 7 : 0 to 1024 - the proportion of Image 2 Red to use.
Green2      = 8 : As Red2 for Green.
Blue2       = 9 : As Red2 for Blue.
Produce     = 10 : Set to 0 to not render this frame, 1 otherwise.
RPlus       = 11 : 0 to 255 to add to Red in rendered image.
GPlus       = 12 : As RPlus for Green.
BPlus       = 13 : As RPlus for Blue.
RMinus      = 14 : 0 to 255 to subtract from Red in rendered image.
GMinus      = 15 : As RMinus for Green.
BMinus      = 16 : As RMinus for Blue.
DX          = 17 : 0 to ? - X amount to skip - See
parameters
.
DY          = 18 : 0 to ? - Y amount to skip - See
parameters
.
Start       = 19 : Starting frame number.
```

The values of these parameters may be set and read using the GetValue and StoreValue functions:

```

/* To read the value of e.g Movement use:
integer_variable = GetValue(Base,Movement)
*/

/* To set the value of e.g. Produce to 0 use:
call StoreValue(Base,Produce,0)
*/

GetValue:Procedure
  Parse arg XBase, XAdd
  return C2D (IMPORT (D2C (STRIP (XBase) + (STRIP (Xadd) * 4)),4))

StoreValue:Procedure
  Parse arg XBase, XAdd, XVal
  call EXPORT (D2C (STRIP (XBase) + (STRIP (Xadd) * 4)),RIGHT (D2C (XVal),4,D2C (0) ←
    ),4)
  return

```

The default values passed to the script for modification are:

```

Movement          : (1024 * Frame)/(TotalFrames + 1) Morphs
                  (1024 * Frame)/TotalFrames           Warps

Red1,Green1,Blue1 : Movement                           Morphs
                  1024                                 Warps

Red2,Green2,Blue2 : (1024 - Movement)                  Morphs
                  0                                     Irrelevant for Warps

Produce           : 1                                     Rendered frames
                  0                                     Frames 0 and TotalFrames+1

RPlus,GPlus,BPlus : 0
PMinus,GMinus,BMinus: 0
DX,DY             : Initially set by
                  DX
                  and
                  DY
                  parameters

```

Changing these values allows acceleration of movement, colour fades etc. and the generation of only some images (to check a long animation).

Example scripts include are:

```

FadeToBlack.TSM - Warp fade to black
FadeToWhite.TSM - Warp fade to white
PixelMorph.TSM  - Morph by pixelating
PixelWarp.TSM   - Warp pixelating
Prescript.TSM   - Do nothing example

```

## 1.147 TSMorph.guide/AR-Postscript

ARexx script run after rendering

=====  
This script is run after each image is rendered.

It is passed the following parameters:

```
Frame      : The current frame number, starting at
            Start
            .
TotalFrames : The total number of frames being rendered.
Single      : Set to 1 if a Warp, 0 for a Morph.
FileName    : Name of file just rendered.
```

This script can be used to change the format of the output file (by running it through a conversion program) or build an animation.

Two examples are included:

```
Postscript.TSM
ToHam.TSM
```

## 1.148 TSMorph.guide/AR-Preview

ARexx script to preview render

=====  
This script is run if the  
Preview...  
or  
Preview...  
menu item is  
selected. Its purpose is to preview render the image (it can actually do anything you like).

Before being called the current  
Settings  
are saved in T:TSMorph.prefs.

It is passed the following parameters:

```
Frame      : The frame number to render
FileName    : The file name of the points file
```

One example is included:

