

Arexx_Hooks

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Chapter 1

Arexx_Hooks

1.1 ImageFX Hook Commands

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	Hook Rotate	
	Hook Shear	
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*	Hook Sparkle	(2.6)
	Hook Spherize	
*	Hook Straw	
	Hook Swirl	

```
Hook Text
Hook Tile
Hook VideoFilter
Hook Warp
Hook Wave
* Hook Wireless          (2.6)
```

1.2 Hook AntiAlias

HOOK ANTIALIAS (2.0)

```
FORMAT
    Hook AntiAlias Mode/N,Threshold/N

FUNCTION
    Run the AntiAlias hook.

INPUTS
    Mode
        AntiAlias mode.  0 = EdgeDetect, 1 = Interpolate, 2 =
        Convolve.

    Threshold
        Threshold amount.

RESULT
    None.
```

1.3 Hook Antique

HOOK ANTIQUE

```
FORMAT
    Hook Antique

FUNCTION
    Run the Antique hook.

INPUTS
    None.

RESULT
    None.
```

1.4 Hook ApplyTexture

HOOK APPLYTEXTURE (2.0)

```
FORMAT
    Hook ApplyTexture Name,Light/N,Depth/N,Shiny/S,Shading/S
```

FUNCTION

Run the ApplyTexture hook.

INPUTS

Name

Name of texture file. Must include full path.

Light

Light direction (0-7).

Depth

Depth of texture (0-255).

Shiny

Creates a shiny texture when set.

Shading

Enables shading when set.

RESULT

None.

1.5 Hook Bubble

HOOK BUBBLE (2.6)

FORMAT

Hook Bubble

Frame/N, Count/N, MinRadius/N, MaxRadius/N,
Bright/N, SpecTight/N, Seed/N, XRate/N, YRate/N,
MinHue/N, MaxHue/N, Saturation/N, Value/N,
Blend/N, Tint/S, Specular/S, Overlap/S,
AntiAlias/S, InvertY/S, File/K

FUNCTION

Run the Bubble hook.

INPUTS

Frame

Frame number.

Count

Number of bubble to generate.

MinRadius, MaxRadius

Minimum and maximum radii for the bubbles.

Bright

Light brightness.

SpecTight

Size of specular reflection.

Seed

Random seed.

XRate, YRate
Horizontal and vertical speed.

MinHue, MaxHue
Minimum and maximum hue values that bubbles may be tinted with.
Tint must also be selected.

Saturation
Saturation of the bubbles.
Tint must also be selected.

Value
Value variance of the bubbles.
Tint must also be selected.

Blend
Blend percentage (1-100).

Tint
Tint the bubbles according to the tinting parameters.

Specular
Create specular highlights on the bubbles.

Overlap
Allow bubbles to overlap each other.

AntiAlias
Anti-alias the bubbles.

InvertY
Invert the image painted onto the bubbles.

File
Storage file from which to read settings. Other parameters specified
will override the settings from the file.

RESULT
None.

1.6 Hook ChangeColor

HOOK CHANGECOLOR (2.0)

FORMAT
Hook ChangeColor SR/N, SG/N, SB/N, DR/N, DG/N, DB/N, Closeness/N

FUNCTION
Run the ChangeColor hook.

INPUTS
SR, SG, SB
Source color in RGB format.

DR, DG, DB
Color to change to in RGB format.

Closeness
Closeness value to apply to source colors (1-255).

RESULT
None.

1.7 Hook CineMatte

HOOK CINEMATTE (2.1)

FORMAT
Hook CineMatte BlueScreen/S,GreenScreen/S,OutputMatte/S,
OutputComposite/S,OutputBoth/S,DynamicRange/S,Darken/N,Brighten/N,
RemoveHalo/N,Protection/N,RestoreRed/N,RestoreGreen/N,RestoreBlue/N,
RemoveBG/N,Blend/N

FUNCTION
Run the CineMatte hook.

INPUTS
BlueScreen, GreenScreen
Select the type of color screen.

OutputMatte, OutputComposite, OutputBoth
Select the type of output.

DynamicRange
Enable dynamic range option.

Darken, Brighten
Darken and brighten foreground amounts (0-255).

RemoveHalo
Halo removal amount (0-255).

Protection
Protection amount (0-256).

RestoreRed, RestoreGreen, RestoreBlue
Restoration color (0-255).

RemoveBG
Amount of background removal (0-255).

Blend
Amount to blend foreground into the composite (0-255).

RESULT
None.

