

ElasticDreams

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	<i>TITLE :</i> ElasticDreams		
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WRITTEN BY		February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ElasticDreams

1.1 ElasticDreams Professional

ElasticDreams

User manual
ElasticDreams

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First...

Foreword
Welcome

Product overview
What can you do with ElasticDreams

System requirements
Does ElasticDreams work on my system ?

Installation
How to install ElasticDreams

Handling...

Introduction
for better understanding

Shortcuts
used shortcuts

ElasticDreams parts...

Elastic
The Elastic part

Composer
The Composer part

Manager
The Manager part

External programs...

Image processing functions
endless effects ;)

Viewer modules
which viewer for my Amiga

Tools
enclosed tools

Questions and others...

Questions and answers
frequently asked questions

technical terms
overview of all technical terms

Others...

Registration
something about registration

Updates
always up to date

Support
how can I get help

Greetings
to all helping hands

Legals...

License
copyright and warranty

1.2 Welcome to ElasticDreams

Welcome
=====

Welcome to ElasticDreams

Congratulations !!!!!

You have purchased an easy to use, high performance image processing software for the Amiga. Elastic Dreams was designed for professional use and offers a great variety of features which are not available in other products. Elastic Dreams marks in several parts, its high progress speed, its easy to use interface and its impressive design. Furthermore we have paid attention to bring you the best possible picture quality on your system, which it's most important thing for a program like Elastic Dreams.

.....and now, enjoy it!!!!

Responsible for ElasticDreams

coding : Ingo Kleefeld

german manual : Ingo Kleefeld

manual rework : Michael Garlich

english translation : Michael Garlich

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1.3 What can ElasticDreams does?

ElasticDreams

=====

The first Realtime Morphing program for the Amiga. Due to the use of highend coding technics you are now able to morph an image in realtime. You don't have to wait hours and hours for a result like common morphing programs manner.

Free like the slogan: WYSIWYG (What you see is what you get). And this all together with a breathing speed, you will think that you are in a dreamland.

Elastic Dreams is the best choice to improve your homevideos with funny and impressive effects. Best use for weddings, birthday parties or anniversaries

Let your fantasy keep going and your next party will be a hit.

Because of the innovative GUI you will can't stop working for hours. Forget the time and come in to the world of dreams and let your creativity break free.

Technical

Elastic Dreams is splited in three parts. The Composer part: here you can join together to complete different pictures. Here becomes mummy and daddy a new race, Gentechnology is OUT, Elastic Dreams is IN.

The Elastic part: here you can see the full power of the program. Don't hesitate to squeeze, to smear, to deform and so on. Special effects let you see your best friends in a complete different light. Create whole movie sequences. You can easy export your creations to other programs as a picture or as an animation.

Last but not least, the Manager part: here you can make all the necessary settings for ElasticDreams.

Features:

- innovative GUI, easy to learn
- best quality based on 24 bit (16.8 million colors) processing
- over 50 different graphic format will recognize automatically, e.g. IFF, IFFDEEP, JPEG, PHOTOCD aso.
- you can save your pictures in 11 different graphic formats e.g. IFF, JPEG, IFFDEEP, YUV aso.
- the created moviestrips can be saved as single frame or as IFF-ANIM5 format also a special ElasticDreams(for more speed) format is included.
- direct ScanQuix support
- DataType support for future graphic formats
- best printout quality due to a direct TurboPrint support (24 bit direct)
- automatic motion blur effect, free adjustable
- special smoothing routines for best results on pictures and animation
- Online-Help
- MC680x0 and POWER_PC version on disc included
- 14 special effects for Elastic part, like waves, whirl, rotate, sculpture, squeeze, jitter aso.
- and loads of more features

price: only 149.- DM (german marks)

technical hotline for registered users only

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 Mo.-Fr. 10.00-13.00 and 15.00-19.30 o'clock
 Sa. 10.00-14.30 o'clock

1.4 System requirements

System requirements
 =====

Before you try to start Elastic Dreams you should make sure that you can run it on your system.

Hardware

Elastic Dreams needs an Amiga (what else?) with a 68030 or higher processor ←
 ,
 AGA chip set or a graphic board, at least Kickstart / Workbench 3.0 and 8MB FREE ←
 fast
 ram.
 Best results with 68060/PPC, graphic board and 32MB fastram.

You also need a harddrive with at least 20MB free space and some (>=8MB) fastram. The more fastram you have, the better it is. How much ram you will actually need depends on what you wish to do.

Oh and, by the way, you will need the best computer on this world ever an
 A M I G A

For the RAM it counts as a rule: "The more the better". The really needed memory amount depends on individually using by the user.
 See following example:

- A picture in 800 * 600 in 24 bit (approx. 16,8 Mill. colours) needs 1,440,000 bytes memory (approx. 1,37 MB).
- Further example: A picture in 1280 * 1024 in 24 bit needs 3,932,160 bytes (approx. 3,75 MB).

You can see each picture needs several large memory blocks. But for the normal ←
 users
 8MB FastrAM and 2 MB ChipRAM are enough. We recommend 16 MB FastrAM and 2 MB ←
 ChipRAM
 the full power you will get with 32MB.

needed Software

ElasticDreams needs at least Workbench 3.0. If you are using an earlier version errors and system crashes may occur. Loss of data is possible if this happens ←
 .
 Please contact your Amiga dealer for upgrade information.

ElasticDreams was successfully tested with...

Computer : - Amiga 2000/30, Amiga 2000/60, Amiga 3000, Amiga 4000/30
 Amiga 4000/40, Amiga 4000/60/PPC and Draco

Graphic board: - Cybervision 64 + 64/3d, PicassoII+ and IV

...and does not work with: such a thing...how does it call??? I guess PEECEE
 I don't know why, we are still testing..... :)))

1.5 How to install ElasticDreams

Installation of ElasticDreams

=====

Here is how to install ElasticDream to your harddrive:

- Insert the ElasticDreams disc in your cd-drive and double click the disc icon.
- Then you can see the contents of the disc and an icon named "Install_ElasticDreams", double click this icon too.
- The installer will pop up and will ask you in which drawer ElasticDreams should be installed. The installer will create a drawer named "ElasticDreams" there.
- For the moment, please don't change the preferences.
- Click on the OK gadget.
- The installation will now proceed automatically.
- After completing the installation you can start ElasticDreams immediately, you do not have to reboot.