```
Preview.TSM
```

---

## 1.149 TSMorph.guide/Algorithms

Morphing algorithms

\*\*\*\*\*

The morphing algorithm is defined using the parameters

MODE  
and  
DEPTH  
to TSMorph-render.

The basic algorithm is to find 3 points which make a triangle around the point and morph this triangle between the start and end images.

The

DEPTH

parameter controls how many points will be checked to form a triangle. 0 means just the closest 3 points are examined, 1 the closest 4, 2 the closest 5 etc.

The

MODE

parameter controls both which triangle is chosen and what to do if no surrounding triangle is found.

If MODE=0 or MODE=2 then if no triangle surrounding the point is found examining the closest points then the 3 closest points are used to decide how to morph. If MODE=1 or MODE=3 then the point is assumed to be stationary.

If MODE=2 or MODE=3 then all the closest points (the exact number defined by

DEPTH

) are examined to determine the smallest triangle. If MODE=0 or MODE=1 then the first surrounding triangle found is used.

Therefore MODEs 0 and 1 should be faster than modes 2 or 3. The

DEPTH

parameter can also have a major effect on the rendering speed.

## 1.150 TSMorph.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

## 1.151 TSMorph.guide/Errors

### Error Messages

\*\*\*\*\*

The following messages can be displayed in an  
Error Requester

.

Both Images must be the same size  
Unable to Open Grid Requester  
Both X Cells and Y Cells must be > 0  
Out of memory for points  
No ILBM.BMHD chunk  
Failed to allocate raster  
No ILBM.BODY chunk  
Not an ILBM  
Clipboard open failed  
xxxx; File open failed  
Parsing error; no top chunk  
Not enough memory  
Failure opening TSMorph 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

---

---

Image smaller than points  
Images different sizes  
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 AllocIFF  
Unable to AllocMem for ILBMInfo  
Unable to GetScreenDrawInfo  
Unable to LockPubScreen(xxxx)  
Invalid file format - Line 'xxxx'  
Images are too small  
Point out of range - 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 4 points  
Point not linked  
Cannot link point to itself  
Points already linked  
Cannot unlink point from itself  
Error no memory for new point  
Unable to Open xxxx.library(n)

---

Error saving file 'xxxx'

Error AllocVec for output

Error Opening points file

Error opening progress window

Unable to allocate memory for bitmap

Image must be 24 bit 'xxxx'

Error loading 'xxxx'

Size does not match image - Line 'xxxx'

Out of memory for points

Must have at least 3 points

Error sending ARexx message - 'xxxx'

Assuming version 1.0 file format

Must have at least one frame

Frames must all be the same size

Failure - yyyy - loading 'xxxx'

Error Saving Settings 'xxxx'

Error Loading Settings 'xxxx'

No opal.library

File does not exist 'xxxx'

Error opening screen

Unable to get DrawInfo

Unable to lock Workbench

Invalid screen mode xxxx

## 1.152 TSMorph.guide/Err-Size

Error - Both Images must be the same size

=====

This message should never be displayed.  
Images different sizes  
should

---

be displayed instead.

Resolution - None required.

### 1.153 TSMorph.guide/Err-OpenGrid

Unable to Open Grid Requester

=====

TSMorph is unable to open the  
Add Grid  
requester. The normal reason  
would be lack of memory.

Resolution - Free up some memory and retry.

### 1.154 TSMorph.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.

### 1.155 TSMorph.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.

### **1.156 TSMorph.guide/Err-IFFBMHD**

Error - No ILBM.BMHD chunk  
=====

The Image being loaded has no BMHD chunk.

Resolution - Specify the name of a correct ILBM image.

### **1.157 TSMorph.guide/Err-IFFRaster**

Error - Failed to allocate raster  
=====

There is insufficient memory to load the ILBM image.

Resolution - Free up some memory and retry.

### **1.158 TSMorph.guide/Err-IFFBODY**

Error - No ILBM.BODY chunk  
=====

The Image being loaded has no BODY chunk.

Resolution - Specify the name of a correct ILBM image.

### **1.159 TSMorph.guide/Err-IFFILBM**

Error - Not an ILBM  
=====

The Image being loaded is not and ILBM file.

Resolution - Specify the name of a correct ILBM image.

---

### 1.160 TSMorph.guide/Err-IFFCLIP

Error - Clipboard open failed  
=====

The program is unable to open the specified clipboard.

Resolution - Retry with the correct clipboard number, or use a different file name.

### 1.161 TSMorph.guide/Err-IFFFileS

Error - xxxx; File open failed  
=====

File xxxx can not be successfully opened. The file does not exist (if trying to read), is already in use, or the filename is invalid.

Resolution - Retry with a valid file name.

### 1.162 TSMorph.guide/Err-IFFTop

Error - Parsing error; no top chunk  
=====

This is a technical error which should never occur.

Resolution - Unknown.

### 1.163 TSMorph.guide/Err-IFFMemory

Error - Not enough memory  
=====

There is insufficient memory to save or load the IFF ILBM file.

Resolution - Free up some memory and retry.

### 1.164 TSMorph.guide/Err-OpenTSMorph

Error - Failure opening TSMorph Window  
=====

The

Information Window

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

Resolution - Free up some memory and retry.

### 1.165 TSMorph.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.

### 1.166 TSMorph.guide/Err-Library

Error - Can not Open xxxx.library(n)  
=====

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

Installation

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.

### 1.167 TSMorph.guide/Err-FileReq

Error - Unable to Allocate FileRequest  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

### **1.168 TSMorph.guide/Err-WPort**

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

Insufficient memory is available.

Resolution - Free up some memory and retry.

### **1.169 TSMorph.guide/Err-IDevice**

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

Insufficient memory is available.

Resolution - Free up some memory and retry.

### **1.170 TSMorph.guide/Err-ISmall**

Error - Image smaller than points  
=====

The image trying to be loaded is smaller than the points already defined.

Resolution - Load a larger image, or select the  
New  
menu item and  
restart.

### **1.171 TSMorph.guide/Err-IDifferent**

Error - Images different sizes  
=====

This can be displayed when opening the second image in TSMorph. Both

---



