

# **Photomacros**

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**COLLABORATORS**

	<i>TITLE :</i> Photomacros		
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# Chapter 1

## Photomacros

### 1.1 Photomacros for Photogenics 2+

Photomacros - v1.0

Welcome to Photomacros for Photogenics 2+. This guide is designed to show you how to use the macros, giving examples of usage, and tips on operation.

Introduction  
Introduction to the macros

Requirements  
What you need

Installation  
Installing it on your HD

Macro descriptions  
Features and failings

Example usages  
Where to put them!

Registration  
No money involved. Honest

Future  
Forthcoming attractions

Thanks  
and greets

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Me  
About myself. Yawn

The macros and guide were written using the excellent CygnusEdPro (with CEDPatch) for the excellent (but ever-so-slightly bugged to hell and back) Photogenics 2a.

## 1.2 introduction

### Introduction

Photomacros is a set of ARexx macros for Photogenics 2a. They may work with version 2, but I have not had chance to test this. They have been written for use in web page graphics generation, and can provide interesting and useful images for your pages.

They are not particularly fast, or extremely useful, but they can be used to add that little but more to your web site, or where ever else you choose to use them.

I wrote them because I have recently noticed how many web pages have shadowed text or graphics, or other devices, that aren't particularly easy to do with any Amiga package I know. They may take a few steps to generate, and then they may not be too great, so automating the process should solve this problem.

They were written on an A1200, Blizzard1230/IV with all mod cons, 18Mb ram, 340Mb extremely slow, knackered, IBM hard disk, and other bits and pieces.

Description

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## 1.3 requirements

### Requirements

You will need:

An Amiga capable of running Photogenics 2. (4Mb+, WB3.0+, 020+)

Photogenics 2.

RexxMast running.

Some time to experiment.

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## 1.4 installation

### Installation

Simple:

Just copy all the scripts in rexx/ to Photogenics:data/scripts/  
and put the program AskFont in your command path (c: if you want).

I'm assuming you have a hard disk, right.

## 1.5 description

### Descriptions

Each macro has a different purpose, requirements, results, and bugs. Here's  
a description of each.

TextFX.rx

Shadow.rx

Bevel.rx

3DRot.rx

Vignette.rx

BlurAway.rx

Examples

Contents

## 1.6 example

### Examples

Here are some examples of what can be done with the macros. Don't forget to  
try using them in combinations. Viewing these examples requires anim and jpeg  
datatypes.

Shadow

TextFX

Bevel

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Vignette

BlurAway

3DRot

Registration

Contents

## 1.7 registration

Registration

These macros require no cash registration. Hey, making this shareware would be like making a pointer eyes program shareware! All I ask is that you visit a friends web site, some of which I wrote, and push up his web counter. If you want, send the webmaster an email, telling him that you are using these macros.

Go to - [www.murfitt.enta.net](http://www.murfitt.enta.net)

Future

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## 1.8 future

Future

Unless these macros contain the most glaring errors, I'm unlikely to update them. I may write a few more, if I can think of any other useful ones to write.

When I work out how MUIRexx works, I will a program called Mercury. I can't tell you what it does yet, but it will be great.

I also have a program sitting on my hard disk called LG. It does work quite well, but it's a bit slow, and written in Blitz. I might send it to AF sometime.

Thanks

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## 1.9 thanks

### Thanks

Thanks go to:

Matthew Murfitt for his AskFont program

Paul Nolan for Photogenics

Screen for Malt Loaves

AF for putting this on their CD

and everybody else who isn't Andrew.

(you know who you are!)

### Me

### Contents

## 1.10 me

### About me

Martyn Capewell  
Ilkeston  
Derbyshire

I like:

Malt loaves

The La's, James, Boo Radleys, Manics.

Men Behaving Badly, Frasier, The Fast Show, Python films.

I loathe with a passion:

Olive oil

REM, Radiohead, Spice Girls.

Friends, Friends, Bob Monkhouse, Friends.

and Friends.

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I write:

Crap ARexx scripts, and poorly functioning C programs.

## Contents

### 1.11 textfx

TextFX

#### Description

Produces raised text, with picture based tint, shadow underneath.

#### Asks for

Font to use.  
Text to generate  
Picture for tint.  
Height of text above page.  
Apply shadow?  
Strength of blur on shadow.

#### Tips

Use big fonts for best results. Emboss direction must be set to South-East for this macro to look best. Attempting to do this via ARexx results in crashes, so you must do it for me.

After effect, use fill tool to mark out white area with paint, then save as GIF, and surrounding transparency will be set properly.

### 1.12 shadow

Shadow

#### Description

Takes marked area, cuts it out, lifts it up, and puts a shadow underneath.

#### Asks for

A painted on area of your picture.

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Type of blur.  
Strength of blur.  
Height above page.

#### Tips

Use varying amounts of paint coverage for mark out to produce more interesting effects.

After effect, use fill tool to mark out white area with paint, then save as GIF, and surrounding transparency will be set properly.

## 1.13 bevel

Bevel

#### Description

Takes current picture and adds beveled edge to it, like you would see on BBC news.

#### Asks for

Current picture.  
Thickness of bevel.

#### Tips

Use a picture with a lot of mid tones, so the bevel is apparent against the picture itself.

## 1.14 3drot

3DRot

#### Description

Generates an animated 3D cube, into current buffer using current brush, color, paintmode etc. Written as an experiment, and is pretty useless really.

#### Asks for

Current buffer.  
Name of ANIM.  
Number of frames.  
Depth of animation.

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### Tips

Try using alpha channel/exotic paintmodes on existing pictures.

## 1.15 vignette

Vignette

### Description

Turns current picture into vignette, blending to background of current colour.

### Asks for

Current buffer.  
Current color.

### Tips

After effect, use fill tool to mark out background area with paint, then save as GIF, and surrounding transparency will be set properly.

## 1.16 bluraway

BlurAway

### Description

Takes current picture and blurs it, generating an animation.

### Asks for

Current buffer.  
Number of frames.  
Name of ANIM.  
Depth of animation.

### Tips

Use an AnimGIF utility to turn resulting ANIM file into something useful for WebPages.

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