And now go ahead and have fun!

1.6 Introduction in ElasticDreams

Introduction

=====

In this chapter you find information on which knowledge in handling the Amiga is needed to work with ElasticDreams and a short tutorial.

Before you start working with Elastic Dreams

We assume that you can handle the Amiga computer and the following functions:

- the use of the workbench
- the use of a mouse (click, double click and so on)
- the use of menus
- the use of screens and windows (scrolling, size gadget and so on)
- how to drag & drop

If you are not accustomed to the mentioned please consult the manual of your Amiga.

How to help yourself

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

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

The hotline can be used by registered users only.

1.7 Shortcuts of ElasticDreams

Shortcuts of ElasticDreams

=====

Elastic
Elastic shortcuts

Composer
Composer shortcuts

Manager
Manager shortcuts

1.8 Elastic shortcuts

- F1 - Load a picture with universal loader module
- F2 - Load a pictures with DataTypes loader module
- F3 - Scan a picture with ScanQuix (not included in this package)
- F5 - Import a Composer picture into Elastic part
- F6 - Save a picture as an IFF-ILBM format
- F7 - Save a picture as an IFF-DEEP format
- F8 - Save a picture as a JPEG format
- HELP - this online help appears

1.9 Composer shortcuts

- F1 - Load a picture with universal loader module
- F2 - Load a pictures with DataTypes loader module
- F3 - Scan a picture with ScanQuix (not included in this package)
- F5 - Import a Elastic picture into Composer part
- F6 - Save a picture as an IFF-ILBM format
- F7 - Save a picture as an IFF-DEEP format
- F8 - Save a picture as a JPEG format
- HELP - this online help appears

Important!!

If you use the functionkeys F1 - F3 the location of mouse cursor is important. On the basis of the mouse location you can select which of the booth picture has to exchange.

Is the mouse cursor located on the left side then the new picture will be loaded on the left side and similar to this when located on the right side.

1.10 Manager shortcuts

- F10 - A further preferences window appears where you can make the following settings.

JPEG-quality:

When you save a JPEG picture this value is responsible

for quality of the picture.
The higher the value the higher the quality.

like presets:

Here please type in the width and high of your requested picture size. This setting will use later when you save your work.

Saver:

Here you have to select the graphic format for saving.

HELP - this online help appears

1.11 Composer Part

On this part of ElasticDreams you have the possibility to join together two different images. May be, this doesn't sound fantastic but you will really impressed when you see the results. You should take a look at the enclosed picture this will take your breath away. You will not believe how much is possible.

The two small windows on the left and right hand showing the original images. The middle one shows your composing.

Now, we would like to explain all the gadgets you can see on this side.

First the small windows:

In the small windows on the left and right hand you can set the so called reference point. At this point, Elastic Dreams indicates, where the ← transformations and image processing funtions which you create on the center window (or main ← window) have to start. There are also two buttons for flipping the picture horizontal or vertical. With ← the two arrows you can transport the small picture into the center window or reworked picture into the small window. The load-button allows to load a picture into small window.

Save (button in main window)
=====

With this gadget you can save your work, if your are satisfied with the result.

Draw, smooth, smear and move
=====

With this four buttons you can process the picture in main window. Elastic

Dream creates an invisible layer "over" the original picture. On this layer you will paint and deform the picture. The layer functions will be well known to you from software like Photogenic or ArtEffekt. Due to the layer technics it's possible to restore the old picture each time you want. Only when you have set a new reference point, save picture, close the composer or if you have copied the picture in the small one then the manipulations are fixed.

Compose =====

If you have selected this button you are able to compose the two pictures. It depends on your settings how smooth or hard transitions will be. You can use this smooth or hard value by using the slider below the draw button. When you move the slider to the top left position you can enable the UNDO-mode. When you use the draw functions, now it will restore the original picture.

Slider functions (positions) -----

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

smooth =====

With this functions you are able to smooth the hard transitions between the two images.

smear =====

With this function you can smear the picture. This is similar to function smear of DeluxePaint, PersonalPaint aso. The only different is, that this function does not manipulate the whole picture but the previously manipulated part of picture (layer).

move =====

It you are not satisfy the with the location of the layer you can use this funtion to move the complete layer.

transparency (slider, right below) =====

With this slider you can choose how hard or smooth the transitions should be.

brush size (buttons, left below)

=====

Here you can select the brush size you want to work with. You should choose a small brush for precision work and large one for rough painting. Choose this one where you get the best results for yourself.

Last but not least the 3 button below. Composer, ?, and Manager. With these buttons you can switch between the 3 parts of ElasticDreams. "?" displaying this manual.

I think further explaining is not necessary.

1.12 Manager Part

The Manager Part is responsible for all settings you can make in Elastic Dreams. Here you can also create animation from your work on Elastic part and also print out your pictures.

First we would like to show you the "hidden" settings you can make. Please press the F10 key, a window appears in which you can adjust the following settings.

JPEG-Quality

If you are saving your pictures in JPEG format, here can set the quality for the images. The higher the value the better the quality of the picture.

like presets

Please type in the width and high you want for your images. Elastic Dreams will use this values later when you save your images.

Saver

Here you can select in which graphic format your images should saved.

..and now the further settings.

background Compose

=====

Here, you can choose your preferred background for the Composer part of Elastic. You have the choice between loads of background pictures, e.g. wood or fire.

Try it out to find the best one for you.

background Elastic
=====

The same procedure like "background compose" but this time, of course for the Elastic part.

printer options
=====

Elastic shows a small copy of the images which is ready for printing, here. The program will take the Workbench printer settings for the output, please make sure that you have configured right.

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

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

quality
=====

Here you have to set the quality of picture (pixel resolution). Please pay attention that a high resolution needs massive fast ram, a low-end system with only 8 MB fast may busted.

low : 320* 320 Pixel

good : 640* 640 Pixel

high : 1280*1280 Pixel

like presets: here you can select the needed resolution by yourself.

Attention please! If you choose a "high" resultion this may need more than 20MB fast ram!! But by the hand of low prices for PS/2 ram this should be no problem.