images must have the same horizontal and vertical resolutions. The image depths can be different.

Resolution - Either use a different pair of images, or change the size of one of the images using some image-processing program.

### 1.172 TSMorph.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.

### 1.173 TSMorph.guide/Err-Menu

Error - Unable to SetMenuStrip

=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

### 1.174 TSMorph.guide/Err-OpenWindow

Error - Unable to OpenWindowTags

=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

### 1.175 TSMorph.guide/Err-MemFile

Error - Unable to AllocMem for Filename

=====

Insufficient memory is available.

---

Resolution - Free up some memory and retry.

### **1.176 TSMorph.guide/Err-AllocGadget**

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

Insufficient memory is available.

Resolution - Free up some memory and retry.

### **1.177 TSMorph.guide/Err-AllocImage**

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

Insufficient memory is available.

Resolution - Free up some memory and retry.

### **1.178 TSMorph.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.

### **1.179 TSMorph.guide/Err-AllocIFF**

Error - Unable to AllocIFF  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

---

### 1.180 TSMorph.guide/Err-AllocILBM

Error - Unable to AllocMem for ILBMInfo  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

### 1.181 TSMorph.guide/Err-GetDRI

Error - Unable to GetScreenDrawInfo  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

### 1.182 TSMorph.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.

### 1.183 TSMorph.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.

---

### 1.184 TSMorph.guide/Err-TooSmall

Error - Images are too small

=====  
The images specified in the input file are too small.

Resolution - Either edit the input file - See  
Format  
, or select the  
New  
menu item and retry.

### 1.185 TSMorph.guide/Err-Range

Error - Point out of range - Line 'xxxx'

=====  
The point coordinates specified in the input file is larger than the  
image size.

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

### 1.186 TSMorph.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.

### 1.187 TSMorph.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.

### 1.188 TSMorph.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.

### 1.189 TSMorph.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.

### 1.190 TSMorph.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.

### 1.191 TSMorph.guide/Err-4Points

Error - Point already linked to 4 points  
=====

Any point can only be  
    linked  
    to up to 4 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.

### 1.192 TSMorph.guide/Err-NotLinked

Error - Point not linked  
=====

The points just selected are not currently  
    linked  
    and and cannot  
therefore be  
    unlinked  
    .

Resolution - None required.

### 1.193 TSMorph.guide/Err-LinkSelf

Error - Cannot link point to itself  
=====

A point can not be  
    Linked  
    to itself.

Resolution - Select another point to link to.

### 1.194 TSMorph.guide/Err-Linked

Error - Points already linked  
=====

The points you are trying to

---

link  
are already linked.

Resolution - None required.

### 1.195 TSMorph.guide/Err-UnlinkSelf

Error - Cannot unlink point from itself  
=====

A point can not be  
unlinked  
from itself.

Resolution - Select another point to unlink from.

### 1.196 TSMorph.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.

### 1.197 TSMorph.guide/Err-LibraryR

Error - Unable to Open xxxx.library(n)  
=====

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

### 1.198 TSMorph.guide/Err-Saving

---

Error - Error saving file 'xxxx'  
=====

Some error occurred saving the IFF ILBM output file. Another error requester may have previously appeared. Alternatively there could be a lack of memory. This error is also displayed when trying to save DCTV images in an invalid size.

Resolution - See the previous error message, or free up some memory and retry.

### 1.199 TSMorph.guide/Err-AllocVec

Error - Error AllocVec for output  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

### 1.200 TSMorph.guide/Err-OpenPoints

Error - Error Opening points file  
=====

The input file specified to TSMorph-render does not exist or is in an invalid

format  
.

Resolution - Either specify a valid input file, or manually edit the points file.

### 1.201 TSMorph.guide/Err-Progress

Error - Error opening progress window  
=====

Some error occurred opening the  
Progress  
requester in TSMorph-render.

Probably a lack of memory, or the  
PUBSCREENR  
parameter specifies a not  
open public screen name.

---



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

## 1.202 TSMorph.guide/Err-AllocPlanes

Error - Unable to allocate memory for bitmap  
=====

Insufficient memory is available for some bitmap planes.

Resolution - Free up some memory and retry.

## 1.203 TSMorph.guide/Err-24

Error - Image must be 24 bit 'xxxx'  
=====

The image xxxx being loaded by TSMorph-render is not a 24 bit image. Only 24 bit ILBM images can be rendered.

Resolution - Use TSMorph to specify a valid 24 bit ILBM image.

## 1.204 TSMorph.guide/Err-Load

Error - Error loading 'xxxx'  
=====

The image xxxx being loaded by TSMorph-render could not be loaded. A previous error requester could have appeared. The file name could be invalid.

Resolution - See the previous error message.

## 1.205 TSMorph.guide/Err-SizeMatch

Error - Size does not match image - Line 'xxxx'  
=====

The points file being loaded - See  
File Format  
- has an image size  
specified which does not match the image being loaded.

Resolution - Change the image size, manually edit the input file, or respecify the image name using TSMorph.

## 1.206 TSMorph.guide/Err-MemPointsR

Error - Out of memory for points  
=====

Insufficient memory is available.

Resolution - Free up some memory and retry.

## 1.207 TSMorph.guide/Err-3Points

Error - Must have at least 3 points  
=====

In order to correctly render an image at least 3 points must be defined.

Resolution - Use TSMorph to define at least 3 points - e.g. in 3 of the corners.

## 1.208 TSMorph.guide/Err-ARexx

Error - Error sending ARexx message - 'xxxx'  
=====

TSMorph-render or TSMorph has had a problem sending the  
ARexx  
message.

ARexx may not be running, or the script may not exist or have errors.

Resolution - Ensure ARexx is running, check the scripts - See parameters