1.8 Hook ColorBalancing

HOOK COLORBALANCING (2.6)

FORMAT

```
Hook ColorBalancing
    SampleX/N, SampleY/N, SampleArea/N, White/S, Black/S,
    DrawColor/S, Red/N, Green/N, Blue/N
```

FUNCTION

Run the ColorBalancing hook.

INPUTS

SampleX, SampleY
Sampling coordinates of the source image.

SampleArea
Area of pixels to sample.

White, Black
Perform white or black balancing.

DrawColor
Color balance to the current draw color.

Red, Green, Blue
Color balance to the given custom RGB color.

RESULT

None.

1.9 Hook Composite

HOOK COMPOSITE (2.0)

FORMAT

```
Hook Composite
    Op/A, Blend/N, Closeness/N, Include/N, Exclude/N, Red/N, Green/N, Blue/N,
    FromH/N, FromS/N, FromV/N, ToH/N, ToS/N, ToV/N, MatchMain/S, MatchSwap/S,
    MatchEither/S, AlphaFrisket/S, AlphaMask/S, AlphaTexture/S, AlphaMatte/S,
    SwapScale/S
```

FUNCTION

Run the Composite hook.

INPUTS

Op
Composite operation to perform. Must be one of the following:

Merge	Matte	FastMatte	HSVMatte
Add	Subtract	Multiply	Divide
Sum	Difference	Minimum	Maximum
ImageMap	And	Or	Xor
2.1: Dissolve	Screen	Illuminate	Color

Softlight Hardlight

Blend

Blend percentage (0-100).

Closeness

Closeness setting for include and exclude range colors or matte colors (1-255).

Include, Exclude

Include and Exclude range settings (0-8).

Red, Green, Blue

For Matte composites, specifies the RGB value to matte with.

FromH, FromS, FromV, ToH, ToS, ToV

For HSVMatte composites, specifies the from and to HSV values.

MatchMain, MatchSwap, MatchEither

Specifies which buffer the include and exclude is matched on. Defaults to MatchMain.

AlphaFrisket, AlphaMask, AlphaTexture

Specifies how the alpha channel is used in the composite. If none are specified, the alpha channel is not used.

SwapScale

If specified, the swap buffer is scaled to match the region being composited. Otherwise, the swap buffer is tiled.

RESULT

None.

1.10 Hook Crystallize

HOOK CRYSTALLIZE (2.0)

FORMAT

Hook Crystallize GridX/N,GridY/N,Perturb/N,Glint/N,Seed/N

FUNCTION

Run the Crystallize hook.

INPUTS

GridX, GridY
Grid sizes.

Perturb

Perturbation.

Glint

Glint.

Seed

Random seed.

RESULT
None.

1.11 Hook GrabCyber

HOOK GRABCYBER (2.6)

FORMAT
Hook GrabCyber

FUNCTION
Run the GrabCyber hook.

INPUTS
None.

RESULT
None.

1.12 Hook DeInterlace

HOOK DEINTERLACE

FORMAT
Hook DeInterlace

FUNCTION
Run the DeInterlace hook.

INPUTS
None.

RESULT
None.

1.13 Hook Displace

HOOK DISPLACE (2.6)

FORMAT
Hook Displace
Strength/N, Main/S, Swap/S, Alpha/S, Brush/S, Self/S,
XYDelta/S, XYAbsolute/S, Radial/S, HorizOnly/S, VertOnly/S,
Grey/S, RGB/S, YMain/S, YSwap/S, YAlpha/S, YBrush/S, YSelf/S

FUNCTION
Run the Displace hook.

INPUTS

Strength
Strength of the displacement, 1 - 255.

Main, Swap, Alpha, Brush, Self
Source of displacement buffer.

XYDelta, XYAbsolute, Radial
Type of displacement.

HorizOnly, VertOnly
Displace pixels horizontally or vertically only.

Grey, RGB
Treat displacement source buffer as greyscale or separate RGB.

YMain, YSwap, YAlpha, YBrush, YSelf
If provided, the Y axis is displaced from this other buffer.

RESULT
None.

1.14 Hook Dream

HOOK DREAM (2.0)

FORMAT
Hook Dream Horiz/S,Vert/S,Amount/N,Size/N,Start/N,Phase/N,Wrap/S

FUNCTION
Run the Dream hook.

INPUTS
Horiz, Vert
Select the direction of the Dream effect.

Amount
Amount of distortion to apply.

Size
Number of waves shown in the picture.

Start
Starting angle (0-360). For animation purposes.

Phase
Phase (0-360). For animation purposes.

Wrap
When specified, pixels from one edge of the screen are wrapped around to the other side.

RESULT
None.

