



Using Freeway Actions  
Buttons,  
Navigation and  
Graphics Suites



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## Assumptions and conventions

To avoid ambiguity this guide adopts the following conventions:

| Convention   | What it means  |
|--|--|
| <b>Bold</b>  | Identifies a name or label that appears on the computer screen. For example: Click the <b>OK</b> button. |
| Computer   | Identifies text that you key in at the computer keyboard.  |
| <b>Ctrl</b> , <b>Option</b> ,<br><b>⌘</b> , <b>↵</b> | Represent the special keys on the keyboard: Control, Option (or Alt), Command, and Return.               |

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## Introduction

This User Guide is a supplement to the main Freeway User Guides, and covers the Actions suites for Buttons, Navigation and Graphics.

The Actions that now ship with Freeway 4 Pro and Express are based on those that were originally available as additionally purchased packs for Freeway 3.5 Pro and Express.



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## Buttons

The **Buttons** Action allows the instant creation of stylish graphical push buttons. Two basic styles are provided—**Glass** and **Round Rect**. Each style has several parameters including color, highlight, shadow, shadow color, shadow opacity, shadow positions and sizes. These may be varied to produce millions of different buttons.



Sample buttons created with the Buttons Action

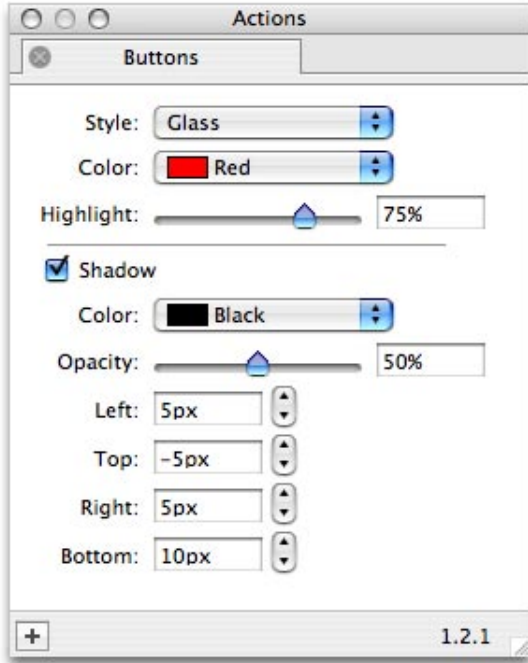
## Using the Buttons Action

To use the **Buttons** Action, you should apply it to a graphic box and then adjust the parameters in the **Actions** palette. Graphic text or a picture may also be inserted into the same graphic box. The button graphic appears in front of any Fill color and behind any text or graphic contained in the box. Whenever the box is resized the **Buttons** Action recalculates and redraws the button so that it fits the box perfectly.

**Tip:** Before you start creating buttons it's a good idea to define named colors for use with your buttons where the name describes the usage rather than the color e.g. "Standard Button", "Standard Button Shadow" and "Standard Button Text". This way you can change all your buttons instantly simply by redefining the actual colors associated with the names. You can also do a similar thing with any text styles used on the buttons. (Freeway 4 Pro only.)



# Glass style buttons



The **Glass** style button has a round ended rectangular shape that appears to be made from a colored glass rod. The basic color of the button is defined by the **Color** pop-up menu. Setting the color to *None* results in just the shadow being drawn. The **Highlight** slider adjusts the amount of white that is used to draw the specular highlight. A setting of 100% produces a completely white highlight and a setting of 0% produces no highlight.



Three Glass style buttons with Highlights of 50%, 75% (the default) and 100%.

The **Shadow** checkbox option, which is not enabled by default, creates a graduated transparent shadow or glow. When enabled, the color of the shadow is specified by the **Color** pop-up in the Shadow section of the palette.

**Note:** Setting the color to *None* leaves the appropriate space for the drop shadow, but does not draw it. This is sometimes useful when creating rollovers.

The **Opacity** slider specifies the maximum opacity of the shadow. The **Left**, **Top**, **Right** and **Bottom** number fields specify the distances and directions to out-set the shadow relative to the body of the button. Negative values are towards the center of the button. It is possible to achieve a variety of shadow (and glow) effects by using different combinations of these numbers.

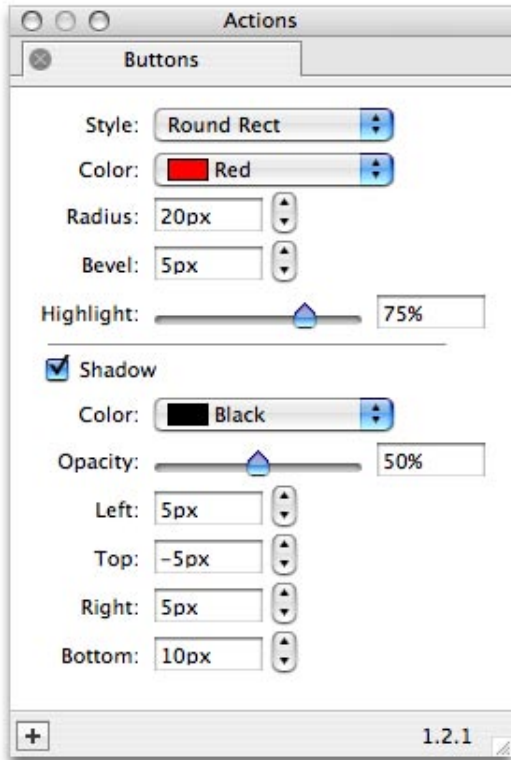


Three buttons with different shadow settings.





## Round Rect style buttons



The Round Rect style button has the appearance of a hollowed interior with a beveled edge and rounded corners.

This style of button uses the **Highlight** setting to create both a light (highlight) color and a dark (lowlight) color to produce the effect of a hollowed interior. The **Radius** parameter specifies the curvature of the corners. A value of "0px" creates square corners. The **Bevel** parameter specifies the depth of the edge/frame. Setting a value of "0px" creates a frameless button that is darkest at the top left and lightest at the bottom right. Setting a value greater than half the smaller of the height and width of the button creates a frameless button that is lightest at the top-left and darkest at the bottom right.



1. Round Rect button with Bevel = 0
2. Round Rect button with Bevel = 20



Round Rect buttons with Highlights of 50%, 75% (the default) and 100%.



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## Introduction

### What is the Navigation Actions Suite?

The Navigation Actions form a suite of four Freeway Actions that makes it possible to easily create complex navigational items that are otherwise time-consuming and difficult to introduce and maintain.

### Navigation Actions

There are four Navigation Actions:

**Menu Bar**—This creates custom menu bars with drop-down menus.

**Navigation Map**—This creates custom hierarchical navigational maps.

**Navigation Bar**—This automatically generates a navigational menu bar and can optionally generate drop-down navigational menus.

**Site Map**—This automatically generates a hierarchical navigation map of your site.





# Menu Bar

## What does the Menu Bar Action do?

The **Menu Bar** Action makes it possible to create menu bars with menus that open and close as the user moves the mouse over the menu titles in the browser.



