

guide1

COLLABORATORS

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Chapter 1

guide1

1.1 Main Help Index

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1.2 Amiga notes

- Requirements

Contacting amiga author
 The config file
 Notes on MUI
 Additional Contributions
 Speed compared to PC(486)
 Future plans
 Still problems?

Some of these notes may be outdated though..

1.3 Requirements

Since this version of fractint uses MUI you will need the mui package that is available on aminet.
 You will at least need the muimaster.library.

The online amigaguide lookup needs the amigaguide.library (v.33) which is also available on aminet.
 If it is not present the amigaguide support is disabled.

1.4 Config file

In order to define your own predefined screen resolutions you may copy one of the supplied config files into fractint.cfg (pal users use fractint.cfg.pal or fractint.cfg.dblpal etc.)
 If fractint finds a fractint.cfg it will be used in its videotable otherwise it will use the builtin table.

The two modes that are not really supported by fractint is EHB and HAM. They actually work (!) well but fractint uses the colors sequentially so smooth transitions from one color to another will produce two ranges (EHB).
 HAM on the other hand does not have this problem but the colors isnt selected to comply with the HAM standard. The image will have lines going out from a conflicting color pair to the end of the screen. But: if you save the image and it will be stored as a 256 color gif image with the correct colors. Afterwards you may use any giftoham viewer and woila you've got a nice fractal image!

```

the definition of a screenmode is
;key name of adapter/mode | AX | BX | CX | DX |mode| x | y |clr| comments
;=====
F1 , PAL lores      1, 1000, 0, 1, 19, 320, 200, 32,
  
```

AX and BC is the screenmode that is sent to OpenScreen.
 (split into two parts to reduce the amount of changes needed.
 1, 1000, is the hex value 11000) In order to find a new value you may look in your compilers include files (ex. include:graphics/modeid.h) or you may use the getmodeid program that comes with xxx.
 BX and CX isnt used but the DX value is the Overscan value that is used by OpenScreen.

1.5 Additional contributions

Fast 68040 math routines submitted by Roger Uzun (uzun@crash.cts.com)

Several bugs reported by:

Gary Walker

[thanks for the code but I couldnt use it since the diff showed half the program as different. I have probably used a tabify or someting!. And comparing line for line in this 56291 line code would take some time!]

Jim Shaffer

The program is so seriously big that trying all options would take months, so bugreports helps a lot! thanks!

1.6 Printing Fractint Documentation

You can generate a text file containing full Fractint documentation by selecting the "Generate FRACTINT.DOC now" hot-link below and pressing Enter, or by using the DOS command "fractint makedoc=filename" ("filename" is the name of the file to be written; it defaults to FRACTINT.DOC.)

All information in the documentation file is also available in the online help, so extracting it is a matter of preference - you can print the file (e.g. DOS command "print fractint.doc" or "copy fractint.doc prn") or read it with a text editor. It contains over 100 pages of information, has a table of contents, and is cross-referenced by page number.

```
{=-101 Exit without generating FRACTINT.DOC}
```

```
{=-100 Generate FRACTINT.DOC now}
```

Fractint's great (and unique as far as we know) online help and integrated documentation file software was written by Ethan Nagel.

1.7 new features in version 19.1

Version 19.1 is a bug-fix release for version 19.0. Changes from 19.0 to 19.1 include:

Disabled the F6 (corners) key when in the parameters screen (<z>) for arbitrary precision.

IFS formulas now show in <z> screen.

Allow RDS image maps of arbitrary dimensions.

Touched up Mandelbrot/Julia <Space> toggle logic.

Fractint now remembers map name, and uses the mapfile path correctly, and now allows periods in directory names.

Fixed tab bug that caused problems when interrupting a restore of an arbitrary precision image.

Repaired savename logic. No longer show (usually truncated) full path of the saved file in the screen.

Fixed double to arbitrary precision transition with 90 degree images. (This only failed before when the image was rotated exactly 90 degrees.)

Corrected docs directory errors that reported several commands such as PARDIR= that were not implemented. Documented the color cycling HOME function.

Fixed Mandelbrot/Julia types with bailout less than 4 (try it, results are interesting!)

Fixed browser delete feature which left a box on the screen after deleting and exiting browser feature.

More changes in filename processing logic. "." is now recognized as the current directory and is expanded to its full path name. It is now possible, although not recommended, to designate the root directory of a disk as the desired search directory.

Fixed integer math Mandelbrot bug for 286 or lower machines.

Fixed problem of reading some Lsys files incorrectly (distribution PENROSE.L file was broken unless first line was commented.)

Fixed problem that caused endless loop in RDS with bad input values.

Made reading the current directory first optional, added the new curdir=yes command for times when you want to use current directory files.

Fixed problem with complexpower() function ("x^y" formula operator) in the case where $x == 0$. (Note that formulas where 0^0 appears for every pixel are considered broken and no promises made.)

Prevented aspect ratio drift as you zoom. If you want to make tiny adjustments, use new ASPECTDRIFT=0 command.

Inside=bof60 and bof61 options now work correctly with the formula parser.

We discovered the calculation time is no good after 24 days, so instead of the time you will now get the message "A Really Long Time!!! (> 24.855 days)". We thought you'd like to know ... A prize for the first person who actually *sees* this message!

A summary of features new with 19.0 begins on next page.

New arbitrary precision math allows types mandelbrot, julia, manzpower, and julzpower to zoom to 10^{1600} . See Arbitrary Precision and Deep Zooming

New Random Dot Stereogram feature using <Ctrl>-<S>. Thanks to Paul De Leeuw for contributing this feature. For more, see Random Dot Stereograms (RDS).

New browser invoked by the <l> command allows you to see the relationships of a family of images within the current corners values. See Browse Commands and Browser Parameters. Thanks to Robin Bussell for contributing this feature.

Added four Bailout Tests , real, imag, or, and. These are set on the <Z> screen of the fractal types for which they work. The default is still mod.

New asin, asinh, acos, acosh, atan, atanh, sqrt, abs (abs(x)+i*abs(y)), and cabs (sqrt(x*x + y*y)) functions added to function variables and parser.

New fractal types types chip, quadruptwo, threeply, phoenixcplx, mandphoenixcplx, and ant automaton.

Increased maximum iterations to 2,147,483,647 and maximum bailout to 2,100,000,000 when using floating point math.

New path/directory management. Fractint now remembers the pathname of command-line filenames. This means that you can specify directories where your files reside in SSTOOLS.INI. In what follows, <path> can be a directory, a filename, or a full path.

File	SSTOOLS.INI Command	Comments
PAR directory	parmfile=<path>	
GIF files for reading	filename=<path>	
MAP files	map=<path>	
Autokey files	autokeyname=<path>	
GIF files for saving	savename=<path>	
Print file	printfile=<path>	
Formula files	formulafile=<path>	
Lsystem file	lfile=<path>	
IFS file	ifsfile=<path>	
Miscellaneous files	workdir=<path>	new command
Temporary files	tempdir=<path>	new command

If the directories do not exist, Fractint gives an error message on runup with the option to continue.

Fractint now searches all FRM, IFS, LSYS, and PAR files in the designated directory for entries. The number of entries in files has been greatly increased from 200 to 2000. Comment support in these files is improved.

Parameters shown in <z> screen now match those used in a formula.

Distance estimator logic has been overhauled, with the variable olddemmmcolors added for backward compatibility.

New floating point code for Lsystems from Nick Wilt greatly speeds up image generation.

Enhanced fast parser from Chuck Ebbert makes floating point formula fractals faster than built-in types.

Enhanced the history command to include all parameters, colors, and even .frm, .l, and .ifs file names and entries. Number of history sets

remembered can be set with the `maxhistory=<nnn>` command to save memory.

Enhanced center-mag coordinates to support rotated/stretched/skewed zoom boxes.

Added new parameter to built-in Halley for comparison with formula type, also added new parameter to Frothybasin type.

Added color number to orbits numbers `<n>` display.

Added two new parameters to `distest=` to allow specifying resolution. This allows making resolution-independent distance estimator images.

Fixed bug that caused the "big red switch" bug if `'('` appeared in random uncommented formula file text, but fair warning, we don't officially support uncommented text in FRM files.

Symmetry now works for the MarksJulia type and Marksmandel types.

Full path no longer written in PAR files with `` command.

Fixed fractal type `fn(z*z)` so that zooming out will no longer dump you out to DOS, affecting zoomed out integer images made with this type.

Fixed a float to fudged integer conversion that affects integer fractal types `fn(z*z)` and `fn*fn`. This has only a minor impact on integer images made with these types.

Default drive and directory restored after dropping to DOS, in case you changed it while under DOS.

Added support for inversion to the formula parser (`type=formula`).