1.15 Hook FilmGrain

HOOK FILMGRAIN (2.6)

FORMAT

Hook FilmGrain Strength/N,BrightGrain/N,DarkGrain/N,Vary/N,Horiz/S,Vert/S

FUNCTION

Run the FilmGrain hook.

INPUTS

Strength

Overall strength of noise pattern. (0 to 255)

BrightGrain

Adjustment to noise strength in bright areas. (-255 to 255)

DarkGrain

Adjustment to noise strength in dark areas. (-255 to 255)

Vary

Pixel variance. 0=Vary value, 1=Vary hue,
2=Vary value & hue.

Horiz, Vert

Apply noise horizontally or vertically only.
If neither is specified, the noise is applied
evenly.

RESULT

None.

1.16 Hook Fire

HOOK FIRE

FORMAT

Hook Fire

Seed/N, Increment/N, Length/N, Width/N, Radius/N, X/N, Y/N,
Angle/N, Turbulence/N, Density/N, Heat/N,
X_Smooth/N, Y_Smooth/N, Paint/S, Add/S, Add_Max/S,
Wood/S, Gas/S, Draw1/S, Draw2/S, Draw3/S, Draw4/S,
Draw5/S, Draw6/S, Draw7/S, Normal/S, Radial/S,
Style_Palette/S, Blend/N, Taper/N,
Blend_Edges/N, Bottom/N, X_Stretch/N, Y_Stretch/N,
Speed/N, Variance/N, Wind_Turbulence/N, ANIM_Speed/N,
File/F/K

FUNCTION

Run the Fire hook.

INPUTS

Seed

Random number seed that is used to generate the fire texture.

Increment

Produce later frames of the fire. (0 to 999)
Useful for animations.

Length

How tall the fire is above the fire's base. (1 to buffer height)

Width

How wide the fire is. (1 to buffer width)

Radius

Radius of circular fire, from center to fire base. Only for radial fire. (0 to 2*buffer height)

X

The x coordinates of the fires center. (1 to buffer width)

Y

The y coordinates of the fires base. (1 to buffer height)

Angle

Angle of the fire. (0 to 360)

Turbulence

The amount of variation in the fire. (1 to 200)

Density

The soldiness of the fire. At 255 the fire fills the selected area. (0 to 255)

Heat

Add or subrtact from the fires temperature. (-128 to 128)

X_Smooth

Amount of horizontal smoothing of the fire texture. (-15 to 15)

Y_Smooth

Amount of vertical smoothing of the fire texture. (-15 to 15)

Paint

Add

Add_Max

Mutually exclusive keywords for selecting how the fire's color is added to the buffer. Paint replaces the buffer color with the fires color. Add, adds the fire's color to the buffers color. Add_Max, only adds the fire's color to the buffers color when the fire is brighter.

Wood

Gas

Draw1

Draw2

Draw3

Draw4

Draw5

Draw6

Draw7

Style_Palette

Mutually exclusive keywords for selecting which color palette to use. Wood is a built-in palette for a wood fire. Gas is a built-in palette for a natural gas fire. Draw1-7 select from the IFX palettes. And Style_Palette is the colors from the selected Draw1-7 palette that were saved with the other fire parameters.

Normal

Radial

Mutually exclusive keywords for selecting between linear fire and radial fire.

Blend

Blends the paint mode colors with the original buffer colors. (0 to 100%)

Taper

Controls the amount of tapering of the top of the fire. (-100 to 100)

Blend_Edges

When coloring using Paint, this does a tapered fading of the fire colors into the buffer colors. (0 to 100%)

Bottom

How far the fire goes below the fire's base. (0 to 100% of Length)

X_Stretch

Stretch or compress the fire texture horizontally without changing the fire's size. (-8 to 8)

Y_Stretch

Stretch or compress the fire texture horizontally without changing the fire's size. (-8 to 8)

Speed

Constant part of the wind. Tilts the fire left or right. (-255 to 255)

Variance

Slower and larger variable part of wind. (0 to 255)

Wind_Turbulence

Faster and smaller scale variable parts of wind. (0 to 255)

ANIM_Speed

Makes the wind changes happen faster for Variance and Wind_Turbulence. Works with Increment. (0 to 40)
Useful for animations.

File

Always the last ARexx parameter. The name of a Fire Load options file. The options from the file are loaded before the other ARexx inputs are applied.

RESULT

None.

1.17 Hook GaussianBlur

HOOK GAUSSIANBLUR (2.6)

FORMAT

Hook GaussianBlur Sigma,FWHM/K,Radius/N,Blend/N,Alpha/S,Swap/S

FUNCTION

Run the GaussianBlur hook.