A menu bar



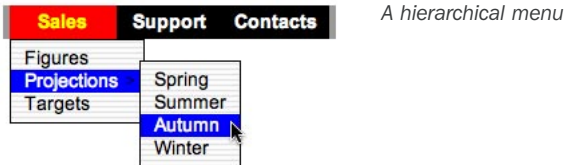
An open menu

By moving the mouse down the menu, the user of your site is able to select menu items that will navigate to different pages in the browser.



A menu with a menu item selected

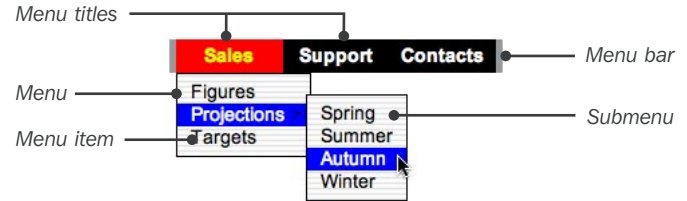
The **Menu Bar** Action also makes it possible to create hierarchical menus. A hierarchical menu is a menu with submenus that open and close as your mouse moves over hierarchical menu titles.



A hierarchical menu

Using menu bars in your Web site is a way of creating Web pages with comprehensive navigation using a small visual footprint.

## Key terms



- Menu Bar** A bar containing menu titles.
- Title Area** The part of the **Menu Bar** containing menu titles for each menu.
- Menu Title** The title or name of a menu. When the mouse moves over a **Menu Title** the corresponding menu opens.
- Menu** A list of items that appear when a menu is opened. Typically there are **Menu Items** for each title in the **Menu Bar**.
- Menu Item** Each menu is composed of **Menu Items**. A **Menu Item** is typically text with a link. The user experience of selecting a **Menu Item** is that the browser follows a hyperlink to another Web page.
- Submenu** A **Menu** that is attached to a **Menu Item** in another menu. The **Submenu** opens when the user moves their mouse over that item, and closes when the mouse moves away.
- Menu Bar Table** The table sketched in Freeway to which the **Menu Bar** Action is attached. The contents and structure of this table forms the **Menu Bar**.
- Menu Items Table** The table sketched in Freeway that contains the text used for the **Menu Items**.



## Creating a Menu Bar

A **Menu bar** is created from a table that has a **Menu Bar** Action applied. This is the **Menu Bar Table**. The contents (usually text) of this table form the titles of the menus, while the attributes of the table (its position, color, cell-spacing, etc.) control the appearance of the **Title Area**. (See the “Working With Tables” chapter in the *Using Freeway* guide for further information on manipulating tables.)

1. Sketch a table with one row and two (or more) columns in Freeway. This will be the **Menu Bar Table**.
2. Color the table.
3. Enter text into each table cell for the menu titles.

**Note:** It is generally good interface practice to use single words for menu titles in horizontal menus.

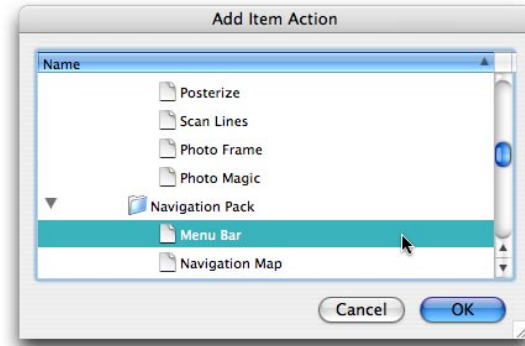
4. Style the text appropriately.

**Power Tip:** To ensure consistency create a style and use this to style text quickly in your Menu Bar. (This option is not available in Freeway Express.)

5. Select the table and in the Inspector palette, set the **Cell Spacing**, **Cell Padding** and **Table Border** of the table to zero.

**Note:** Selecting tables without borders can be tricky. An easy way to do this is to Command-click on a table cell and then Command-Option-click on the selected cell.

6. Attach a **Menu Bar** Action to the table, either by choosing **Menu Bar** from the **Actions** submenu in the **Item** menu or by clicking the **Add Action** icon in the **Actions** palette and selecting **Menu Bar** from the **Add Item Action** dialog.
7. Make sure that the Actions palette is visible.



**Note:** This Action only works on HTML 4 or XHTML 1.0 pages. If you see a message in the Actions palette stating that the Action can not be used, go to the Page panel of the Inspector palette and change the HTML output to HTML 4 or higher.

8. In the **Actions** palette set the **Link**, **Hover**, and **Highlight** colors of the **Menu Bar**. The **Link** color determines the color of text in links in the **Menu Bar**'s rest state. The **Hover** and **Highlight** colors determine the color of the text and table cell when the mouse passes over a **Menu Title** in the **Menu Bar**.
 

▼ Menu Bar

Align Titles:

Link:

Hover:

Highlight:

Underline Links
9. In order to see your **Menu Bar**, you must preview your page in the browser.

**Note:** If you want your users to be able to navigate by clicking on the text in your menu bar you can do this by attaching hyperlinks to the text in the table. See “Linking to a page” in the *Using Freeway* guide.



## Creating drop-down menus

Drop-down menus are created from text entered into a second table (the **Menu Items Table**), which is then connected to the **Menu Bar**.

1. Create a **Menu Bar** using the steps described earlier.
2. Sketch a table with one row and the same number of columns as the Menu Bar (three columns in the previous example). This is your **Menu Items Table**: it will contain all your menu items.

**Power Tip:** Place the **Menu Items Table** on the pasteboard so that it does not obscure your layout, and uncheck the **Layer** property using the Inspector palette Item General Settings. If you wish to retain the layered properties of the Menu Items Table, place it on the pasteboard above your page.

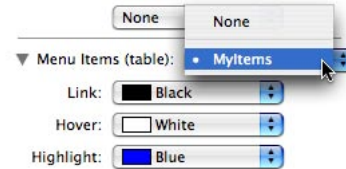
3. In the Inspector palette name this table “My Items” so that it is easy to identify by name.
4. Enter text into the columns of your **Menu Items Table** for your menu items. Column 1 of your **Menu Items Table** corresponds to column 1. Different menu items are defined by different paragraphs of text. So, to enter menu items for your first menu type the text for each item followed by a Return. Similarly for Column 2.

**Power Tip:** In Freeway Pro, set “Space Before” and “Space After” to “0px” for all the text in the item. This will prevent the text from being double-spaced. This does not make any difference to the menu that is generated but will make your Menu Bar more manageable within Freeway. (These options are not available in Freeway Express.)

5. Style your text appropriately.

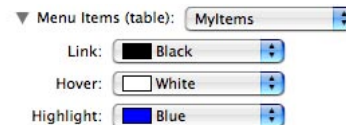
**Power Tip:** To ensure consistency create a style and use this to style text quickly in your **Menu Items**. Often the same style is used in both the **Menu Bar** and the **Menu Items** (This option is not available in Freeway Express.)

