

040b73747265616d747970656481a203840163c48403737373810a0a810b0b815f5f84012584067f411b312d37OneVision-Image: Rotate Image Data

## BildDrehen.tiff ⇧ **Rotate Image Data**

This tool enables you to rotate an image within its element frame. Unlike rotating the element frame using the Element Inspector (;../OneVision/MainMenu/Element/ElementInspector.rtf;rotate;⇧) or by dragging it with the mouse, this tool modifies the image data. These modifications are not reversible.

### **Anti-aliasing**

Sharp edges or areas of strong contrast may become very jagged when an image is rotated. To avoid this, you can use anti-aliasing, which smooths borders and creates soft transitions. However, anti-aliasing is time consuming and may impair the sharpness of an image.

#### *No Anti-aliasing*

If this option is selected, no anti-aliasing is performed and rotation occurs with maximum speed.

#### *OneVision-Image Anti-aliasing*

If this option is selected, the settings defined in the Anti-aliasing Preferences (;../TMSImg/PreferencesAntialiasing.rtf;;⇧) are used.

#### *Vicinity-dependent Anti-aliasing*

This is the default setting for anti-aliasing, using an optimized algorithm for the Rotate Image Data tool. This is similar to the *Nearest Neighbor* algorithm

(;../TMSImg/PreferencesAntialiasing.rtf;NÜchster Nachbar;¬), but considers the rotation of pixels in the vicinity of the rotated one when calculating the new data. This creates images of the highest quality, but also takes the most time.

## **New Pixels**

Rotating image data implies creating new data (pixels) in the corners of the element frame. These pixels must be assigned initial values.

### *Fill Color*

This color well icon enables you to determine the color of the new pixels.

### *Mask Value*

With this slider bar, you can specify an initial value for the image mask of the new pixels.

## **Rotation Angle**

You can define the angle of rotation in this portion of the panel.

### *Free Angle*

With this option selected, you can set the rotation angle to any value, either by using the slider below or by entering appropriate values in the entry field. Images rotated using this option always follow the dimensions of the element frame, so the image itself will shrink, as seen below.

paste.tiff ¬

*Figure: Original image (left) and image rotated by 15 degrees and fill color set to*

*green (right)*

### *Nullify Angle of Element Frame*

If this option is selected, no adjustment with the slider is possible. The rotation angle is automatically set and depends on the current angle of the element frame. Rotating the image aligns the element frame to zero degrees without changing the appearance of the image itself. This style of rotation always implies enlarging the size of the element, as seen below.

27543\_paste.tiff ↵

*Figure: Element (frame) rotated by 15 degrees (left) and element rotated with the option <Nullify Angle of Element Frame> and fill color set to green (right)*

You can also determine the rotation angle graphically. Switch to the <sup>a</sup>Edit Element<sup>o</sup> mode, and the cursor will take this shape:

*BildDrehenCursor.tiff ↵*

You can drag a line with this cursor, letting you define the rotation angle visually. Keeping the left mouse button pressed enables you to change the angle of the line. The corresponding value is automatically reflected in the slider bar and the entry field. If the option <Nullify Angle of Element Frame> is selected, changing to the <sup>a</sup>Edit Element<sup>o</sup> mode will automatically select the <Free Angle> option.

Note: Rotations are always reckoned in a counter-clockwise direction, with zero degrees defined as three o'clock

## **Rotate**

This commands calculates the rotated image based on the parameters you have specified.

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