We would like to inform you that the quality of end result depends on the original picture. A large picture doesn't decrease the working speed of Elastic Dreams it works always in the same speed. Therefore we suggest, you shouldn't load picture lower than 640x480 pixels resolution.

MotionBlur

This function will only need for Elastic part, it allows to generate a so called motion blur effect between the pictures. Because of that the transitions between the pciture are much more smoother.

Diese Funktion wird nur für den Elastic-Part benötigt und bietet Ihnen die Möglichkeit zwischen den Bildern ein sogenannte Bewegungsunschärfe zu berechnen. Dadurch werden die Übergänge noch Weicher.

smooth draw

This function is also only important for the Elastic part. With this function you have the possibility to improve the resolution of low quality images. The disadvantage is, that this function needs the 4 times larger amount of fast ram. But the end result will satisfy you. So, if you have enough ram, you should use this function in any case, when you try to process with low resolution images.

output format

=====
Here you can save your animations. You have the choice between the following settings.

ED-Animation

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

single picture (frames)

The animation will be saved in frames separated. These pictures you can use in other program e.g. MovieShop or AdPro aso. The data's will save in 24 bit (16 million colors), Elastic will use the graphic format which you have selected previously.

ILBM-Animation

This is the well known Anim5-format, which is supported from the most software. You can export your animations to programs like SCALA or Dpaint aso.

With the "save" button you can start the animation calculation.

At least the three button in the left corner of the screen. Here you can jump through the different program parts of Elastic.
"?" this manual appears.

1.13 Elastic Part

This program part is the "heart" of ElasticDreams. Here you can design our master pieces.

Free like the slogan: WYSIWYG (What you see is what you get) in german :
Was Du siehst, das bekommst Du auch ;))

You can use the following functions:

=====

On the left side, you can see the function bar, this part is responsible for the picture processing.

functions

=====

smear, move and wipe

With this function you are able to deform the images.
The best way is to test it for yourself how these functions working, because is very hard to explain it.

mirror

Have you enabled this function Elastic will mirror the picture part which you have changed.

undo

This is the UNDO function of the Elastic part. Herewith you can restore the already deformed parts of your image. Elastic will only undo these parts where you have clicked with mouse cursor.

revert

Herewith you can restore the whole picture to the last fixed state.

Brush size (left below)

=====

Here you can select the brush size you want to work with. You should choose a small brush for precision work and large one for rough painting.
Choose this one, where you get the best results for yourself.

load and save (above image)

=====

Here you can load or save your pictures.

Play (right below)

=====

When you have at least 2 pictures in the TimeBase, you can play the animation with this button.

slider (beside Play button)

=====

Here you can set, how many frames shall Elastic creates between the different pictures on the TimeBase.

TimeBase (below your picture)

=====

On the TimeBase you can put all the changes steps you

On the TimeBase you can put all the changes you have made to the picture step for step, 256 different frames are possible.

The Timebase is responsible for antimation creation. Elastic Dreams will calculate frames between the pictures you have loaded on the time base ← automatically.

With the arrows on the left and right of the time base you can scroll through all frames.

It isn't necessary, that you put picture for picture on the time base. If you want you can let spaces between the single pictures, so that you can put other picture between them later.

This enables you to make further manipulations to the picture and put them later on the time base.

The arrows around the miniature pictures

above left : picture will put on the TimeBase

above right: copy the picture from TimeBase to main window.

below : the picture will delete from TimeBase.

load and save (below on TimeBase area)

=====

Here you are able to save your movie-sripts or to load them into the timebase. You can use this scripts for all pictures, that means that you can use the same sript for a complete different script once more.

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

effects (right)

=====

Here you can see a list of effects which you can use to manipulate the main ←
 picture
 The red lighting effect will be used.

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

slider (right below)
 =====

With this slider you can drive the intensity of the image processing effect.
 Down position = high intensity
 High position = low intensity

The calculation can take a while it depends on your system cpu and which effect you have choosen.

Speed comparison:	68030 FPU 68882 50Mhz	Uhaaaaaa, time for a cup of coffee.
	68040 40Mhz	Hmmm that`s better
	68060 50Mhz	Now, it makes fun
	PPC 604 150Mhz	I say YEAH, YEAH. That`s what I say

Last but not least the 3 button below. Composer, ?, and Manager. With these buttons you can switch between the 3 parts of ElasticDreams. "?" displaying this manual.
 I think further explaining is not necessary.

1.14 Image processing functions

Image Processing Functions

=====

ElasticDreams contains a large spectrum of exciting and powerful image ←
 processing
 functions.

This enables you to break free your hidden talents and fanaties.

You can also use these image processing functions with the external tool ←
 FXStudio
 which is included in the ElasticDreams package.

Depending on a high optimized program code the image processing funtions will work in a very high speed. This will decrease the waiting period for a result a lot.

Here you see a list of the included image processing functions. Further ←
 functions

are under development and will release on Aminet or on our homepage for free download.

Homepage: <http://www.TitanComputer.de>

Special functions will be available separately, please see also section "Future".

3DLOOK

AND

ANTIQUE

CLEAR_BLUE

CLEAR_GREEN

CLEAR_RED

COLOR_TO_GRAY

CROP_IMAGE

DEINTERLACE

DYNAMIC_RANGE

EMBOSS

EOR

FLIP_X

FLIP_Y

FREE_RGB

HALVE

HIGHLIGHTS

HISTOGRAM

IMAGE_BORDER

INTERLACE

LINEART

LOWLIGHTS

MAXIMUM

MEDIAN

MINIMUM

MIRROR
MONOCHROME
MOSAIC
MOTIONBLUR
NEGATIVE
NEGBRIGHT
OR
REPLACE_COLOR
SHARPEN
SHIFT_HUE
SHIFT_RGB
SOLARIZE
TURN
HSV
RGB Adjust
ROTATE
SCALE
TILE
TILE_Brick
TWIRL
WHRIL

1.15 3DLOOK image processing module

3DLOOK
=====

The 3DLOOK operator is a variant of the LINEART operator. But the 3DLOOK operator doesn't work with a new ramsection. As a result of this, a 3D effect (shadow) is arising. Above all, the operator makes sense if you want to manipulate handdrawn pictures. The operator doesn't make sense if you have scanned pictures or videopictures. Because, their own picture rustling is to high.