6. Add hyperlinks to your menu items.
7. In the Actions palette select your **Menu Bar Table** from the **Menu Items** pop-up. This establishes the connection between the **Menu Titles** and the **Menu Items**.



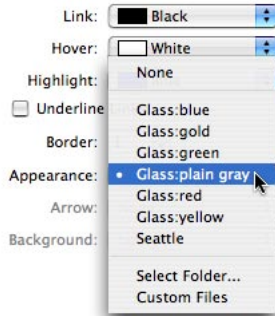
**Note:** The **Menu Items** pop-up will list all tables that do not have a **Menu Bar** Action applied. As the items are listed by name you will find it easier to identify your **Menu Items Table** if you name it distinctively. You can name it either by setting its name in the Inspector palette or by Option-clicking on the table’s title in the Site palette (with Show Items turned on).

8. In the Actions palette set the **Link**, **Hover**, and **Highlight** colors of the **Menu Items**.

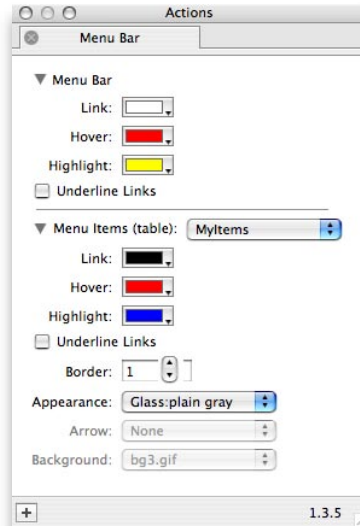




- Choose an appearance for the Menu of your **Menu Bar**. The **Appearance** pop-up selects the **Background** and **Arrow** images (arrows are used to denote hierarchical menus) from a predefined set.



- Preview your menu in a browser.

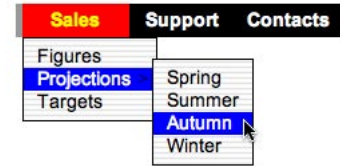


The Menu Bar Action in Freeway Express. Apart from lacking support for CSS layers, the Action works the same as for Freeway Pro.

## Creating hierarchical menus

Submenus are defined by adding a special marker character, “+” (plus sign), in front of text in the **Menu Items Table** that you want to appear in a submenu. The Action detects these characters during publishing and generates a hierarchical menu (or menus) for these items.

- Create a **Menu Bar** with **Menu Items**.
- In the **Menu Items Table** prefix all the items that you wish to appear within a hierarchical menu with a “+”. To create a menu with a Projections menu item that displays a submenu with the items Spring, Summer, Autumn, and Winter, you prefix “Spring”, “Summer”, “Autumn”, and “Winter” with a “+”.



- If you require further levels of menus (submenus that themselves have submenus), these can be indicated by additional “+” characters (e.g. “+++” for a sub-submenu). It is possible, by adding additional plus signs at the front of the text to have hierarchies of an arbitrary depth.

**Warning:** The user experience of having hierarchies that are many levels deep is often confusing. You should generally avoid having submenus where possible, especially submenus from submenus.

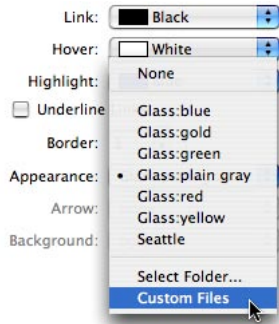
- Preview in a browser.



## Using custom images

The **Menu Bar** Action is installed with a number of predefined appearances for the background and arrow images used in **Menus**. If you want to use your own images you can do so.

1. Create a **Menu Bar** with **Menu Items**.
2. In the **Appearance** pop-up select **Custom Files**.



3. The **Arrow** and **Background** pop-ups are enabled to allow you to select individual images for these parts of your menu.

## Defining a custom set of images

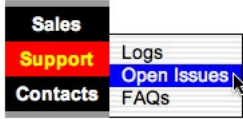
If you have sets of images (backgrounds and arrow symbols) that you use frequently you can create a folder and select this folder rather than the individual files.

1. Create two graphics—one for the menu background and one for the arrow symbol. You should make GIF, JPEG, or PNG images only.
2. Name these images as follows:  
Menu Background:       bg.gif, bg.jpeg or bg.png  
Menu Arrow:             arrow.gif, arrow.jpeg or arrow.png
3. In the Appearance pop-up choose “Select Folder...” and in the resulting dialog choose the folder in which the images are to be stored.

**Power Tip:** Giving your images a unique name can reduce the problems of browser caching when you change between different image sets during the development of your sites. You can do this by naming your images `bg1.gif`, `bg2.gif` etc.

## Vertical menus

The **Menu Bar** Action also allows you to generate vertical menu bars.

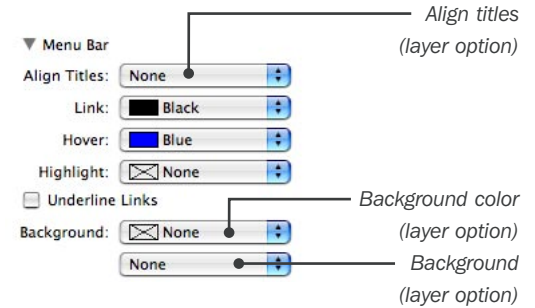


Generating vertical menu bars is achieved by having a **Menu Items** table with one column and several rows, rather than one row and several columns. In the event that you have a table with a single cell the **Menu Bar** Action will always create a horizontal menu.



## Layer options

The **Menu Bar** Action has a set of options that are available if the **Menu Bar Table** is a layer (see “Flexible items” in the *Freeway Reference*). These options make it possible for the Action to generate a **Menu Bar** that stretches the full width of the page and to align the menu titles within it. When applied to a layer the interface of the Action supports control for these additional settings. (These options are not available in Freeway Express, which does not support the creation of layers.)





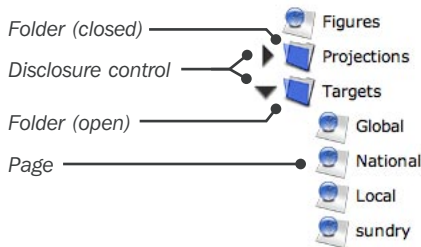
# Navigation Map

## What does the Navigation Map Action do?

The **Navigation Map** Action makes it possible to create a navigation element that represents a hierarchy of hyperlinks as an arrangement of pages and folders (containing additional pages and folders).

A key feature of **Navigation Maps** is that they have disclosure controls that allow the user to expand and collapse folders. **Navigation Maps** are commonly used in frames to provide a sophisticated and detailed navigation system for a site.

