

ArtStudio

COLLABORATORS

	<i>TITLE :</i> ArtStudio		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	
WRITTEN BY		December 31, 2022	
<i>SIGNATURE</i>			

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

ArtStudio

1.1 ArtStudio Broadcast

ArtStudio Version 2.0

Software for picture maintenance & picture manipulation

User documentation
Version 1.0

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Beforehand...

Foreword
Welcome

Product survey
What can ArtStudio do?

Screenshots
Examples

System requirements
Does ArtStudio work with my system

Installation
How to install ArtStudio

Handling...

Introduction
For the better understanding

Window
Declaration of all windows

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Used initials

ARexx
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Modulus of ArtStudio...

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Which formats will be supported?

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Technical term
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Legitimates...

Registration
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Updates
To be up to date everytime

Support
Here you get help

Say thank you
To all assistants

Future
What will come next?

Legitimates...

Licenses
Copyright and guarantee

1.2 Welcome to ArtStudio

Welcome
=====

Welcome to ArtStudio

Congratulations!

You have decided for a product which marks on several points.
ArtStudio was made for professional use and distinguish by simply
handling and high processing rate. At a program like this it was taken
care that the picture will have usable quality what is very important
in this case.

Responsible for ArtStudio

Programming: Ingo Kleefeld

Hand book: Ingo Kleefeld

Revision of the hand book: Michael Garlich

Translating into English: Michael Garlich (part 2), Oliver Lopinski (part 1)

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VLab is a registered trade mark by MacroSystem.

AMIGA is a registered trade mark by ESCOM AG, Bochum.

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1.3 What can ArtStudio does?

ArtStudio V2.0

=====

The new version of ArtStudio was extended about many efficiently functions.

- It makes possible the searching of lists and whole hard

discs / CD-Roms.

- It's executable on every graphic board and in every disintergration because of window technique.
 - The screen modulus is free chossable by screen mode requester.
 - Windows are free adjustable therefore many individual adjustments are possible for every catalogue.
 - The program supports now over 25 graphic formats which will be recognized automatically.
 - Pictures can be converted in other graphic formats, for examble JPEG, SunRaster, SGI, IFFDEEP, YUV etc.
 - Over 40 powerful functions of picture manipulation exists and are now included, for examble MotionBlur, Sharpen or Mirroring.
 - CyberGFX supporting, the miniature pictures can be showed now in TrueColour (24 bit).
 - Showing of all pictures in 16 Mill. colours, it's also possible into one window on the ArtStudio screen.
 - The miniature pictures have a great picture quality because of Bi-interpolation and Floyd-Steinberg-Dithering.
 - Routines of loading and converting are optimized which makes it possible an essential faster reading of the pictures into the catalogue.
 - In the 24 bit modulus the miniature pictures can be saved also as JPEG formats by very low consumption of hard disc memory.
 - Drivers are available for ECS, AGA, Retina, Picasso and Cybergrapics.
 - It's possible to include external picture viewers which are separated in every graphic format.
 - Additional tools for viewing, converting or picture manipulating by CLI, WB or other programs.
 - Extended search function.
 - The functions for converting, copying or deleting of pictures can be automated now.
 - Directly exportation of pictures into other programs.
 - Lots of AReXX scripts are included in this consignment.
 - The program and the guide are now available in German and English.
-

- Easily handling.

- Complete on CD-Rom!

Price: 99 DM

Update of V1.0: 39 DM

CrossUpdate: 69 DM

Disk version on request.

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Opening hours:

Mo. - Fr. 10.00 - 13.00 und 15.00 - 19.30 Uhr

Sa. 10.00 - 14.30 Uhr

1.4 Bildschirmfotos

ScreenShot 640x 512

ScreenShot 800x 600

ScreenShot 1024x 768

ScreenShot 1280x1024

1.5 Systemvoraussetzungen

Needed system configurations

=====

Before you start working with ArtStudio you should take care that your system meets the following minimum prerequisites for a correctly use.

Required hardware

For working with ArtStudio you must have an AMIGA computer including hard disc and at least Kickstart V2.0. Your hard disc should be big enough and you should have at least 10 MB free memory. For the RAM memory it counts as a rule: "The more the better". The really needed memory depends on individually using by the user. See following example:

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

You can see each picture needs several big memory blocks. But for the normal users 4 MB FastrAM and 1 MB ChipRAM are enough. We recommend 8 MB FastrAM and 2 MB ChipRAM for working with other programs at the same time.

We recommend a graphic board or an AMIGA computer with AGA graphic chip set but they are not necessary for working with ArtStudio.

Required software

For working with ArtStudio you need the Workbench 2.0 or higher versions. When using lower versions it could happens any mistakes or system break-downs and you will lose your datas.

AMIGA calculator with included older system software are able for updating with hardware and software upgrades, please ask your branch dealer in your area.

1.6 Installieren von ArtStudio

The installation of ArtStudio

=====

For installing ArtStudio on your hard disc please do the following steps:

- Start your AMIGA if not happened yet.
 - Put the ArtStudio-CD into your CD-Rom drive when the workbench appears. When the CD icon appears please open the window with a double click on the icon.
-

- You can see the contents of the ArtStudio-CD also the icon called "ArtStudio_Install" which you start with a double click, too.
- Now it appears the installer window which ask you for the directory in what you like to install ArtStudio. ArtStudio creates a drawer named "ArtStudio".
- Please let the adjustments in this condition.
- Click on "OK" button.
- The installation will be taken automatically.
- After ending of installing you can start ArtStudio with a double click on the ArtStudio icon.

Have big fun!

1.7 Einführung in ArtStudio

Introduction
=====

Here you will know the basics of handling with the AMIGA computer in order to work successful with ArtStudio.

Moreover it follows a "tour" through the ArtStudio program.

Before you set to work ...

We suppose that you know your AMIGA and also:

- you are at home in your workbench,
- you control all functions of your mouse (clicking, double clicking, pressing and pulling),
- you can move correctly on your screen / windows also by using the sliders,
- you can choose the functions from the menues / dialogue fields.

If you don't control these functions you should read the documentation of your AMIGA computer.

For further working with ArtStudio we recommend fundamental knowings in using "ARexx".

How you can help yourself

If you have any problems with ArtStudio please read this hand book first.

Think about the problem occurred and the functions which don't want to work as you have expected. Look into your hand book. The table of contents and the index will support you in your intention. Was it not successful please take care if any program works parallelly caused a malfunction (perhaps a graphic program or other softwares).

If you are convinced of discovering a defect or a malfunction caused by ArtStudio please contact our technical service.

Please note that you must be registered first before you can use the technical service.

A "tour" through ArtStudio

=====

Now we are starting our "tour" through ArtStudio. Please note the keyboard shortcuts because we mention only the buttons / menu points. The using of the keyboard shortcuts saves a lot of time.

How to start ArtStudio

Before start working you must start ArtStudio, of course. You start the program exactly like other AMIGA programs:

Open the drawer where ArtStudio is included and do a double click on the ArtStudio symbol, the icon named "ArtStudio".

How to create a new catalogue

The catalogue is the file which includes all datas about your picture collection to manage. Before beginning to put pictures into your data base you must create another new catalogue. You open a window with the menu point "Cataloge->New" and there you fix the default mode of the new catalogue.

Stamp size

It indicates the size of the miniature pictures which are showed in the picture window. Let the setted adjustment be so it is or choose a size you like.

Colours

Here you specify the miniature picture are showed in colour or in greyscales. If you are working with an AMIGA computer with ECS chip set (every calculator but the AMIGA 1200/4000 models) and you have not installed a graphic board it is only possible to work with 16 greyscales, 16 colours or in HAM6 modulus. In the HAM6 modulus the screen must have a size at least 640 x 256 which functions only with Autoscroll.

Base name

Here you state the name of the file. The name will be indicated in the information part of the ArtStudio window.

After choosing of "Create New" you can enter the path and the name into the following filerequester in which your new catalogue should be saved. If you confirm your choose the catalogue will be created and you can start with the loading of your pictures.

Loading pictures and lists

Before loading pictures and scanning lists you should state the loading module on the preference window in order to recognize your pictures correctly. The better way is to use the "Universal" loading module which recognizes automatically the graphic format to load and starts the belonging loading module.

The reading of single pictures

All preparations are finished and we can begin now the reading of pictures. First we want to show you how to read separate pictures.

Click on the menu point "Cataloge->Load". It comes a filerequester in which you enter the path where your pictures are. In this case the ArtStudio-CD in the directory "Images".

Now we are choosing the picture "Skyline.jpg" and confirming with the "Load" button. ArtStudio is reading and converting the picture what can take a long time depending on the power of your Amiga.

After successful working the picture "Skyline.jpg" should appear in the picture window.

It's possible to search for whole directory of pictures because that is far too much trouble to read each picture separately.

The reading of one directory

The reading of whole directories saves a lot of time and efforts. The computer can work alone and we can drink a cup of coffee comfortable.

Now we want to let searching for pictures in one directory without to take into consideration further subdirectories (tree scans). Here it is important that you turn off the button "Tree scan" in the preferences of ArtStudio thus the searching for tree scans will be stopped.

Now we click the menu point "Catalogue->Load", in the filerequester we choose the ArtStudio-CD and then the directory "Images/Summer". Please pay attention that you have not chosen file names because then it will be

read only one picture again. After confirming with the "Load" button the directory will be scanned shortly and the converting will be started.

If you do the things all right then it should appear now 2 pictures more in the picture window provided that the picture window is big enough for showing the pictures. If you have 5 pictures in your catalogue then you have not turned off the button "Tree scan" in the preferences.

The reading of one directory incl. tree scans

It's the mostly used feature for reading pictures. If you would like to search for pictures on the complete CD-Rom or harddisc then you must turn on the button "tree scan" in the preferences of ArtStudio what makes it possible the reading of tree scans. If you do so click on the menu point "Catalogue->Load". If our path has not been chosen so we will do it again by choosing the ArtStudio-CD.

Now we choose the directory "Images/Summer" and confirm the application with the "OK" button again. You should pay attention that you have not chosen a file name because one picture will be loaded again.

The requester ask you what is to do with the existing picture because you have read now 2 of the 4 pictures. You can choose between the buttons "Do It", "Do All", "Skip All", "Skip".

We click on the button "Skip All" by that the existing pictures will not converted again. Further informations about the requester you will find in the surface description.

Now you should have 5 pictures in your catalogue. If you cannot see all pictures please extend the picture window or use the cursor key in order to watch the non-visible pictures.

Watching pictures

You know how to read pictures so we want to show you how you can watch the pictures.

If you choose the menu point "Images->Zoom" you can see the same picture quadruple extended by a simply mouse click. You can decide according to preferences if you want more quality or more speed. Please read also "Surface description".

All users with graphic boards who working with CyberGFX have the possibility to vary the size of the zoomwindow. Of course in 24 bit, too.

For lots of people the zoom function is not enough so we have made it possible to watch the pictures in full size and great colours.

Before we come to this point we should choose the needed viewermodule in the preferences first. You will decide for one of the offered viewermodules

according to the configuration of your computer. If you have an AMIGA with ECS chip set but without graphic board then you should decide for "ECS_HAM" (colour) or "ECS_GREY" (greyscales). If you have a graphic board which controls the AGA emulation you can also use the viewermodules "AGA_HAM" or "AGA_GREY" which bring about a considerable increase of quality of the showed pictures. Drivers are available for special boards. Please use the viewermodule which meets the name of the graphic board.

Now we come to the showing of the pictures. Please choose the menu point "Images->Show" first that points to the program that by choosing of one of the miniature pictures in the window the belonging picture will be showed.

If it not so then an error has occurred. Was the switch in the preferences turned on "Loader Error" and "Pic Warn" then appears an error information which shows us the mistake. The most frequently mistakes are:

- Not enough free memory,
- You have chose the wrong loading module,
- You have chose the wrong viewer module.

Everybody don't like the viewer modules so there are 2 further possibilities to let show the pictures. First you can use extern showing programs or second you have the script language "ARexx" which offers you a lot of possibilities. Hereby we guarantee that later graphic boards and/or viewer programs can be supported. If you don't know much about "ARexx" please apply to MotionStudios (provided that you are registered) and we will try to meet your wishes.

Now we want to describe briefly how you can put your own external viewers into the program:

- Click on the menu point "ArtStudio->Preferences".
- Please choose which graphic format should get an external viewer.
- Please choose your needed viewer by clicking on the "Get File" button (left by the string gadget).
- You can state certainly adjustments to your viewer if you would like to do this.
- You type the initials "%s" (standing for the path and the name of the picture) at this place where the viewer expects the file name. Please see also "handing-over parameters".
- Now you must still switch the button left by the string gadgets.
- Moreover you must switch on the main switch which counts for every external viewers.

Sorting

ArtStudio offers you the possibility to sort your catalogue into 8 several categories because the readed pictures will not laying in assorted form. In order to sort a catalogue we click on the menu point "Images->Sort". According to your choice the catalogue will be sorted into the following categories:

- Name
Names of the pictures.
 - Path
Path of the pictures on the data medium.
 - Picture depth
-

- Picture depth or known as number of the colours.
- Solution
 - The size of the picture which will be sorted first to the width and then to the height.
- Date
 - Date of creation of the original picture.
- Stamp date
 - Date of creation of the miniature picture.
- Graphic format
 - Sorting to several graphic formats.
- Length
 - Length of the original picture on the data medium.

Now you can sort your catalogue as you like by simply clicking on one of the 8 menu points. We want to sort by names of the pictures and use the "Name" menu point. The catalogue will be sorted and new saved in order to find the file sorted again when we start once more. Please read also the point "Sorting windows" in chapter "Surface description".

Reserving the function keys with ARexx scripts

It's very interesting to reserve the function keys with ARexx programs by that you can export pictures into other programs quickly and simply or you can configure the complete preferences of ArtStudio as you like or you can drive external viewers etc.

At first we want to lay an ARexx script on the function key "F10". Please open the ARexx macro window by clicking on the menu point "ArtStudio-ARexx Macros". Where "F10" is mentioned you enter the path and the name of the ARexx script or you click on the "Get File" button which opens a filerequester with this we can search for the wanted ARexx script. In this case we are looking for the path "ArtStudio:Rexx/" and the name "About.asrx". Click on "OK" and now in your "ARexx Macro Keys" window appears as follows:

```
ArtStudio:Rexx/About.asrx
```

At this program we need not to surrender any parameters. Please save by clicking on the "Save" button and now we are able to test our first function key by pressing the "F10" key. The "About ..." window should open in what you can read address of MotionStudios and their serial number.

1.8 Oberflächen Beschreibung

Surface description

=====

Catalogue information
 Informations about the catalogue

Picture window
 Where the miniature pictures will showed

Picture informations

Standard informations about the picture

Text informations

Additional informations about the picture

Preferences

For configuration of ArtStudio

Choosing Categories

Choose a certain category

Working with categories

Adding or deleting category

Main window

Graphical standard buttons

Controlling window

For controlling the picture window

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Sorting pictures

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What has to be delete?