```

PRESCRIPT
,
POSTSCRIPT
and
LOADSCRIPT
, or
PREVIEW
- exist and have TSM

```

as a suffix.

If the above is OK then use TCO and TS to interactively trace the

---

script.

## 1.209 TSMorph.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 TSMorph to save in  
the new format if required.

## 1.210 TSMorph.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.

## 1.211 TSMorph.guide/Err-AllSize

Error - Frames must all be the same size

=====

This is displayed when trying to change to a different frame. The size  
of all input images must be the same.

Resolution - Ensure all input images are the same size.

## 1.212 TSMorph.guide/Err-OpalVision

Error - Failure - yyyy - loading 'xxxx'  
=====

opal.library had a problem loading image xxxx.

Resolution - yyyy should describe the problem.

### 1.213 TSMorph.guide/Err-SaveS

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

This message is displayed when TSMorph has been unable to save settings in the named file. If KEEPSETTINGS is set to YES then settings are saved in ENV:TSMorph/TSMorph.prefs when the program is quit.

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

### 1.214 TSMorph.guide/Err-LoadS

Error - Error Loading Settings 'xxxx'  
=====

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

Resolution - Specify a correct file name

### 1.215 TSMorph.guide/Err-NoOpal

Error - No opal.library  
=====

TSMorph or TSMorph-render is trying to load an image using opal.library but it could not be opened.

Resolution - For TSMorph - If you do not have opal.library do not specify

OPENMODE=OPAL  
. If you are not specifying this then the image you are trying to load must be in a format which TSMorph does not

---

understand (this may be some unsupported JPEG variant).

For TSMorph-render - This is trying to load some unsupported image format.

### 1.216 TSMorph.guide/Err-NoFile

Error - File does not exist 'xxxx'  
=====

TSMorph is trying to load an image from a file which does not exist or is inaccessible.

Resolution - Specify a valid file name.

### 1.217 TSMorph.guide/Err-OScreen

Error - Error opening screen  
=====

TSMorph 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.

### 1.218 TSMorph.guide/Err-DrawI

Error - Unable to get DrawInfo  
=====

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

Resolution - Free up some memory and retry.

---

## 1.219 TSMorph.guide/Err-LockW

Error - Unable to lock Workbench  
=====

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

Resolution - Free up some memory and retry.

## 1.220 TSMorph.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.

## 1.221 TSMorph.guide/Bugs

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

Width and Height in the parameter file may not be correctly set and require manual editing.

Image validation requires tidying up - especially with anim morphs/warps.

Unsaved project does not check that gadgets really have been edited.

This guide sometimes has very long lines. This appears to be due to a problem with MakeInfo and menus.

TSMorph and TSMorph-render may not release all memory.

TSMorph-prefs has not been well tested.

Please report any other bugs by EMail to mpaddock@cix.compulink.co.uk.

## 1.222 TSMorph.guide/Hard-Software

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## Hardware and Software used in development

\*\*\*\*\*

- \* HSPascal                    Editor.
- \* SAS C                      Code.
- \* GadToolsBox                Info, Add Grid 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
- \* OpalVision                For opal.library for easy file loading and  
saving. OpalVision is a trademark of Opal Technology Pty Ltd.
- \* DCTV                      For dctv.library for saving and loading DCTV  
images. DCTV is © 1991,1992 Digital Creations, Inc.
- \* IJG JPEG software        For the PPM, TARGA, GIF and JPEG file loading  