### Key terms

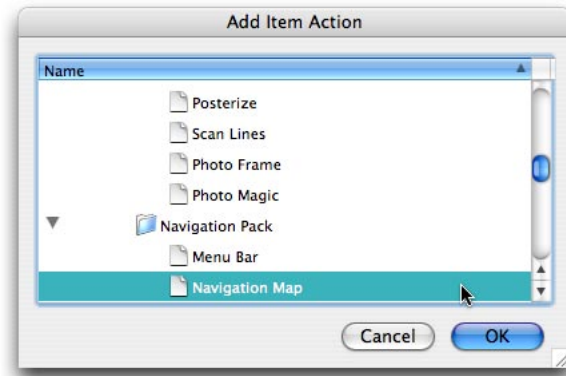


- Folder** A **Navigational Item** that can contain pages and other folders.
- Open Folder** A **Folder** whose contents are visible.
- Closed Folder** A **Folder** whose contents are hidden.
- Page** A Web page.
- Navigational Item** A page or folder in the **Navigation Map**.
- Disclosure Control** A graphic that when clicked will toggle whether a folder is open or closed.

# Creating a simple Navigation Map

The **Navigation Map** Action is applied to HTML items. The folders and pages that are in the **Navigation Map** are defined by the text within that item.

1. Sketch an HTML item.
2. Attach a **Navigation Map** Action to the HTML item, either by choosing **Navigation Map** from the **Actions** submenu in the **Item** menu or by clicking the **Add Action** icon in the **Actions** palette and selecting **Navigation Map** from the **Add Item Action** dialog.



3. Make sure that the **Actions** palette is visible.

**Note:** This Action only works on HTML 4 or XHTML 1.0 pages. If you see a message in the Actions palette stating that the Action can not be used, go to the Page panel of the Inspector palette and change the HTML output to HTML 4 or higher.

4. Enter text into the item. Different **Navigational** items within the

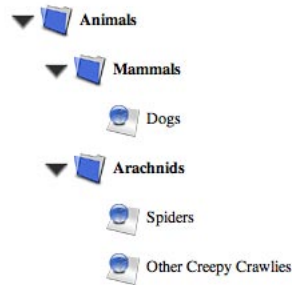


**Navigation Map** are defined by different paragraphs of text. Enter the text for each item on a separate line.

- The hierarchy is defined by prefixing the text by one or more “+” signs. To have a folder with items in it prefix the contained items with a “+”. If the contained items themselves contain items then prefix the doubly contained navigational items with two “+” characters. The text of a short **Navigation Map** might look like this.

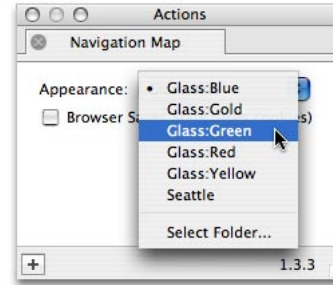
```

Animals
+Mammals
++Dogs
+Arachnids
++Spiders
++Other Creepy Crawlies
    
```



**Power Tip:** In Freeway Pro, set “Space Before” and “Space After” to “0px” for all the text in the item. Doing this will prevent the text from being double-spaced. This does not make any difference to the menu that is generated but will make your Navigation Map more manageable within Freeway. (These options are not available in Freeway Express.)

- Style the text appropriately.
- Attach hyperlinks to the text in the table (see “Creating hyperlinks within Freeway” in the *Using Freeway* guide).
- Select the HTML item that the **Navigation Map** Action is applied to. In the **Appearance** pop-up in the **Actions** palette choose one of the predefined appearances.



**Note:** The “Seattle” appearance produces a hierarchical structure in the browser where the folders appear to be connected by dotted lines. If you use appearances like this you must be careful to use text of a size that is compatible with the appearance. Larger text will result in lines that do not connect properly.

- In order to see your **Navigation Map**, preview your page in the browser. You can preview in Freeway, but this does not currently support hyperlinks.





## Preserving the state of the menu

A person visiting your site can, by clicking the disclosure controls, open and close portions of the navigation hierarchy so that just the area of interest is visible. The **Navigation Map** provides a means by which this can be preserved. This can be desirable as reloading the page in the browser, or moving to a different page that also has a navigation Action will cause the **Navigation Map** to collapse back to its original state.

The Action provides a checkbox where the state of the menu can be preserved using cookies.

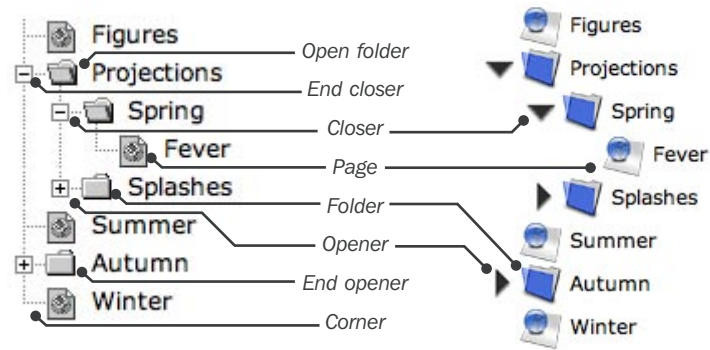
Browser Saves State (uses cookies)

**Note:** Not all users like sites that use cookies and some users configure their browsers to warn them whenever cookies are being set. You should consider this before getting the Action to generate pages that use cookies.

**Note:** Browser caching can interfere with the cookie mechanism. This may cause the **Navigation Map** to open and close unpredictably when the user navigates back to a page that they have viewed previously in the same session. What actually happens is that when a page is drawn from the browser cache it appears as it was last seen, and does not load its state from cookies. You can prevent these problems by applying the No Cache Action to the page.

## Defining a custom set of images

It is possible to create Tree Menus of your own design by creating a set of Web-ready graphics, which are appropriately named. The following diagram shows the images that are used in “Seattle” and “Glass”, two of the appearances that are installed with the Action.



Not all images are required in an appearance. For example the “Glass” style makes no distinction between open and closed folders. It does not have corner or line graphics. The **Navigation Map** will use the graphics that are available and will substitute or omit those that are not.

1. Create GIF, JPEG or PNG images, using the following naming convention:  
Opener: opener.gif, opener.jpeg or opener.png  
Closer: closer.gif, closer.jpeg or closer.png  
End Opener: endopener.gif, endopener.jpeg or endopener.png  
End Closer: endcloser.gif, endcloser.jpeg or endcloser.png  
Branch: branch.gif, branch.jpeg or branch.png  
Corner: corner.gif, corner.jpeg or corner.png  
Branch: branch.gif, branch.jpeg or branch.png  
Folder: folder.gif, folder.jpeg or folder.png  
Open Folder: openfolder.gif, openfolder.jpeg or openfolder.png  
Page: page.gif, page.jpeg or page.png.



**Note:** All the images must be the same size for the Action to work properly.

**Power Tip:** Giving your images a unique name can reduce the problems of browser caching when you change between different image sets during the development of your sites. You can do this by naming your images `folder1.gif`, `folder2.gif` etc.

2. In the **Appearance** pop-up choose “Select Folder...” and in the resulting dialog choose the folder in which the images are stored.
3. Preview in the browser.