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The picture is just existing!

ArtStudio informations
A few infos about ArtStudio

1.9 Catalogue informations

Catalogue informations

You can read directly the following informations in your window:

Path

Shows the path of the catalogue on the medium.

Name

Name of the catalogue. Don't confuse with the name of the file.

Length

Shows the length of the original picture on the medium.

Date of creation

Shows the date of creation of the catalogue.

Latest change

Shows the latest date of changing of the catalogue.

Number of images

Shows the quantity of the miniature pictures in the catalogue.

Stamp size

Shows the width and height of the miniature pictures in this catalogue.

Colour or Grey

Number of the colours or greyscales in this catalogue.

1.10 The picture window

The picture window

=====

The picture window shows all miniature pictures which are loaded and converted successful. The information window indicates further infos about the picture by simply clicking on the required picture provided that the information picture has been opened at first. Also the picture will showed in the zoom window if you have opened it before. You can change the picture window as you like and you will get a larger overview of your picture collection and you will find faster your picture. After changing of the size the window will be set automatically on the best size for the miniature picture.

On the right side of the window you can jump in the catalogue by using of a slider by that you make progress faster.

When you are working with different categories you can see the actual category on the window bar.

1.11 Picture informations

Picture informations

=====

It's mentioned all standard informations about the picture.

Standard informations

The window was subdivided three times again for a better overview. In the upper area you can see the name, the path and the category. In the middle area you can see all informations about the picture (size, format etc.). In the below area you can enter an additional notice which will be saved also in the notice field of the file of the miniature picture. You can ask this information by using of a file program (for example: DirOpus).

Upper area

Name

Shows the name of the pictures.

Path

The path of the picture where you can find the original picture on your medium.

Category

You can see to which category your picture belongs.

Middle area
-----**Date**

Date of creation of the original pictures.

Stamp date

Date of creation of the miniature pictures.

Format

The graphic format of the pictures.

Solution

Shows the width and height in picture dots of the pictures.

PAspect

Shows the proportion (width to height) of the picture.

Depth

Depth of the picture, indicates the quantity of colours.

Length

Shows the length of the pictures on the medium.

Number

Shows the number (quantity) of the pictures in this catalogue.

Under area
-----**Enter field (comment)**

Place for a short information text about the picture. You can type at most 80 signs into it. The text will be saved in the "comment" part of the stamp file. This is advantageous to using this text as a help in programs like "DirOpus" for example.

1.12 Text Informationen

Information Text
=====

In such window you can enter further information textes, for example a description of the picture or the origin of it.

ListView

Here is mentioned the written text. You can copy the required text into the enter line by double-clicking. You can mark the required line by a simply clicking on the mouse.

String gadget

Here you can change or write the textes new. Moreover the chosed text will be shown also here.

ADD

The entered text will be added under the marked text. Wasn't marked any text the entered text will be added to the end of the list.

CHG

It's possible to change the text by copying and changing the text from the list into the string gadget with a double-click on the mouse.

DEL

The text will be deleted from the list.

Save

The entered text will be saved.

Cancel

The old text will be shown again.

Close

The window will be closed but the text won't be saved. You should save the text at first because the entered text will be lost for ever.

1.13 Einstellungs Fesnter

Preferences window

=====

Here will be done all adjustments for the program. The window is subdivided into different areas:

Left on the top signed with "PROGRAM" are placed some options which influences the direct way of working of ArtStudio.

Right next to it signed with "STAMPS" there are options which influences the creation of the stamps.

Quite on the right side you are able to state external viewers or to define a temporary directory or to fix the path on a start-up file.

In the area below the loading, saving and viewing modules will be adjusted.

Program

In this section you can adjust changings at the ArtStudio program which are not busy directly with the pictures.

Tree Scan

When the tree scan is on function, all sub directories will be also searched when loading pictures. Otherwise only the chosed directory without sub directories will be searched.

Indicator

Before ArtStudio starts converting the pictures it will be found out at first the quantity of file enterings on the medium. By that you get a overview during converting where the program stands and how long it takes to read all pictures. Is the indicator not activated ArtStudio will be began with working at once but the number of files won't be shown.

Loader Error

When an error has occured while loading pictures, it's possible to ignore this error report with this switch. For examble a picture CD don't contains pictures only so it is better to ignore this error report, also by memory shortage. It is also advantageous if you want to read in a CD-Rom all night long without getting an error report at picture no. 97 of 3000 next day and the time has been wasted.

Picture Warn

On: Shows when a picture format was not recognized. But it's like the "Loader Error". When searching picture CD's it doesn't exist pictures only but also programs and textes. A requester will be opened which will show the error.

Off: When a format is unknown Artstudion continious working with the next file. This is advantageous if you want to let work your computer lonely. A requester won't be shown and Artstudio will be worked with the next picture at once.

Fast Zoom

You should switch on "Fast zoom" if you don't set a high value on the quality when enlarging pictures otherwise the enlarged picture will be loaded and calculated new.

Prefs

Is this option activated the program adjustments and the ARexx macro list will be saved separately for each catalogue. So you have the possibility to state several ARexx scripts for each base file or several screen sizes ...

STAMPS

Here you can do all these adjustments which produces an impression on the pictures directly. You can decide between "ON", "OFF" and "INT" (interactiv).

Border

Lays a boarder around the picture. You can decide between "ON", "OFF" and "INT". When the function was set to interactiv, you will be asked at each picture again if you want to lay a boarder around the stamp.

PAspect

The picture will be reduced according to its proportion. When it is active the picture will be reduced on the adjusted size even it follows a distortion of this picture. You can decide between "ON", "OFF", "INT".

Dither

It switches on the dithering mode which will optimize the quality of the reduced picture. When the mode was set to OFF the processing rate of the pictures will be higher. You can decide between "ON", "OFF", "INT".

Colour

When PAspect is active it can happen often that the stamps are smaller than the pretended picture size. You can fill in the blanks with the chosen colour by using "Colour". You can decide between "GRY" (grey, background colour), "BLK" (black) and "WHT" (white).

Category

You can decide between "OFF" and "INT". When the mode was set to interactive you can choose the category for each picture.

External programs

ArtStudio allows you to show all graphics by external viewers. To activate these external "showing programs" you have to choose the respectively check button ("ON" you will see) and it has to enter a path for the respectively viewer. By this way it is possible to add new graphic boards into ArtStudio or to show pictures faster and in more high-graded quality.

You have to use the external programs only when the respectively switch and the main switch are activated. When one of both isn't active it will be used the internal viewer.

The main switch turns off all external viewers and only the internal viewer will be used.

Start-up

By using "Start-up" you choose an ArtStudio catalogue which will be loaded at once when ArtStudio has been started. If you work mostly with only one catalogue the procedure of loading will be omitted after starting of the program.

Temp

This makes it possible to choose the directory used by ArtStudio for the intermediate filing of files/calculations. When working with ADPro or later versions of ArtStudio you need a lot of memory. If you have enough memory you set "Temp" on "Ram" by that the picture manipulation will be faster. If you have not enough memory you should put "Temp" on the hard disc (for example "Work:") where are minimal 8 MB disc memory free. When the pictures are larger you should have more disc memory.

Screen Mode

Here you adjust the required screen mode. The minimal size is 640 x 256. Otherwise the size is bounded only by the extension of the memory.

PRIORITY

Each program in the multitasking system has a certain priority which indicates the processing time for that program. When the priority is high the program will get more processing time to work faster. The disadvantage is that other programs will be neglected when the priority is too high and it will be impossible to work with them.

If you want to let work ArtStudio in the background you should use a priority of -1 or -3. If ArtStudio will be used alone or it has to work all night long you should use a priority of 3 or 5 by that ArtStudio could be faster. How much faster please test it by yourself.

STATUS

The status display informs you how long a process has been made progress. By that you can see how long it will takes time. For examble the status display will be used when loading pictures. When the status display isn't activ the working will be any faster.

PICTURE INFO

When it was activated a window will be opened while Artstudio working a picture which states each name and each picture size.

PREVIEW

Any functions are not yet available!

STARTING AREXX

You have 2 chances to start ARExx scripts from ArtStudio. The first chance is the synchron mode that means the ARExx script will be worked and after finishing, it's possible again to work with ArtStudio. The other chance is the asynchron mode that makes it possible to start an ARExx script during working without waiting for the ending of the ARExx script. In that case it will be renounced of any result. Moreover in the asynchron mode you can control ArtStudio by ArtStudio, for examble to change the preferences.

CHOOSING SCREEN MODE

Here you can choose every screen mode you like. This function is very interesting for owners of graphic boards.

PICTURE EXISTS

Here you can set what ArtStudio has to do when a picture has been converted already.

IGNORE

The picture will be ignored and Artstudio goes on working with the next picture.

WORKING

The picture will be worked and the old picture will be replaced.

INTERACTIV

A requester will be opened and you can decide exactly what have to do with each picture.

INTERMEDIATE SAVING

For all that high carefulness it could be happen in rarely cases that a graphic format will be recognized but it is not the right format and

the system will break down. In order to avoid unnecessary working you can adjust here the intermediate saving of the catalogue by ArtStudio after a certain number of pictures has been converted. Therefore you can make eventually damages so low as possible.

Loader

Here you can choose the needed loader for the pictures. If an "UNIVERSAL" loader was chosen all known formats will be read. If you want to read only one certain picture format for example to create a catalogue with "IFF" pictures you have to choose the "IFF" loader. The sign "_" at the begin of the loader name shows you that it is an ARexx script to convert pictures by ADPro for example. You are able to create your own ARexx loaders for using other programs. Please read also "ARexx loader".

Saver

Please choose here the saver. If you would like to convert pictures the saver which you have chosen will be used.

Viewer

Here (and also at "loader") will be chosen the viewer for looking pictures. Please read also "Loader" and "ARexx viewer".

Saving

Here it will be used and saved the program adjustments. The preferences window will be closed.

Using

Here it will be used the program adjustments but not saved. The preferences window will be left.

Cancel (stop)

All adjustments which you have made will be rejected and the preferences window will be closed. ←

1.14 Kategorie wählen

Selecting category (Select Category)

=====

The miniature pictures can be filed in several categories. You can choose the category which at you would like to work. By leaving this window the pictures will be put out from the selected category.

ListView

Here you can choose the category which you would like to show.

OK

It confirms the entered datas.

Cancel

The entering won't be accepted.

1.15 Kategorien bearbeiten

Editing category (Edit Category)

=====

Here the categories will be created.

It's possible to arrange the categories hierarchically. If you put your holiday pictures in a file you can arrange the pictures by classification into categories for example. The top category is called "holidays" for example. "Holidays" will be subdivided in "summer pictures" and "winter pictures". Then "summer pictures" will be subdivided in "beach pictures" and "hotel pictures". And "beach pictures" will be subdivided in "sunrise" and "sunset". You can continue it at will. On this way for example, you can select certain parts of the picture file exactly for showing

Please see also "Selecting Category".

ListView:

Here are the still existing categories. If you would like to add more categories you choose one category to which another category has to be attached. By double-clicking with your mouse on the selected category the category will be copied into the -string gadget-.

String Gadget

When the window is activ it is possible to activate the string gadget by using the enter key.

CHG

The chosed category from \ensuremath{\lnot}ListView« will be renamed. You have ↔ here the possibility if you have written the name of the category wrong or if you want to rename the category later.

DEL

It deletes a category from the list. But it is only possible when the category contains no stamps. The first category cannot be deleted.

ADD

When a text was entered into the string gadget now you can add a category by using the "ADD" button. By that the new category has the same depth like the selected before. It seems more complexier as it is. Please see the following example:

Example

Lists of categories

```
* Holidays
  * Summer
    * Sunrise          selected category
  * Winter
```

String Gadget

* Sunset

A new category will be inserted by using the "ADD" button.

New list of categories

* Holidays

* Summer

* Sunrise selected category

* Sunset new category

* Winter

SUB

When a text was entered into the string gadget you can add a category by using the "SUB" button. By that the new category is now a sub category of the selected category before.

An example for this

Lists of categories

* Holidays

* Summer

selected category

* Winter

String Gadget

* Sunrise

A new category will be inserted by using the "SUB" button.

New list of categories

* Holidays

* Summer

selected category

* Sunrise new category

* Winter

OK

Herewith you end the creating of categories and you close the window.

1.16 Hauptfenster

Main window
=====

In this window there are many graphical buttons which have the following functions:

The top button on the right side makes possible to create the window in vertical respectively horizontal position. Therefore you can arrange the positioning of the window easier and you can find always any place.

When we go from the left to the right side respectively from the top to the bottom we will get the following functions:

- * Create new catalogue.
- * Add more pictures to the catalogue.
- * Put out datas about the catalogue.
- * Calls on this help.
- * Opens a window includes informations about ArtStudio.
- * For ending this program.

1.17 Kontrollfenster

Controlling window
=====

There are buttons in this window with which you can influence the picture window. Add to this the leafing through the catalogue.

The buttons above are for leafing through the catalogue, the order of the buttons is the following:

```
M<   to the previous marked picture
|<   to the beginning of the catalogue respectively the category
<<   to the previous page
<    to the previous line
>    to the next line
>>   to the next page
>|   to the end of the catalogue respectively the category

>M   to the next marked picture
```

Below on the left side there are four buttons showing what has to do with a picture when it was selected with a mouse-click.

INFO

It will be showed the facts about the picture and additional text informations according to each opened window.

ZOOM

It will be showed the facts about the picture and additional text informations about that according to each opened window. Moreover it will be showed an enlargement of the picture in a separate window. You can enlarge or reduce the window in the 24 Bit mode at your's pleasure.

SHOWING

The picture will be showed either with an external program or with the internal programs.

Please see also the adjustments "external viewers".

MARK

The picture will be marked by selecting, the letters will be put on blue background.

The marked pictures could be surrendered to a certain function for example to file the pictures of a category or to delete etc. ...

Below on the right side there are three buttons more which influence the marked pictures.

ALL

All pictures in the catalogue respectively in the category will be marked.

NOTHING

No picture in the catalogue respectively in the category will be marked. Pictures are marked before are losing their availability and after that they are no more marked.

RETURN

All pictures are marked will be invalid and after that they are no more marked. All pictures are not marked will be marked now.

1.18 Werkzeuge

Tools

=====

In this window there are many graphical buttons which have the same function like these from the menue "Images -> marked -> ...".

The function of each button will be made clear by a graphical symbol.

The top button on the right side enables the creation of the window in vertical respectively horizontal position. Therefore you can arrange the

positioning of the window easier and you can find always any place.

The functions influence only marked pictures, all other pictures will be ignored.