code.
- \* 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.

## 1.223 TSMorph.guide/History

## Version History (since 2.0)

\*\*\*\*\*

- \* Version 2.0a
  - \* Minor update to the

- File Format  
description. (Includes Anim  
Morphs and Warps).
- \* ENV/TSMorph/def\_points now has Stack set to 8192.  
(Prevents crashes when using opal.library).
  - \*  
Render Public Screen  
menu item is disabled if reqtools.library  
is not available. (Previously crashed if selected).
  - \* Only relevant  
OPENMODE  
is ALWAYS if opal.library is not  
available (thanks to spark@cix).
- \* Version 2.2
- \* Major Enhancements
    - \* Added  
Anti-Alias  
capability to TSMorph-render.
    - \* Added ability to TSMorph and TSMorph-render to load a  
large variety of image formats (JPEG, ILBM (including 24  
bit, EHB, HAM6, HAM8 and DCTV with dctv.library), TARGA,  
GIF and PPM). See  
OPENMODE  
and  
LOADSCRIPT  
.
    - \* Added a lot more  
save formats  
(grey 16, grey 256, HAM 6,  
HAM 8 and DCTV3 and DCTV4 [with dctv.library]).
    - \* Added continuous  
help  
option, and  
Help Text  
gadget to  
TSMorph.
    - \* Added the  
Preview  
option to preview render an image. See  
  
Preview...  
,  
Preview...  
and  
PREVIEW  
.
-



- \* Added the ability to open custom screens.
  - \* Can now save the first and last images - see Prescript .
  - \* Added preferences editor TSMorph-prefs .
  - \* Minor Enhancements
    - \* Loading Image requester is displayed. See OPENMODE .
    - \*
      - 24 File 1
      - and
      - 24 File 2
      - gadgets can now be left blank to use the File One and File Two names.
    - \* MakeInfo 1.55 used. This doc now has more formatting.
    - \*
      - Progress requester now shows a list view of messages.
  - \* Bug Fixes
    - \* Image remapping should be more correct.
    - \*
      - Edit/Mode sub-menu has a capital E.
    - \* Should no longer leave the Screen with the incorrect pallete when TSMorph is quit.
    - \* Fixed a nasty memory corruption bug with DX and DY .
    - \*
      - Control Window gadgets now look more correct on screens
-

- with more than 4 colors.
- \* Fixed a bug where parameters were automatically reset when opening a project.
  - \*  
Open Points...  
no longer resets Morph parameters.
  - \*  
Load Settings...  
now works.
  - \*  
DEPTH  
parameter can now be greater than the number of points without memory corruption.
  - \* TSMorph window is correctly disabled when saving after Unsaved Project requester is displayed.
  - \* Uses less memory for Zoom raster.
  - \* TSMorph opens amigaguide window on screen specified by PUBSCREEN  
.
  - \* String requesters will now accept empty strings.

## 1.224 TSMorph.guide/Distribution

Copyright and distribution requirements

\*\*\*\*\*

TSMORPH 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.

TSMorph is ©1993 Topicsave Limited.

TSMorph is freely distributable provided all files (listed in

Installation  
) are included.

TSMorph is EMailWare - If you use it please send any criticisms, bugs,

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etc. by EMail to mpaddock@cix.compulink.co.uk.

This software is based in part on the work of the Independent JPEG Group.

The Graphics Interchange Format(c) is the Copyright property of CompuServe Incorporated. GIF(sm) is a Service Mark property of CompuServe Incorporated.

## 1.225 TSMorph.guide/TSMorph-prefs

Preferences editor

\*\*\*\*\*

TSMorph-prefs is a standard preferences editor.

When loaded it loads the current  
settings  
from

ENV:TSMorph/TSMorph.prefs. It then displays a window showing all the preferences.

Help displays context sensitive help using amigaguide if available.

Gadgets

Gadgets displayed in the Preferences Window

Menus

Menus available in the Preferences Window

## 1.226 TSMorph.guide/TSMP-gad

TSMorph-prefs Gadgets

=====