Increased maximum number of files listed by `<r>` command to 2977 from 300.

Added `outside=atan` option.

Added faster auto logmap logic.

1.8 introduction

FRACTINT plots and manipulates images of "objects" -- actually, sets of mathematical points -- that have fractal dimension.

See Fractals and the PC for some

historical and mathematical background on fractal geometry, a discipline named and popularized by mathematician Benoit Mandelbrot. For now, these sets of points have three important properties:

1) They are generated by relatively simple calculations repeated over and over, feeding the results of each step back into the next -- something computers can do very rapidly.

2) They are, quite literally, infinitely complex: they reveal more and more detail without limit as you plot smaller and smaller areas. Fractint lets you "zoom in" by positioning a small box and hitting `<Enter>` to

redraw the boxed area at full-screen size; its maximum linear "magnification" is over a trillionfold.

3) They can be astonishingly beautiful, especially using PC color displays' ability to assign colors to selected points, and (with VGA displays or EGA in 640x350x16 mode) to "animate" the images by quickly shifting those color assignments.

For a demonstration of some of Fractint's features, run the demonstration file included with this release (DEMO.BAT) by typing "demo" at the DOS prompt. You can stop the demonstration at any time by pressing <Esc>.

The name FRACTINT was chosen because the program generates many of its images using INTEger math, rather than the floating point calculations used by most such programs. That means that you don't need a math co-processor chip (aka floating point unit or FPU), although for a few fractal types where floating point math is faster, the program recognizes and automatically uses an 80x87 chip if it's present. It's even faster on systems using Intel's 80386 and 80486 microprocessors, where the integer math can be executed in their native 32-bit mode.

Fractint works with many adapters and graphics modes from CGA to the 1024x768, 256-color XGA mode. Even "larger" images, up to 2048x2048x256, can be plotted to expanded memory, extended memory, or disk: this bypasses the screen and allows you to create images with higher resolution than your current display can handle, and to run in "background" under multi-tasking control programs such as DESQview and Windows 3.

Fractint is an experiment in collaboration. Many volunteers have joined Bert Tyler, the program's first author, in improving successive versions. Through electronic mail messages, CompuServe's GO GRAPHICS forums, new versions are hacked out and debugged a little at a time. Fractint was born fast, and none of us has seen any other fractal plotter close to the present version for speed, versatility, and all-around wonderfulness. (If you have, tell us so we can steal somebody else's ideas instead of each other's.) See The Stone Soup Story and A Word About the Authors for information about the authors, and see Contacting the Authors for how to contribute your own ideas and code.

1.9 conditions on use

Fractint is freeware. The copyright is retained by the Stone Soup Group.

Fractint may be freely copied and distributed in unmodified form but may not be sold. (A nominal distribution fee may be charged for media and handling by freeware and shareware distributors.) Fractint may be used personally or in a business - if you can do your job better by using Fractint, or using images from it, that's great! It may not be given away with commercial products without explicit permission from the Stone Soup Group.

There is no warranty of Fractint's suitability for any purpose, nor any acceptance of liability, express or implied.

```
*****  
* Contribution policy: Don't want money. Got money. Want admiration. *  
*****
```

Source code for Fractint is also freely available - see Distribution of Fractint. See the FRACTSRC.DOC file included with the source for conditions on use. (In most cases we just want credit.)

1.10 getting started

To start the program, enter FRACTINT at the DOS prompt. The program displays an initial "credits" screen. If Fractint doesn't start properly, please see Common Problems.

Hitting <Enter> gets you from the initial screen to the main menu. You can select options from the menu by moving the highlight with the cursor arrow keys

```
(\24 \25 \27 \26)
```

and pressing <Enter>, or you can enter commands directly.

As soon as you select a video mode, Fractint begins drawing an image - the "full" Mandelbrot set if you haven't selected another fractal type.

For a quick start, after starting Fractint try one of the following:

If you have MCGA, VGA, or better: <F3>

If you have EGA: <F9>

If you have CGA: <F5>

Otherwise, monochrome: <F6>

After the initial Mandelbrot image has been displayed, try zooming into it (see Zoom Box Commands) and color cycling (see Color Cycling Commands).

Once you're comfortable with these basics, start exploring other functions from the main menu.

Help is available from the menu and at most other points in Fractint by pressing the <F1> key.

AT ANY TIME, you can hit

one of the keys described in Display Mode Commands

a command key

to select a function. You do not need to wait for a calculation

to finish, nor do you have to return to the main menu.

When entering commands, note that for the "typewriter" keys, upper and lower case are equivalent, e.g. and have the same result.

Many commands and parameters can be passed to FRACTINT as command-line arguments or read from a configuration file;

see Startup Parameters, Parameter Files for details.

see Command Line Parameters, Parameter Files, Batch Mode for details.

1.11 display mode commands

Summary of Commands
 Plotting Command
 Zoom Box Commands
 Image Save/Restore Commands
 Print Command
 Parameter Save/Restore Commands
 Interrupting and Resuming
 Orbits Window
 View Window
 3D Commands
 Video Mode Function Keys
 Browse Commands
 RDS Commands
 Hints

1.12 Summary of Commands

Hit any of these keys at the menu or while drawing or viewing a fractal. Commands marked with an '*' are also available at the credits screen.

Plotting Commands

- * Delete, F2, F3, .. Select a Video Mode and draw (or redraw) current fractal
- * F1 HELP! (Enter help mode)
- Esc or m Go to main menu
- h Redraw previous screen (you can 'back out' recursively)
- Ctrl-H Redraw next screen in history circular buffer
- Tab Display information about the current fractal image
- * t Select a new fractal type and parameters
- * x Set a number of options and doodads
- * y Set extended options and doodads
- * z Set fractal type-specific parameters
- c or + or - Enter Color-Cycling Mode (see Color Cycling Commands)
- e Enter Palette-Editing Mode (see Palette Editing Commands)
- Spacebar Mandelbrot/Julia Set toggle.
- Enter Continue an interrupted calculation (e.g. after a save)
- * f toggle the floating-point algorithm option ON or OFF
- * i Set parameters for 3D fractal types
- * Insert Restart the program (at the credits screen)
- a Convert the current image into a fractal 'starfield'
- Ctrl-A Turn on screen-eating ant automaton
- Ctrl-S Convert current image to a Random Dot Stereogram (RDS)
- o toggles 'orbits' option on and off during image generation
- * d Shell to DOS (type 'exit' at the DOS prompt to return)
- Ctrl-X Flip the current image along the screen's X-axis
- Ctrl-Y Flip the current image along the screen's Y-axis
- Ctrl-Z Flip the current image along the screen's Origin

Image Save/Restore Commands

- s Save the current screen image to disk
- * r Restore a saved (or .GIF) image ('3' or 'o' for 3-D)

Orbits Window

- o Turns on Orbits Window mode after image generation
- ctrl-o Turns on Orbits Window mode

View Window

- * v Set view window parameters (reduction, aspect ratio)

Print Command

- p Print the screen (command-line options set printer type)

Parameter Save/Restore Commands

- b Save commands describing the current image in a file
(writes an entry to be used with @ command)
- * @ or 2 Run a set of commands (in command line format) from a file
- g Give a startup parameter: Summary of all Parameters

3D Commands

- * 3 3D transform a saved (or .GIF) image
- # (shift-3) same as 3, but overlay the current image

Zoom Box Commands

- PageUp When no Zoom Box is active, bring one up
When active already, shrink it
- PageDown Expand the Zoom Box
Expanding past the screen size cancels the Zoom Box
- \24 \25 \27 \26 Pan (Move) the Zoom Box
- Ctrl- \24 \25 \27 \26 Fast-Pan the Zoom Box (may require an enhanced keyboard ←
)
- Enter Redraw the Screen or area inside the Zoom Box
- Ctrl-Enter 'Zoom-out' - expands the image so that your current
image is positioned inside the current zoom-box location.
- Ctrl-Pad+/Pad- Rotate the Zoom Box
- Ctrl-PgUp/PgDn Change Zoom Box vertical size (change its aspect ratio)
- Ctrl-Home/End Change Zoom Box shape
- Ctrl-Ins/Del Change Zoom Box color

Interrupting and Resuming

Video Mode Function Keys

Browse Commands

- L(ook) Enter Browsing Mode

RDS Commands

- Ctrl-S Access RDS parameter screen

1.13 plotting commands

Function keys & various combinations are used to select a video mode and redraw the screen. For a quick start try one of the following:

- If you have MCGA, VGA, or better: <F3>
- If you have EGA: <F9>
- If you have CGA: <F5>
- Otherwise, monochrome: <F6>

<F1>

Display a help screen. The function keys available in help mode are

displayed at the bottom of the help screen.