When we go from the left to the right side respectively from the top to the bottom we will get the following functions:

- * Showing pictures
- * Arranging pictures of a category
- * Hand over pictures to an ARexx function
- * List all marked pictures
- * Copying
- * Converting
- * Deleting

1.19 Bildbearbeitung

Picture manipulation
=====

In this window you can work with all pictures in the catalogue and save on anyone medium under different name.

Before you can load a picture at first you must mark a picture in the picture window after this you use the "loading" button. Then the first marked picture will be load and can be showed or worked.

If you would like to work a picture you can do it by double-clicking with your mouse on the belonging name of the mode of picture manipulation and the picture will be already provided with effects or will be reduced or ...

Please see also "Modules of picture manipulation".

You should never forget to set the memory of the loaded pictures free again because your system will not have enough memory when you want to add further pictures in your catalogue or you want to start other programs.

Loading

The first marked picture will be loaded into a separate memory place by using this button.

Saving

The picture will be saved into the mentioned index with the selected saving module.

Showing

The picture will be showed with the selected showing module.

Set free

The memory for the picture will be set free and the datas will be lost.

1.20 Lade-, Speicher- und Anzeigemodule

Modules

=====

In this window all loading, saving and showing modules will be showed. You are able to choose quickly between the different modules.

In the upper part you see all loading modules, in the middle part you see all saving modules and in the part below you see all showing modules.

1.21 Fensterleiste

Windowbar

=====

In this window there are many graphical buttons, which are for opening different windows. The highest right button enables you to move the window in horizontal and vertical direction. Therefore it's much easier to place the window.

If we go from the left to the right side respectively from the top to the bottom we will get the following functions:

- * controlwindow
- * pictureinformations
- * textinformations
- * enlargement
- * ARexx buttonsbar
- * Toolbar
- * Loading-, Saving- and Viewermodules
- * picture manipulation

1.22 FensterCreateNew

New catalogue

=====

In this window you can declare the basic settings of a new catalogue. Here you can set the size of the stamps, the number of colors and also the name of the catalogue.

Stamp Size

Sets the size of the stamps

Possible sizes are:

32x24, 64x48, 96x72, 128x96, 160x120, 192x144 are 256x192

Colors

With AGA-computer or with graphic boards you can use a larger palette. With the color-cyclegadget you can select how many color you want for the stamps.

possible colors are:

	ECS	AGA	graphic boards	with CyberGFX
Color 16	Yes	Yes	Yes	Yes
Color 256	No	Yes	Yes	Yes
Grey 16	Yes	Yes	Yes	Yes
Grey 32	NUYes	Yes	Yes	Yes
Grey 64	No	Yes	Yes	Yes
Grey 128	No	Yes	Yes	Yes
Grey 256	No	Yes	Yes	Yes
HAM6	NUYes	Yes	NUYes	No
HAM8	No	Yes	NUYes	No
24 BIT	No	No	No	Yes

No --> this variante isn't available

Yes --> this variante can be used

NUYes--> This variante can used but with restrictions.

If you use the ECS-chipset you can use the modes grey 32 and HAM6 with 640 pixels only in combination with AUTOSCROLL on the screenwidth of ← 320 pixels. With the Picasso graphic board it's also possible to use the ← HAM-Modes.

catalogue name

Here you can choose the name of the catalogue, which will print in the Artstudio window later. The name for the file on the data medium have to type in separatly, but you can use the same as the catalogue name.

Create New

If you have chosen size and color for the stamps you are now able to create the file. A filerequester will open and after you have type in the filename the catalogue will create on the selected data medium.

Cancel

If you don't want to create a new catalogue, you can break the whole process with the cancel button and the old catalogue is now actually again.

1.23 FensterSearch

Search Window (Search)

=====

Here you have the aviablity to search for pictures. In the string gadget you have to declare the picturename, wildcards are also allowed.

E.g. you search for pictures with the ending ".jpg". Please type in the following in the string gadget: #?.jpg

If you now press the search button Artstudio will mark all pictures in the catalogue which are ending on ".jpg". You didn't have to watch out for capital or small letters.

ArtStudio can also search for e.g. width, height and depth.

width

Please type in the width which Artstudio has to look for into the string gadget (von "from" and bis "to").

If you search for a certain width e.g. 320 then type in 320 in both string gadgets.

height

Please type in the height which Artstudio has to look for into the string gadget (von "from" and bis "to"). If you search for a certain width e.g. 320 then type in 320 in both string gadgets.

depth

Here you can see two sliders to select the desired depth.

If you like to search for picture with a detph from 1 to 8 (2 - 256 colors) then please set the "from" slider to 1 and the "to" slider to 8.

If you only search picture in 24 bit depth (16.8 mil. colors) than you have to set both silders to 24.

colortables

BITS COLORS

1	2
2	4
3	8
4	16
5	32
6	64
7	128
8	256

9	512
10	1024
11	2048
12	4096
13	8192
14	16384
15	32768
16	65536
17	131072
18	262144
19	524288
20	1048576
21	2097152
22	4194304
23	8388608
24	16777216

Graphic format

Here you can select the graphic format which you are looking for.

category

Here you can declare which category you want to search for.

If you select the category "ROOT", Artstudio searches for the declared specifications in the whole catalogue.

name

In this string gadget you have to type in the name or a shortcut of the picture which you are looking for. Also you can use wildcards to declare the name. With the wildcards you can shorten the picture name or you can search for endings.

example

You are looking for pictures with ending ".IFF", then you must type in the following : "#?.IFF". The characters "#?" are called wildcards, for further information about wildcards please read the "technical termes"-> Wildcards or read the Amiga system handbook.

or

if you search for pictures which containing the characters combination "WAT" in their name, then type in "#?WAT#?".

path

Here you can use the same shortcuts which have been declared above. But it all applies to the picture path. The path function is very useful to search for pictures in a directory or on a CD. Simply declare the path and all picture which Artstudio finds will be marked.

example

You like to search for all the pictures on the harddisk "Bilder:", then you have to type in "Bilder:#?" in the string gadget called path.

date from

Each picture on your harddisk, CD etc. contains a date. The date

shows you at what time you have saved it or put it on your harddisk, CD, etc. If you looking for pictures which have been saved on a specified date you have to type in the respective date in the enterfield. Please ensure that you have type in the right date format, if you don't have it Artstudio can't work with your input.

date formats

DD-MM-YY D->day M->month Y->year

always two-digits !!!

01-01-96 1. January 1996

15-03-95 15. March 1995

Date to

The same function like "date from" but the different is, that this function is searching until it reach the date you have typed in and "date from" search from the date you have typed in.

If you are looking for a certain date you have to type in the same date in both string gadgets (date from, date to)

What would you like to search for ?

If you have finished your input, you should also select the needed search-criterion

If you search for several criterions, the individual criterion will filter by the logical function AND. That means, if only all criterions be right then the picture will be marked.

Search

The search was started. All picture which Artstudio has found will be marked. Marked pictures are recognizeable by white writing under blue background.

Before you try to start the search, no picture should be marked. Unless you want to make serveral searches to mark different pictures and then delete, copy etc. all the marked pictures.

Cancel

Artstudio ignores your settings and the window will close.

1.24 Sortieren Fenster

Sortwindow

=====

It makes your search easier if you sorts the pictures before start looking for some pictures.

Artstudio gives you 8 possibilities to sort your picture-catalogue:
"Name", "Path", "Depth", "Resolution", "Date", "Stampdate", "Graphicformat"
and "length"

Categories are sorted by themselves. Artstudio sort the catalogue first by categories. For example: you have declared two categories the first named "Holiday" and the second named "Friends". After sorting Arstudio will show you the "Friends" category with the including stamps sorted from A to Z and then the "Holiday" category with it's stamps from A to Z.

Sorting possibilities

Here you can select according to which the basefile has to sort. Mostly, you will sort it by picture name that makes it easier to look for a certain picture. Also interesting is, to sort the catalogue by the picture path, therefore all picture of a directory will be together.

Name

File was sorted by name

Path

File was sorted by picture path

picture depth (number of colors)

File was sorted by color depth of the pictures

Solution

File was sorted by picture size, first Artstudio sorts by picture width and the by picture height.

Date

File was sorted by creation date of the original picture.

StampDate

File was sorted by creation date of the miniature pictures.

Format

File was sorted by the graphicformat of the picture.

Order of the graphicformat is:IFF, GIF, JPEG, BMP, PCX, IMPULSE, RENDITION, SUNRASTER, X, SGI, TARGA, TIFF, PHOTCD, PBM, PGM, PPM, etc...

Length

File was sorted by picture length.

1.25 ARexx Fenster

ARexx Window
=====

Here you can start the ARexx-scripts. Sometimes, you want to start a ARexx-script which you don't use so often. This is when the ARexx window comes in, here you can select and start the specified script. If you don't like to declare the path and the ARexx-script name after each programstart, then you should save the preferences once more. Therefore Artstudio saves the path, name and the parameters, too.

StringGadget

Input Text. Here you have to type in the path and name of the ARexx-script. Of course, you can hand over all needed parameters, too. Also see section "Handing over parameter"

GetFile

Opens a filerequester, here you can choose the path and filename of the ARexx-script.

Execute

The ARexx-script was executed. If you have selected the Asynchrone Mode in the preferences, then the ARexx-script will be started as an own task. That means you can go on working with Artstudio. Therefore you can start a ARexx-script which controls Artstudio itself. There are no limits for you.

Cancel

The input was breaked and the window will close. The path and name of the ARexx-script which you have selected before, will not lose.

1.26 ARexx Macros

ARexx Macros
=====

Here you can set a ARexx-script which you use very often on the keys F1 to F10. Therefore you can start or change comfortable and very quick Artstudio's functions or external programs. In all, you can set 40 functions on the F-Keys, this is possible if you use the F-keys in combination with the keys SHIFT and CONTROL.

F1 to F10

If you click the "GetFile" button you can select a ARexx-script via a filerequester. Alternatively, you can type in the path and name of the ARexx-script direct if you use the string gadgets on the right hand of the Getfile-buttons. Just as well you can type in all the needed parameters.

also see section "Handing-over parameters"

Text

Here you can declare for each ARexx-script a own name. Which is shown in the "ARexx-buttons" window. This make it easier to look for the right ARexx-script and you get a better overview.

CycleGadget

With this you can change the respective combination. You can select: functionkey only, Shift with functionkey, CONTROL with functionkey and a combination Control + SHIFT + functionkey.

Save

Saves the keydeclaration of the F1 to F10 keys into the preferences directory. The window will be closed after this.

Use

Artstudio uses the data which you have typed in but the setting won't saved.

Cancel

The new settings will ignore and the previous settings will be retained.

1.27 ARexx Knöpfe

ARexx Buttons

=====

Here you can see the functionkeys as Gadgets, once more. Also you can see a small description which is for explaining the ARexx-script behind the gadget.

The ten buttons agree with the ten functionkeys, with the cyclegadget you can reach the other 30 ARexx-scripts. The Scripts can be starting with the SHIFT and Control-key or with their combination.

1.28 Drucken Fenster

Print window

=====

If you like to print the catalogue, here you can do every settings you like, for this. It isn't only possible to print the data's on a printer you can also print the data's in a window or in a file on a data medium. If you try to print the first time, you should use the setting "Define Output=Window" therefore you can see previously if data's are in right layout, would Artstudio print the right data's and so on. That saves time and paper.

What should I print

You can select between the whole catalogue, a certain category, simply informations about the catalogue and so on.

Full Category

Informations about the catalogue and whole data of the miniature pictures will be printed.

Only Category

Informations about the catalogue and the selected category without further subdirectories of the category will be printed.

Tree Category

Informations about the catalogue and the selected category with all subdirectories of the category will be printed.

Define Output

Here you can choose where the data's should be printed out.

Printer

The data's will be sent on a printer. Thereby Artstudio uses the printersettings of the Workbench.

file

The data's will be printed on a data medium (e.g. harddisc). A file requester opens and you can select the desired path and filename.

window

The data's will be printed in a window on the ArtStudio screen.

Select the entries

Here you can select what has to be printed. You have the choice between one und six lines of text.

1. line Name and category
2. line Path
3. line Date and Stampdate
4. line Graphicformat, picture solution and picture depth
5. line Pixel Aspect, length(of the orig. picture) and number,
6. line Commentary

Print

The output of the data's has been started. According to the settings the data's will print on a printer (Workbench printersettings are important), or as file on any data medium. Therefore you can work with the data's by using other programs.

If you use the setting "window" the data's will print in a window on the Artstudio screen. You can use that function to get a short overview before you print the data's on the printer.

Cancel

The data's won't be printed and the window will close, now. Your settings won't be set back and will be maintain

1.29 Was soll gelöscht werden?

What would you like to delete ?

=====

With this menupoint you can delete the selected stamps. Also you can choose whether the miniature picture, the original picture or both have to delete. But remember, you can't delete pictures from read only data mediums like CD and so on.

- * stamp only: The miniature picture will be deleted, only. The original picture won't delete.
- * Stamp & picture : The miniature picture and the original picture will be deleted
- * picture only : The miniature picture survives but original will be deleted.

Delete

The input will confirm and after a security interrogation the stamps and/or the original picture will be deleted according to the settings.

Cancel

Artstudio ignores the whole input and close the delete window.

1.30 Bild ist schon vorhanden

Stamp exist (Stamp exist)

=====

If a picture already exist in the catalogue, this requester will pop up and ask you what is to do with this pictures. Artstudio doesn't manage pictures whom existing twice. That means if name and path of the picture is identical with the existing one in the catalogue file.

DO IT

The picture will be converted new and the data's will be written in already existing place in the catalogue file. If you have two different pictures but they have the same name and path the old one will be overwritten, irrevocable. The requester will pop up each time if Artstudio found an equal picture in the catalogue.

DO ALL

The same function like "Do it" but the different is, that the requester will pop up once more only. After your selection all older pictures will replace with the new ones.

SKIP

The picture won't be converted. The requester will pop up on every existing picture.

SKIP ALL

The picture won't be converted. The requester will pop up once more only.

After that all further picture won't be converted.

1.31 Über ArtStudio

About (About)

=====

Here you can see the Address of MotionStudio and the telefonnumber of the hotline and for improvement suggestions. Also you can see the serial number which you have to mention if you like to claim the hotline.

You can close the About-window with a any key or witch o mouseclick on the OK-button.

1.32 Das ArtStudio Menü

Here a little introduction of the ArtStudio menus

=====

ArtStudio

Cataloge

Images

Mark

Leaf through

Window

1.33 ArtStudio Menüleiste

ArtStudio Menubar

ARexx execute

ARexx Macros

about...