```

-----
|. | TSMorph Preferences | | |
|-----|
| Custom Screen          Render          TSMorph          |
| NONE-----| DX |--- 0 DY |--- 0      Zoom  YES          |
| PAL:Low Res--|          Mode          Palette  YES          |
| PAL:High Res-| Save Format --|- 75      Mode IFCOLOURS |
| Depth --|--- 4  AnitA x Depth -|- 5    Prefs x  Help x |
|
|          ARexx Script          Public Screen          |
| Preview ..... TSMorph ..... |
| Load ..... Render ..... |

```

Pre .....	Icon
Post .....	Project x Prefs x Render x
Save	Use
	Cancel

---

## System gadgets

Close	Close gadget
Zoom	Zoom gadget
Depth gadget	Depth gadget

## Custom Screen

Screen mode	Custom screen mode
Depth	Custom screen depth

## Render

DX	Render X skip
DY	Render Y skip
Mode	Render mode
Save Format	Render image format
Quality	JPEG Quality
AntiA	AntiAlias images
Depth	Rendering depth

## TSMorph

Zoom	Zoom images
------	-------------

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Palette	Change palette
Mode	Open mode
Prefs	Keep preferences
Help	Continuous help

## ARexx Script

Preview	Preview script
Load	Load image script
Pre	Pre render script
Post	Post render script

## Public Screen

TSMorph	TSMorph public screen
Render	Render public screen

## Icon

Project	Project Icons
Prefs	Preferences Icons
Render	Render Icons

## Exit gadgets

Save	Save preferences
Use	Use preferences

Cancel

Cancel

## 1.227 TSMorph.guide/TSMP-Close

TSMorph-prefs Close gadget  
-----

This closes the window and discards any changes.

## 1.228 TSMorph.guide/TSMP-Zoom

TSMorph-prefs Zoom gadget  
-----

This is a standard zoom gadget and zooms the window to/from a title bar.

## 1.229 TSMorph.guide/TSMP-Depth

TSMorph-prefs Depth gadget  
-----

This is a standard depth gadget.

## 1.230 TSMorph.guide/TSMP-Save

TSMorph-prefs Save gadget  
-----

This save the  
    settings  
        in ENV:TSMorph/TSMorph.prefs and  
ENVARC:TSMorph/TSMorph.prefs.

Any changes are not picked up until TSMorph or TSMorph-render is reloaded.

---

### 1.231 TSMorph.guide/TSMP-Use

TSMorph-prefs Use gadget  
-----

This save the  
settings  
in ENV:TSMorph/TSMorph.prefs.

Any changes are not picked up until TSMorph or TSMorph-render is reloaded.

### 1.232 TSMorph.guide/TSMP-Cancel

TSMorph-prefs Cancel gadget  
-----

This closes the window and discards any changes.

### 1.233 TSMorph.guide/TSMP-men

TSMorph-prefs Menus  
=====

The following menus are available on the TSMorph-prefs Window:

Project	Project menu
Edit	Edit menu
Settings	Settings menu

### 1.234 TSMorph.guide/TSMP-men-Project

TSMorph-prefs Project menu  
-----

---

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

Open...	O	Open a preferences file
Save As...	S	Open a preferences file
Quit	Q	Quit

### 1.235 TSMorph.guide/TSMP-men-P-Open

TSMorph-prefs Project/Open... menu item

.....

This displays a file requester to load the settings  
. The default name  
is TSMorph.prefs in the current directory.

### 1.236 TSMorph.guide/TSMP-men-P-SaveAs

TSMorph-prefs Project/Save As... menu item

.....

This displays a file requester to save the settings  
. The default name  
is TSMorph.prefs in the current directory.

### 1.237 TSMorph.guide/TSMP-men-P-Quit

TSMorph-prefs Project/Quit menu item

.....

This closes the window and discards any changes.

---



## 1.238 TSMorph.guide/TSMP-men-Edit

TSMorph-prefs Edit menu

-----

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

Reset To Defaults	D	Reset preferences to defaults
Last Saved	L	Load preferences from ENVARC:
Restore	R	Load preferences from ENV:

## 1.239 TSMorph.guide/TSMP-men-E-ResetD

TSMorph-prefs Edit/Reset To Defaults menu item

.....

This resets the settings to their default values.

## 1.240 TSMorph.guide/TSMP-men-E-LastS

TSMorph-prefs Edit/Last Saved menu item

.....

This loads the settings from ENVARC:TSMorph/TSMorph.prefs.

## 1.241 TSMorph.guide/TSMP-men-E-Restore

TSMorph-prefs Edit/Restore menu item

.....

This loads the

---