INPUTS

Sigma

The Gaussian width of the Gaussian, expressed as a floating point number between 0.1 and 10.0. (Default 1.0.)

FWHM

The Full Width at Half Maximum of the Gaussian, expressed as a floating point number between 0.1 and 10.0. Only one of FWHM and Sigma should be specified.

Radius

The Radius/Sigma for the Gaussian, an integer between 1 and 3. (Default 2.)

Blend

The blend between the blurred pixel value and the original pixel value, expressed as a percentage between 0 and 100. 100 indicates that each pixel is completely replaced by the value resulting from the Gaussian blurring. 0 indicates that each pixel should retain its original value. (Default 100.)

Alpha

Use the Alpha buffer as the source for the Gaussian widths. Sigma or FWHM will be the Gaussian width that corresponds to a white pixel in the Alpha buffer.

Swap

Use the Swap buffer as the source for the Gaussian widths. Sigma or FWHM will be the Gaussian width that corresponds to a white pixel in the Alpha buffer. Only one of Alpha or Sigma should be specified. If neither is specified, a constant size Gaussian will be applied to the whole image.

RESULT

None.

1.18 Hook HistoEqu

HOOK HISTOEQU (2.0)

```
FORMAT
    Hook HistoEqu

FUNCTION
    Run the HistoEqu hook.

INPUTS
    None.

RESULT
    None.
```

1.19 Hook Interlace

HOOK INTERLACE

```
FORMAT
    Hook Interlace

FUNCTION
    Run the Interlace hook.

INPUTS
    None.

RESULT
    None.
```

1.20 Hook LensFlare

HOOK LENSFLARE (2.0)

```
FORMAT
    Hook LensFlare
        File, Type/N, Radius/N, Bright/N, CenterX/N, CenterY/N, Red/N, Green/
        N, Blue/N, GlowR/N, GlowG/N, GlowB/N

FUNCTION
    Run the LensFlare hook.

INPUTS
    File
        LensFlare file from which to retrieve settings.

    Type
        Type of Lens Flare. Types are:

        0      Normal
```

```

1      Anamorphic Stretch
2      None

Radius
    Radius of the flare in pixels.

Bright
    Brightness of the flare.

CenterX, CenterY
    Center of the flare, in pixels.

Red, Green, Blue
    Color of the flare.

GlowR, GlowG, GlowB
    Color of the glow.

RESULT
    None.
```

1.21 Hook Lightning

HOOK LIGHTNING (2.0)

```

FORMAT
    Hook Lightning
        StartX/N, StartY/N, StartZ/N, EndX/N, EndY/N, EndZ/N,
        RadiusR, RadiusG, RadiusB, Red/N, Green/N, Blue/N,
        ContrastR/N, ContrastG/N, ContrastB/N,
        Deviation/N, OGlowlRad/N, OGlowlR/N, OGlowlG/N, OGlowlB/N,
        IGlowlRad/N, IGlowlR/N, IGlowlG/N, IGlowlB/N, Probability/N,
        SegLenMin/N, SegLenMax/N, SegMin/N, SegMax/N, AngleMin/N, AngleMax/N,
        Seed/N, SeedLen/N, SeedCount/N, SeedRad/N, SeedAngle/N,
        Radius/N, Paint/N, File/K

FUNCTION
    Run the Lightning hook.

INPUTS
    StartX, StartY, StartZ
        Starting position of bolt, in pixels.

    EndX, EndY, EndZ
        Ending position of bolt, in pixels.

    RadiusR, RadiusG, RadiusB
        Radius of bolt, in pixels. Fractional values are allowed.

    Red, Green, Blue
        Color of bolt.

    ContrastR, ContrastG, ContrastB
        Contrast of bolt.
```

Deviation
Deviation setting.

OGlowRad, OGlowR, OGlowG, OGlowB
Outer glow radius and color.

IGlowRad, IGLowR, IGLowG, IGLowB
Inner glow radius and color.

Probability
Probability setting.

SegLenMin, SegLenMax
Minimum and maximum segment length.

SegMin, SegMax
Minimum and maximum segment size.

AngleMin, AngleMax
Minimum and maximum angle settings.

Seed, SeedLen, SeedCount, SeedRad, SeedAngle
Random seed values.

Radius (2.6)
Branch radius percent. (0 - 100)

Paint (2.6)
Painting order.
0 = Branch / Bolt
1 = Bolt / Branch
2 = Bolt Only
3 = Branches Only

File
Load settings from the given file. Other parameters given
will override the settings in the file.

RESULT
None.