Help
Preferences
Save & quit
Quit

1.34 Katalog Menüleiste

Cataloge Menubar

New
Open
Load
Check
UpToDate
Print
Maincategory
Select category
Edit category
Delete

1.35 Bilder Menüleiste

Images Menubar

Information
Zoom
Show
Mark
Search

Sort

Marked

1.36 Markieren Menüleiste

Mark Menubar

All

None

Invert

1.37 Bättern Menüleiste

Leaf through Manubar

first page

last page

previous page

next page

previous row

next row

~

1.38 Fenster Menüleiste

Window Menubar

Catalog Information

Image infomation

Text information

Module
Operator
Zoom
ARexx
Mainwindow
Controlwindow
Tools
Windowledge

1.39 Sortieren Menüleiste

Sorting Menubar

Name
Path
Imagedepth
Solution
Date
Stampdate
Graphicformat
Length

1.40 Markierte Menüleiste

Marking Menubar

Show
Category
ARexx
Print

Copy
Convert
Export
Clear

1.41 ARexx ausführen

ARexx executing

=====

Sometimes, you want to start a ARexx-script which you don't use so often. This is when this function comes in, here you can select and start the specified ↵ script.

If you don't like to declare the path and the ARexx-script name after each programstart, then you should save the preferences once more.

StringGadget

Input Text. Here you have to type in the path and name of the ARexx-script. Of course, you can hand over all needed parameters, too Also see section "Handing-over parameters"

GetFile

Opens a filerequester, here you can choose the path and filename of the ARexx-script.

Execute

The Arexx-script will be executed. If you have selected the Asynchrone Mode in the preferences, then the ARexx-script will be started as an own task. That means you can go on working with Artstudio. Therefore you can start a ARexx-script which controls Artstudio itself.

Cancel

The input was breaked and the window will close. The path and name of the ARexx-script which you have selected before, will not lose.

1.42 ARexx Macros

ARexx Macros

=====

Here you can set a ARexx-script which you use very often on the keys F1 to F10. Therefore you can start or change comfortable and very quick Artstudio's functions or external programs.

In all, you can set 40 functions on the F-Keys, this is possible if you use the F-keys in combination with the keys SHIFT and CONTROL.

ARexx Macros

=====

F1 to F10

If you click the "GetFile" button you can select a ARexx-script via a filerequester. Alternatively, you can type in the path and name of the ARexx-script direct if you use the string gadgets on the right hand of the Getfile-buttons. Just as well you can type in all the needed parameters.

also see section "Handing-over parameters"

Cycle Gadget

With this you can change the respective combination. You can select: functionkey only, Shift with functionkey, CONTROL with functionkey and a combination Control + SHIFT + functionkey.

Save

Saves the keydeclaration of the F1 to F10 keys into the preferences directory. The window will be closed after this.

Use

Artstudio uses the data which you have typed in but the setting won't saved.

Cancel

The new settings will ignore and the previous settings will be retained.

1.43 über ArtStudio

About ArtStudio

=====

Here you can see the Address of MotionStudios and the telefonnumber of the hotline and for improvement suggestions. Also you can see the serial number which you have to mention if you like to claim the hotline. You can close the About-window with any key or with a mouseclick on the OK-button.

1.44 Hilfe

Help

=====

With this menupoint you can display this manual. Therefore you can get help online.

1.45 Einstellungen

Preferences

=====

This menupoint allows you to change the main settings of Artstudio. Here you can make all settings whom are important for Artstudio. The window is split in different regions. Above on the left hand: Options marked as "Program" these functions are for manipulate the working of Artstudio, directly. Right beside: Options marked as "STAMPS" these functions manipulate the stamp creation. At the area below, you can set the loader- and viewermoduls

Also see surface description " Settings"

On the right you can declare external viewers, temporary directory or the path of a startup-file.

1.46 Verlassen

Quit

=====

This function ends Artstudio after a security question.

1.47 Speichern und Verlassen

Save & Quit

=====

This function ends Artstudio after a security question. Besides the settings will be saved before, with it Artstudio uses the old settings on the next ↔ startup.

1.48 Neu

New

===

With this menupoint you can declare the basic settings of a new basefile. Here you can set the stampsize, number of colors and also the name of the basefile.

Shortly, herewith you can create a new catalogue.

1.49 Öffnen

Open

====

This menupoint allows you to open a catalog. A filerequester appears and you can select the catalogue-path.

1.50 Erweitern

Load

====

Herewith you can add further pictures to the already loaded catalogue. According to the settings, you can load single pictures, directories or whole CD's or harddisc's

1.51 Prüfen

Check

=====

Artstudio checks whether the original pictures of the catalogue still existing or they are deleted already. Herewith you can remove deleted pictures from the catalogue.

1.52 Aktualisieren

UpToDate

=====

Artstudio checks if the original picture has a recent date as the catalogue-picture. If that's the case, Artstudio will update the catalogue-picture automatically

1.53 Drucken

Print

=====

If you select this menupoint a window appears, in which you can make different settings according to the output of the data's. You have the choice between: Output on a printer, in a file or in a window on the screen.

You should check the layout in a window, before you start the output on a printer or on a data medium, that's saves time and honey*.

(*Slogan of a german cartoonist named Ulli Stein)

1.54 Hauptkategorie

Maincategory

=====

If you have changed the category, in the meantime. With this menupoint you can go to the maincategory (Root).

1.55 Kategorie wählen

Choose category

=====

If you work with several categories in a catalogue, with this menupoint you can choose the desired category in which you like to load further pictures or go on working.

1.56 MenüKategorieBearbeiten

Editcategory

=====

If you have selected this menupoint a window appears in which you can type in different categories names or worked with existing categories. Also, you have the possibility to organize the categories, hierarchical.

For example you like to archive holiday-pictures, then you can use the following hierarchy: The first called holiday, holiday is subdivided in summer and winter pictures. Summer is subdivided in beach and hotel-pictures and beach is subdivided in sunrising and sundown and so on.

also see surface description "Work category"

1.57 Katalog löschen

Clear

=====

Please use this menupoint with high caution, because it deletes all catalogue data's in Ram and on harddisc, irrevocable.

Artstudio ask you twice if you really want to delete the data's after that Artstudio deletes the recognized data's

1.58 Information

Information

=====

If you have selected this menupoint, Artstudio will show a window in which you can see the specified data's of the selected stamp.

If you can't see the information window after you have chose the menupoint, Artstudio will appears a window after clicking on a stamp.

1.59 Vergrößern

Zoom

=====

If you select this menupoint Artstudio will show the selected stamp enlarged in a separate window. In addition, if you have already opened the information window, Artstudio will show the informations about the picture, also.

1.60 Bilder anzeigen

Show

=====

If you choose this menupoint Artstudio will display each picture which you have selected. Therefore according to the settings Artstudio uses the internal viewer or the external viewer.

1.61 Bilder markieren

Mark

=====

If you have selected this menupoint, Artstudio will mark all pictures in the stamp window after you have clicked on it. The function enables you to delete, copy, converting etc. the specifically pictures.

1.62 Bilder suchen

Search

=====

The searchwindow appears, here you can search for any criterium you like. The pictures which Artstudio has found will be marked, to make you a better overview. The marked pictures can be delete, copy convering etc.

1.63 Alle Bilder markieren

All

=====

All pictures are marked

1.64 Kein Bilder markiert

None

=====

All pictures are dismarked.

1.65 Markierte Bilder umkehren

Invert

=====

All marked pictures will set back and all dismarked pictures will be marked. That means, ON goes to OFF and OFF goes to ON.

1.66 erste Seite

First page
=====

The first catalogue page will be displayed. That means, Artstudio jumps to the firstcategory of the catalogue.

1.67 letzte Seite

Last page
=====

The last page will be displayed. That means, Artstudio jumps to the last category of the catalogue.

1.68 vorherige Seite

Previous page
=====

Artstudio displays the previous page of the catalogue.

1.69 nächste Seite

Next page
=====

Artstudio displays the next page of the catalogue.

1.70 vorherige Zeile

Previous row
=====

Artstudio displays the previous stamp-row.

1.71 nächste Zeile

Next row
=====

Artstudio displays the next stamp-row.

1.72 Katalog Information

Catalogue information

=====

The catalogue information window appears. Here you can see informations about the catalogue. That means: Number of catalogize pictures, whole memory need and so on.

1.73 Bildinformation

Picture infomation

=====

The picture information window appears. Here you can the further details about the pictures. E.g. path and name of the picture, category, picture size, and so on.

1.74 Text Information

Text information

=====

The text information window appears. Here you can type in further informations about the picture. E.g. picture-author, where it has been shot, or something else which is important for you.

1.75 Module

Module

=====

The module window appears. Here you can select the load-, save- and displaymodules. The list above contains the loadermodules, the middle list contains the savemodule and the last one contains the viewermodule.

1.76 Bildbearbeitung

Operator

=====

The pictureprocessing window appears. Here you can manipulate the pictures. If you load a picture for manipulation, Artstudio always used the first picture which is marked. If you don't have marked a picture the pictureprocessing doesn't works.

1.77 Vergrößerung

Zoom

=====

The zoom window appears. Here you can see the selected stamps in larger display. According to the settings the pictures will shown whether quick or slower but in higher quality. If you use the 24bit mode you can also enlarge or reduce the size of zoomwindow. The enlargement of the stamps corresponds to a factor of four.

1.78 ARexx

ARexx

=====

The ARexx-Button window appears. Here you can see in graphical display the occupation of the F-keys. Also, you can give every function it's own name.

Also see surface description "ARexx Macros"

1.79 Hauptfenster

Mainwindow

=====

A window full of gadgets appears. The function of the gadgets you can learn in section surface description "Mainwindow"

1.80 Kontrollfenster

Controlwindow

=====

The controlwindow appears.

Also see section surface description "Controlwindow"

1.81 Werkzeuge

Tools

=====

A window containing gadgets appears. The function agree to the menu "Pictures->Mark->...." (same order)

1.82 Fensterleiste

Windowledge

=====

A window which contains some gadgets appears. The gadgets agree to the respective window which opens if you click on the gadget.

1.83 Sortieren nach Name

Name

=====

The selected category will be sorted by the picture name.

1.84 Sortieren nach Pfad

Path

=====

The selected category will be sorted by the picture path.

1.85 Sortieren nach Bildtiefe

Picturedepth

=====

The selected category will be sorted by color size of the pictures.

1.86 Sortieren nach Bildauflösung

Solution

=====

The selected category will be sorted by picture solution.

1.87 Sortieren nach Datum

Date

=====

The selected category will be sorted by the date of the original picture.

1.88 Sortieren nach Miniaturbilddatum

Stampdate
=====

The selected category will be sorted by the creationdate of the stamp.

1.89 Sortieren nach Grafikformat

Graphicformat
=====

The selected category will be sorted by the picture graphicformat.

1.90 Sortieren nach Länge

Length
=====

The selected category will be sorted by the picture size.

1.91 Markierte Bilder anzeigen

Show
=====

All marked pictures will be displayed like a diashow.

1.92 Markierte Bilder einer Kategorie zuordnen

Category
=====

All marked pictures will be assigned to a certain category.

1.93 Markierte Bilder an ARexx

ARexx
=====

All marked pictures will be handed over to a certain ARexx-script.

1.94 Markierte Bilder auflisten

List
=====

All marked pictures will be listed according to your choice. You can send the data's to a printer, to a harddisc or into a window on the Artstudio screen.

1.95 Markierte Bilder kopieren

Copy
=====

All marked pictures will be copied. The original pictures will copy in a directory which you have previously selected.

1.96 Markierte Bilder konvertieren

Converting
=====

All marked pictures will be converted. The original pictures will transform in the graphicformat which you have selected before and copied to a specified directory. You can choose the graphicformat in the modulewindow or also in the preferences.

1.97 Markierte Bilder exportieren

Export
=====

All marked pictures will be exported in a new created catalogue. This catalogue can be used regardless of the old catalogue.

1.98 Markierte Bilder löschen

Delete
=====

All marked pictures are deleted. Before this, a security check appears and you can choose what you want to delete. You have the choice between: delete stamps, delete the original picture, delete the stamp and the original picture.

1.99 Die Tastaturkürzel für ArtStudio

The shortcuts for ArtStudio

=====

Functionskeys

F1 to F10

Cursorkeys

move the stamps in the correspond direction

Menushortcuts

Shortcuts of the menupoints

Others

all further shortscuts

1.100 Die Funktionstasten

Functionskeys

=====

You can cover the functionkeys F1 to F10 with ARexx-scripts. Therefore you can execute or stop frequently used function via a key-push. In combination with the Control- and Shift-key you can reach 40 ARexx scripts.

Possible combinations:

F1 to F10

SHIFT + F1 to F10

CONTROL + F1 to F10

SHIFT + CONTROL + F1 to F10

please remember that you can press only one functionkey at the same time.

1.101 Die Pfeiltasten

Cursorkeys

=====

With the cursorkeys you can move the stamps in the specified direction. Herewith you have the possibility to jump to every point of the catalogue file.

Cursor down:

The stampwindow scrolls upwards and the next stamprow will be shown.

Cursor up:

The stampwindow scrolls downwards and the previous stamprow will be shown.

Cursor right:

The stampwindow scrolls to the right side and you will see the next catalogue-page.

Cursor left:

The stampwindow scrolls to the left side and you will see the previous catalogue page.

SHIFT + Cursor down:

With this keycombination you can reach the catalogue end or the end of the category.

SHIFT + Cursor up:

With this keycombination you reach the start von the catalogue or of the category.

SHIFT + Cursor right

Artstudio jumps to the next marked picture.

SHIFT + Cursor left:

Artstudio jumps to the previous marked picture.

1.102 Die Menükürzel

Menushortcuts

=====

With this shortcuts you can choose a menupoint without using the mouse.

AMIGA + R

ARexx execute
AMIGA + M
ARexx Macros
AMIGA + ?
About...
AMIGA + H
Help
AMIGA + E
Preferences
AMIGA + W
Save & Quit
AMIGA + Q
Quit
AMIGA + N
New
AMIGA + O
Open
AMIGA + L
Load
AMIGA + P
Print
AMIGA + 8
Maincategory
AMIGA + 9
Edit Categorие
AMIGA + 0
Edit Category
AMIGA + Y
Clear
AMIGA + 1
Information
AMIGA + 2
Zoom
AMIGA + 3
Show
AMIGA + 4
Mark
AMIGA + S

```
Search
  AMIGA + A
All
  AMIGA + K
None
  AMIGA + U
Invert
```

1.103 Die sonstigen Tasten

Others

=====

Here some shortcuts whom make it easier to work.

TAB

Jumps between the seperated windows.