<M> or <Esc>

Return from a displayed image to the main menu.

<Esc>

From the main menu, <Esc> is used to exit from Fractint.

<Delete>

Same as choosing "select video mode" from the main menu.

Goes to the "select video mode" screen. See Video Mode Function Keys.

<h>

Redraw the previous image in the circular history buffer, revisiting fractals you previously generated this session in reverse order. Fractint saves the last ten images worth of information including fractal type, coordinates, colors, and all options. Image information is saved only when some item changes. After ten images the circular buffer wraps around and earlier information is overwritten. You can set image capacity of the history feature using the `maxhistory=<nnn>` command. About 1200 bytes of memory is required for each image slot.

<Ctrl-h>

Redraw the next image in the circular history buffer. Use this to return to images you passed by when using <h>.

<Tab>

Display the current fractal type, parameters, video mode, screen or (if displayed) zoom-box coordinates, maximum iteration count, and other information useful in keeping track of where you are. The Tab function is non-destructive - if you press it while in the midst of generating an image, you will continue generating it when you return. The Tab function tells you if your image is still being generated or has finished - a handy feature for those overnight, 1024x768 resolution fractal images. If the image is incomplete, it also tells you whether it can be interrupted and resumed. (Any function other than <Tab> and <F1> counts as an "interrupt".)

The Tab screen also includes a pixel-counting function, which will count the number of pixels colored in the inside color. This gives an estimate of the area of the fractal. Note that the inside color must be different from the outside color(s) for this to work; `inside=0` is a good choice.

<T>

Select a fractal type. Move the cursor to your choice (or type the first few letters of its name) and hit <Enter>. Next you will be prompted for any parameters used by the selected type - hit <Enter> for the defaults. See Fractal Types for a list of supported types.

<F>

Toggles the use of floating-point algorithms

(see Limitations of Integer Math (And How We Cope)).

Whether floating point is in

use is shown on the <Tab> status screen. The floating point option can also be turned on and off using the "X" options screen.

If you have a non-Intel floating point chip which supports the full 387 instruction set, see the "FPU=" command in Startup Parameters

to get the most out of your chip.

<X> Select a number of eXtended options.

<Y> More options which we couldn't fit under the <X> command.

<Z>

Modify the parameters specific to the currently selected fractal type. This command lets you modify the parameters which are requested when you select a new fractal type with the <T> command, without having to repeat that selection. You can enter "e" or "p" in column one of the input fields to get the numbers e and pi (2.71828... and 3.14159...).

From the fractal parameters screen, you can press <F6> to bring up a sub parameter screen for the coordinates of the image's corners.

With selected fractal types, <Z> allows you to change the Bailout Test.

; With the IFS fractal type, <Z> brings up the IFS editor (see ; {=HT_IFS Barnsley IFS Fractals}).

<+> or <->

Switch to color-cycling mode and begin cycling the palette by shifting each color to the next "contour." See Color Cycling Commands.

<C>

Switch to color-cycling mode but do not start cycling.

The normally black "overscan" border of the screen changes to white.

See Color Cycling Commands.

<E>

Enter Palette-Editing Mode. See Palette Editing Commands.

<Spacebar>

Toggle between Mandelbrot set images and their corresponding Julia-set images. Read the notes in Fractal Types, Julia Sets before trying this option if you want to see anything interesting.

<J>

Toggle between Julia escape time fractal and the Inverse Julia orbit fractal. See Inverse Julias

<Enter>

Enter is used to resume calculation after a pause. It is only necessary to do this when there is a message on the screen waiting to be acknowledged, such as the message shown after you save an image to disk.

<I>

Modify 3D transformation parameters used with 3D fractal types such as "Lorenz3D" and 3D "IFS" definitions, including the selection of funny glasses red/blue 3D.

<A>

Convert the current image into a fractal 'starfield'. See Starfields.

<Ctrl-A>

Unleash an image-eating ant automaton on current image. See Ant Automaton.

<Ctrl-S> (or <k>)

Convert the current image into a Random Dot Stereogram (RDS). See Random Dot Stereograms (RDS).

<O> (the letter, not the number)

If pressed while an image is being generated, toggles the display of intermediate results -- the "orbits" Fractint uses as it calculates values for each point. Slows the display a bit, but shows you how clever the program is behind the scenes. (See A Little Code.)

<D>

Shell to DOS. Return to Fractint by entering "exit" at a DOS prompt.

<Insert>

Restart at the "credits" screen and reset most variables to their initial state. Variables which are not reset are: savename, lightname, video, startup filename.

<L>

Enter Browsing Mode. See Browse Commands.

1.14 e<X>tended options

Select a number of eXtended options. Brings up a full-screen menu of options, any of which you can change at will. These options are:

- "passes=" - see Drawing Method
- Floating point toggle - see <F> key description below
- "maxiter=" - see Image Calculation Parameters
- "inside=" and "outside=" - see Color Parameters
- "savename=" filename - see File Parameters
- "overwrite=" option - see File Parameters
- "sound=" option - see Sound Parameters
- "logmap=" - see Logarithmic Palettes and Color Ranges
- "biomorph=" - see Biomorphs
- "decomp=" - see Decomposition
- "fillcolor=" - see Drawing Method

1.15 More options

More options which we couldn't fit under the <X> command:

- "finattract=" - see Finite Attractors
- "potential=" parameters - see Continuous Potential
- "invert=" parameters - see Inversion
- "distest=" parameters - see Distance Estimator Method
- "cyclorange=" - see Color Cycling Commands

1.16 Zoom Box Commands

Zoom Box functions can be invoked while an image is being generated or when it has been completely drawn. Zooming is supported for most fractal types, but not all.

The general approach to using the zoom box is: Frame an area using the keys described below, then <Enter> to expand what's in the frame to fill the whole screen (zoom in); or <Ctrl><Enter> to shrink the current image into the framed area (zoom out). With a mouse, double-click the left button to zoom in, double click the right button to zoom out.

<Page Up>, <Page Down>

Use <Page Up> to initially bring up the zoom box. It starts at full screen size. Subsequent use of these keys makes the zoom box smaller or larger. Using <Page Down> to enlarge the zoom box when it is already at maximum size removes the zoom box from the display. Moving the mouse away from you or toward you while holding the left button down performs the same functions as these keys.

Using the cursor "arrow" keys

(24\ \25 \27 \26)

or moving

the mouse without holding any buttons down, moves the zoom box.

Holding <Ctrl> while pressing cursor "arrow" keys moves the box 5 times faster. (This only works with enhanced keyboards.)

Panning: If you move a fullsize zoombox and don't change anything else before performing the zoom, Fractint just moves what's already on the screen and then fills in the new edges, to reduce drawing time. This feature applies to most fractal types but not all. A side effect is that while an image is incomplete, a full size zoom box moves in steps larger than one pixel. Fractint keeps the box on multiple pixel boundaries, to make panning possible. As a multi-pass (e.g. solid guessing) image approaches completion, the zoom box can move in smaller increments.

In addition to resizing the zoom box and moving it around, you can do some rather warped things with it. If you're a new Fractint user, we recommend skipping the rest of the zoom box functions for now and coming back to them when you're comfortable with the basic zoom box functions.

<Ctrl><Keypad->, <Ctrl><Keypad+>

Holding <Ctrl> and pressing the numeric keypad's + or - keys rotates the zoom box. Moving the mouse left or right while holding the right button down performs the same function.

<Ctrl><Page Up>, <Ctrl><Page Down>

These commands change the zoom box's "aspect ratio", stretching or shrinking it vertically. Moving the mouse away from you or toward you while holding both buttons (or the middle button on a 3-button mouse) down performs the same function. There are no commands to directly stretch or shrink the zoom box horizontally - the same effect can be achieved by combining vertical stretching and resizing.

<Ctrl><Home>, <Ctrl><End>

These commands "skew" the zoom box, moving the top and bottom edges in opposite directions. Moving the mouse left or right while holding both buttons (or the middle button on a 3-button mouse) down performs the same function. There are no commands to directly skew the left and right edges - the same effect can be achieved by using these functions combined with rotation.

<Ctrl><Insert>, <Ctrl><Delete>

These commands change the zoom box color. This is useful when you're having trouble seeing the zoom box against the colors around it. Moving the mouse away from you or toward you while holding the right button down performs the same function.

You may find it difficult to figure out what combination of size, position, rotation, stretch, and skew to use to get a particular result. (We do.) A good way to get a feel for all these functions is to play with the Gingerbreadman fractal type. Gingerbreadman's shape makes it easy to see what you're doing to him. A warning though: Gingerbreadman will run forever, he's never quite done! So, pre-empt with your next zoom when he's baked enough.