Settings
=====

This funktion does not need any settings.

1.16 AND picture processing module

AND

===

The AND operator is a logical mathematic function. A example follows to explain it's working method.

We choose a colornumber between 0 and 255, e.g. 255. This colornumber has to become filtering by the AND operator with the number 85.

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

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

as result: decimal 255 is binary %11111111,

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

You see, you have to set a "1" if the first and second row contains a "1". "0" plus "1" results "0" and also "1" plus "0"

Another little example:

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

```
=====
```

```
Settings
```

```
=====
```

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

```
RED      0 `til 255
GREEN    0 `til 255
BLUE     0 `til 255
```

also see

```
OR
,
EOR
```

1.17 ANTIQUE image processing module

```
ANTIQUÉ
```

```
=====
```

With this funktion, you can give the picture an antique touch.

```
Settings
```

```
=====
```

This funktion does not need any settings.

1.18 CLEAR_BLUE image processing module

```
CLEAR_BLUE
```

```
=====
```

This funktion filters the whole bluetones out off the picture. As result, the whitecolor is now yellow and so on.

```
Settings
```

```
=====
```

This funktion does not need any settings

also see

```
CLEAR_GREEN
,
CLEAR_RED
```

1.19 CLEAR_GREEN image processing module

CLEAR_GREEN

=====

This funktion filters the whole greentones out off the picture.
As result, the whitecolor is now violet and so on.

Settings

=====

This function doesn't need any settings.

also see

CLEAR_BLUE

,

CLEAR_RED

1.20 CLEAR_RED image processing module

CLEAR_RED

=====

This funktion filters the whole redtones out off the picture.
As result, the whitecolor is now turquoise and so on.

Settings

=====

This function doesn't need any seetings.

also see

CLEAR_GREEN

,

CLEAR_BLUE

1.21 COLOR_TO_GRAY image processing module

COLOR_TO_GRAY

=====

Converts a color picture into a greyscale picture.

Settings

=====

This function doesn't need any settings.

1.22 CROP_IMAGE image processing module

CROP_IMAGE
=====

With this funktion you can cut out a certain part of your picture. So you can get the important part of a picture and save it separatly.

Settings
=====

You have to set the coordinates of the desired picture part.

OFFSET X

How many pixels have to jumped over from the left side of the picture.

OFFSET Y

How many pixels have to jumped over from above.

width

Sets the width of the desired picture part.

high

Sets the height of the desired picture part

1.23 DEINTERLACE image processing module

DEINTERLACE

=====

If you work with pictures, which has been saved in the interlaced format (e.g. VLab-Digi). You can cut off the two halfpictures with this funktion. The window area above shows the even lines and window area below shows the uneven lines. Together with the operator CROP_IMAGE you can save or manipulate the halfpictures separatly. The great advantage to work with halfpictures is, that a videosequence getting so much smoother on playback.

Settings
=====

This function doesn't need any settings.

also see

INTERLACE

1.24 DYNAMIC_RANGE image processing module

DYNAMIC_RANGE
=====

This function checks the picture, if the whole color palette is in use. That allows the extension or upsetting of the colors in the certain range. For example, your picture own a color range between 0 and 220, that means it doesn't use 35 colors. Now you have the possibility to enlarge the colorspectrum if you select a field e.g. between 0 and 255. In fact of this the picture becomes lighten.

Settings
=====

Selection of the new color spectrum

MIN

sets the smallest value of color range (min. 0)

MAX

sets the largest value of color range (max. 255)

1.25 EMBOSS image processing module

EMBOSS
=====

If you have used this funktion your picture looks like chiseled in stone. After using the EMBOSS operator you should use the COLOR_TO_GRAY operator because it improves the EMPOSS effect.

Settings
=====

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

INWARDS

the picture will look like chiseled to the inside

OUTWARDS

the picture will look like chiseled to the outside

1.26 EOR image processing module

```

====
                                EOR

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

RED      0 `til 255
GREEN    0 `til 255
BLUE     0 `til 255

```

The EOR operator is a logical mathematic function. A example follows to explain it's function.

We choose a colornumber between 0 and 255, e.g. 255.

This colornumber has to become filtering by the EOR operator with the number 85.

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

```

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

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

```

You see, you have to set a "1" if the first row contains a "1" and second row contains a "0". Also if the first row contains a "0" and second row contains a "1". You don't have to set a "1" if booth contained a "1" or a "0".

a further example

```

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

```

also see

```
AND
/
OR
```

1.27 FLIP_X image processing module

```
FLIP_X
=====
This function enables you to flip the complete picture from
left to right. Simply it is a mirror function.
```

```
Settings
=====
```

This function doesn't need any settings.

also see

```
FLIP_Y
```

1.28 FLIP_Y image processing module

```
FLIP_Y
=====
The same effect like FLIP_X but the different is that
the picture will flip from the upper to the lower
side.
```

```
Settings
=====
```

This function doesn't need any settings.

also see

```
FLIP_X
```

1.29 FREE_RGB image processing module

```
FREE_RGB
=====
```

This function sets free the fastram which a picture has used.

```
Settings
=====
```

This funktion doesn't need settings.

1.30 HALVE image processing module

HALVE
=====

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

Settings
=====

This function doesn't need any settings

also see SCALE

1.31 HIGHLIGHTS image processing module

HIGHLIGHTS
=====

With HIGHLIGHTS you can upset the light parts of the picture. All pixels will setting into black which are darklier as middlegrey.

Settings
=====

This function doesn't need any settings.

also see

LOWLIGHTS

1.32 HISTOGRAM image processing module

HISTOGRAM
=====

This function isn't for picture manipulation. The function shows you the color parts in a graphic table, which are using by the basictones red, green and blue.

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

Settings
=====

This function doesn't need any settings.

1.33 IMAGE_BORDER image processing module

IMAGE_BORDER
=====

1.34 INTERLACE image processing module

INTERLACE
=====

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

The two halfpictures must be assembled in one picture. The picture above contains the even rows of the picture and the lower picture contains the uneven rows.

Settings
=====

This function doesn't need any settings.

also see

DEINTERLACE

1.35 LINEART image processing module

LINEART
=====

The function is searching for edges in a picture and set them into foreground. Other picture information will eliminate in fact of this you get a contour drawing. If you also use the COLOR_TO_GRAY function you get a picture which looks like a leadpencil drawing.