RETURN

In windows with StringGadgets you can activate the enterfield with a push of the returnkey (Enter)

1.104 ARexx Befehle

ARexx

=====

Eingebaute ARexx-Befehle

Quit

About

CreateNew

LOAD

Prefs

All

Sort

OpenWindow
CloseWindow
SelectStamp
View
SetInfoText
Loader
Viewer
LineUp
LineDown
PageUp
PageDown
Top
Bottom
Redraw
WindowToFront
WindowToBack
ScreenToFront
ScreenToBack
SizeWindow
MoveWindow
ActivateWindow
Search
SelectStamp
SelectCategory
Copy
Delete
Check
Print
PrinterPref

1.105 Programm beenden

Quit (Beenden)

====

Description

Quit is one of the simplest commands. With this command you can stop Artstudio from other programs.

parameter

none Parameter

example

QUIT

1.106 Programm Information

About (Information)

=====

About

=====

Description

A window opens which contains informations about Artstudio, e.g. serialnumber of your Artstudiocopy.

Parameter

none Parameter

example

ABOUT

1.107 Neuen Katalog erstellen

CreateNew

=====

Description

With this command you can create a new catalogue.

Parameter

StampSize/A Color/A Basename/A Dateiname/A

StampSize

32x24, 64x48, 96x72, 128x96, 160x120, 192x144, 224x168, 256x192

Colors

COLOR_256, GREY_256, GREY_128, GREY_64, GREY_32, GREY_16
COLOR_16, HAM6, HAM8 und 24BIT

Basename

The basename will be shown in the Artstudiowindow. The basename can contain max. 30 characters. You should set the basename in quotation marks to avoid errors produced by spaces in its name.

Dateiname (Filename)

The "Dateiname" is used for saving on a data medium. You have to type in the path- and the filename. Artstudio creates a new directory with the filename in this directory. Artstudio will put all further catalogue data's in this directory. You should set the basename in quotation marks to avoid errors produced by spaces in its name. Maximum of 30 characters for filename is allowed.

example

```
CreateNew 128x96 Color_256 Test Sys:Bilder
```

Artstudio creates a the catalogue file with the following data's.
StampSize = 128x96 (width x height)
Color = color catalogue with 256 colors
Basename = Test
Dateiname = Sys:Bilder

or

```
CreateNew 96x72 Grey_64 Photos Pics:Test
```

Artstudio creates a the catalogue file with the following data's.

StampSize = 96x72 (width x height)
Color = grey with 64 greytone
Basename = Photos
Dateiname = PICS:Test

1.108 Bilder laden

LOAD (load pictures)
=====

Description

This command has the same function like the "Load"-button on the Artstudio window. Herewith you can hand over pictures from external programs. Also you can hand over a whole directory with or without it's subdirectories. (According to the settings). To load a Artstudio-file is also possible.

Parameter

Pfad/A Filename/A

Example

```
LOAD "Pics:Photos/" "First.IFF"
A picture was handed over to ArtStudio
```

```
Path      = Pics:Photos/
Filename  = First.IFF
```

or

```
LOAD "Pics:Photos/"
A directory was searched for pictures and the pictures whom have been
found will hand over to ArtStudio. According to the settings , Artstudio
will also search the subdirectories. (Treescan function)
```

or

```
LOAD "Pics:Data/" "ArtStudio.data"
```

```
A ArtStudio database was loaded.
Pfad      = Pics:Data/
Filename  = ArtStudio.data
```

1.109 Programm Einstellungen

Prefs (Programm Settings)
=====

Description

Herewith you have the possibility to manipulate just all preferences of Artstudio. The great advantage is, that you can change between different settings every time, e.g. "TreeScan". It isn't always necessary to search all subdirectories. Or if you work with two graphicboards, then you have the possibility to change the viewer-settings very quick. These are only two examples form a lot of others which you can realize with this comand.

Parameter

The following parameter have to hand over separated.

TreeScan/A	On/Off
Indicator/A	On/Off
LoaderError/A	On/Off
PicWarn/A	On/Off
FastZoom/A	On/Off
Prefs/A	On/Off
Border/A	On/Off/Interactive
PAspect/A	On/Off/Interactive
Dither/A	On/Off/Interactive
Color/A	Black/White/Grey
Category/A	On/Interaktive
Interpolation/A	On/Off/Interactive
StartUp/A	Pfad auf eine ArtStudio.data
Temp/A	Pfad f r Temporen Buffer
Save/A	

Example

```
Prefs TreeScan On
```

Treescan function has been activated.

or

```
Prefs FastZoom Off
```

FastZoom function has been activated.

or

```
Prefs Dither Interactive
```

Dither function has set to interactive.

or

```
Prefs Startup Pics:data/ArtStudio.data
```

Artstudio is using the basefile "Artstudio.data" with its path as startup-file.

or

```
Prefs Color Black
```

The color black was set in the preferences.

or

```
Prefs Save
```

This command saves the Artstudio preferences. According to the settings ArtStudio saves its preferences file in the "S:" directory or as project-preferences in the specified directory.

1.110 Hauptkategorie

All (Rootcategory)

====

Description

A simple command to jump back to the maincategory (root) to all pictures of the basefile.

Parameter

none

Example

All

1.111 Sortieren

Sort

====

Description

This command sorts the file new. For further information about sorting, please look at section "sort window"

parameter

Only one parameter can be hand over

Name, Path, Depth, Solution, Date, StampDate, Format, Length

example

Sort Depth

file is sorting by picturedepth

or

Sort StampDate

file is sorting by stamps builing date. As result the file is puting in its ↔ original state, before it was sorted.

1.112 Fenster öffnen

OpenWindow
=====

description

With this command you can open a window. If it is already open, it will put auto ↔
-
matically in the foreground

Parameter

InfoWindow = Informationwindow
TextWindow = Additional text informations
ZoomWindow = window with a 4 times enlarged stamp

example

OpenWindow Zoom

Opens the zoom-window.

1.113 Fenster schließen

CloseWindow
=====

description

If you don't need the window any longer, you can close it with this
command.

parameter

InfoWindow = Informationwindow
TextWindow = Additional text informations
ZoomWindow = window with 4 times enlarged stamp

example

CloseWindow Zoom

Closing the zoom-window. Too choose it twice or more is not possible.
No errormessage will shown, if the window is already closed.

1.114 Bild wählen

SelectStamp
=====

description

With SelectStamp you can choose a stamp from an already loaded file.
No error message will show, if the stamp could not found.

parameter

Name/A Number/A

Name = stampname

To make your work easier you can use wildcards like "#?".
Names which including spaces have to set in quotation marks.

Number = a stamp with the equal number will choose from the list.

example

Select Number 7

Choose stamp Number 7 from the list.

or

Select Name Testpicture

A stamp named "Testpicture" will search and select.

1.115 Bild anzeigen

View (Picture)
=====

description

The selected Picture is showing, by using the viewer which has been
chosen in the preferences or the external viewer will use.
Also look at "Prefs" in section "AREXX-commandlist"

parameter

none

example

View

The picture is showing.

1.116 Lademodule auswählen

Loader (loadermodul select)

=====

description

With this command you can choose a loadermodul, which can load the pictures.

parameter

Loadername/A = As parameter you have to use the name of the loadermodul

example

Loader IFF

The IFF-loadermodul was selected.

or

Loader UNIVERSAL

The UNIVERSAL-Loadermodul was selected.

1.117 Anzeigemodule wählen

Viewer (viewermodul select)

=====

description

With this command you can choose the viewermodul, which should showing the pictures.

parameter

The parameter is the name of the viewermodul.

example

Viewer AGA_HAM

The AGA Ham-viewermodul was selected

or

Viewer ECS_GREY

The ECS Grey-viewernodul was selected.

1.118 LineUp

LineUp
=====

description

The command is to simulate the key "CURSOR-HIGH".
As result, in the window you can see the stamps one line before

Parameter

No parameter has used.

example

LineUp

One line down

1.119 LineDown

LineDown
=====

description

The command is to simulate the key "CURSOR-HIGH".
As result, in the window you can see the stamps of the next line.

parameter

No parameter has used.

example

LineDown

One line up.

1.120 PageUp

PageUp
=====

description

This command simulates the key "cursor left". As result

the window scrolls to the previous page of the stamps.

Parameter

No parameters are used.

Example

PageUp

Go to the previous page.

1.121 PageDown

PageDown

=====

description

This command simulates the key "cursor right".
As result the stampwindow scrolls to the next page.

Parameter

No parameters are used.

example

PageDown

Go to the next page.

1.122 Top

Top

====

description

This command simulates the key "Shift+Cursor up"
As result you reach the start of the stamps or category.

Parameter

No parameters are used.

example

Top

Go to the stamp start.

1.123 Bottom

Bottom
=====

description

This command simulates the key "Shift+Cursor down"
As result you reach the end of the stamps or category.

Parameter

No parameters are used.

example

Bottom

Go to the stamp end.

1.124 Redraw

Redraw
=====

description

Redraw rebuilds the stamps.

Parameter

No parameters are used.

example

Redraw

The stamp are rebuilt.

1.125 Fenster nach vorne

WindowToFront
=====

description

A window will put into foreground.

Parameter

Name/A windowname

example

WindowToFront Zoom

The zoomwindow is put into front.

1.126 Fenster nach hinten

WindowToBack

=====

description

A window will put into background.

Parameter

Name/A windowname

example

WindowToBack Zoom

The zoomwindow is put into brackground.

1.127 Bildschirm nach vorne

ScreenToFront

=====

description

The Artstudio-area is put into foreground.

Parameter

no parameters

Beispiel

ScreenToFront

ArtStudio is put into the foreground.

1.128 Bildschirm nach hinten

ScreenToBack
=====

description

The Artstudio-area will put into background.

Parameter

no parameter

example

ScreenToBack

ArtStudio is put into background.

1.129 Fenstergröße ändern

SizeWindow
=====

description

With this command you can change the window size. But remember, only a few windows could change their size.

The windowarea will adapt to the window size automatically. If the image window is in use, the new window size will optimize by the stamp size.

Parameter

Name/A	windowname ImageWindow TextWindow
--------	---

xPos/A/N	windowwidth
----------	-------------

yPos/A/N	windowheight
----------	--------------

example

SizeWindow ImageWindow 320 200

The imagewindow gets a new size. The width was set to 320 points and the height to 200 points.

1.130 Fenster verschieben

MoveWindow

=====

description

With this command you can change the position of a window.
If the windowposition you have chosen is outside the screen, the window will put to the respective screenside automatically.
Position 0 0 lies on the left upper side of the screen.

Parameter

Name/A	windowname
	ArtStudioWindow
	InfoWindow
	ZoomWindow
	ImageWindow
	TextWindow
xPos/A/N	left windowcorner
yPos/A/N	upper windowcorner

example

```
MoveWindow ImageWindow 0 100
```

The imagewindow gets a new position. The left corner was set to 0 and upper corner was set to 100 points.

1.131 Fenster aktivieren

ActivateWindow

=====

description

With this command you can activate a window.

parameter

Name/A	windowname
	ArtStudioWindow
	InfoWindow
	ZoomWindow
	ImageWindow
	TextWindow

example

```
-----
ActivateWindow ImageWindow

The image window is activated.
```

1.132 Bild suchen

```
Search
=====
```

```
description
-----
```

Search for a stamp with the equal name. ArtStudio searches only in the respective category.

If you like to search all stamps you have to press the button "All" on the ArtStudioscreen or you must execute the Arexx command "All". Wildcards are allowed.

```
parameter
-----
```

```
Name/A          stampname
```

```
example
-----
```

```
Search #?.IFF
```

ArtStudio searches for pictures ending on ".iff".

or

```
Search Musterbild
```

ArtStudio searches for a picture named "Musterbild".

1.133 Bild wählen

```
SelectStamp
=====
```

```
description
-----
```

With this command you can select a stamp. The command can combines with a stampnumber or a stampname. Also look at ARExx-"Search"

```
Parameter
-----
```

```
Name/A          stampname
```

or

Number/A stampnumber

example

SelectStamp Name Musterbild

The picture named "Musterbild" is selected

or

SelectStamp Number 7

The picture number 7 is selected.

1.134 Kategorie wählen

SelectCategory

=====

description

If you work with more than one category in a catalog, you can select the needed category with this command.

If you want to go back to the maindirectory you have to use the Arexx command "All".

Parameter

Name/A categoryname

example

SelectCategory Mustercategory

Selects the category named "Mustercategory"

1.135 Informations Text angeben

SetInfoText

=====

description

With SetInfoText you can hand over various textfiles to Artstudio. The textfiles are used to give the respective picture further informations. But remember, that you have selected a picture with the AREXX-command "SelectStamp" or with a mouseclick on its stamp before using the SetInfoText command.

Parameter

Filename/A path and Name of the textfile

example

SetInfoText Texte:InfoText.txt

The file "InfoText.txt" from the directory "Texte" is hand over to Artstudio

1.136 Bild kopieren

Copy

=====

description

The ARexx-command "copy" is for copying the original picture of the choosen stamp to the declared path.

The stamp have to select with the ARexx-command "SelectStamp" or with a mouseclick before you use this command.

Parameter

Filename/A path and name of the destinationfile

example

Copy Ram:Test

The selected pictures was copied in the directory "Ram:" with the name "Test"

1.137 Bild löschen

Delete (delete pictures)

=====

description

Deletes the selected picture, acording to the setting. Only the stamp will delete,

the original picture will delete or both will delete.

You choose the required picture with the ARexx-command "SelectStamp" or with a mouseclick on its stamp.

parameter

StampOnly Only the stamp will delete.

StampAndPicture Stamp and picture will delete
PictureOnly Only the original picture will delete.

example

Delete StampOnly

The stamp which you have previously selected will delete. Only the stamp will delete, the original picture will survive.

or

Delete StampAndPicture

The stamp which you have previously selected will delete. The stamp and the original picture will delete.

1.138 Katalog prüfen

Check

=====

description

This command searches for pictures in the basefile which didn't exist any longer.

parameter

no parameter

example

Check

The search for pictures, which didn't exist any longer has been started.

1.139 Katalog drucken

Print

=====

description

According to the setting, the basefile will put on a printer, a window or in a file on a harddisc for example. Besides you can declare what should given out, whether only informations about the basefile, the complete catalog or only a certain category.

parameter

```

-----
What/A      What shall Artstudio printing
FullCatalog complete catalog
OnlyCategory only a category
TreeCategory category with sub directories

Where/A     Where shall the data's given out ?
Window     Output into a window
Printer    Output on a printer
File/A     Output in a file, remember to declare the outputpath and ↵
name.
Filename/A Path and name of the destination directory, where the
data's will be saved.

```

example

```

-----
Print FullCatalog Window

The whole catalog is given out in a window.

or

Print TreeCategory File Texte:Katalog.txt

The previously choosen category with all its subdirectories will save
as a file under the given path and name.

or

Print OnlyCategory Printer

The previosly chosen category will print out on a printer.
To setup your printer, please use the preferences of your Amiga
workbench.

```

1.140 Ausgabe Einstellung

PrinterPref

=====

description

It isn't always necessary to print the whole data's acording to a picture.
So, with PinterPref you can select which data you like to output.
Only one setting can hand over per command.