1.22 Hook Liquid

HOOK LIQUID (2.6)

FORMAT
Hook Liquid

FUNCTION
Run the Liquid hook.

INPUTS
TO BE ANNOUNCED

RESULT

None.

1.23 Hook MedianFilter

HOOK MEDIANFILTER (2.0)

FORMAT

Hook MedianFilter Minimum/S,Maximum/S,Radius/N,TMin/N,TMax/N

FUNCTION

Run the MedianFilter hook.

INPUTS

Minimum, Maximum

Perform a Minimum or Maximum operation, respectively.

Radius

Radius of pixels affected (higher takes longer).

TMin, TMax

Brightness threshold of pixels affected. Only pixels with a brightness between TMin and TMax are affected.

RESULT

None.

1.24 Hook Mosaic

HOOK MOSAIC (2.0)

FORMAT

Hook Mosaic Size/N

FUNCTION

Run the Mosaic hook.

INPUTS

Size

Size of mosaic tiles, in pixels.

RESULT

None.

1.25 Hook OilPaint

HOOK OILPAINT (2.0)

FORMAT

Hook OilPaint BrushSize/N

FUNCTION

Run the OilPaint hook.

INPUTS

BrushSize
Size of paint brush (1-7).

RESULT

None.

1.26 Hook PaintFX

HOOK PAINTFX (2.0)

FORMAT

Hook PaintFX
Brush, Strokes/N, Layer/N, LayerXVar/N, LayerYVar/N, Size/N, SizeVar/
N, SizeMin/N, SizeMax/N, Angle/N, AngleVar/N, AngleMin/N, AngleMax/
N, Blend/N, BlendVar/N, BlendMin/N, BlendMax/N, Bright/N, BrightVar/
N, BrightMin/N, BrightMax/N, Brush/N, RedVar/N, GreenVar/N, BlueVar/
N, Main/S, Swap/S, Alpha/S, Black/S, White/S, DrawColor/S, File/K

FUNCTION

Run the PaintFX hook.

INPUTS

Brush
Name of brush file to paint with.

Strokes
Number of strokes.

Layer, LayerXVar, LayerYVar
Layer settings.

Size, SizeVar, SizeMin, SizeMax
Size variance settings.

Angle, AngleVar, AngleMin, AngleMax
Angle variance settings.

Blend, BlendVar, BlendMin, BlendMax
Blend variance settings.

Bright, BrightVar, BrightMin, BrightMax
Brightness variance settings.

Brush, RedVar, GreenVar, BlueVar
Brush variance settings.

Main, Swap, Alpha, Black, White, DrawColor
Background color specification.

File
PaintFX project file to load. The settings above will

override the settings in the file.

RESULT

None.

1.27 Hook Perspective

HOOK PERSPECTIVE (2.0)

FORMAT

Hook Perspective

RotX/N, RotY/N, RotZ/N, TransX/N, TransY/N, TransZ/N, ScaleX/N, ScaleY/N, Red/N, Green/N, Blue/N, Handle/N, Main/S, Swap/S, DrawColor/S, AntiAlias/N

FUNCTION

Run the Perspective hook.

INPUTS

RotX, RotY, RotZ

X, Y, and Z rotation angles.

TransX, TransY, TransZ

X, Y, and Z translation values.

ScaleX, ScaleY

X and Y scaling values.

Red, Green, Blue

Background color (overrides settings below).

Handle

Set the rotation handle. 0=center, 1=upper left, 2=upper right, 3=lower left, 4=lower right.

Main, Swap, DrawColor

Set background as main, swap, or current draw color.

AntiAlias

Apply anti-aliasing.

RESULT

None.

1.28 Hook PolarBlur

HOOK POLARBLUR (2.0)

FORMAT

Hook PolarBlur

Length/N, Angle/N, Blend/N, CenterX/N, CenterY/N, OuterRad/N, InnerRad/N, AntiAlias/S

FUNCTION

Run the PolarBlur hook.

INPUTS

Length

Length of the blur.

Angle

Angle of the blur (0-360).

Blend

Blend percentage (0-100).

CenterX, CenterY

Center point of the effect. Defaults to the center of the image.

OuterRad, InnerRad

Outer and inner radius of the effect, in pixels. Defaults to affecting the entire image.

AntiAlias

If specified, the effect is anti-aliased.

RESULT

None.

1.29 Hook PolarMosaic

HOOK POLARMOSAIC (2.0)

FORMAT

Hook PolarMosaic

Slices/N, Tracks/N, Angle/N, Blend/N, CenterX/N, CenterY/N, OuterRad/N, InnerRad/N, AntiAlias/S, HighQuality/S, LowQuality/S, NoPrep/S

FUNCTION

Run the PolarMosaic hook.