## Navigation Bar

### What does the Navigation Bar Action do?

The **Navigation Bar** Action makes it possible to create a Web site with a **Menu Bar** that reflects the structure of your site automatically. For a site that has a hierarchical structure, the **Navigation Bar** will provide feedback indicating your position in the hierarchy. So if, for example you are currently browsing in a “PCs” section of a site, which is within a section on “Computers”, which is within a section on “Shopping”, you might have a **Navigation Bar** something like this:

Home ► Shopping ► Computers ► PCs

If you are creating a large and complex site this sort of navigational aid can provide your users with feedback of where they are in your site, and how to navigate within it.

The **Navigation Bar** Action has an option to create navigational menus automatically. Navigational menus will then open as you move your mouse over the titles in the **Navigation Bar**.

### Key terms



### Navigation Bar

The portion of the menu that is visible when the menu is in its rest state. The menu titles show the current position within the site hierarchy.

### Menu Title

The name of a menu. When the mouse moves over a **Menu Title** the corresponding menu opens.

### Menu

The list of items that appears when a menu is opened.

### Menu Item

Each menu is composed of **Menu Items**. A **Menu Item** is text with a link. The user experience of selecting a menu item as the browser navigates to another Web page.

### Home Item

The root of the home page.

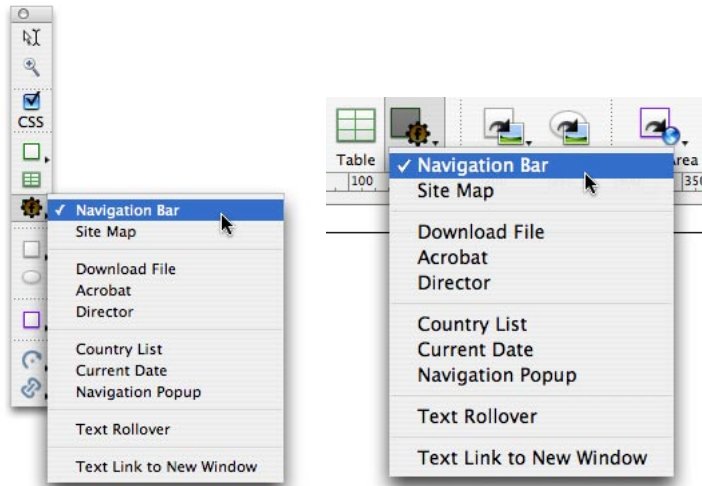


## Creating a Navigation Bar

The **Navigation Bar** Action generates its content from your site's structure, so the organization of your site is an important part of using this Action (see "Working With Pages" and "Structuring your Site" in the *Using Freeway* guide).

1. Organize your site into a hierarchy of named folders that reflect the structure of the site that you want to present to people browsing your site.
2. In the Insert menu, select **Navigation Bar** from the **Action Item** submenu; or in the **Toolbar Actions** menu or the **Tools** palette click the **Sketch Action** pop-up and select **Navigation Bar**. The cursor will change into a "crosshair". Sketch an item in the location where you'd like it to appear on the page.

**Note:** *Freeway Express does not have a separate Tools palette.*

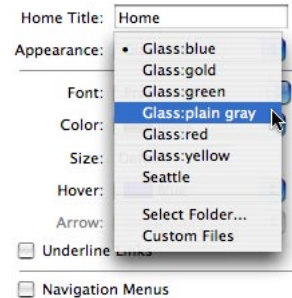


**Power Tip:** *With a large site (where this Action is most useful) it is generally most convenient to apply the Action to one or more master pages.*

3. Make sure that the **Actions** palette is visible.

**Note:** *This Action only works on HTML 4 or XHTML 1.0 pages. If you see a message in the Actions palette stating that the Action can not be used, go to the Page panel of the Inspector palette and change the HTML output to HTML 4 or higher.*

4. Set the **Home Title**. This determines what the name of the root (left-most) **Menu Item** of your site is. This is commonly called "Home".
5. Choose an appearance for the **Navigation Bar** and Navigation Menus. The **Appearance** pop-up selects the **Background** and **Arrow** images from a predefined set.



6. In the Action set the text styling (**Font**, **Color**, **Size** and **Hover**).
7. In order to see your **Navigation Bar**, you must preview your page in the browser.



## Creating a Navigation Bar with menus

1. Create a **Navigation Bar**.
2. Select the **Navigation Bar** item. In the **Actions** palette click on the **Navigation Menu** checkbox. This will cause the Action to create menu when you publish. When this option is turned on a further set of settings for the **Navigation Menu** are available.

**Navigation Menu**

Font:

Color:

Size:

Hover:

Highlight:

**Underline Links**

Background:

Border:

3. Preview in the Browser. The Action will create **Menu Items** for folders and pages.

The **Menu Items** that are generated in the **Menu** are hyperlinks to pages and folders that are within the same parent folder. The user experience of selecting an item from the **Menu** is that they follow a hyperlink to another Web page. In the case of a **Menu Item** that corresponds to a page there is a hyperlink to that page. In the case that there is a hyperlink to a folder then there is a link to the home page within that folder. The Action determines the home page within a folder as being:

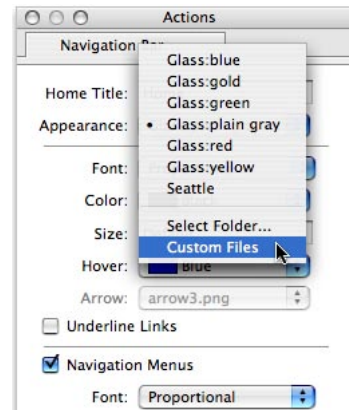
- Either*            A page with a file name of index.htm or index.html
- Or*                A page with a file name of home.htm or home.html
- Or*                The first page in the folder.

The Action only includes pages that themselves have a **Navigation Menu** Action on them. Similarly it only includes folders that contain pages that have the **Navigation Menu**. The pages and folders appear as **Menu Items** in the same order that they appear in the Freeway Site panel. You can change the order of items by changing the order in the Site panel (see “To rearrange pages” in the “Structuring your site” section of the *Using Freeway* guide). You can change the text of the menu items by changing the names of pages and folders within your site.

## Using custom images

The **Navigation Bar** Action is installed with a number of predefined sets of images for the background and arrow mark used in menus. However if you want to use your own images you can do so.

1. Create a Navigation Bar with Menu Items.
2. In the **Appearance** pop-up select **Custom Files**.



3. The **Arrow** and **Background** pop-ups will become enabled allowing you to use these to select individual images for these parts of your menu.



## Defining a custom set of images

If you have sets of images (backgrounds and arrow symbols) that you use frequently you can create a folder and select this folder rather than the individual files.

1. Create two graphics—one for the menu background image and one that is the hierarchical arrow symbol. You should make GIF, JPEG or PNG images only.
2. Name these images as follows:  
Menu Background:   bg.gif, bg.jpeg or bg.png  
Menu Arrow:        arrow.gif, arrow.jpeg or arrow.png

**Power Tip:** Giving your images a unique name can reduce the problems of browser caching when you change between different image sets during the development of your sites. You can do this by naming your images *bg1.gif*, *bg2.gif* etc.