Settings
=====

This function doesn't need any settings

1.36 LOWLIGHTS image processing module

LOWLIGHTS

=====

With the Lowlights function you can upset the dark parts of the picture. All pixels, which are lighter as middlegrey will put into black.

Settings

=====

This function doesn't need any settings.

also see

HIGHLIGHTS

1.37 MAXIMUM image processings module

MAXIMUM

=====

Set a pixel to the value of the lightest red, green and blue pixels which are in the neighbourhood of an eight pixel area. Because of that the picture looks brighter.

Settings

=====

This function doesn't need any settings.

also see

MEDIAN

,

MINIMUM

1.38 MEDIAN image processing module

MEDIAN

=====

The function calculates the mean value of a pixel and it's 8 neighbouring pixels.

Settings

=====

This function doesn't need any settings

also

```
MINIMUM
/
MAXIMUM
```

1.39 MINIMUM image processing module

MINIMUM

=====

Set a pixel to the value of the darkest red, green and blue pixels which are in the neighbourhood of an eight pixel area. Because of that the picture looks darker.

Settings

=====

This function doesn't need any settings

also see

```
MAXIMUM
/
MEDIAN
```

1.40 MIRROR Bildbearbeitungsmodul

MIRROR

=====

The function mirrors a previous selected half.

Settings

=====

You can select 4 picture halves

lefthalf

The left side of the pictures is mirrored on the right side of the picture

righthalf

The right side of the picture is mirrored on the left side of the picture

tophalf

The picture side above is mirrored on lower side of the

picture.

bottomhalf

The lower picture side is mirrored on the picture side above.

1.41 MONOCHROME image processing module

MONOCHROME
=====

The picture will convert in a 2 color picture by using a special filter. The picture will convert in a black and white mode. All colors which are lighlier as middlegrey will convert to white and the other colors getting into black.

Settings
=====

This function doesn't need any settings.

1.42 MOSAIC image processing module

MOSAIC
=====

With this function the picture looks coarse grained, by that you can see the picture only shadowy. On TV, this function is used to make a certain picture part unrecognizable.

Settings
=====

You can choose the width and the height of the pixels. How bigger the value you have chosen, how shadowy is the picture you will see after using this function.

1.43 MOTIONBLUR image processingmodule

MOTIONBLUR
=====

This function enables you to put a motionblur effect into the picture. Also you can set the direction and speed of object which has to move.

Settings
=====

length

The higher the value you have chosen the higher seems to be the speed of the object. In fact of this, your girlfriend (Amiga) has much to do and you can take a coffeekick.
According to the value you have chosen,

angle

Gives the direction in which the object has to move.

1.44 NEGATIVE image processing module

NEGATIVE

=====

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

Settings

=====

This function doesn't need any settings.

also see

NEGBRIGHT

1.45 NEWBRIGHT image processing module

NEGBRIGHT

=====

This function changes a color value with its compliment color. But the different to the NEGATIVE function is, that only the color brightness will be changed. That means light red will set into dark red and dark grey will set into light grey and so on.

Settings

=====

This function doesn't need any settings.

also see

NEGATIVE

1.46 OR image processing module

OR

==

Settings

=====

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

```
RED      0 `til 255
GREEN    0 `til 255
BLUE     0 `til 255
```

The OR operator is a logical mathematic function. A example follows to explain it's function.

We choose a colornumber between 0 and 255, e.g. 255.

This colornumber has to become filtering by the OR operator with the number 85.

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

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

that means

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

You see, you have to set a "1" if the first row contains a "1" or second row contains a "1". Also if the first row contains a "1" and second row contains a "1" . You don't have to set a "1" if booth contained a "0".

a further example:

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

also see

AND

,

EOR

1.47 REPLACE_COLOR image processing module

REPLACE_COLOR

=====

With this function you can exchange a certain color or a color spectrum with the declared colors. This function enables you to mask out colors and later you can use the picture as a mask.

Settings

=====

LOOK FOR

Here you have to declare which red, green or blue parts has to exchange. Values between 0 and 255 means that ElasticDreams looks for the specified value only. If you set one of the three colorparts to -1, ElasticDreams will exchange the whole area of the color part.

e.g.

```
red    = 0
green  = 110
blue   = -1
```

These settings result that all colors which contained a red part equals to 0, a green part equals to 110 and if their blue part is between 0 and 255 will be changed.

REPLACE WITH

Here you can select which color has to be exchanged with the color which has been found by Arstudio. Values between 0 and 255 are allowed. If you select -1 that means the color part doesn't have to change.

1.48 SHARPEN Image processing module

SHARPEN

=====

This function strengthens the existing edges. Therefore the picture looks sharper ↔

Settings

=====

This function doesn't need any settings.

1.49 SHIFT_HUE image processing module

SHIFT_HUE
=====

With this function you can rotate the colors of a picture in a certain angle of the color spectrum. Thereby the brightness and satiation of color will retained.

Settings
=====

angle

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

1.50 SHIFT_RGB image processing module

SHIFT_RGB
=====

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

Settings
=====

Here you can declare which color tones have to exchange under themselves. You can choose:

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

1.51 SOLARIZE image processing module

SOLARIZE
=====

This functions simulates a fotografical special effect. If you set a negative into the sunlight the dark colors become darker and lighten colors become inversed.

Settings
=====

This function doesn't need any settings.

1.52 HSV image processing module

HSV-ADJUST

=====

This function enables you to move the colors of a picture around a fixed angle of the color spectrum. Or in clear words you can manipulate the picture brightness and color saturation.

Your pictures get a complete new design.

1.53 Rotate image processing module

Rotate

=====

This image processing function enables you to rotate a picture in any angle. Furthermore you have to declare the picture point where the rotation has to start.

If you like to rotate your picture around the centre point you can use the CENTERX and CENTERY buttons these will make your work easier.

1.54 Tile image processing module

Tile

=====

The picture will be displayed in hundreds of small "tiles". The original picture size will reduce to a value which you have chosen before.

After this the reduced picture will copy over the original picture size, this creates the impression that you have built the images on dozens of stones.