INPUTS

Slices, Tracks

Slices and tracks to use.

Angle

Angle of the mosaic pattern (0-360).

Blend

Blend percentage (0-100).

CenterX, CenterY

Center position of the effect in pixels. Defaults to the center of the image.

OuterRad, InnerRad

Outer and inner radius of the effect in pixels. Defaults to the entire image.

AntiAlias

If set, performs anti-aliasing.

HighQuality, LowQuality, NoPrep

Level of quality of the effect. If not specified, the normal quality is used.

RESULT

None.

1.30 Hook RadialStar

HOOK RADIALSTAR (2.0)

FORMAT

Hook RadialStar

Radius/N, Points/N, Thickness/N, Angle/N, Blend/N, Color/N, CenterX/N, CenterY/N, CoronaRadius/N, CoronaBlend/N, CoronaThick/N, CoronaColor/N, GlowRadius/N, Add/S, Fade/S, Light/S, TaperIn/S, TaperOut/S, Flare/S

FUNCTION

Run the RadialStar hook.

INPUTS

Radius

Radius of the star, in pixels.

Points

Number of points in the star.

Thickness

Thickness of each point, in pixels.

Angle

Angle of rotation of the star, in degrees. Positive angles rotate clockwise, while negative angles rotate counter-clockwise. Default 0.

Blend

Blend percentage (0 - 100). Default 100.

Color

Color to use to generate the star. 0 (the default) uses the current drawing color; values from 1-8 use that color range.

CenterX, CenterY

Center of the star, in pixels. Defaults to the center of the image.

CoronaRadius

Radius of the corona, in pixels.

CoronaBlend

Blend percentage of the corona (0-100).

CoronaThick

Thickness of the corona, in pixels.

CoronaColor

Color to use in generating the corona. 0 (the default) uses the current drawing color; values from 1-8 use that color range.

GlowRadius

Radius of the glow, in pixels.

Add

Add switch.

Fade

Fade switch.

Light

Light switch.

TaperIn, TaperOut, Flare

Specifies the mode of operation. Defaults to Normal.

RESULT

None.

1.31 Hook RampEdge

HOOK RAMPEDGE (2.0)

FORMAT

Hook RampEdge

FUNCTION

Run the RampEdge hook.

INPUTS

None.

RESULT

None.

1.32 Hook RemoveDefect

HOOK REMOVEDEFECT (2.6)

FORMAT

Hook RemoveDefect

Radius/N,Difference/N,Constrain/K,Replace/K,
MinR/N,MinG/N,MinB/N,MaxR/N,MaxG/N,MaxB/N

FUNCTION

Run the RemoveDefect hook.

INPUTS

Radius

Radius of pixels to examine.

Difference

Difference setting.

Constrain

Constrain method. Must be one of "None", "Horizontal", or "Vertical".

Replace

Replacement method. Must be one of "Average" or "Median".

MinR, MinG, MinB

Minimum RGB threshold below which pixels are ignored.

MaxR, MaxG, MaxB

Maximum RGB threshold above which pixels are ignored.

RESULT

None.

1.33 Hook Rotate

HOOK ROTATE (2.0)

FORMAT

Hook Rotate

Angle,Red/N,Green/N,Blue/N,CenterX/N,CenterY/N,OuterRad/N,InnerRad/N,Blend/N,AntiAlias/S,Resize/S,Aspect/S

FUNCTION

Run the Rotate hook.

INPUTS

Angle

Angle of rotation in degrees. Positive values rotate clockwise, negative values rotate counter-clockwise. Fractional values are accepted.

Red, Green, Blue

Color used to fill in background pixels. Defaults to 0, 0, 0 (black).

CenterX, CenterY

Center of rotation, in pixels. Defaults to the center of the image.

OuterRad, InnerRad

Outer and inner radius of the rotation, in pixels. Defaults to affecting the entire image.

Blend

Blending to apply to edges (0 - 100).

AntiAlias

If specified, the results will be anti-aliased.

Resize

If specified, the buffer will be resized such that the entire rotated image fits in the buffer. Otherwise, some edges of the image will be cropped.

Aspect

If specified, the aspect ratio of the image will be accounted for during the rotation.

RESULT

None.

1.34 Hook Shear

HOOK SHEAR (2.0)

FORMAT

Hook Shear Angle,BackR/N,BackG/N,BackB/N

FUNCTION

Run the Shear hook.

INPUTS

Angle

Shear angle, in degrees. Positive angles shear to the right, negative angles shear to the left. Fractional angles are allowed.