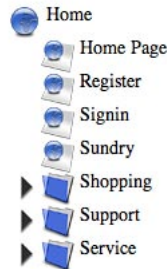
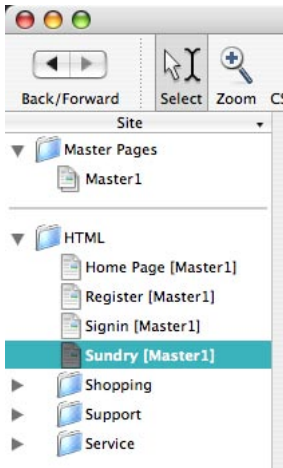
3. In the **Appearance** pop-up choose “Select Folder...” and in the resulting dialog choose the folder in which the images are stored.



# Site Map

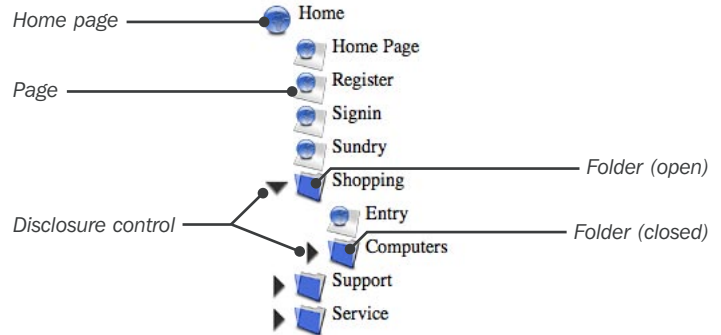
## What does the Site Map Action do?

The **Site Map** Action automatically generates a **Navigation Map** of pages and folders that reflects the structure of your Web site.



The key thing about the **Site Map** Action is that it generates this map automatically. This means that when the structure of your site changes (i.e. you add pages, folders or change the names of existing pages and folders) the **Site Map** will update automatically.

## Key terms



- Folder** A navigational item that can contain pages and other folders.
- Open Folder** A folder whose contents are visible.
- Closed Folder** A folder whose contents are hidden.
- Page** A Web page.
- Navigational Item** A page or folder in the **Navigation Map**.
- Disclosure Control** A graphic that when clicked will toggle whether a folder is open or closed.
- Home Page** The root page of the site.



## Creating a Site Map

The **Site Map** Action generates its content from your site's structure so the organization of your site is an important part of using this Action (see "Working With Pages" and "Structuring your Site" in the *Using Freeway* guide).

1. Organize your site into a hierarchy of named folders that reflects the structure of the site that you want to present to people browsing your site.
2. In the Insert menu, select **Site Map** from the **Action Item** submenu; or in the **Toolbar Actions** menu or the **Tools** palette click the **Sketch Action** pop-up and select **Site Map**. The cursor will change into a "crosshair". Sketch an item in the location where you'd like it to appear on the page.

**Power Tip:** With a large site (where this Action is most useful) it is generally most convenient to apply the Action to one or more master pages.

3. Make sure that the **Actions** palette is visible.

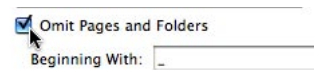
**Note:** This Action only works on HTML 4 or XHTML 1.0 pages. If you see a message in the Actions palette stating that the Action can not be used, go to the Page panel of the Inspector palette and change the HTML output to HTML 4 or higher.

4. Set the **Home Title** field. This determines what the name of the root (left-most) item of your site is. This is commonly called "Home".
5. Choose an appearance for the images used in your **Site Map**. The **Appearance** pop-up selects a set of images from one of sets predefined in the Action.
6. In the Action set the text styling (**Font, Color, Size** and **Hover**).
7. In order to see your **Site Map**, you must preview your page in the browser.

## Omitting pages from the Site Map

The normal behavior of the **Site Map** Action is to list all files and folders when creating a **Site Map**. If you want to omit certain pages and folders the **Site Map** Action has a facility to omit pages and folders of a given prefix.

1. Select the **Site Map** Action. In the **Actions** palette click the **Omit Pages and Folders** checkbox. The **Beginning With** text field becomes enabled.



When generating a site map, the **Site Map** Action will omit all files and folders whose file name is prefixed by this text. You can change this from the default underscore ("\_") if required.

2. For individual pages that you wish to omit change the file name of the pages so that they are prefixed by an underscore (see "Working With Pages" in the *Using Freeway* guide).

**Note:** The Action looks at the File Name of a page not the Title.

3. For folders that you want to omit change the name of the folder so that they are prefaced by an underscore (see "Working With Pages" in the *Using Freeway* guide).





## Preserving the state of the menu

A person visiting your site can, by clicking the disclosure controls, open and close portions of the navigation hierarchy so that just the area of interest are visible. The **Site Map** provides a means by which this can be preserved. This can be desirable as reloading the page in the browser, or moving to a different page that also has navigation Action will cause the **Site Map** to collapse back to its original state.

The Action provides a checkbox where the state of the menu can be preserved using cookies.

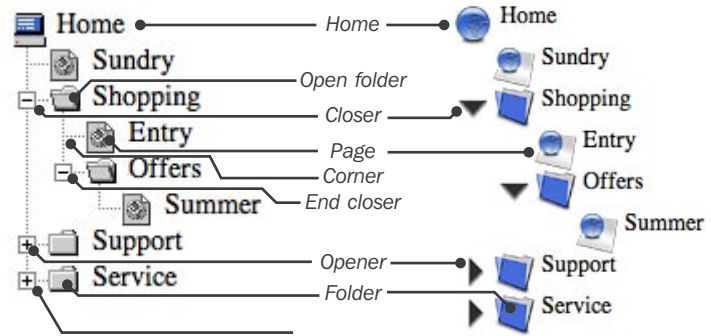
Browser Saves State (uses cookies)

**Note:** Not all users like sites that use cookies and some users configure their browsers to warn them whenever cookies are being set. You should consider this before getting the Action to generate pages that use cookies.

**Note:** Browser caching can interfere with the cookie mechanism. This may cause the **Site Map** to open and close unpredictably when the user navigates back to a page that they have viewed previously in the same session. What actually happens is that when a page is drawn from the browser cache it appears as it was last seen, and does not load its state from cookies. You can prevent these problems by applying the No Cache Action to the page.

## Defining a custom set of images

It is possible to create Site Maps of your own design by creating a set of Web-ready graphics, which are appropriately named. The following diagram shows the images that are used in “Seattle” and “Glass”, two of the appearances that are installed with the Action.



Not all images are required in an appearance. For example the “Glass” style makes no distinction between opened and closed folders. It does not have corner or line graphics. The Navigation Map will use the graphics that are available and will substitute or omit those that are not.