If you accidentally change your zoom box shape or rotate and forget which way is up, just use <PageDown> to make it bigger until it disappears, then <PageUp> to get a fresh one. With a mouse, after removing the old zoom box from the display release and re-press the left button for a fresh one.

If your screen does not have a 4:3 "aspect ratio" (i.e. if the visible display area on it is not 1.333 times as wide as it is high), rotating and zooming will have some odd effects - angles will change, including the zoom box's shape itself, circles (if you are so lucky as to see any with a non-standard aspect ratio) become non-circular, and so on. The vast majority of PC screens *do* have a 4:3 aspect ratio.

Zooming is not implemented for the plasma and diffusion fractal types, nor for overlaid and 3D images. A few fractal types support zooming but do not support rotation and skewing - nothing happens when you try it.

1.17 Image Save/Restore Commands

<S> saves the current image to disk. All parameters required to recreate the image are saved with it. Progress is marked by colored lines moving down the screen's edges.

The default filename for the first image saved after starting Fractint is FRACT001.GIF; subsequent saves in the same session are automatically incremented 002, 003... Use the "savename=" parameter or <X> options screen to change the name. By default, files left over from previous sessions are not overwritten - the first unused FRACTnnn name is used. Use the "overwrite=yes" parameter or <X> options screen) to overwrite existing files.

A save operation can be interrupted by pressing any key. If you interrupt, you'll be asked whether to keep or discard the partial file.

<R> restores an image previously saved with <S>, or an ordinary GIF file. After pressing <R> you are shown the file names in the current directory which match the current file mask. To select a file to restore, move the cursor to it (or type the first few letters of its name) and press <Enter>.

Directories are shown in the file list with a "\" at the end of the name. When you select a directory, the contents of that directory are shown. Or, you can type the name of a different directory (and optionally a different drive) and press <Enter> for a new display. You can also type a mask such as "*.XYZ" and press <Enter> to display files whose name ends with the matching suffix (XYZ).

You can use <F6> to switch directories to the default fractint directory or to your own directory which is specified through the DOS environment variable "FRACTDIR".

Once you have selected a file to restore, a summary description of the file is shown, with a video mode selection list. Usually you can just press <Enter> to go past this screen and load the image. Other choices available at this point are:

Cursor keys: select a different video mode

<Tab>: display more information about the fractal

<F1>: for help about the "err" column in displayed video modes

If you restore a file into a video mode which does not have the same pixel dimensions as the file, Fractint will make some adjustments: The view window parameters (see <V> command) will automatically be set to an appropriate size, and if the image is larger than the screen dimensions, it will be reduced by using only every Nth pixel during the restore.

1.18 print command

<P>

Print the current fractal image on your (Laserjet, Paintjet, Epson-compatible, PostScript, or HP-GL) printer.

See Setting Defaults (SSTOOLS.INI File) and Printer Parameters for how to let Fractint know about your printer setup.

Disk-Video Modes can be used to generate images for printing at higher resolutions than your screen supports.

1.19 Parameter Save/Restore Commands

Parameter files can be used to save/restore all options and settings required to recreate particular images. The parameters required to describe an image require very little disk space, especially compared with saving the image itself.

<@> or <2>

The <@> or <2> command loads a set of parameters describing an image. (Actually, it can also be used to set non-image parameters such as SOUND, but at this point we're interested in images. Other uses of parameter files are discussed in Parameter Files and the <@> Command.)

When you hit <@> or <2>, Fractint displays the names of the entries in the currently selected parameter file. The default parameter file, FRACTINT.PAR, is included with the Fractint release and contains parameters for some sample images.

After pressing <@> or <2>, highlight an entry and press <Enter> to load it, or press <F6> to change to another parameter file.

Note that parameter file entries specify all calculation related parameters, but do not specify things like the video mode - the image will be plotted in your currently selected mode.

The command saves the parameters required to describe the currently displayed image, which can subsequently be used with the <@> or <2> command to recreate it.

After you press , Fractint prompts for:

Parameter file: The name of the file to store the parameters in. You should use some name like "myimages" instead of fractint.par, so that your images are kept separate from the ones released with new versions of Fractint. You can use the PARMFILE= command in SSTOOLS.INI to set the default parameter file name to "myimages" or whatever. (See Setting Defaults (SSTOOLS.INI File) and "parmfile=" in File Parameters.)

Name: The name you want to assign to the entry, to be displayed when the <@> or <2> command is used.

Main comment: A comment to be shown beside the entry in the <@> command display.

Second, Third, and Fourth comment: Additional comments to store in the file with the entry. These comments go in the file only, and are not displayed by the <@> command.

Record colors?: Whether color information should be included in the entry. Usually the default value displayed by Fractint is what you want. Allowed values are:

"no" - Don't record colors. This is the default if the image is using your video adapter's default colors.

"@mapfilename" - When these parameters are used, load colors from the named color map file. This is the default if you are currently using colors from a color map file.

"yes" - Record the colors in detail. This is the default when you've changed the display colors by using the palette editor or by color cycling. The only reason that this isn't what Fractint always does for the command is that color information can be bulky - up to nearly 1K of disk space. That may not sound like much, but can add up when you consider the thousands of wonderful images you may find you just *have* to record... Smooth-shaded ranges of colors are compressed, so if that's used a lot in an image the color information won't be as bulky.

of colors: This only matters if "Record colors?" is set to "yes". It

specifies the number of colors to record. Recording less colors will take less space. Usually the default value displayed by Fractint is what you want. You might want to increase it in some cases, e.g. if you are using a 256 color mode with maxiter 150, and have used the palette editor to set all 256 possible colors for use with color cycling, then you'll want to set the "# of colors" to 256.

At the bottom of the input screen are inputs for Fractint's "pieces" divide-and-conquer feature. You can create multiple PAR entries that break an image up into pieces so that you can generate the image pieces one by one. There are two reasons for doing this. The first is in case the fractal is very slow, and you want to generate parts of the image at the same time on several computers. The second is that you might want to make an image greater than 2048 x 2048. The parameters for this feature are:

- X Multiples - How many divisions of final image in the x direction
- Y Multiples - How many divisions of final image in the y direction
- Video mode - Fractint video mode for each piece (e.g. "F3")

The last item defaults to the current video mode. If either X Multiples or Y Multiples are greater than 1, then multiple numbered PAR entries for the pieces are added to the PAR file, and a MAKEMIG.BAT file is created that builds all of the component pieces and then stitches them together into a "multi-image" GIF. The current limitations of the "divide and conquer" algorithm are 36 or fewer X and Y multiples (so you are limited to "only" $36 \times 36 = 1296$ component images), and a final resolution limit in both the X and Y directions of 65,535 (a limitation of "only" four billion pixels or so).

The final image generated by MAKEMIG is a "multi-image" GIF file called FRACTMIG.GIF. In case you have other software that can't handle multi-image GIF files, MAKEMIG includes a final (but commented out) call to SIMPLGIF, a companion program that reads a GIF file that may contain little tricks like multiple images and creates a simple GIF from it. Fair warning: SIMPLGIF needs room to build a composite image while it works, and it does that using a temporary disk file equal to the size of the final image - and a 64Kx64K GIF image requires a 4GB temporary disk file!

<G>

The <G> command lets you give a startup parameter interactively.

1.20 <x> options screen

; This topic is online context-sensitive only.

- Passes - see Drawing Method
- Fillcolor - see Drawing Method
- Floating Point Algorithm - see notes below
- Maximum Iterations - see Image Calculation Parameters
- Inside and Outside colors - see Color Parameters
- Savename and File Overwrite - see File Parameters
- Sound option - see Sound Parameters
- Log Palette - see Logarithmic Palettes and Color Ranges
- Biomorph Color - see Biomorphs

Decomp Option - see Decomposition

You can toggle the use of floating-point algorithms on this screen (see Limitations of Integer Math (And How We Cope)). Whether floating point is in use is shown on the <Tab> status screen. If you have a non-Intel floating point chip which supports the full 387 instruction set, see the "FPU=" command in Startup Parameters to get the most out of your chip.

1.21 <y> options screen

; This topic is online context-sensitive only.

Finite attractor - see @{"Finite Attractors" link fractint5.guide/Finite}

Potential parameters - see @{"Continuous Potential" link fractint3.guide/↔ Continuous}

Distance Estimator parameters - see @{"Distance Estimator Method" link ↔ fractint3.guide/Distance }

Inversion parameters - see @{"Inversion" link fractint3.guide/Inversion}

Color cycling range - see @{"Color Cycling Commands" link ColorCycling}

1.22 Image Coordinates Screen

You can directly enter corner coordinates on this screen instead of using the zoom box to move around. You can also use <F4> to reset the coordinates to the defaults for the current fractal type.