BackR, BackG, BackB

RGB background color.

RESULT

None.

1.35 Hook SobelEdge

HOOK SOBELEDGE (2.0)

FORMAT

Hook SobelEdge

FUNCTION

Run the SobelEdge hook.

INPUTS
None.

RESULT
None.

1.36 Hook Sparkle

HOOK SPARKLE (2.6)

FORMAT
Hook Sparkle
Brightness/S,Hue/S,Saturation/S,Value/S,
MinThresh/N,MaxThresh/N,Angle/N,Width/N,Height/N,
AngleVary/N,SizeVary/N,Blend/N,
PixelColor/S,White/S,DrawColor/S

FUNCTION
Run the Sparkle hook.

INPUTS
Brightness, Hue, Saturation, Value
Select threshold method.

MinThresh, MaxThresh
Minimum and maximum threshold values. Pixels found between these two values will be sparkled.

Angle
Angle of sparkles.

Width, Height
Width and height of sparkles.

AngleVary
Sparkle angle variance method:
0=None, 1=Brightness, 2=Hue, 3=Saturation, 4=Value, 5=In, 6=Out, 7=Up, 8=Down, 9=Left, 10=Right

SizeVary
Sparkle size variance method:
0=None, 1=Brightness, 2=Hue, 3=Saturation, 4=Value, 5=In, 6=Out, 7=Up, 8=Down, 9=Left, 10=Right

Blend
Blend setting (0-255).

PixelColor, White, DrawColor
Color of sparkles.

RESULT
None.

1.37 Hook Spherize

HOOK SPHERIZE (2.0)

FORMAT

Hook Spherize
RotX/N, RotY/N, PosX/N, PosY/N, PosZ/N, Size/N, Ambient/N, TileX/N, TileY/N, LightX/N, LightY/N, LightZ/N, LightR/N, LightG/N, LightB/N, BackR/N, BackG/N, BackB/N, Black/S, Main/S, SwapTile/S, SwapScale/S, DrawColor/S, Shiny/S, Aspect/S, AntiAlias/S

FUNCTION

Run the Spherize hook.

INPUTS

RotX, RotY
Texture X and Y rotation angles.

PosX, PosY, PosZ
Position of the sphere in 3D space.

Size
Size adjustment of the sphere. Positive values increase the size of the sphere, negative values decrease the size of the sphere.

Ambient
Ambient light level.

TileX, TileY
Number of tiles in the horizontal and vertical direction.

LightX, LightY, LightZ
Light source direction.

LightR, LightG, LightB
Light color.

BackR, BackG, BackB
Background color (overrides settings below).

Black, Main, SwapTile, SwapScale, DrawColor
Background color specification.

Shiny
Enable the shiny hot spot.

Aspect
Apply aspect correction.

AntiAlias
Apply anti-aliasing.

RESULT

None.

1.38 Hook Straw

HOOK STRAW (2.0)

FORMAT

Hook Straw Size/N,Seed/N,Density/N,MinAngle/N,MaxAngle/N

FUNCTION

Run the Straw hook.

INPUTS

Size

Length of the straw lines, in pixels.

Seed

Random number seed. If not specified, a seed is calculated from the current system time.

Density (2.6)

Density of lines. Default is 3.

MinAngle, MaxAngle (2.6)

Minimum and maximum angles at which to draw the lines, given in degrees from 0 - 360. (0 = right, 180 = left, proceeding counterclockwise.)

RESULT

None.

1.39 Hook Swirl

HOOK SWIRL (2.0)

FORMAT

Hook Swirl

Angle,Strength/N,Dissolve/N,Red/N,Green/N,Blue/N,CenterX/N,CenterY/N,OuterRad/N,InnerRad/N,Blend/N,Stretch/S,AntiAlias/S

FUNCTION

Run the Swirl hook.

INPUTS

Angle

Angle of rotation, in degrees. Positive angles rotate clockwise, negative angles rotate counter-clockwise. Fractional angles are accepted.

Strength

Strength of the sucking toward the center (0 - 100).

Dissolve

Dissolve between main and swap (0 - 100).

Red, Green, Blue

RGB value of background color. Defaults to (0, 0, 0) (black).

CenterX, CenterY

Center of rotation, in pixels. Defaults to the center of the image.

OuterRad, InnerRad

Outer and inner radius of the effect, in pixels. Defaults to affecting the entire image.

Blend

Percentage of edge blending (0 - 100).

Stretch

Stretch switch.

AntiAlias

If specified, performs anti-aliasing on the effect.

RESULT

None.