1. Create GIF, JPEG or PNG images, using the following naming convention:

- |             |  |
|-------------|--|
| Home:       | home.gif, home.jpeg or home.png                |
| Opener:     | opener.gif, opener.jpeg or opener.png          |
| Closer:     | closer.gif, closer.jpeg or closer.png          |
| End Opener: | endopener.gif, endopener.jpeg or endopener.png |
| End Closer: | endcloser.gif, endcloser.jpeg or endcloser.png |
| Branch:     | branch.gif, branch.jpeg or branch.png          |
| Corner:     | corner.gif, corner.jpeg or corner.png          |
| Branch:     | branch.gif, branch.jpeg or branch.png          |



Folder: folder.gif, folder.jpeg or folder.png  
Open Folder: openfolder.gif, openfolder.jpeg or openfolder.png  
Page: page.gif, page.jpeg or page.png

**Note:** All the images must be the same size for the Action to work properly.

**Power Tip:** Giving your images a unique name can reduce the problems of browser caching when you change between different image sets during the development of your sites. You can do this by naming your images folder1.gif, folder2.gif etc.

2. In the **Appearance** pop-up choose “Select Folder...” and in the resulting dialog choose the folder in which the images are stored.
3. Preview in the browser.



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## Introduction

### What is the Graphics Suite?

The Graphics Suite is a collection of Freeway Actions which consists of the following tools (listed alphabetically):

- **Advanced Fade**—allows more control over fade settings.
- **Blur**—Blurs an image.
- **Chroma Key**—Creates transparency using a color in the image.
- **Duotone**—Applies duotone/tritone effects.
- **Fade**—Applies image fade effects.
- **Fill Master**—Generates filled, framed, shadowed and glowing shapes with transparency and shading.
- **Hue Rotate**—allows the colors to be changed by rotating them through the hue spectrum.
- **Impress**—alters the image by simulating raised and lowered areas using lightness information in the image.
- **Linear Blur**—blurs an image along a vertical or horizontal axis.
- **Photo Frame**—Applies graphic edge effects.
- **Photo Magic**—Adjusts image settings.
- **Posterize**—Applies posterize effect.
- **Saturate**—controls the amount of color in an image.
- **Scan Lines**—Applies image scan lines effects.
- **Sharpen**—sharpens an image.
- **Solarize**—applies solarizing effects on the image.
- **Watermark**—places a watermark on an image using an external file.

This set of WYSIWYG graphical effects and functions may be used separately to create many varied results, and they may also be mixed and matched to create an enormous variety of graphical results.

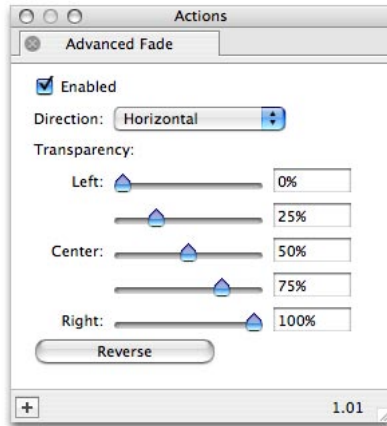
The Actions in the Graphics Suite either create new graphic content or affect existing graphic content. They never modify the original graphic; they always work on a copy. The original files are always referenced whilst they preview or when the graphics are published, and so do not degrade over repeated adjustment. If the Action is removed from an image, or the Action is disabled, the original image will be restored. Multiple instances of the same original graphic can have different Actions applied to it, and each will yield different results according to the individual settings for that particular item. When applied to graphic file content they will automatically update when the file is changed and resampled. If named colors are used in any of the Action parameters, then the images will change if any of the colors are edited.



## Advanced Fade

The Advanced Fade Action allows the opacity of the graphic to be defined in a number of locations on the image. The opacity levels are blended to provide a seamless transition between each fade setting.

### Parameters



Unchecking the **Enabled** checkbox immediately restores the graphic box to its original state without having to remove the Action.

### Direction

This controls the direction of the fade. The fade can pass over the image in either a horizontal or vertical direction.

### Horizontal

The fade effect will start at the left of the image and continue towards the right edge.

### Vertical

The fade effect will start at the top of the image and continue down towards the bottom of the image.

### Transparency

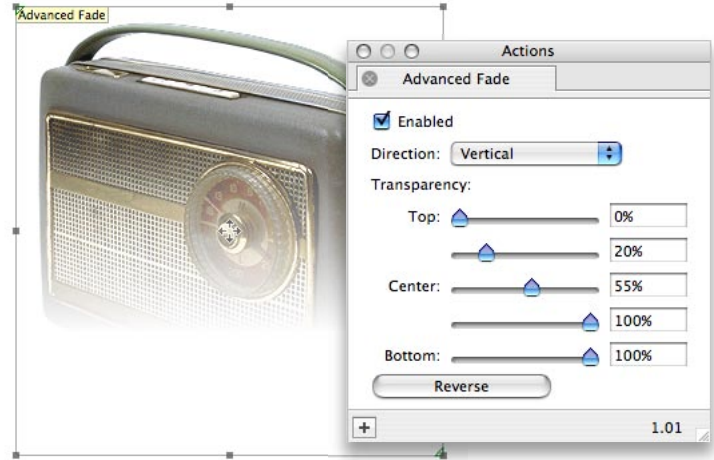
The graphic has five points where transparency can be altered. The transparency of each location is controlled using a slider where 100% equals full transparency, and 0% is fully opaque. The Action will blend each setting with the next to create a smooth transition.

### Reverse

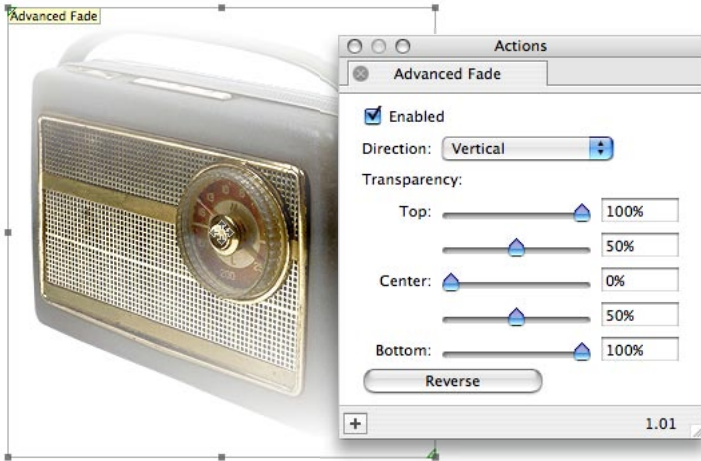
Clicking on this button causes the settings to reverse their order, so the Top (or Left) setting would swap with the Bottom (or Right) setting.



The original picture before the Action is applied.



The fade ends around three-quarters of the way down the image.



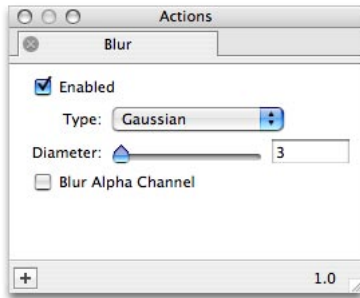
The fade blends in from transparent from both the top and bottom edged of the image.