1.55 TileBrick image processing module

TileBrick

=====

This function is similar to the "tile" effect, the difference is that this function moves the "stones" one row. This gives the impression that the "stone wall" is made of joints (no no, no drugs here)

1.56 Twirl image processing module

Twirl

=====

This special effects rotates the images like a maelstrom
The function works from the images centre to the borders. At the borders
you can see the biggest result of this function

Please try out this function so that you can make yourself a better impression
how this image processing module works.

1.57 RGBAdjust image processing module

RGBAdjust

=====

This function enables you to manipulate the picture colors in an easy way.
You have to set the numeral which have to add or subtract to red, green and blue
values.

If you type in negative numerals the picture became darker and for positive
numerals the picture looks brighter.

1.58 Scale image processing module

Scale

=====

If you like to reduce or enlarge the picture size this is where this function
comes in.

Type in the size in pixel or in percent, the rest will be done by FX-Studio.

1.59 Turn image processing module

Turn

=====

With this function you can rotate the images around a fixed angle 90° ↔
{}, 180° or
 270° therefore this effect works a lot faster than the rotate ↔
function.

1.60 Whirl

Whirl
=====

This image processing function works similar to the "Twirl" function. But the different is, that this time the biggest effect will be occurred in image centre.

1.61 Viewer module

Viewer modules
=====

Please choose the optimal viewer module for your system.
Keep an eye on which viewer module you have selected, did you
have chosen the right graphic board or the right chip set (ECS/AGA)?
If you don't select the right viewer it may be that errors occurs.

ECS
for Oldtimer Amigas like (A500, A2000 ...)

AGA
for A1200/4000/5000/6000 and A-Boxer

CYBERGFX
for graphicboards supporting Cybergraphix

PICASSO
for Picasso graphicboards

RETINA
for Retina graphicboards

GRAFFITI for Graffiti graphicboards

WINDOW
for displaying in a window

1.62 viewer module ECS

ECS viewer
=====

These viewers are for Amigas which didn't have a graphic board or

an aga chip set. That means the viewer can used by the following Computers: A500,A600,A1000,A2000,A2500 und A3000. Of course every aga machine can use the viewers too, but it doesn't make sense.

You can choose between 4 different ECS viewers. Two for 16 greycolors display and two for display in HAM6. There is no different between the two versions display quality but the second viewers are working faster. The ecs viewers with the ending "FAST" containing a optimal routine, which writes the graphic data directly in the Amiga hardware. The two other modules are systemfriendlier and should run on any Computer with an AMIGA operating system.

1.63 viewer module AGA

AGA viewer
=====

These viewers are for all computers which using the AGA chip set e.g. A1200, A4000 A5000/6000 and A-Boxer. If you use a graphic boards on your ECS system you can use the AGA-viewers too, but the graphic board must supports an AGA emulation. HAM8 can also displayed with a graphic board. You can select between 6 different AGA viewers.

AGA_HAM

The picture is viewing in 262000 colors. This viewer is the systemfriendly variant and should run on any Computer system with AMIGA operating system.

AGA_HAM_FAST

The picture is viewing in 262000 colors. The viewer writes the graphic data directley in the hardware.

AGA_HAM_C2P

The picture is viewing in 262000 colors. This viewer contains a high optimized converting routine which writes the graphic data's directly in the Amiga hardware.

AGA_GREY

The picture is viewing in 256 greycolors. This viewer is the systemfriendly variant and should run on any Computer system with AMIGA operating system.

AGA_GREY_FAST

The picture is viewing in 256 greycolors. The viewer writes the graphic data directley in the hardware.

AGA_GREY_C2P

The picture is viewing in 256 greycolors. This viewer contains a high optimized converting routine which writes the graphic data's directly in the Amiga hardware.

1.64 viewer module CYBER

CYBER viewer
=====

This viewer can used for all graphic boards which are using the Cybergraphix ↔ software.

The viewer allows to display in 16 or 24 bit (highcolor and truecolor) or rather 65536 and 16.8 mil. colors. Of course, the display in grey tones is also possible.

CYBER_GREY

The picture is viewing on a graphic board in 256 grey tones.

This viewer is the systemfriendly variant and should run on any Computer system with AMIGA operating system.

CYBER_GREY_FAST

The picture is viewing on a graphic board in 256 grey tones.

The viewer writes the graphic data directley in the hardware.

CYBER_16BIT

The picture is viewing on a graphic board in 65536 colors.

The most graphic boards can display a higher resolution in 16 bit as in 24 bit, therefore the color quality getting down a little bit.

This viewer is the systemfriendly variante and should run on any Computer system with AMIGA operating system.

CYBER_16BIT_FAST

The picture is viewing on a graphic board in 65536 colors.

The viewer writes the graphic data direct into the hardware therefore the viewer is much more faster.

CYBER_24BIT

The picture is viewing on a graphic board in 16.8 mil. colors.

With this viewer yo can enjoy the whole color palette of a 16 mil. color display. But the viewer only makes sense, if you displayed real 24 bit pictures. For picture with less than 16mil. color it's enough to use on of the 16 bit viewer. This viewer is the systemfriendly variant and should run on any Computer system with AMIGA operating system.

CYBER_24BIT_FAST

The picture is viewing on a graphic board in 16.8 mil. colors.

The viewer writes the graphic data direct into the hardware therefore the viewer is much more faster.

1.65 viewer module RETINA

RETINA viewer
=====

The viewer allows the display in 16 or 24 bit (highcolor and truecolor) or rather 65536 and 16.8 mil. colors. Of course, the display in grey

tones is also possible.

RETINA_GREY

The picture is viewing on a graphic board in 256 grey tones.
This viewer is the systemfriendly variant and should run on any Computersystem with AMIGA operating system.

RETINA_16BIT

The picture is viewing on a graphic board in 65536 colors.
The most graphic boards can display a higher resolution in 16 bit as in 24 bit, therefore the color quality getting down a little bit.
This viewer is the systemfriendly variant and should run on any Computer system with AMIGA operating system.

RETINA_24BIT

The picture is viewing on a graphic board in 16.8 mil. colors.
With this viewer yo can enjoy the whole color palette of a 16 mil. color display. But the viewer only makes sense, if you displayed real 24 bit pictures. For picture with less than 16mil. color it's enough to use one of the 16 bit viewer. This viewer is the systemfriendly variant and should run on any Computer system with AMIGA operating system.