Parameter:

ROWS/A number of rows. Numbers between 1 and 6 are allowed.

example

PrinterPref ROWS 2

While printing a catalog only two rows with graphicinformation would be given

out.

1.141 Die Grafikformate im Überblick

Graphicformats

=====

ArtStudio includes a very big loaderpackage, which knows the most populars graphicformats.

But sometimes it isn't easy to recognize the right graphicformat, because the picture doesn't have any characteristic format informations.

ArtStudio knows 25 graphicformats at the moment. Theoretical it's possible that a file (program, text, sound usw.) contains data's like a graphicformat.

In that case it could happen that Artstudio thinks the file is a graphicfile and so an error could occur. So the user have to watch out himself that it doesn't happen. Artstudio manages the loaders as independent files, so that additional improvements and extensions can make easy. You can create your own graphic loader. If you want that, you can get the developer documents from our technical hotline (see hotline)

MotionStudios

Telefon: 0421 / 249966

Fax: 0421 / 249556

avaible loaders

Here you can see a list of the availble loaders. If you miss a loader you need every time. Please send us a few example pictures and some documents about the graphic format, if you have.

ACBM

ALIAS

ANIM

BMP

FITS

GEM

GIF

IFF

IFFDEEP

IMPULSE

IPBM

JPEG
MACPAINT
PBM
PCX
PGM
PHOTCD
PPM
PSD
QRT
RENDITION
SGI
SUNRASTER
TARGA
TIFF
WAVEFRONT
YUVN
and of course a
UNIVERSAL
-loader which knows the right graphicloader automatically.

1.142 ACBM Lademodule

ACBM

====

Format:

ILBM (InterLeavedBitMap)

supportes:

1-8Bit (2 - 256 colors)
EHB (Extra Halfbrite)
HAM6 und HAM8 (Hold And Modify)
IFF24 (24-Bit, 16.8 Mil. colors)

Compression

Kompression:

without compression,
RLE (Run Length Encoding)

Notice:

The ACBM-format is an old version of the iff-format.

further informations:

1.143 ALIAS Lademodule

ALIAS

=====

Format:

ALIAS

supports:

24-Bit

compression:

RLE (Run Length Encoding)

Notice:

It is a very simple graphic format which loads and saves in 24 bit only.

1.144 ANIM Lademodule

ANIM

=====

Format:

ANIM5, ANIM7, ANIM8

supports:

1 - 256 colors,
EHB (Extra Halfbrite),
HAM6 und HAM8 (Hold And Modify),
IFF24 (24-Bit)

compression:

without compression,
RLE (Run Length Encoding)

Notice:

The well kown ANIM-format which principal used on our girlfriend the Amiga. Artstudio knows the formats Anim-5, Anim-7 and Anim-8.

further informations:

1.145 BMP Lademodule

BMP

====

format:

Microsoft Windows Bitmap

supports:

Mono (black/white)
4-Bit (16 colors)
8-Bit (256 colors)
24-Bit (16.8 Mil. colors)

compression:

without compression,
RLE (Run Length Encoding)

Notice:

BMP is in a first line a format to exchange and save graphics. It based on windows internal Bitmap Data structure and many other Computerplatform can use this format.

further informations:

Microsoft Corporation One Microsoft Way Redmond, WA 98052-6399
Voice: 206-882-8080
Fax: 206-936-7329
BBS: 206-637-9009

1.146 FITS Lademodule

FITS

====

Format:

FITS (Flexible Image Transport System, FITI)

supports:

8 Bit Greyscale
16 Bit Greyscale
32 Bit Greyscale

compression:

without compression,

Notice:

FITS is a standard graphicformat which used by observatories and it's also used from the NASA.

further informations:

NASA/OSSA Office of Standards and Technology
Code 633.2
Goddard Space Flight Center

Greenbelt, MD 20771

Voice: 301-441-4189

Voice: 301-513-1634

Internet: nost@nssdca.gsfc.nasa.gov

fits@nssdca.gsfc.nasa.gov

1.147 GEM Lademodule

GEM

===

Format:

Gem Raster (also known as IMG)

supports:

Mono (black/white)

compression:

without compression,

RLE (Run Length Encoding)

notice:

The Gem Raster Format are used on the Atari ST mainly and sometimes also on the PC.

further informations:

DISCUS Distribution Service, Inc.

8020 San Miguel Canyon Road

Salinas, CA 93907-1208

Voice: 408-663-6966

or

Novell&Digital Research, Inc.

P.O. Box DRI

Monterey, CA 93942

Voice: 408-659-3896

Voice: 800-848-1498

BBS: 408-649-3896

1.148 GIF Lademodule

GIF

===

Format:

GIF (Graphics Interchange Format)

supports:

1-8Bit (1 - 256 colors)

compression:

LZW (Lempel-Ziv-Welch)

notice:

The gif-format was original designed for use with data transfer. Because it's LZW-compression makes the file 10-50% smaller, so that the data transfer became very faster. Today the gif format is wide spread so that no graphic program can ignore it. The gif format supports pictures up to 256 colors only.

further informations:

CompuServe Incorporated Attn:
Graphics Technology Department
5000 Arlington Center Boulevard Columbus, OH 43220
Voice: 614-457-8600
Voice: 800-848-8199

1.149 IFF Lademodule

IFF

===

Format:

IFF-ILBM (InterchangeFileFormat InterLeavedBitMap)

supports:

1-8Bit (2 - 256 colors)
EHB (Extra Halfbrite)
HAM6 und HAM8 (Hold And Modify)
IFF24 (24-Bit, 16.8 Mil. colors)

compression:

without compression,
RLE (Run Length Encoding)

notice:

The IFF format is the most populars graphic format on the Amiga and many programs supports it.

further informations:

Electronic Arts 1
820 Gateway Drive San Mateo
Voice: 415-571-7171
Voice: 415-572-2787

1.150 IFFDEEP Lademodule

IFFDEEP
=====

Format: IFF-DEEP (InterchangeFileFormat DEEP)

supports: 24-Bit (16.8 Mil. colors)

compression: without compression

notice: The IFFDEEP format is a replacement for the IFF ILBM 24 Bit format because it is a lot faster. But the IFFDeep format wasn't spread wide, but a few programs used it and thats the reason why Artstudio supports it.

further informations:

1.151 IMPULSE Lademodule

IMPULSE
=====

format: RGBN (12 Bit)
RGB8 (24 Bit)

supports: 12-Bit (4096 colors)
24-Bit (16.8 Mil. colors)

compression: RLE (RunLengthEncoding)

notice: These format are used with the programs Imagine and TurboSilver It's based on the IFF-ILBM format.

further informations:

We didn't have a address or anything else.

1.152 IPBM Lademodule

IPBM
=====

format:

IPBM

supports:

1-8Bit (2 - 256 colors)

compression:

without compression,
RLE (Run Length Encoding)

notice:

The IPBM format has the same structure like the IFF format.
But the different is, that the IPBM used the Chunky Pixel format.
This based on the old program DPaint II (PC-Version) which used
this format.

further informations:

1.153 JPEG Lademodule

JPEG

====

format:

JPEG, JFIF (Joint Photographics Experts Group)

supports:

8-Bit (256 greycolors)
24-Bit (16.8 Mil. colors)

compression:

JPEG

notice:

JPEG is a graphic format which based on quality losing
compression. All graphic information were killed, which the eye
doesn't see. Because of that, the JPEG pictures needs only a small
part of the original picturesize. The JPEG format is only useful
for 24 bit pictures for 256 colors or less it doesn't makes sense.

further informations:

American National Standarts Institute, Inc.
Attn: Sales 1430 Broadway New York, NY 10018
Voice: 212-642-4900

1.154 MACPAINT Lademodule

MACPAINT

=====

format:

Macintosh Paint

supports:

Mono (1-Bit, black/white)

compression:

without compression,
RLE (RunLengthEncoding)

notice:

Macpaint pictures always have a size of 720x576 points and were shown in black and white. These format are used for cliparts, mainly.

further informations:

Apple Computer Inc. 20525 Mariani Avenue Cupertino, CA 95104
Voice: 408-996-1010
Voice: 800-538-9696
Fax: 408-974-1725

1.155 PBM Lademodule

PBM

===

format:

PBM (Portable Bitmap Utilities)

supports:

P4 (24-Bit, 16.8 Mil. colors) binary

compression:

without compression

notice:

The Portable Bitmap Utilities (PBM) is a collection of programs which were written by Jey Poskanzer. These programs using the simple PBM- graphicformat. The programs are public domain.

further informations:

Jef Poskanzer
email: jef@well.sf.ca.us

1.156 PCX Lademodule

PCX

===

format:

PCX (PC Paintbrush File Format)

supports:

Mono (1-Bit, black/white)
4-Bit (16 colors)
8-Bit (256 colors)
24-Bit (16.8 mil. colors)

compression:

without compression,
RLE (RunLengthEncoding)

notice:

PCX are used on Microsoft Windows and products which based on Windows. But it's also spread on MS-DOS-Systems.

further informations:

ZSoft Corporation
Attn: Shannon Donovan 450 Franklin Road, Suite 100 Marietta, GA 30067
Voice: 404-428-0008
Fax: 404-427-1150
BBS: 404-427-1045
CompuServe: 76702,1207

1.157 PGM Lademodule

PGM

===

format:

PGM (Portable Greymap Utilities)

supports:

P5 (1 - 256 greycolors) binary

compression:

without compression

notice:

The Portable Greymap Utilities (PGM) is a collection of programs which were written by Jey Poskanzer. These programs using the simple PBM- graphicformat. The programs are public domain.

further informations:

Jef Poskanzer
email: jef@well.sf.ca.us

1.158 PHOTOC D Lademodule

PHOTOC D

=====

format:

PCD (Kodak Photo CD)

supports:

24-Bit (192 x 128),
24-Bit (384 x 256),
24-Bit (768 x 512)

compression:

without compression (YCC)

notice:

The PhotoCD-format was evolved by Eastman Kodak to save
picutures on CD-Roms. Originally, it was created to show holiday ←
pictures
on a special CD-ROM player on your home TV-Set. But now, many
company using this format to present their collections on CD ROM.

further informations:

Eastman Kodak Corporation
343 State Street Rochester, NY 14650
Voice: 800-242-2424

1.159 PPM Lademodule

PPM

===

Format:

PPM (Portable Pixmap Utilities)

supports:

P6 (Mono 1-Bit, black/white) binary

compression:

without compression

notice:

The Portable Pixmap Utilities (PPM) is a collection of programs
which were written by Jey Poskanzer. These programs using the
simple PBM- graphicformat. The programs are public domain.

further informations:

Jef Poskanzer
jef@well.sf.ca.us

1.160 PSD Lademodule

PSD

===

format:

PhotoShop

supports:

Mono (1-Bit)

ColorMap (1 'til 8 Bit, 2 'til 256 colors)

24-Bit (16.8 mil. colors)

compression:

without compression

RLE (RunLength Encoding)

notice:

The PhotoShop graphicformat was created together with the Photo Shop program for the Apple Macintosh and so it becomes a large spreading on this machine but sometimes you can also see it on a PC (bööh).

further informations:

Adobe Systems Inc.

Attn: Adobe Systems Developer Support

1585 Charleston Rd.

P.O. Box 7900

Mountain View, CA 94039-7900

Voice: 415-961-4400

Voice: 800-344-8335

Fax: 415-961-3769

1.161 QRT Lademodule

QRT

===

format:

QRT (Quick Ray Trace), also known as POV.

supports:

24-Bit (16.8 mil. colors)

compression:

without compression

notice:

This graphicformat is based on QRT-programs. The construction is very simple but in fact on it's simple structure it is very difficult to recognize it.

further informations:

Steve Koren

koren@hpfco.v.fc.hp.com

1.162 RENDITION Lademodule

RENDITION

=====

format:

Rendition

supports:

24-Bit (16.8 mil. colors)

compression:

RLE (RunLength Encoding)

notice:

These format supports 24bit pictures only.

further informations:

none

1.163 SGI Lademodule

SGI

===

format:

SGI Image File Format

supports:

8-Bit (greycolors)

24-Bit (16.8 mil. colors)

32-Bit (16.8 mil. colors with ALPHA)

compression:

without compression

RLE (RunLength Encoding)

notice:

The SGI-format is used on Silicon Graphics Machines, mainly.

further informations:

Silicon Graphics Inc.

Attn: Visual Magic Marketing 2011 North Shoreline Blvd.

Mountain View, CA 94039-7311

Voice: 800-800-4SGI (SGI = 733)

1.164 SUNRASTER Lademodule

SUNRASTER

=====

format:

SunRaster

supports:

Mono (1-Bit. black/white)
ColorMap (1 `til 8-Bit, 2 `til 256 colors)
24-Bit (16.8 mil. colors)
32-Bit (16.8 mil. colors with ALPHA)

compression:

without compression
RLE (RunLength Encoding)

notice:

The SunRaster pictureformat has it's orginate in the Sun
Microsystem Unix machine. In fact, it is using on Unix-systems basically ←

.

further informations:

Sun Microsystems Incorporated
2550 Garcia Avenue Mountain View, CA 94043

Voice: 415-960-1300

1.165 TARGA Lademodule

TARGA

=====

format:

Targa Image File

supports:

1 `til 8-Bit (2 - 256 colors VGA)
16-Bit (65536 colors with OverlayBit)
24-Bit (16.8 mil. colors)
32-Bit (16.8 Mil. colors with ALPHA)

compression:

without compression
RLE (RunLength Encoding)

notice:

These format is orginally created to use with graphiccards.
Meanwhile, the graphicformat was updated several times and
so it's difficult to convert it. These format is very populary
on PC and Macintosh systems.

further informations:

Truevision Incorporated
7340 Shadeland Station Indianapolis, IN 46256-3925
Voice: 317-841-0332
Fax: 317-576-7700
BBS: 317-577-8783

1.166 TIFF Lademodule

TIFF

====

format:

Tag Image File Format

supports:

Mono (1 Bit)
ColorMap (1 'til 8-Bit, 2 - 256 colors)
TrueColor (24-Bit, 16.8 mil. colors)

compression:

without compression
PackBits

notice:

The TIFF-format is the most complex graphicformat and so it's very difficult to convert it. You have also watch out for several things and 5 different compression methods. But the ArtStudio loadermodul can load all different TIFF-formats.

further informations:

Aldus Corporation
Attn: Aldus Developer's Desk
411 First Avenue South
Seattle, WA 98104-2871

Voice: 206-628-6593
Voice: 800-331-2538
Fax: 206-343-4210

Internet: tiff-input@aldus.com

1.167 WAVEFRONT Lademodule

WAVEFRONT

=====

format:

Wavefront RLA

supports:

TrueColor (24-Bit, 16.8 mil. colors)

compression:

RLE (Run Length Encoding)

notice:

The Wavefront graphicformat is a part of the Wavefront Advanced Visualizer Animations package.

further informations:

Wavefront Technologies
530 East Montecito Street
Santa Barbara, CA 93103

Voice: 805-962-8117

1.168 YUVN Lademodule

YUVN

====

format:

YUV

supports:

TrueColor (24-Bit, 2:1:1)

compression:

without compression

notice:

The construction of the YUVN-format is based on the IFF-format. The YUV-format is used for Video arrangements. For example the VLab board from MacroSystem used this format.

further informations:

Wavefront Technologies
530 East Montecito Street
Santa Barbara, CA 93103

Voice: 805-962-8117

1.169 UNIVERSAL Lademodule

UNIVERSAL

=====

format:

The universal loader is a module which detects the right graphicformat automatically and starts the corresponding loadermodule.

notice:

If you get additional loaders, which programmed by other people the universal loader can not support them. Unless the new loader is a better version or a replacement of an old one. The universal loader supports only these loaders which are present at the moment.