There are two formats for the display: corners or center-mag. You can toggle between the two by using <F7>.

In corners mode, corner coordinate values are entered directly. Usually only the top-left and bottom-right corners need be specified - the bottom left corner can be entered as zeros to default to an ordinary unrotated rectangular area. For rotated or skewed images, the bottom left corner must also be specified.

In center-mag mode the image area is described by entering the coordinates for the center of the rectangle, and its magnification factor. Usually only these three values are needed, but the user can also specify the amount that the image is stretched, rotated and skewed.

1.23 Interrupting and Resuming

Fractint command keys can be loosely grouped as:

- o Keys which suspend calculation of the current image (if one is being

calculated) and automatically resume after the function. <Tab> (display status information) and <F1> (display help), are the only keys in this group.

- o Keys which automatically trigger calculation of a new image. Examples: selecting a video mode (e.g. <F3>); selecting a fractal type using <T>; using the <X> screen to change an option such as maximum iterations.
- o Keys which do something, then wait for you to indicate what to do next. Examples: <M> to go to main menu; <C> to enter color cycling mode; <PageUp> to bring up a zoom box. After using a command in this group, calculation automatically resumes when you return from the function (e.g. <Esc> from color cycling, <PageDn> to clear zoom box). There are a few fractal types which cannot resume calculation, they are noted below. Note that after saving an image with <S>, you must press <Enter> to clear the "saved" message from the screen and resume.

An image which is <S>aved before it completes can later be <R>estored and continued. The calculation is automatically resumed when you restore such an image.

When a slow fractal type resumes after an interruption in the third category above, there may be a lag while nothing visible happens. This is because most cases of resume restart at the beginning of a screen line. If unsure, you can check whether calculation has resumed with the <Tab> key.

The following fractal types cannot (currently) be resumed: plasma, 3d transformations, julibrot, and 3d orbital types like lorenz3d. To check whether resuming an image is possible, use the <Tab> key while it is calculating. It is resumable unless there is a note under the fractal type saying it is not.

The Batch Mode section discusses how to resume in batch mode.

To <R>estore and resume a "formula", "lssystem", or "ifs" type fractal your "formulafile", "lfile", or "ifsfile" must contain the required name.

1.24 Orbits Window

The <O> key turns on the Orbit mode. In this mode a cursor appears over the fractal. A window appears showing the orbit used in the calculation of the color at the point where the cursor is. Move the cursor around the fractal using the arrow keys or the mouse and watch the orbits change. Try entering the Orbits mode with View Windows (<V>) turned on. The following keys take effect in Orbits mode.

- <c> Circle toggle - makes little circles with radii inversely proportional to the iteration. Press <c> again to toggle back to point-by-point display of orbits.
- <l> Line toggle - connects orbits with lines (can use with <c>)
- <n> Numbers toggle - shows complex coordinates and color number of the cursor on the screen. Press <n> again to turn off numbers.
- <p> Enter pixel coordinates directly
- <h> Hide fractal toggle. Works only if View Windows is turned on

and set for a small window (such as the default size.) Hides the fractal, allowing the orbit to take up the whole screen. Press <h> again to uncover the fractal.

<s> Saves the fractal, cursor, orbits, and numbers as they appear on the screen.

<<> or <,> Zoom orbits image smaller

<>> or <.> Zoom orbits image larger

<z> Restore default zoom.

1.25 View Window

The <V> command is used to set the view window parameters described below. These parameters can be used to:

- o Define a small window on the screen which is to contain the generated images. Using a small window speeds up calculation time (there are fewer pixels to generate). You can use a small window to explore quickly, then turn the view window off to recalculate the image at full screen size.
- o Generate an image with a different "aspect ratio"; e.g. in a square window or in a tall skinny rectangle.
- o View saved GIF images which have pixel dimensions different from any mode supported by your hardware. This use of view windows occurs automatically when you restore such an image.

"Preview display"

Set this to "yes" to turn on view window, "no" for full screen display. While this is "no", the only view parameter which has any affect is "final media aspect ratio". When a view window is being used, all other Fractint functions continue to operate normally - you can zoom, color-cycle, and all the rest.

"Reduction factor"

When an explicit size is not given, this determines the view window size, as a factor of the screen size. E.g. a reduction factor of 2 makes the window 1/2 as big as the screen in both dimensions.

"Final media aspect ratio"

This is the height of the final image you want, divided by the width. The default is 0.75 because standard PC monitors have a height:width ratio of 3:4. E.g. set this to 2.0 for an image twice as high as it is wide. The effect of this parameter is visible only when "preview display" is enabled.

"Crop starting coordinates"

This parameter affects what happens when you change the aspect ratio. If set to "no", then when you change aspect ratio, the prior image will be squeezed or stretched to fit into the new shape. If set to "yes", the prior image is "cropped" to avoid squeezing or stretching.

"Explicit size"

Setting these to non-zero values over-rides the "reduction factor" with explicit sizes in pixels. If only the "x pixels" size is specified, the "y pixels" size is calculated automatically based on x and the aspect ratio.

More about final aspect ratio: If you want to produce a high quality

hard-copy image which is say 8" high by 5" down, based on a vertical "slice" of an existing image, you could use a procedure like the following. You'll need some method of converting a GIF image to your final media (slide or whatever) - Fractint can only do the whole job with a PostScript printer, it does not preserve aspect ratio with other printers.

- o restore the existing image
- o set view parameters: preview to yes, reduction to anything (say 2), aspect ratio to 1.6, and crop to yes
- o zoom, rotate, whatever, till you get the desired final image
- o set preview display back to no
- o trigger final calculation in some high res disk video mode, using the appropriate video mode function key
- o print directly to a PostScript printer, or save the result as a GIF file and use external utilities to convert to hard copy.

1.26 3d commands

See for details of these commands.

<3>

Restore a saved image as a 3D "landscape", translating its color information into "height". You will be prompted for all KINDS of options.

<#>

Restore in 3D and overlay the result on the current screen.

1.27 Video Mode Function Keys

Fractint supports *so* many video modes that we've given up trying to reserve a keyboard combination for each of them.

Any supported video mode can be selected by going to the "Select Video Mode" screen (from main menu or by using <Delete>), then using the cursor up and down arrow keys and/or <PageUp> and <PageDown> keys to highlight the desired mode, then pressing <Enter>.

Up to 39 modes can be assigned to the keys F2-F10, SF1-SF10 (<Shift>+<Fn>), CF1-CF10 (<Ctrl>+<Fn>), and AF1-AF10 (<Alt>+<Fn>). The modes assigned to function keys can be invoked directly by pressing the assigned key, without going to the video mode selection screen.

30 key combinations can be reassigned: <F1> to <F10> combined with any of <Shift>, <Ctrl>, or <Alt>.

The video modes assigned to <F2> through <F10> can not be changed - these are assigned to the most common video modes, which might be used in demonstration files or batches.

To reassign a function key to a mode you often use, go to the "select video mode" screen, highlight the video mode, press the keypad (gray) <+> key, then press the desired function key or key combination. The new key assignment will be remembered for future runs.

To unassign a key (so that it doesn't invoke any video mode), highlight the mode currently selected by the key and press the keypad (gray) <-> key.

A note about the "select video modes" screen: the video modes which are displayed with a 'B' suffix in the number of colors are modes which have no custom programming - they use the BIOS and are S-L-O-W ones.

See Video Adapter Notes for comments about particular adapters.

See Disk-Video Modes for a description of these non-display modes.

See Customized Video Modes, FRACTINT.CFG for information about adding your own video modes.

1.28 browse commands

The following keystrokes function while browsing an image:

<ARROW KEYS>	Step through the outlines on the screen.
<ENTER>	Selects the image to display.
<\>, <h>	Recalls the last image selected.
<D>	Deletes the selected file.
<R>	Renames the selected file.
<s>	Saves the current image with the browser boxes displayed.
<ESC>, <l>	Toggles the browse mode off.
<Ctrl-b>	Brings up the Browser Parameters screen.

This is a "visual directory", here is how it works...

When 'L' or 'l' is pressed from a fractal display the current directory is searched for any saved files that are deeper zooms of the current image and their position shown on screen by a box (or crosshairs if the box would be too small). See also Browser Parameters for more on how this is done.

One outline flashes, the selected outline can be changed by using the cursor keys. At the moment the outlines are selected in the order that they appear in your directory, so don't worry if the flashing window jumps all over the place!