ElasticDreams doesn't supports a "FAST" viewer for the retina graphic board, at the moment.

1.66 viewer module PICASSO

PICASSO viewer

=====

The viewer allows the display in 16 or 24 bit (highcolor and truecolor) or rather 65536 and 16.8 mil. colors. Of course, the display in grey tones is also possible.

PICASSO_GREY

The picture is viewing in 256 greytones on the graphic board.

PICASSO_16BIT

The picture is viewing on a graphic board in 65536 colors.
The most graphic boards can display a higher resolution in 16 bit as in 24 bit, therefore the color quality getting down a little bit.
This viewer is the systemfriendly variant and should run on any Computer system with AMIGA operating system.

PICASSO_24BIT

The picture is viewing on a graphic board in 16.8 mil. colors.
With this viewer yo can enjoy the whole color palette of a 16 mil. color display. But the viewer only makes sense, if you displayed real 24 bit pictures. For picture with less than 16mil. color it's enough to use the 16 bit viewer. This viewer is

the systemfriendly variant and should run on any Computer system with AMIGA operating system.

ElasticDreams doesn't supports a "FAST" viewer for the picasso graphic board, at the moment.

1.67 viewer module WINDOW

WINDOW viewer
=====

The Window viewer is opening a window on the ElasticDreams screen and in the window you can see the picture you like to display. The number of the colors and greytones depending on the selected screen mode.

The window viewer also supports the Cybergraphix modes like 16 or 24 bit. As result you can open the window on the ElasticDreams screen and a picture can be displayed in 16 mil colors.

Also you can make the window smaller or bigger, to move the picture in the window please use the sliders on the left side and below.

1.68 Included Tools

TOOLS
=====

ElasticDreams also includes some useful tools, whom making it easier to work with ElasticDreams.

FX Studio
=====

An external picture manipulation program which allows you to load, to manipulate and to transform any picture you like. After starting the program a GUI appears which is subdivided in seven fields.

In the hightest field you can see the name and the size of the loaded picture. Below this, you can see four listwindows with the specificated modules. And in the lowest area you can see the statusdisplay. You can start the respective modul by double click on its name.

Convert Studio
=====

A useful tool to convert pictures in different graphicformat. If you start Convert Studio from DirOpus you can convert idividual pictures or a whole directory.

Starting from CLI

If you have started ConvertStudio from SHELL or CLI you can hand over the following parameters. ↔

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

LOADER

Herewith you can load a certain graphicformat.
Basicsetting = "UNIVERSAL"

SAVER

Herewith you can select the graphicformat in which the picture has to be saved.
Basicsetting = "JPEG"

QUALITY

If you have selected the "JPEG" savermodul you can also declare the desired quality of the pictures. 1 is the poorest quality and 100 is the best quality.
Basic setting = "80"

FROM

Here, you can type in the path and the name of the picture. If you haven't typed in a name, a filerequester appears in which you can select the desired path and name.

TO

--

Here you can type in the destination directory, in which you like to save the picture. If you haven't typed in a name, a filerequester appears in which you can select the desired path and name.

Example

ConvertStudio LOADER=UNIVERSAL SAVER=JPEG QUALITY=50 FROM=Work: Bilder/Bild1
TO=Ram:Test

Attention!

If the name or path containing spaces you have to set the whole part in quotation marks. ↔

Example

ConvertStudio FROM="Work: Bilder/Bild 1" TO="Ram: Test Nr.1"

Starting from WB

If you start ConvertStudio from the workbench a filerequester appears in which you can choose the picture you like to load. After this another filerequester appears which ask you for the destination path and name. Basicsettings are: LOADER=UNIVERSAL, SAVER=JPEG and QUALITY=80

View Studio

=====

This program is for viewing any picture you like. If you start this tool from e.g. DirOpus you can display all selected pictures like a DiaShow.

Starting from CLI

If you starting ViewStudio from SHELL or CLI you can hand over the following parameters

LOADER/K VIEWER/K /F

LOADER

Herewith you can type in the loadername for a certain graphicformat. Basicsetting = "UNIVERSAL"

VIEWER

Here, you have to select the specificated viewermodule for your computer system (ECS,AGA....) Basicsetting ="ECS_GREY"

Also you have to declare the path and the name of the picture which you like to dispay.

Example

ViewStudio LOADER=UNIVERSAL VIEWER=CYBER_16BIT_FAST Work: Bilder/Bild1

Attention!

If the name or path contains spaces you have to set the whole part in quotation ↔ marks.

Example

ViewStudio LOADER=UNIVERSAL VIEWER=CYBER_16BIT_FAST "Work: Bilder/Bild 1"

ViewTek

=====

This well known viewer program enables you to play IFF-Anim5,7 and 8 animations. Viewtek has loads of different settings please consult the viewtek guide which is located in the ViewTek drawer.

1.69 Questions and answers

Questions and Answers

=====

If you have troubles with ElasticDreams. This section will be the right for you. Here we try to answer the FAQ's and other problems which could happen if you use ElasticDreams.

Question:

Why I can't load my picture XY ???

Answer:

The picture-format wasn't supported yet. In that case, you can send us the not recognized picture and, if you have, some doc's about it's format. Then we will try to create a special loader for you. Our address you can find at the end of this manual.

Try to load the picture by using the DATATYPES which are installed on your system partition. Press the F2-key to activate the DATATYPES loader ↔

.

Question: My system always crashes when I work with Elastic's high quality picture settings.

Answer:

Make sure that you have enough fastmem free. The high quality setting needs loads of fastram. 8MB will NOT enough and also 16MB can make troubles when you have loaded a high-resolution picture.

Question: When I try to install Elastic Dreams, an error messages appears like "Can't find installer" or "compiler error in row xyz"

Answer: Pay attention that you have installed your Workbench right. The ↔
Installer

must present in the utilities drawer on your boot partition.

"Compiler error" make sure that you have at least version 43.3 of the installer in your workbench utilities drawer.

Question: When I try to start ElasticDreams an error occurs like "Can't find program Elastic Dreams"

Answer: If this is the case, you have typed in a wrong registration number or your register data's are incomplete.

or you have used a PIRAT COPY, please contact us immediatly to find this bad guy who has made this crack. Shall he burning in the hell, forever.