1.170 Bildbearbeitungsfunktionen

pictureprocessing functions

=====

ArtStudio supports a lot of powerful pictureprocessing functions, which allows you to manipulate a pictures like you want. We have optimate the pictureprosseceing functions. Now they work very quick and efficient.

Here, you can see a list of the availble functions. In the future you can get further picture processing modules from the Aminet or as a update. We will write to registered user if a update is coming up. Also see section "future"

3DLOOK

AND

ANTIQUUE

CLEAR_BLUE

CLEAR_GREEN

CLEAR_RED

COLOR_TO_GRAY

CROP_IMAGE

DEINTERLACE

DYNAMIC_RANGE

EMBOSS

EOR

FLIP_X

FLIP_Y

FREE_RGB

HALVE
HIGHLIGHTS
HISTOGRAM
IMAGE_BORDER
INTERLACE
LINEART
LOWLIGHTS
MAXIMUM
MEDIAN
MINIMUM
MIRROR
MONOCHROME
MOSAIC
MOTIONBLUR
NEGATIVE
NEGBRIGHT
OR
REPLACE_COLOR
SHARPEN
SHIFT_HUE
SHIFT_RGB
SOLARIZE

1.171 3DLOOK Bildbearbeitungsmodule

3DLOOK
=====

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

videopictures. Because, their own picture rustling is to high.

Settings
=====

This funktion does not need any settings.

1.172 AND Bildbearbeitungsmodule

AND
===

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

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

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

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

as result: decimal 255 is binary %11111111

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

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

Another little example:

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

Settings
=====

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

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

also see OR, EOR

1.173 ANTIQUE Bildbearbeitungsmodul

```
ANTIQUE
=====
```

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

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

This funktion does not need any settings.

1.174 CLEAR_BLUE Bildbearbeitungsmodul

```
CLEAR_BLUE
=====
```

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

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

This funktion does not need any settings.

also see

```
CLEAR_GREEN
/
CLEAR_RED
```

1.175 CLEAR_GREEN Bildbearbeitungsmodul

CLEAR_GREEN

=====

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

Settings

=====

This function doesn't need any settings.

also see

CLEAR_BLUE

,
CLEAR_RED

1.176 CLEAR_RED Bildbearbeitungsmodule

CLEAR_RED

=====

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

Settings

=====

This function doesn't need any settings.

also see

CLEAR_GREEN

,
CLEAR_BLUE

1.177 COLOR_TO_GRAY Bildbearbeitungsmodule

COLOR_TO_GRAY

=====

Konverts a colorpicture into a greyscale picture.

Settings

=====

This function doesn't need any settings.

1.178 CROP_IMAGE Bildbearbeitungsmodule

CROP_IMAGE
=====

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

Settings
=====

You have to set the coordinates of the desired picturepart.

OFFSET X

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

OFFSET Y

How many pixels have to jumped over from above.

BREITE

Sets the width of the desired picture part.

HÖHE

Sets the height of the desired picture part

1.179 DEINTERLACE Bildbearbeitungsmodule

DEINTERLACE
=====

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

Settings
=====

This function doesn't need any settings.

also see

INTERLACE

1.180 DYNAMIC_RANGE Bildbearbeitungsmodule

DYNAMIC_RANGE

=====

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

Settings

=====

Selection of the new colorfield

MIN

sets the smallest colorfield (min. 0)

MAX

sets the biggest colorfield (max. 255)

1.181 EMBOSS Bildbearbeitungsmodule

EMBOSS

=====

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

Settings

=====

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

INNEN

the picture will look like chiseled to the inside

AUSSEN

 the picture will look like chiseled to the outside

1.182 EOR Bildbearbeitungsmodule

==== EOR
 ===

Settings
 =====

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

RED 0 'til 255
 GREEN 0 'til 255
 BLUE 0 'til 255

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

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

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

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

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

255 => %11111111
 EOR 85 => %01010101

 %10101010 => 170
 =====

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

a further example

141 => %10001101
 EOR 240 => %11110000

```
-----  
%01111101 => 125  
=====
```

also see

```
AND  
,  
OR
```

1.183 FLIP_X Bildbearbeitungsmodulare

```
FLIP_X  
=====
```

With this function you can flip the complete picture from left to right. Simply it is a mirror function.

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

This function doesn't need any settings.

also see

```
FLIP_Y
```

1.184 FLIP_Y Bildbearbeitungsmodulare

```
FLIP_Y  
=====
```

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

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

This function doesn't need any settings.

also see

```
FLIP_X
```

1.185 FREE_RGB Bildbearbeitungsmodulare

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

With this function you can set free the ram which the picture is using.

Settings
=====

This function doesn't need any settings.

1.186 HALVE Bildbearbeitungsmodule

HALVE
=====

With this function you can halve the picture at the x- and y-axis. We use a Bi-Interpolation to guarantee the best picture quality and the function is much more faster as the SCALE operator.

Settings
=====

This function doesn't need any settings.

Also see SCALE

1.187 HIGHLIGHTS Bildbearbeitungsmodule

HIGHLIGHTS
=====

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

Settings
=====

This function doesn't need any settings.

also see

LOWLIGHTS

1.188 HISTOGRAM Bildbearbeitungsmodule

HISTOGRAM
=====

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

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

Settings
=====

This function doesn't need any settings.

1.189 IMAGE_BORDER Bildbearbeitungsmodul

IMAGE_BORDER
=====

1.190 INTERLACE Bildbearbeitungsmodul

INTERLACE
=====

With this function you can take two halfpictures back in a interlace picture.

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

Settings
=====

This function doesn't need any settings.

Also see

DEINTERLACE

1.191 LINEART Bildbearbeitungsmodul

LINEART
=====

The function searched for edges in a picture and set them into foreground. Other pictureinformation will eliminate in fact of this you get a contour drawing. If you also use the COLOR_TO_GRAY

function you get a picture which looks like a leadpencil drawing.

Settings
=====

This function doesn't need any settings.

1.192 LOWLIGHTS Bildbearbeitungsmodule

LOWLIGHTS

=====

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

Settings
=====

This function doesn't need any settings.

Also see

HIGHLIGHTS

1.193 MAXIMUM Bildbearbeitungsmodule

MAXIMUM

=====

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

Settings
=====

This function doesn't need any settings.

Also see

MEDIAN

,

MINIMUM

1.194 MEDIAN Bildbearbeitungsmodule

MEDIAN

=====

The function calculates the middlevalue of a pixel and it`s 8 neighbouring pixels.

Settings

=====

This function doesn`t need any settings

Also see

MINIMUM

,

MAXIMUM

1.195 MINIMUM Bildbearbeitungsmodule

MINIMUM

=====

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

Settings

=====

This function doesn`t need any settings

Also see

MAXIMUM

,

MEDIAN

1.196 MIRROR Bildbearbeitungsmodule

MIRROR

=====

The function mirrored a previous selected half.

Settings

=====

You can select 4 pictureshalfs

LINKS(left)

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

RECHTS (right)

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

OBEN (above)

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

UNTEN (lower)

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

1.197 MONOCHROME Bildbearbeitungsmodule

MONOCHROME

=====

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

Settings

=====

This function doesn't need any settings.

1.198 MOSAIC Bildbearbeitungsmodule

MOSAIC

=====

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

Settings

=====

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

1.199 MOTIONBLUR Bildbearbeitungsmodule

MOTIONBLUR
=====

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

Settings
=====

LÄNGE (length)

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

Winkel (angle)

Gives the direction in which the object has to move.

1.200 NEGATIVE Bildbearbeitungsmodul

NEGATIVE
=====

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

Settings
=====

This function doesn't need any settings.

Also see

NEGBRIGHT

1.201 NEWBRIGHT Bildbearbeitungsmodul

NEGBRIGHT
=====

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

Settings
=====

This function doesn't need any settings.

Also see

NEGATIVE

1.202 OR Bildbearbeitungsmodule

OR
==

Settings
=====

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

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

The OR operator is a logical mathematic function. An example follows to explain its function.

We choose a color number between 0 and 255, e.g. 255.

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

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

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

that means

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

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

a further example:

```

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

```

Also see

```

AND
,
EOR

```

1.203 REPLACE_COLOR Bildbearbeitungsmodulare

```

REPLACE_COLOR
=====

```

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

```

Settings
=====

```

LOOK FOR

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

e.g.

```

ROT(red)      = 0
GRÜN(green)   = 110
BLAU(blue)    = -1

```

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

REPLACE WITH

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

1.204 SHARPEN Bildbearbeitungsmodule

SHARPEN
=====

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

Settings
=====

This functions doesn't need any settings.

1.205 SHIFT_HUE Bildbearbeitungsmodule

SHIFT_HUE
=====

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

Settings
=====

WINKEL (angle)

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

1.206 SHIFT_RGB Bildbearbeitungsmodule

SHIFT_RGB
=====

This function allows the exchange of the individual color parts red,
green, and blue. You can make several settings.

Settings
=====

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

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

1.207 SOLARIZE Bildbearbeitungsmodule

SOLARIZE
=====

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

Settings
=====

This function doesn't need any settings.

1.208 Anzeigemodule

Viewermodules
=====

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

ECS
Für alle älteren Rechner (A500, A2000 ...)

AGA
Für A1200/4000 und neuer Modelle

CYBER
Für Grafikkarten mit Cybergrafik

PICASSO
Für Picasso Grafikkarten

RETINA
Für Retina Grafikkarten

WINDOW
Für das Anzeigen im Fenster

1.209 Anzeigemodule ECS

ECS viewermodules

=====

These viewers are for Amigas which didn't have a graphic board or an aga chip set. That means the viewer can used by the following Computers: A500,A600,A1000,A2000,A2500 und A3000. Of course every aga machine can use the viewers too, but it doesn't make sense.

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

1.210 Anzeigemodule AGA

AGA viewer modules

=====

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

AGA_HAM

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

AGA_HAM_FAST

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

AGA_HAM_C2P

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

AGA_GREY

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

AGA_GREY_FAST

The picture is viewing in 256 greycolors. The viewer

writes the graphic data directly in the hardware.

AGA_GREY_C2P

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

1.211 Anzeigemodule CYBER

CYBER viewer

=====

This viewer can used for all graphic boards which are using the Cybergraphix software. The viewer allows the display in 16 or 24 bit (highcolor and truecolor) or rather 65536 and 16.8 mil. colors. Of course, the display in grey tones is also possible.

CYBER_GREY

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

CYBER_GREY_FAST

The picture is viewing on a graphic board in 256 grey tones. The viewer writes the graphic data directly in the hardware.

CYBER_16BIT

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

CYBER_16BIT_FAST

The picture is viewing on a graphic board in 65536 colors. The viewer writes the graphic data directly in the hardware therefore the viewer is much more faster.

CYBER_24BIT

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

CYBER_24BIT_FAST

The picture is viewing on a graphic board in 16.8 mil. colors. The viewer writes the graphic data directly in the hardware

therefore the viewer is much more faster.

1.212 Anzeigemodule RETINA

RETINA viewer moduls

=====

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

RETINA_GREY

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

RETINA_16BIT

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

RETINA_24BIT

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

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

1.213 Anzeigemodule PICASSO

PICASSO Anzeigemodule

=====

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

PICASSO_GREY

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

PICASSO_16BIT

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

PICASSO_24BIT

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

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

1.214 Anzeigemodule WINDOW

WINDOW viewermodul =====

The Window viewer is opening a window on the ArtStudio screen and in the window you can see the picture you like to display. The number of the colors and greytones are according to the selected screen preferences.

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

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

1.215 Mitgelieferte ARexx Programme

ARexx programs =====

In this section we explain the enclosed ARexx-programs and also you can learn how to program your own ARexx-script.

enclosed ARexx-Programms -----

The Artstudio package contains a lot of ARexx-programs ready to run. Now we want to explain how you can use the programs. We starting with the program "Load.asrx". This script enables you to hand over pictures from other programs

to Artstudio and take them into the catalogue.

Now, please start the "Load.asrx" as an ARexx-program and hand over the complete picture path. Please ensure that you have set the picture path into quotation marks. Without, there may be errors while loading the picture if it contains spaces in its name.

First we show you some ARexx-scripts, these scripts making your work with Arstudio more easier. Mainly, you can influence the ArtStudio settings. You have the possibility to start the scripts directly from Artstudio (ASYNCHRON-MODE only) or from other programs.

Of course, we have pretended a few possibilities only. But you can change all other settings per ARexx, too. Therefore you can use every program to change the Artstudio settings.

If you start ARexx-scripts from ArtStudio please remember to start the ASYNCHRON- ←
Mode
before (see Artstudio preferences). If you don't, Artstudio stops runing and you can't break the script anyway.

ErrorOn ErrorOff

With this script you can enable or disable the error message. Therefore you can enable the errormessage shortly and e.g., look for why the last picture wasn't loaded.

parameter: none

example : ErrorON The errormessage is activated

FastZoomOn FastZoomOff

With this script you can select whether the zoom function is set to quick or is set to slow (for more quality). If you use the FastZoomOn function the stamp will enlarge by an optimized routine and if you use the FastZoomOff function the original picture will be reloaded, new calculated and scaled. In fact off this you get a higher picture quality.

parameter: none

example : FastZoomOn The scaling is shown in best quality

To hand over pictures to other programs

=====

Now, we explain the ARexx-scripts whom can hand over pictures from Artstudio to another program. Please watch out, not all programs known so much graphicformats like Artstudio does and then errors could be happen. But we think, all programs should known the IFF-format and if you use this

format the transmission will work out all right. Supposing you have to send a different fileformat like "gif" e.g. you can use the ConvertStudio to put the picture in the right format.

Be valid for all scripts (ImageTo...)

parameter: FILENAME/K (path and name together!)

example : ImageToADPro.asrx "Work:Bilder/Testbild"

ImageToADPro

The picture will send to Artdepartment prof.