When enter is pressed, the selected image is loaded. In this mode a stack of the last sixteen selected filenames is maintained and the '\ ' or 'h' key pops and loads the last image you were looking at. Using this it is possible to set up sequences of images that allow easy exploration of your favorite fractal without having to wait for recalc once the level of zoom gets too high, great for demos! (also useful for keeping track of just exactly where fract532.gif came from :-))

You can also use this facility to tidy up your disk: by typing UPPER CASE 'D' when a file is selected the browser will delete the file for you, after making sure that you really mean it, you must reply to the "are you sure" prompts with an UPPER CASE 'Y' and nothing else, otherwise the command is ignored. Just to make absolutely sure you don't accidentally wipe out the fruits of many hours of cpu time the default setting is to have the browser

prompt you twice, you can disable the second prompt within the parameters screen, however, if you're feeling overconfident :-).

To complement the Delete function there is a rename function, use the UPPER CASE 'R' key for this. You need to enter the FULL new file name, no .GIF is implied.

It is possible to save the current image along with all of the displayed boxes indicating subimages by pressing the 's' key. This exits the browse mode to save the image and the boxes become a permanent part of the image. Currently, the screen image ends up with stray dots colored after it is saved.

Esc backs out of image selecting mode.

To find the next outer image, zoom in using page_up, press control_enter, ignore the generating image, and press control_L to start browsing. Whatever is boxed around the center is the next outer image!

POSSIBLE ERRORS:

"Sorry..I can't find anything"

The browser can't locate any files which match the file name mask. See Browser Parameters This is also displayed if you have less than 10K of far memory free when you run Fractint.

"Sorry.... no more space"

At the moment the browser can only cope with 450 sub images at one time. Any subsequent images are ignored, make sure that the minimum image size isn't set too small on the parameters screen.

"Sorry out of memory"

The browser has run out of far memory in which to store the pixels covered by the sub image boxes. Try again with the main image at lower resolution, and/or reduce the number of TSRs resident in memory when you start Fractint.

"Sorry.... read only file, can't delete"/ "can't rename"

The file which you were trying to delete or rename has the read only attribute set, you'll need to reset this with your operating system before you can get rid of it.

1.29 browser parameters

This Screen enables you to control Fractints built in file browsing utility. If you don't know what that is see Browse Commands. This screen is selected with <Ctrl-B> from just about anywhere.

"Autobrowsing"

Select yes if you want the loaded image to be scanned for sub images immediately without pressing 'L' every time.

"Ask about GIF video mode"

Allows turning on and off the display of the video mode table when loading GIFs. This has the same effect as the askvideo= command.

"Type/Parm check"

Select whether the browser tests for fractal type or parms when deciding whether a file is a sub image of the current screen or not. DISABLE WITH CAUTION! or things could get confusing. These tests can be switched off to allow such situations as wishing to display old images that were generated using a formula type which is now implemented as a built in fractal type.

"Confirm deletes"

Set this to No if you get fed up with the double prompting that the browser gives when deleting a file. It won't get rid of the first prompt however.

"Smallest window"

This parameter determines how small the image would have to be onscreen before it decides not to include it in the selection of files. The size is entered in decimal pixels so, for instance, this could be set to 0.2 to allow images that are up to around three maximum zooms away (depending on the current video resolution) to be loaded instantly. Set this to 0 to enable all sub images to be detected. This can lead to a very cluttered screen! The primary use is in conjunction with the search file mask (see below) to allow location of high magnification images within an overall view (like the whole Mset).

"Smallest box"

This determines when the image location is shown as crosshairs rather than a rather small box. Set this according to how good your eyesight is (probably worse than before you started staring at fractals all the time :-)) or the resolution of your screen. WARNING the crosshairs routine centers the cursor on one corner of the image box at the moment so this looks misleading if set too large.

"Search Mask"

Sets the file name pattern which the browser searches, this can be used to search out the location of a file by setting this to the filename and setting smallest image to 0 (see above).

1.30 RDS Commands

The following keystrokes function while viewing an RDS image:

<Enter> or <Space>	-- Toggle calibration bars on and off.
<Ctrl-s> or <k>	-- Return to RDS Parameters Screen.
<s>	-- Save RDS image, then restore original.
<c>, <+>, <->	-- Color cycle RDS image.
Other keys	-- Exit RDS mode, restore original image, and pass keystroke on to main menu.

For more about RDS, see Random Dot Stereograms (RDS)

1.31 hints

Remember, you do NOT have to wait for the program to finish a full screen display before entering a command. If you see an interesting spot you want to zoom in on while the screen is half-done, don't wait -- do it! If you think after seeing the first few lines that another video mode would look better, go ahead -- Fractint will shift modes and start the redraw at once. When it finishes a display, it beeps and waits for your next command.

In general, the most interesting areas are the "border" areas where the colors are changing rapidly. Zoom in on them for the best results. The first Mandelbrot-set (default) fractal image has a large, solid-colored interior that is the slowest to display; there's nothing to be seen by zooming there.

Plotting time is directly proportional to the number of pixels in a screen, and hence increases with the resolution of the video mode. You may want to start in a low-resolution mode for quick progress while zooming in, and switch to a higher-resolution mode when things get interesting. Or use the solid guessing mode and pre-empt with a zoom before it finishes. Plotting time also varies with the maximum iteration setting, the fractal type, and your choice of drawing mode. Solid-guessing (the default) is fastest, but it can be wrong: perfectionists will want to use dual-pass mode (its first-pass preview is handy if you might zoom pre-emptively) or single-pass mode.

When you start systematically exploring, you can save time (and hey, every little bit helps -- these "objects" are INFINITE, remember!) by <S>aving your last screen in a session to a file, and then going straight to it the next time by using the command `FRACTINT FRACTxxx` (the .GIF extension is assumed), or by starting Fractint normally and then using the <R> command to reload the saved file. Or you could hit to create a parameter file entry with the "recipe" for a given image, and next time use the <@> command to re-plot it.

1.32 fractint on unix

Fractint has been ported to Unix to run under X Windows. This version is called "Xfractint". Xfractint may be obtained by anonymous ftp to `sprite.Berkeley.EDU`, in the file `xfractnnn.shar.Z`.

Xfractint is still under development and is not as reliable as the IBM PC version.

Contact Ken Shirriff (`shirriff@cs.Berkeley.EDU`) for information on Xfractint.

Xfractint is a straight port of the IBM PC version. Thus, it uses the IBM user interface. If you do not have function keys, or Xfractint does not accept them from your keyboard, use the following key mappings:

IBM	Unix
F1 to F10	Shift-1 to Shift-0
INSERT	I
DELETE	D

PAGE_UP	U
PAGE_DOWN	N
LEFT_ARROW	H
RIGHT_ARROW	L
UP_ARROW	K
DOWN_ARROW	J
HOME	O
END	E
CTL_PLUS	}
CTL_MINUS	{

Xfractint takes the following options:

-onroot

Puts the image on the root window.

-fast

Uses a faster drawing technique.

-disk

Uses disk video.

-geometry WxH[[++X]{++Y}]

Changes the geometry of the image window.

-display displayname

Specifies the X11 display to use.

-private

Allocates the entire colormap (i.e. more colors).

-share

Shares the current colormap.

-fixcolors n

Uses only n colors.

-slowdisplay

Prevents xfractint from hanging on the title page with slow displays.

-simple

Uses simpler keyboard handling, which makes debugging easier.

Common problems:

If you get the message "Couldn't find fractint.hlp", you can

- a) Do "setenv FRACTDIR /foo", replacing /foo with the directory containing fractint.hlp.
- b) Run xfractint from the directory containing fractint.hlp, or
- c) Copy fractint.hlp to /usr/local/bin/X11/fractint

If you get the message "Invalid help signature", the problem is due to byteorder. You are probably using a Sun help file on a Dec machine or vice versa.

If xfractint doesn't accept input, try typing into both the graphics window and the text window. On some systems, only one of these works.

If you are using Openwindows and can't get xfractint to accept input, add to your .Xdefaults file:

```
OpenWindows.FocusLenience:      True
```

If you cannot view the GIFs that xfractint creates, the problem is that xfractint creates GIF89a format and your viewer probably only handles GIF87a format. Run "xfractint gif87a=y" to produce GIF87a format.

Because many shifted characters are used to simulate IBM keys, you can't enter capitalized filenames.

1.33 Color Cycling Commands

See Color Cycling Command Summary for a summary of commands.

Color-cycling mode is entered with the 'c', '+', or '-' keys from an image, or with the 'c' key from Palette-Editing mode.

The color-cycling commands are available ONLY for VGA adapters and EGA adapters in 640x350x16 mode. You can also enter color-cycling while using a disk-video mode, to load or save a palette - other functions are not supported in disk-video.

Note that the colors available on an EGA adapter (16 colors at a time out of a palette of 64) are limited compared to those of VGA, super-VGA, and MCGA (16 or 256 colors at a time out of a palette of 262,144). So color-cycling in general looks a LOT better in the latter modes. Also, because of the EGA palette restrictions, some commands are not available with EGA adapters.