Question: When I inserted the Elastic Dreams CD in my drive, Windows95 v666 ← reports

a message that it can't recognized the executable, what went wrong ?

Answer: Hmmm, strange situation! Never have something like that before, may be that you try to run Elastic on a PEECEE, this can't work ;))))))

Question:

Sometimes it happens that ElasticDreams stops reading pictures from CD.

Answer:

We have found out that if you have a certain hardware configuration (e.g. FastlaneZ3 with an old Eprom) the SCSI-Bus stops working. That's no failure of ElasticDreams. It is advisable to use a other CD- ← file-system, if you have. If you don't like this suggestion, there is a little trick to restart the SCSI-Bus. Go back on the workbench screen and open a CLI or a Shell, thereby the SCSI-Bus will restart.

1.70 Explaining of common technical terms

Explaining of common technical terms

Autoscroll

Automatic movement of a screen, if the mousecursor reach the end of the visible screen size.

Argument

Declaration of parameters for a program or command.

Basefile

The basefile containing the whole data's from a picture.

Button

Description for areas on the screen with which you can start or confirm actions by a mouseclick.

also see gadget

Chip-Ram

A special part of the ram which is using for picture and sound data's. The Amiga special-chips get their data's from there. This ramtyp is also known as graphic-ram.

Cursor

Arrow-buttons, on the right hand of the returnkey

Disk

A data medium for saving computer data's

Dithering

Creating a illusion of a color by using a pattern which is composed of other colors. Therefore you can "mix" the color violet if you use neighbouring red and blue pixels.

FAST-RAM

Memory which is used by programs and data's.

Filename

Name of file on a data medium

Fragmenting

Describes the irregular allocation of the data's on a disc. In fact of this the Amiga have to search at different places for the needed data's and this takes time. Fragmenting can also happen to the RAM. Therefore the Amiga can't reserve a bigger, connected RAM area which a program has requested and the program can't starting. You have to make a reset before you let the program run.

GetFile

A button or a symbol which opens a filerequester.

Converting

A picture will be manipulated and put into another format

Path

A path contains the drivename, the directoryname and the suddirectories whom define the position of a file.

Preferences

At the preferences you can do all program-settings.

RAM

workspace (FAST- & CHIP-MEM)

Selected

chosen

Stamp

Also known as Thumbnail, it is a miniature picture of an image.

String

A piece of text, which is handling like a integrated whole.

Directory

This is a piece of the filesystem of a computer which records files and subdirectories. Directories are shown on the Workbench screen as drawer-icons.

Virtuell Memory

A possibility to enlarge the system-memory by creating of a storagefile on the harddrive. The system gets harddisc-space as additional work space. Therefore you can work with more memory but the speed runs down because of the permanent harddisc access.

Wildcard

Joker, can place for any characters series.

Zoom

to enlarge a cutout or a picture

1.71 ElasticDreams register part

Registration

Please fill out the enclosed registration card and send it back to us. If you haven't such a card in your ElasticDreams package you can use this from below. If you are registered you are entitled to get the technical hotline. If you call the technical hotline please pay attention that you have the registration number ready. The registration number can find under the menu "about...." or on the backside of the ElasticDreams CD.

Online registration possible under:

<http://www.TitanComputer.de/ElasticDreams/>

NAME: _____

ADDRESS: _____

ZIP: _____ City: _____

TEL.: _____ FAX: _____

Email: _____

ElasticDreams Version: _____ Registration No.: _____

bought on: _____ dealer: _____

AMIGA Computer: _____ Memory: _____

Graphicboard: _____ Memory: _____

Harddisc: _____ Capacity: _____

What do you like about ElasticDreams?

What you don't like about ElasticDreams?

What new functions would you like to see in future updates?

In what kind of products are you interested, too?

Which Amiga-Magazines do you read:

1.72 UpDates for ElasticDreams

UpDates

=====

All registered users of ElasticDream will be contacted as soon as a major update is available.

Minor updates will be available in the Aminet, on further locations in the net and on Aminet CDs. If a major update is released a new demo version will be uploaded to the Aminet.

1.73 Support

First aid

If you encounter problems using ElasticDreams, please consult this online help first. Check out if you are using the function correctly. If this doesn't help to locate the problem make sure that no other program running in multitasking with Elastic Dreams is responsible for the misbehaviour.

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

The hotline can be used by registered users only.

You can reach the Elastic Dreams hotline under:

Titan Computer

Tel: +49/421/481620

Fax: +49/421/481620

or

eMail: MacFly@TitanComputer.de

Kleefeld@TitanComputer.de

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

Where can I send my bugreports and wishes to?

If you want to report bugs or have wishes for upcoming versions feel free to contact the

authors

. They will try to help you as fast as possible and are always happy if someone comes up with a good idea.

MotionStudios
Wildermuthplatz 3

28211 Bremen

or

email: MotionStudios@mail.netwave.de

1.74 The author

The guy behind Elastic Dreams:

Ingo Kleefeld
Wildermuthplatz 3

D-28211 Bremen
Germany

E-Mail: MotionStudios@mail.netwave.de
or Kleefeld@TitanComputer.de

PLEASE SUPPORT HIS WORK AND BUY ELASTIC DREAMS WHEN YOU LIKE IT, PIRAT COPIES
WILL KILL ANY AFFORD TO BRING YOUR BEST GIRLFRIED (THE AMIGA)

B A C K T O F U T U R E !!!!!

1.75 Thank guys

Thanks
=====

Here we want to say thanks to the following guys. They have promoted the development of ElasticDreams with their power.

Many thanks to...

Betatester

Michael Siegel, Axel Deising, Michael Schwiedop, Michael Garlich
and Jens "the eagle" Mudder (called Mulder, X-files are always present :)))

These guys haven't kept quiet until (hopefully) the last bug has been eliminated ↔

A few graphics

Andreas Hagedorn

He has created the design of the ElasticDreams.

1.76 Copyright and warranty

Copyright and other legal stuff
=====

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means that only one person at the same time has the allowance to work with
Elastic Dreams. Also it is forbidden to install ElasticDream on more than one
computer.