1.40 Hook Text

HOOK TEXT (2.0)

FORMAT

Hook Text

Font/K,Size/K/N,AntiAlias/S,Border/S,Remap/S,Left/S,Center/S,Right/S,Bold/S,Italic/S,Underline/S,Text/M

FUNCTION

Run the Text hook.

INPUTS

Font, Size

Name and size of the font to use.

AntiAlias

Generate anti-aliased text.

Border

Generate extra space around the sides of the text brush.

Remap

Remap colorfonts to the current ImageFX palette.

Left, Center, Right

Text justification for multiple lines.

Bold, Italic, Underline

Text attributes.

Text

One or more lines of text. See examples below for the proper way to specify more than one line of text.

RESULT

None.

EXAMPLES

Hook Text Font helvetica.font Size 15 Text=Line One Text=Line
Two

1.41 Hook Tile

HOOK TILE (2.0)

FORMAT

Hook Tile
Width/N,Height/N,Horiz/N,Vert/N,Hue/N,Value/N,Blend/N,Black/S,
White/S,Main/S,Swap/S,DrawColor/S

FUNCTION

Run the Tile hook.

INPUTS

Width, Height
Width and height of each tile, in pixels.

Horiz, Vert
Horizontal and vertical displacement, in pixels.

Hue, Value
Hue and Value variance, in percent (0-100).

Blend
Blend variance, in percent (0-100).

Black, White, Main, Swap, DrawColor
Background pixel setting.

RESULT

None.

1.42 Hook VideoFilter

HOOK VIDEOFILTER (2.0)

FORMAT

Hook VideoFilter
ChromaLim/N,ComposLim/N,PAL/S,FlagHot/S,ReduceSat/S

FUNCTION

Run the VideoFilter hook.

INPUTS

ChromaLim

Specify the Chroma Limit setting (1-256).

ComposLim

Specify the Composite Limit setting (1-256).

PAL

Perform calculations for PAL video.

FlagHot

Mark pixels that would be affected.

ReduceSat

Reduce Saturation flag.

RESULT

None.

1.43 Hook Warp

HOOK WARP (2.0)

FORMAT

Hook Warp

Strength/N,CenterX/N,CenterY/N,Red/N,Green/N,Blue/N,OuterRad/N
,InnerRad/N,Blend/N,Pinch/S,Punch/S,AntiAlias/S,Stretch/S

FUNCTION

Run the Warp hook for Pinch and Punch effects.

INPUTS

Strength

Strength of the pinch or punch, in percent (-100 to 100).

CenterX, CenterY

Center of the effect, in pixels. Defaults to the center of
the image.

Red, Green, Blue

RGB value of background pixels. Defaults to (0, 0, 0), black.

OuterRad, InnerRad

Outer and inner radius of the effect, in pixels. Defaults to
affecting the entire image.

Blend

Edge blending percentage (0-100).

Pinch, Punch

Specifies the type of effect. Pinch pinches toward the
center. Punch punches outward from the center.

AntiAlias

Select anti-aliasing for the effect.

Stretch
Stretch switch.

RESULT
None.

1.44 Hook Wave

HOOK WAVE (2.0)

FORMAT

Hook Wave
Amplitude/N, Length/N, Angle, Dampen/N, Distance/N, CenterX/N, CenterY/N, Red/N, Green/N, Blue/N, OuterRad/N, InnerRad/N, Blend/N, Dissolve/N, Inward/S, Outward/S, Equal/S, AntiAlias/S, Stretch/S

FUNCTION

Run the Wave hook.

INPUTS

Amplitude
Amplitude of the waves.

Length
Wave length, in pixels.

Angle
Angle of the wave, in degrees (0-360). Fractional values are accepted. Varying this value will animate a wave.

Dampen
Dampening percentage (0-100).

Distance
Distance the wavefront is from center, in pixels.

CenterX, CenterY
Center of the wave, in pixels. Defaults to the center of the image.

Red, Green, Blue
RGB value of background pixels. Defaults to (0, 0, 0), black.

OuterRad, InnerRad
Outer and inner radius of the effect, in pixels. Defaults to affecting the entire image.

Blend
Edge blending percentage (0-100).

Dissolve
Dissolve amount between main and swap.

Inward, Outward, Equal

Type of wave dampening to use.

AntiAlias

Apply anti-aliasing to the effect.

Stretch

Stretch switch.

RESULT

None.

1.45 Hook Wireless

HOOK WIRELESS (2.6)

FORMAT

Hook Wireless File/K

FUNCTION

Run the Wireless hook.

INPUTS

File

Project file to load and use.

RESULT

None.