Color cycling applies to the color numbers selected by the "cyclerange=" command line parameter (also changeable via the <Y> options screen and via the palette editor). By default, color numbers 1 to 255 inclusive are cycled. On some images you might want to set "inside=0" (<X> options or command line parameter) to exclude the "lake" from color cycling.

When you are in color-cycling mode, you will either see the screen colors cycling, or will see a white "overscan" border when paused, as a reminder that you are still in this mode. The keyboard commands available once you've entered color-cycling. are described below.

<F1>

Bring up a HELP screen with commands specific to color cycling mode.

<Esc>

Leave color-cycling mode.

<Home>

Restore original palette.

<+> or <->

Begin cycling the palette by shifting each color to the next "contour."

<+> cycles the colors in one direction, <-> in the other.

'<' or '>'

Force a color-cycling pause, disable random colorizing, and single-step through a one color-cycle. For "fine-tuning" your image colors.

Cursor up/down

Increase/decrease the cycling speed. High speeds may cause a harmless flicker at the top of the screen.

<F2> through <F10>

Switches from simple rotation to color selection using randomly generated color bands of short (F2) to long (F10) duration.

<1> through <9>

Causes the screen to be updated every 'n' color cycles (the default is 1). Handy for slower computers.

<Enter>

Randomly selects a function key (F2 through F10) and then updates ALL the screen colors prior to displaying them for instant, random colors. Hit this over and over again (we do).

<Spacebar>

Pause cycling with white overscan area. Cycling restarts with any command key (including another spacebar).

<Shift><F1>-<F10>

Pause cycling and reset the palette to a preset two color "straight" assignment, such as a spread from black to white. (Not for EGA)

<Ctrl><F1>-<F10>

Pause & set a 2-color cyclical assignment, e.g. red->yellow->red (not EGA).

<Alt><F1>-<F10>

Pause & set a 3-color cyclical assignment, e.g. green->white->blue (not EGA).

<R>, <G>,

Pause and increase the red, green, or blue component of all colors by a small amount (not for EGA). Note the case distinction of this vs:

<r>, <g>,

Pause and decrease the red, green, or blue component of all colors by a small amount (not for EGA).

<D> or <A>

Pause and load an external color map from the files DEFAULT.MAP or ALTERN.MAP, supplied with the program.

<L>

Pause and load an external color map (.MAP file). Several .MAP files are supplied with Fractint. See Palette Maps.

<S>

Pause, prompt for a filename, and save the current palette to the named file (.MAP assumed). See Palette Maps.

1.34 color cycling command summary

; This topic is online only

See Color Cycling Commands for full documentation.

```

F1          HELP! (Enter help mode and display this screen)
Esc         Exit from color-cycling mode
+ or -     (re)-set the direction of the color-cycling
Home       Restore original palette
27 26      (re)-set the direction of the color-cycling (just like +/-)
24 25      SpeedUp/SlowDown the color cycling process
Right/Left Arrow (re)-set the direction of the color-cycling (just like +/-)
Up/Down Arrow SpeedUp/SlowDown the color cycling process
F2 thru F10 Select Short--Medium--Long (randomly-generated) color bands
1 thru 9   Cycle through 'nn' colors between screen updates (default=1)
Enter      Randomly (re)-select all new colors [TRY THIS ONE!]
Spacebar   Pause until another key is hit
< or >    Pause and single-step through one color-cycle
* SF1 thru AF10 Pause and reset the Palette to one of 30 fixed sequences
d or a     pause and load the palette from DEFAULT.MAP or ALTERN.MAP
l         load palette from a map file
s         save palette to a map file
* r or g or b or force a pause and Lower (lower case) or Raise (upper case)
* R or G or B the Red, Green, or Blue component of the fractal image

```

1.35 Palette Editing Commands

See Palette Editing Command Summary for a summary of commands.

Palette-editing mode provides a number of tools for modifying the colors in an image. It can be used only with MCGA or higher adapters, and only with 16 or 256 color video modes.

Many thanks to Ethan Nagel for creating the palette editor.

Use the <E> key to enter palette-editing mode from a displayed image or from the main menu.

When this mode is entered, an empty palette frame is displayed. You can use the cursor keys to position the frame outline, and <Pageup> and <Pagedn> to change its size. (The upper and lower limits on the size depend on the current video mode.) When the frame is positioned where you want it, hit Enter to display the current palette in the frame.

Note that the palette frame shows R(ed) G(reen) and B(lue) values for two color registers at the top. The active color register has a solid frame, the inactive register's frame is dotted. Within the active register, the active color component is framed.

Using the commands described below, you can assign particular colors to the registers and manipulate them. Note that at any given time there are two colors "X"d - these are pre-empted by the editor to display the palette frame. They can be edited but the results won't be visible. You can change which two colors are borrowed ("X"d out) by using the <v>

command.

Once the palette frame is displayed and filled in, the following commands are available:

<F1>

Bring up a HELP screen with commands specific to palette-editing mode.

<Esc>

Leave palette-editing mode

<H>

Hide the palette frame to see full image; the cross-hair remains visible and all functions remain enabled; hit <H> again to restore the palette display.

Cursor keys

Move the cross-hair cursor around. In 'auto' mode (the default) the color under the center of the cross-hair is automatically assigned to the active color register. Control-Cursor keys move the cross-hair faster. A mouse can also be used to move around.

<R> <G>

Select the Red, Green, or Blue component of the active color register for subsequent commands

<Insert> <Delete>

Select previous or next color component in active register

<+> <->

Increase or decrease the active color component value by 1 Numeric keypad (gray) + and - keys do the same.

<Pageup> <Pagedn>

Increase or decrease the active color component value by 5; Moving the mouse up/down with left button held is the same

<0> <1> <2> <3> <4> <5>

Set the active color component's value to 0 10 20 ... 60

<Space>

Select the other color register as the active one. In the default 'auto' mode this results in the now-inactive register being set to remember the color under the cursor, and the now-active register changing from whatever it had previously remembered to now follow the color.

<,> <.>

Rotate the palette one step. By default colors 1 through 255 inclusive are rotated. This range can be over-ridden with the "cyclorange" parameter, the <Y> options screen, or the <O> command described below.

"<" ">"

Rotate the palette continuously (until next keystroke)

<O>

Set the color cycling range to the range of colors currently defined by the color registers.

<C>

Enter Color-Cycling Mode. When you invoke color-cycling from here, it will subsequently return to palette-editing when you <Esc> from it. See Color Cycling Commands.

<=>

Create a smoothly shaded range of colors between the colors selected by the two color registers.

<M>

Specify a gamma value for the shading created by <=>.

<D>

Duplicate the inactive color register's values to the active color register.

<T>

Stripe-shade - create a smoothly shaded range of colors between the two color registers, setting only every Nth register. After hitting <T>, hit a numeric key from 2 to 9 to specify N. For example, if you press <T> <3>, smooth shading is done between the two color registers, affecting only every 3rd color between them. The other colors between them remain unchanged.

<W>

Convert current palette to gray-scale. (If the <X> or <Y> exclude ranges described later are in force, only the active range of colors is converted to gray-scale.)

<Shift-F2> ... <Shift-F9>

Store the current palette in a temporary save area associated with the function key. The temporary save palettes are useful for quickly comparing different palettes or the effect of some changes - see next command. The temporary palettes are only remembered until you exit from palette-editing mode.

<F2> ... <F9>

Restore the palette from a temporary save area. If you haven't previously saved a palette for the function key, you'll get a simple grey scale.

<L>

Pause and load an external color map (.MAP file). See Palette Maps.

<S>

Pause, prompt for a filename, and save the current palette to the named file (.MAP assumed). See Palette Maps.

<I>

Invert frame colors. With some colors the palette is easier to see when the frame colors are interchanged.

<\>

Move or resize the palette frame. The frame outline is drawn - it can then be repositioned and sized with the cursor keys, <Pageup> and <Pagedn>, just as was done when first entering palette-editing mode. Hit Enter when done moving/sizing.

<V>

Use the colors currently selected by the two color registers for the palette editor's frame. When palette editing mode is entered, the last two colors are "X"d out for use by the palette editor; this command can be used to replace the default with two other color numbers.

<A>

Toggle 'auto' mode on or off. When on (the default), the active color register follows the cursor; when off, <Enter> must be pressed to set the active register to the color under the cursor.

<Enter>

Only useful when 'auto' is off, as described above; double clicking the left mouse button is the same as Enter.

<X>

Toggle 'exclude' mode on or off - when toggled on, only those image pixels which match the active color are displayed.

<Y>

Toggle 'exclude' range on or off - similar to <X>, but all pixels matching colors in the range of the two color registers are displayed.