```
settings
  from ENV:TSMorph/TSMorph.prefs.
```

## 1.242 TSMorph.guide/TSMP-men-Settings

```
TSMorph-prefs Settings menu
-----
```

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

```
  Create Icons?  I
                  Create preference Icons
```

## 1.243 TSMorph.guide/TSMP-men-S-Icons

```
TSMorph-prefs Settings/Create Icons? menu item
.....
```

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:TSMorph/def\_prefs if this exists, secondly from ENV:SYS/def\_prefs, otherwise the default project Icon is used.

This menu item is similar to but can have a different value to the

```
CREATEICONSP
  parameter.
```

## 1.244 TSMorph.guide/Index

```
Index
```

```
*****
```

```
  24 File 1 gadget          I-gad-24_File_1
```

```
  24 File 2 gadget          I-gad-24_File_2
```

---

About	Req-About
About... menu item	CI-men-P-About
About... menu item	I-men-P-About
Add	EMode-Add
Add Grid	Req-Add_Grid
Add Grid... menu item	CI-men-E-Grid
Algorithms	Algorithms
ANTI_ALIAS=	Par-TSMorph-render
ARexx	AR
Bugs	Bugs
Cancel gadget	Req-Add_Grid-gad-Cancel
Cancel gadget	TSMP-Cancel
CHANGE_PALETTE=	Par-TSMorph
Close gadget	TSMP-Close
Close gadget	I-gad-Close
Close gadget	E-gad-Close
Close gadget	Req-Add_Grid-gad-Close
Close gadget	Con-gad-Close
Control gadgets	Con-gad

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Control keyboard controls	
Con-Key	
Control menus	CI-men
Control Window	Con
Copyright	Distribution
Create Icons? menu item	
TSMP-men-S-Icons	
CREATEICONS=	Par-TSMorph
CREATEICONS=	Par-TSMorph
CREATEICONS=	Par-TSMorph-render
Del	EMode-Delete
Delete	EMode-Delete
Delete... menu item	
I-men-P-Delete	
Depth gadget	Con-gad-Depth
Depth gadget	TSMP-Depth
Depth gadget	I-gad-Depth
Depth gadget	E-gad-Depth
DEPTH=	Par-TSMorph-render
Distribution	Distribution
Down gadget	E-gad-Down
DX=	Par-TSMorph-render

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DY=	Par-TSMorph-render
Edit gadgets	E-gad
Edit keyboard commands	E-Key
Edit menu	TSMP-men-Edit
Edit menu	CI-men-E
Edit menu	TSMP-men-Settings
Edit menus	CI-men
Edit Mode sub menu	CI-men-E-EMode
Edit Modes	EModes
Edit Points menu item	I-men-P-Edit_Points
Edit Points... gadget	I-gad-Edit_Points
Edit Windows	Edit
Error	Req-Error
Error Messages	Errors
Errors	Bugs
Exit Point menu item	CI-men-P-Exit_Points
File Format	File_Format
File naming	File_Names
File One gadget	I-gad-File_One

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File Two gadget	I-gad-File_Two
FILES=	Par-TSMorph-render
FILES=	Par-TSMorph
First gadget	Con-gad-First
First menu item	CI-men-E-Frame-First
Format	File_Format
Frame	Req-Progress
Frame Number	Req-FrameNumber
Frame sub menu	CI-men-E-Frame
Frames gadget	I-gad-Frames
Get 24 File 1 gadget	I-gad-Get_24_File_1
Get 24 File 2 gadget	I-gad-Get_24_File_2
Get File One gadget	I-gad-Get_File_One
Get File Two gadget	I-gad-Get_File_Two
Get Name gadget	I-gad-Get_Name
GetValue	AR-Prescript
Goto gadget	Con-gad-Goto
Goto item	CI-men-E-Frame-Goto
Hardware	Hard-Software

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---

Height gadget	I-gad-Height
Help Text gadget	I-gad-Help
HELP=	Par-TSMorph
History	History
Horizontal scroll bar	E-gad-Horiz
Info gadgets	I-gad
Info keyboard controls	I-Key
Info menus	I-men