ImageToDPaint

The picture will send to Dpaint4. But remember, Dpaint 4 doesn't supports ARexx-commands and therefore it's only possible to hand over the path and picture-name while Dpaint4 is starting. And also remember, DPaint supports the IFF-Format only.

ImageToDPaint5

The picture will send to DPaint5. But remember, DPaint5 knows the IFF-Format only.

ImageToDPaint5Brush

The picture will send to DPaint5. The picture will hand over as a brush. Only IFF-format possible!!

ImageToFinalWriter

The picture will send to FinalWriter. The picture will open on the first document.

ImageToFinalWriter2

The picture will send to FinalWriter. The picture will open on the second document.

The construction of the following scripts are identical to the explained above.

ImageToImageFX
ImageToImageMaster
ImageToMovieShop
ImageToPPaint
ImageToScala
ImageToXiPaint
ImageToXiPaintBrush

To send pictures via modem

=====

If you use the program Term, you can send pictures via modem with these three Arexx-scripts.

ClearTermUpload

Herewith you can delete the upload list to avoid that previously sent pictures are sending twice.

parameter: none

example : ClearTermUpload.asrx

ImageToTerm

This script have over the path and the name of the picture which you want to send.

parameter: FILENAME/K (path and name together!)

example : ImageToTerm.asrx "Work: Bilder/Testbild"

or : ImageToTerm.asrx %s

%s see handing-over-parameters!!

SendTermUpload

With this script you can send the complete contents of the upload list.

Parameter: none

example : SendTermUpload.asrx

picture displaying

=====

All ARExx-scripts whom starting with "ShowImage..." are for displaying the picture with external viewers. Artstudio allows you to choose a separate viewer ↔

for each graphic format . You can take this settings in the ArtStudio preferences. But if you like ARExx so much, you can do the same with the these ARExx-scripts.

hand over pictures to Artstudio

=====

With a short ARexx-script it's possible to hand over pictures from other programs to Artstudio. For example, you use the directory-manager "DirectoryOpus". Then you can hand over pictures to Artstudio with a easy mouseclick. Please remember, to set path and picturename in quotation marks if they containing spaces.

Load

parameter: PFAD/K NAME/K

example : Load.asrx "Work:Bilder/" "Testbild"

parameter

1.216 Mitgelieferte Werkzeuge

Werkzeuge

=====

Zu ArtStudio gehören auch einige zusätzliche Werkzeuge, die Ihnen das Arbeiten mit Bilder erleichtern sollen.

FX Studio

=====

Ein externes Bildbearbeitungsprogramm, das es Ihnen erlaubt, beliebige Bilder zu Laden und zu Manipulieren um sie dann wieder in ein beliebiges Grafikformat zu Speichern.

Beim Start des Programm öffnet sich eine Oberfläche, die in mehreren Bereichen unterteilt ist.

Im oberen Bereich wird der Name und die Größe des geladenen Bildes angezeigt. Darunter sind vier Listen mit den verschiedenen Modulen. Im unteren Bereich stehen die Aktivitäten, die im Moment ablaufen, sowie eine Statusanzeige.

Mit einen Doppelklick wird das jeweilige Module aktiviert.

Convert Studio

=====

Ein nützlichen Werkzeug, um Bilder in ein anderes Grafikformat zu konvertieren. Wird diese Programm aus z.B. DirOpus gestartet, können Sie einzelne Bilder oder sogar ganze Verzeichnisse in ein bestimmtes Grafikformat konvertieren.

Starten über CLI

Beim Start von einer SHELL oder vom CLI können Sie folgende Parameter übergeben.

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

LOADER

Falls Sie ein bestimmtes Grafikformat laden möchten, können Sie hiermit den Namen des Lademodules angeben.

Grundeinstellung = "UNIVERSAL"

SAVER

Hier geben Sie das Grafikformat an, das Sie speichern möchten.

Grundeinstellung = "JPEG"

QUALITY

Falls das Speichermodul "JPEG" ist, können Sie auch noch die gewünschte Qualität des Bildes angeben. 1 steht für schlecht und geht bis zu 100, was für beste Qualität steht.

Grundeinstellung = "80"

FROM

Geben Sie hier den Pfad und den Namen des Bildes an. Wird kein Name angegeben öffnet sich eine Dateiauswahlbox, wo Sie dann den Pfad und den Namen angeben müssen.

TO

Geben Sie hier das Zielverzeichnis an, wo Sie das Bild speichern möchten. Wird kein Name angegeben öffnet sich eine Dateiauswahlbox, wo Sie das Zielverzeichnis wählen können.

Beispiel

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

Achtung!

Wenn Leerzeichen (Space) im Pfad oder im Namen vorkommen, müssen Anführungszeichen gesetzt werden.

Beispiel

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

Starten über WB

Wird das Tool über die Workbench gestartet, können Sie über die Dateiauswahlbox das gewünschte Bild laden und dann wieder Speicher. Grundeinstellung für LOADER=UNIVERSAL, SAVER=JPEG und für QUALITY=80

View Studio

=====

Mit diesem Programm können Sie Bilder anzeigen. Wird dieses Tool z.B. aus DirOpus gestartet, können Sie alle gewählten Bilder als DiaShow nacheinander Anzeigen lassen.

Starten über CLI

Beim Start von einer SHELL oder vom CLI können Sie folgende Parameter übergeben.

LOADER/K VIEWER/K /F

LOADER

Falls Sie ein bestimmtes Grafikformat laden möchten, können Sie hiermit den Namen des Lademodules angeben.
Grundeinstellung = "UNIVERSAL"

VIEWER

Geben Sie hier das für Sie geeignete Anzeigemodule an.
Grundeinstellung = "ECS_GREY"

Außerdem müssen Sie noch den Pfad und den Namen des Bildes angeben, daß Sie anzeigen möchten.

Beispiel

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

Achtung!

Wenn Leerzeichen (Space) im Pfad oder im Namen vorkommen, müssen Anführungszeichen gesetzt werden.

Beispiel

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

1.217 Übergabe Parameter

Handing-over parameter

=====

The handing-over parameter are used for to give further informations to ARexx-scripts or to external programs. It's very usefull or even necessary to hand over certain informations to other programs or ARexx-scripts. Therefore, Artstudio has declared the most parameters as shortcuts which starts with a % character.

You didn't have to watch out for capital or short letters

%S path and filename of the chosen picture will hand over.

%F only the picture-filename will hand over

%P only the path of the picture will hand over

%R a filerequester will open. As well, you have the possibility to choose the desired picture or text comfortable and if you have selected, the parameter will hand over to the script automatically.

%T The temp-path will hand over. According to the preferences-settings the corresponding path will hand over. Also you can use the temp-path for other program therefore you always didn't have to change the path if you use a differnt script or program.

%D The file-path of the loaded stamps will hand over. That means, it will be hand over the path from which the basefile was opened plus the subdirectory of the stamps. It's easier as it's seems.

a example:

You have loaded the basefile into Artstudio. The path is "Work:BaseDateien/TestBase/" and the subdirectory is "Stamps/". That means a string called "Work:BaseDateien/TestBase/Stamps/" will hand over.

%%

As we you use the "%" characters as a flag for handing-over parameters, sometimes it could happen that you need the "%" character in a filename or something else. Herewith you can use "%" in a string. Please remember that you don't hand over a separted "%" character without handing-over parameters, may be errors could occure.

some example for explaining

We want operating with an external viewer. The viewer-name is "Anzeiger" and lies in the C:directory then the input-command should reads as the following:
C:Anzeiger %s

C:Anzeiger %s

Of course, you can hand over parameters to the viewer, too.

```
C:Anzeiger SCALE LEFTMOUSEBUTTON %s
```

or

```
C:Anzeiger SCALE %s LEFTMOUSEBUTTON
```

or

```
C:Anzeiger %s SCALE LEFTMOUSEBUTTON
```

At the places where you can see "%s" there will hand over the path and the name of the picture automatically. The path and name will set in quotation marks ← allways.

1.218 Fragen und Antworten

Questions and Answers

=====

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

Question:

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

Answer:

May be, you have selected the wrong loader-module in the preferences. Always use the universal loader, because it knows the right loader automatically.

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

Question:

Why the picture will not be displayed ?

Wieso wird das Bild nicht angezeigt?

Answer:

May be, you have selected the wrong viewer-module in the preferences. Please choose the right viewer-module for your the system. (ECS-Machines =>ECS viewer etc.)

Or, you didn't have enough chipmem free or your chipmen is fragmented. Please close other programs which using chip e.g. paintprograms. If nothing brings a result you have to do a reset.

Question:

Why doesn't converts Arstudio all the pictures in the directory ??

Answer:

You have selected a specified loadermodul, but the directory contains differnt graphic-formats. Please choose the UNIVERSAL-loader, then

you can get all pictures.

Or, you didn't have enough RAM free or your RAM is fragmented. Please close other programs which using RAM e.g. paintprograms and so on. As nothing brings a result, it may be, that you didn't have enough memory in your system available. So you have to buy further FastRAM or use a Virtual Memory-manager like VMM (Shareware, but fully functionable)

Question: I can't hand over the selected picture to another program!!

Answer:

It may be, that you don't have starting the program "RexxMast" which have to start before using ARexx-commands. You can find this program on your system-partition in the system-directory.

Paintprograms like DPaint can't read all graphic-formats, therefore errors could be happen if you try to hand over Jpeg picture to DPaint. Use the convert-function of ArtStudio to put the picture in the right format (e.g. Jpeg to IFF) before you hand over it.

Question:

Sometimes it happens that Artstudio stops reading pictures from CD.

Answer:

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

Question:

If I tried to read a certain CD, Artstudio crashes down!!

Answer:

We have found out that some picture containing illegal characters in it's name e.g. "#" or "?". These are wildcards which are using by the AmigaDOS. So, if Artstudio tried to compare if the picture is already catalogized the system could crash down.

1.219 Erklärung gebräuchlicher Fachbegriffe

Explaining of common technical terms

=====

Autoscroll

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

Argument

Declaration of parameters for a program or command.

Basefile

The basefile (Basedatei) containing the whole data's from the pictures.

Button

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

mouseclick

also see gadget

Chip-Ram

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

Cursor

Arrow-buttons, on the right hand of the returnkey

Disk

A data medium for saving computer data's

Dithering

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

FAST-RAM

Memory which is used by programs and data's.

Filename

Name of file on a data medium

Fragmenting

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

GetFile

A button or a symbol which opens a filerequester.

Interaktive

On the search for pictures, the setting will state new for each picture ↔

.

Converting

A picture will be manipulated

Path

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

Preferences

In the preferences you can do all program-settings.

RAM

workspace (FAST- & CHIP-MEM)

Selected

chosen

Stamp

Also known as Thumbnail it is a miniature of a picture.

String

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

Directory

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

Virtuell Memory

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

Wildcard

Joker, can place for any characters series.

Zoom

to enlarge a cutout or a picture

1.220 ArtStudio registrieren

Registration

Please fill out the enclosed registrationcard and send it back to us. If you are registered you are entitled to get the technical hotline. If you call the technical hotline please pay attention that you have the registration number ready. The registration number can find under the menu "about...." or on the backside of the Artstudio CD.

NAME: _____

ADDESS: _____

Postcode: _____ Residence: _____

TEL.: _____ FAX: _____

Email: _____

ArtStudio Version: ____ Registration No.: _____

bought on: _____ dealer: _____

AMIGA Computer: _____ Memory: _____

Graphicboard: _____ Memory: _____

Harddisc: _____ Capacity: _____

What do you like from Artstudio?

What you don't like from Artstudio?

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

In what kind of products are you interested, too?

Which Amiga-Magazines do you read:

1.221 UpDates von ArtStudio

UpDates
=====

All registered user of Artstudio will receive a written notification if new releases coming up. All other user can inform themselves about the new versions in all Amiga-magazines.

We also try to put small updates into the Aminet. Therefore you can receive quick and gratis the latest version of Artstudio directly via modem or if you buy the Aminet CD's.

1.222 Support

Support
=====

How to help myself if an error occurs !

If you have problems when you work with Artstudio, please look first in this manual most problems can be solved with it. Remember shortly, what you have done and which function doesn't work like you have it expected. Look in the corresponding pages of this manual the index-guide will help you to find the right one. Pay attention, that no other external runing program cause this failure e.g. other graphic programs whom using chip etc.

Please contact the hotline not until you're sure, that have find out a failure of Artstudio . Please remember, that you have first to register before you can avail technical help.

If you can't go on working, nothing you have done helps then call our hotline.

Titan Computer

Tel: 0421/481620
Fax: 0421/481620

MotionStudios

Tel: 0421/249966
Fax: 0421/249556

email: MotionStudios@garfield.ohz.north.de

Please remember the EMail is the cheapest variant to contact our
hotline.

Where I have to send the bugreports and wishes for new features.

If you have difficulties, bugs or further wishes, then please contact
the Artstudio programmer direct. We will try to find a solution for
your problems.

Of course we are very interested in your requests, suggestions und bug
reports. That makes it easier to create a good program.

MotionStudios
Wildermuthplatz 3
D-28211 Bremen
Germany

or

email: MotionStudios@garfield.ohz.north.de

1.223 Danke Leute

Thanks

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

Many thanks to...
=====

Betatester

Michael Siegel, Axel Deising, Andreas Hagedorn, Alexander Seesko,
Michael Schwiedop, Bernd Peters

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

A few graphics

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He has created the design of the Artstudio logo.

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For the wonderful CD-Cover and his example picture
on this CD.

Online Testing

Mike Günther

For the great help to let the Picasso viewer module working.
It was a great experience to write a program blind respectively
to debug it. Unfortunately, I still haven't get a picassoboard to
test it online.

moral assistance

From all user of the first Artstudio version and users of the
demoversion. I get so much praise that I can't stop go on working.

Karen Witte

My girlfriend, she makes be happy again if want to give up.

Oliver Lopinski and Michael Garlich

For the english translation (Sorry, nobody is perfect!!)

1.224 Copyright und Garantie

Copyright and other legal stuff

=====

Copyright:

Copyright (c) 1994-1996 by MotionStudios
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modifications on this product everytime and without previous
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Artstudio has been developed and tested carefully. However, the authors didn't guarantee for any damages, which result direct or indirect of using Artstudio. This is also valid for the manual and the other including programs.

You are using this program on your own risc!

1.225 Was noch alles kommt

The future

=====

At the moment we have planed the following new features:

- further loadermodule

WPG, EPS, PICT, FLI/FLC, AVI, MPEG and so on.

- further savingmodule

- further pictureprocessing functions

- reworked viewers

- supporting of Animationformats

- further vernaculars

And we also planed a new program, which is a combination of pictureprocessing and videoprocessing. It supports many special effects to popup your animations and video.

Of course we are very interested in your requests and suggestions. Please phone or write to us.