<N>

Make a negative color palette - will convert only current color if in 'x' mode or range between editors in 'y' mode or entire palette if in "normal" mode.

<!>

<@>

<#>

Swap R<->G, G<->B, and R<->B columns. These keys are shifted 1, 2, and 3, which you may find easier to remember.

<U>

Undoes the last palette editor command. Will undo all the way to the beginning of the current session.

<E>

Redoes the undone palette editor commands.

<F>

Toggles "Freestyle mode" on and off (Freestyle mode changes a range of palette values smoothly from a center value outward).
With your cursor inside the palette box, press the <F> key to enter Freestyle mode. A default range of colors will be selected for you centered at the cursor (the ends of the color range are noted by putting dashed lines around the corresponding palette values). While in Freestyle mode:

Moving the mouse changes the location of the range of colors that are affected.

Control-Insert/Delete or the shifted-right-mouse-button changes the size of the affected palette range.

The normal color editing keys (R,G,B,1-6, etc) set the central color of the affected palette range.

Pressing ENTER or double-clicking the left mouse button makes the palette changes permanent (if you don't perform this step, any palette changes disappear when you press the <F> key again to exit freestyle mode).

1.36 palette editing command summary

; This topic is online only.

See Palette Editing Commands for full documentation.

```

F1          HELP! (Enter help mode and display this screen)
Esc         Exit from palette editing mode
h          Hide/unhide the palette frame
Cursor keys Move the cross-hair cursor around. Control-Cursor keys
           move faster. A mouse can also be used to move around.
r or g or b Select the the Red, Green, or Blue component of the
           active color register for subsequent commands
Insert or Delete Select previous or next color component in active register
+ or -     Increase or decrease the active color component by 1
Pageup or Pagedn Increase or decrease the active color component by 5;
           Moving the mouse up/down with left button held is the same
0 1 2 3 4 5 6 Set active color component to 0 10 20 ... 60
Space      Select the other color register as the active one
, or .     Rotate the palette one step
< or >    Rotate the palette continuously (until next keystroke)
c          Enter Color-Cycling Mode (see Color Cycling Commands)
=          Create a smoothly shaded range of colors
m          Set the gamma value for '='.
d          Duplicate the inactive color register in active color
t          Stripe-shade; after hitting 't', hit a number from 2 to 9
           which is used as stripe width
Shift-F2,F3,..F9 Store the current palette in a temporary save area
           associated with the function key
F2,F3,..,F9 Restore the palette from a temporary save area
w          Convert palette (or current exclude range) to gray-scale
\          Move or resize the palette frame
i          Invert frame colors, useful with dark colors
a          Toggle 'auto' mode on or off - when on, the active color
           register follows the cursor; when off, Enter must be hit
           to set the register to the color under the cursor
Enter      Only useful when 'auto' is off, as described above; double
           clicking the left mouse button is the same as Enter
x          Toggle 'exclude' mode on or off
y          Toggle 'exclude' range on or off
o          Set the 'cyclerange' (range affected by color cycling
           commands) to the range of the two registers
n          Make a negative color palette
u          Undoes the last command
e          Redoes the last undone command
!          Swap red and green columns
@          Swap green and blue columns

```

```
#      Swap red and blue columns
f      Toggle Freestyle Palette-Editing Mode.  See
      Palette Editing Commands for details.
```

1.37 Terje Pedersen

If you want to contact me you can reach me on internet email terjepe@login.eunet.no or by mail:

Terje Pedersen
Tanumv. 89c
1312 Slependen
Norway

You may find some interesting information/programs on my homepage <http://login.eunet.no/~terjepe>

1.38 Mui interface

This application uses

MUI - MagicUserInterface

(c) Copyright 1993 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 20.- or US\$ 15.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY

1.39 Future plans

Eh..um..I'll probably keep the amiga version of fractint more or less uptodate with the pc version.

1.40 Speed of amiga version of fractint

Here is a couple of news articles that came up on sci.fractals. It may be a result of an error somewhere but until anyone finds the error I find it highly amusing!

(I love to harass PC'owners (My mission in life in fact..:-))

Article: 3516 of sci.fractals
 Path: news.uit.no!trane.uninett.no!sunic!columba.udac.uu.se!meryl.csd.uu.se!patsve
 From: patsve@meryl.csd.uu.se (Patrik Svensson)
 Newsgroups: sci.fractals
 Subject: Re: Speed of fractint
 Date: 28 Jun 1994 15:29:25 GMT
 Organization: Uppsala University
 Lines: 48
 Message-ID: <2upfkl\$m3f@columba.udac.uu.se>
 References: <1994Jun23.110408.9688@news.uit.no> <1994Jun27.150132.4639@ericsson.se ←
 > <1994Jun28.120618.28492@news.uit.no>
 NNTP-Posting-Host: meryl.csd.uu.se

terjepe@stud.cs.uit.no (Terje Pedersen) writes:

>In article <1994Jun27.150132.4639@ericsson.se>, etxmtha@ericsson.se (Mattias ←
 Hartikainen) writes:
 >|> In article 9688@news.uit.no, terjepe@stud.cs.uit.no (Terje Pedersen) writes:
 >|> >In the dgeneral.par file to fractint I found an entry:
 >|> >
 >|> >minimandel { ; took 10 hours on 486 (using copro)
 >|> > ; not worth it, either
 >|> >
 >|> >I tried it on the amiga version on my A4000/040 and it took
 >|> >1 and a half minute!
 >|> >also the:
 >|> >minimandel3 { ; took 10 hours on a 486, and it needs copro.
 >|> > ; not worth the time otherwise.
 >|> >
 >|> >It took about 3 minutes!
 >|> >
 >|> >Can this really be true?
 >|> >Isn't the 486 supposed to be roughly as fast as the 68040?
 >|> >
 >|> >(the resolution I used was 360x280x256)
 >|> >--
 >|> >TP
 >|> >
 >|> >Are you sure you used the same settings on both machines?
 >|> >Of greatest importance would be some such as the maximum number
 >|> >of iterations, the colouring technique (1-/2-pass, guessing,
 >|> >boundary tracing) etc. It seems strange otherwise; even if the

>|> 68040 is faster...

>the par file :

> reset type=mandel

> corners=-1.786105797595/-1.786105544097/0.000091122677/0.000091312687

> float=y maxiter=5000 logmap=yes

>So it sets the maxiter and the other options is reset to default if I'm not
>totally mistaken.

>I think the 68040 is supposed to be slightly faster than the 486 on
>math operations but 10 times as fast sound slightly more..

>|> /Mattias

>--

>TP

On my 486/66 i took (minimandel 360x280x256) 7:49.94, hardly 10 hours but
not 1 and a half minute either.

Article: 3487 of sci.fractals

Path: news.uit.no!trane.uninett.no!sunic!EU.net!howland.reston.ans.net!cs.utexas. ←
edu!news.tamu.edu!waldorf.tamu.edu!not-for-mail

From: loewer@waldorf.tamu.edu (Wes)

Newsgroups: sci.fractals

Subject: Re: Speed of fractint

Date: 24 Jun 1994 08:07:10 -0500

Organization: Texas A&M University, College Station

Lines: 21

Message-ID: <2uelpu\$8qb@waldorf.tamu.edu>

References: <1994Jun23.110408.9688@news.uit.no>

NNTP-Posting-Host: waldorf.tamu.edu

In article <1994Jun23.110408.9688@news.uit.no>,

Terje Pedersen <terjepe@stud.cs.uit.no> wrote:

>I tried it on the amiga version on my A4000/040 and it took

>1 and a half minute!

>It took about 3 minutes!

>Can this really be true?

>Isn't the 486 supposed to be roughly as fast as the 68040?

>

>(the resolution I used was 360x280x256)

At this resolution, they took 15:31.09 and 25:20.39 respectively on my
486DX-33. Certainly appears to be a considerable difference. Taking in to
consideration that the ibm version uses hand coded assembler floating point
routines, this is especially big.

I don't know if the amiga version uses the C code or amiga assembler. I do
know that the using the 80x86 assembler is about twice as fast as the C code
on an ibm. I wonder how this compares to a Pentium?

-wes loewer

1.41 Still problems?

If you think Fractint behaves in strange ways on your computer, it may well be true! To check some initial stuff that fractint does (like checking for os3.0) you can add a command line option 'debug=2' and a couple of lines of info will be printed. Also if you are running with a gfx card you could try 'force' and the program will use 8 bitplanes instead of 6. (It may have discovered you have an ECS machine).

The documentation is HUGE, and somewhere in there, there may be an answer to your question..

Amiga newsgroups like comp.sys.amiga.graphics / comp.sys.amiga.applications can be worth a try also.

If all else fails, send me a mail!

TP