Information Window	Info
Installation	Installation
Interface	Interface
KEEPSETTINGS=	Par-TSMorph
L1	EMode-Link
L2	EMode-Link
Last gadget	Con-gad-Last
Last item	CI-men-E-Frame-Last
Last Saved menu item	TSMP-men-E-LastS
Left gadget	E-gad-Left
Libraries	Requirements

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---

Line	Req-Progress
Link	EMode-Link
List of files	Installation
Lnk	EMode-Link
Loadscript	AR-Loadscript
LOADSCRIPT=	Par-TSMorph-render
MODE=	Par-TSMorph-render
Modes	EModes
Mouse Pointer	EModes
Mov	EMode-Move
Move	EMode-Move
Name gadget	I-gad-Name
New menu item	I-men-P-New
New Points menu item	CI-men-P-New
Next gadget	Con-gad-Next
Next item	CI-men-E-Frame-Next
None	EMode-Move
OK gadget	Req-Add_Grid-gad-OK
One	EMode-One

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---

Open menu item	TSMP-men-P-Open
Open menu item	I-men-P-Open
Open Points menu item	CI-men-P-Open
OPENMODE=	Par-TSMorph
Overview	Overview
Parameter files	File_Format
Parameters	Par
Pointer	EModes
Postscript	AR-Postscript
POSTSCRIPT=	Par-TSMorph-render
Preferences editor	TSMorph-prefs
Prescript	AR-Prescript
PRESCRIPT=	Par-TSMorph-render
Preview menu item	I-men-P-Preview
Preview menu item	CI-men-P-Preview
PREVIEW=	Par-TSMorph
Previous gadget	Con-gad-Previous
Previous menu item	CI-men-E-Frame-Previous
Progress	Req-Progress

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Project menu	I-men-P
Project menu	TSMP-men-Project
Project menu	CI-men-P
PUBSCREEN=	Par-TSMorph
PUBSCREENR=	Par-TSMorph-render
QUALITY=	Par-TSMorph-render
Quit menu item	I-men-P-Quit
Quit menu item	TSMP-men-P-Quit
Quit menu item	CI-men-P-Quit
Really quit?	Req-Really_quit
Rel	EMode-Relative
Relative	EMode-Relative
Requesters	Req
Requirements	Requirements
Reset To Defaults menu item	TSMP-men-E-ResetD
Restore menu item	TSMP-men-E-Restore
Right gadget	E-gad-Right
Save As menu item	TSMP-men-P-SaveAs
Save As... menu item	I-men-P-Save_As

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Save As... menu item	CI-men-P-Save_As
Save gadget	TSMorph-Save
Save menu item	I-men-P-Save
Save menu item	CI-men-P-Save
SAVEFORMAT=	Par-TSMorph-render
Settings menu	men-Settings
SETTINGS=	Par-TSMorph-render
SETTINGS=	Par
SETTINGS=	Par-TSMorph
Single gadget	I-gad-Single
Size gadget	E-gad-Size
Software	Hard-Software
Start gadget	I-gad-Start
Stop	Req-Progress
StoreValue	AR-Prescript
Tool types	Par
TOOLPRI=	Par-TSMorph-render
TSMorph	Overview
TSMorph-prefs	TSMorph-prefs

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TSMorph-prefs Gadgets	
TSMorph-prefs	TSMP-gad
TSMorph-prefs menus	
TSMorph-prefs	TSMP-men
TSMorph-render	
TSMorph-render	Overview
Two	
Two	EMode-Two
U1	
U1	EMode-Unlink
U2	
U2	EMode-Unlink
Undo	
Undo	EModes
Unl	
Unl	EMode-Unlink
Unlink	
Unlink	EMode-Unlink
Unsaved project	
Unsaved project	Req-Unsaved
Up gadget	
Up gadget	E-gad-Up
Use gadget	
Use gadget	TSMP-Use
Vertical scroll bar	
Vertical scroll bar	E-gad-Vert
Width gadget	
Width gadget	I-gad-Width
X Cells gadget	
X Cells gadget	Req-Add_Grid-gad-X_Cells
Y Cells gadget	
Y Cells gadget	Req-Add_Grid-gad-Y_Cells
Zoom gadget	
Zoom gadget	I-gad-Zoom
Zoom gadget	
Zoom gadget	TSMP-Zoom
Zoom gadget	
Zoom gadget	E-gad-Zoom

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ZOOM=

Par-TSMorph