# Blur

This Action blurs the image, with an option to include the alpha channel (transparency) in the effect.

## Parameters



Unchecking the **Enabled** checkbox immediately restores the graphic box to its original state without having to remove the Action.

**Type** Use this to select the type of blur that you want to apply to the image.

**Diameter** This slider determines the size of the sample, and therefore the severity of the blur's effect on the image.

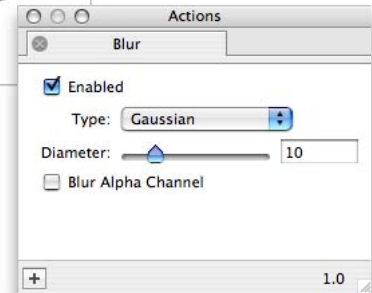
**Blur Alpha Channel** By default, the image's Alpha channel is not affected by the blurring, so there will be a harsh edge around a soft image. Enabling this option will blur the Alpha channel too, which will give a softer image.



The original image before the Action is applied.



The *Blur Alpha Channel* option has not been checked, so the edges of the image are not affected by the blur.

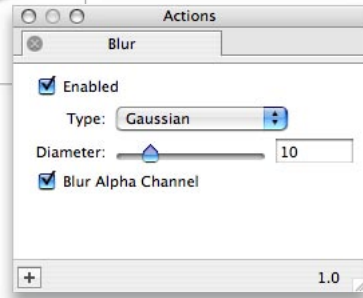




# Blur



*The Blur Alpha Channel has been checked, so the edges of the image are affected by the blur.*







# Chroma Key

Some images have a subject that is difficult to separate from a background because of its complexity. Plants, for example, are one such example of this. The **Chroma Key** can help make areas of an image transparent by simply selecting a color in the **Actions** Palette. This is similar to the effects used by film and television companies when they use “green screens” to enable them to place a subject on a different background. This **Action** can make up to four colors transparent, and offers control over the depth of the color selection.

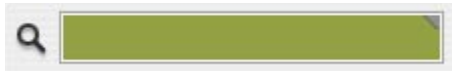
## Sampling Colors

It is possible to sample a color directly from the image using Apple’s Colors palette.

1. In the **Actions** palette, select **Other...** in the color drop-down
2. When the color palette appears, click on the color wheel at the bottom of the window.



3. When Apple’s Colors palette opens, click on the magnifying tool at the top of the window.

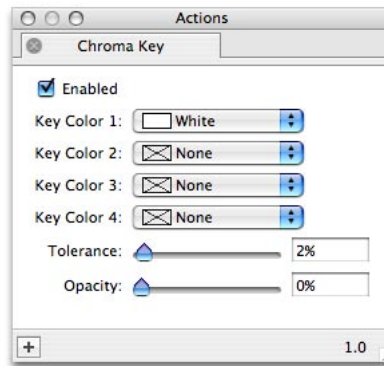


4. The pointer will change into a magnifying glass, and color on the screen can be sampled by clicking the mouse.



5. Clicking OK in both Apple’s Colors palette and the Freeway Colors palette will cause the new color to be entered into the **Styles** palette by Freeway, and allow the Action to use it to key out the color in the image.

## Parameters



Unchecking the **Enabled** checkbox immediately restores the graphic box to its original state without having to remove the Action.

### Key Colors

Up to four colors can be used to key out of the image.

### Tolerance

This slider determines how much tolerance is given to the color(s) selected. A low number will result in only a few related colors chosen, whilst a high number will cause more related colors to be hidden.

### Opacity

The opacity slider determines the final transparency setting of the keyed out area of the image.



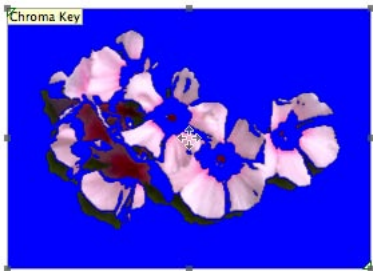
## Examples



*The original image—a pink rose on a green background.*



*In this example, the background color was sampled using Apple's Colors palette. The Tolerance slider was given a setting of 20% so that all the green was made transparent.*



*In this case, one of the pinks was sampled as well as the green. The Tolerance slider was set to a lower number, and the box was given an even fill of blue.*



# Duotone

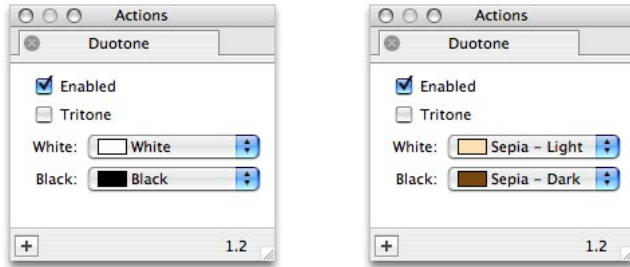
This effect may be applied to a graphic box containing a picture and/or **Fill Master** content and adjusted via the parameters in the **Actions** palette.

## Parameters

The **Duotone** effect maps any white pixels in the image to the color specified by the **White** color pop-up and any black pixels to the color specified by the **Black** color pop-up. All other colors in the image are treated as if they are a grayscale and are mapped to a color interpolated between the White and Black mapped colors.

Unchecking the **Enabled** checkbox immediately restores the graphic box to its original state without having to remove the action.

## Duotone Example



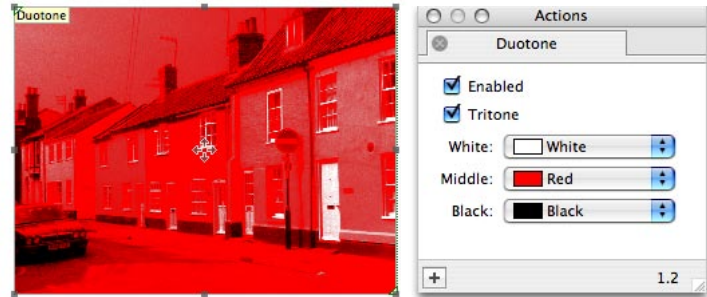
The Actions palette showing the Duotone Graphics Effect Action with default and Sepia style settings



1. Original image
2. Default Duotone settings
3. Sepia style Duotone settings
4. Default Tritone settings

## Tritone Example

The **Tritone** check box adds a third (**Middle**) color pop-up that specifies the color to use for any 50% gray pixels.



The Actions palette showing the Duotone Graphics Effect Action with the Tritone option.



# Fade

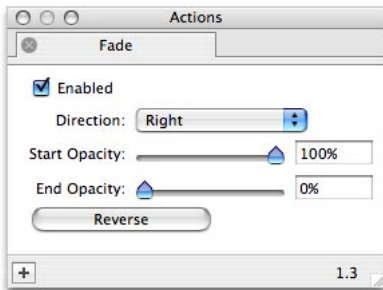
The Fade effect allows the opacity of a graphic to be varied either across the width of the graphic box (Direction: Right) or from the top to the bottom of the graphic box (Direction: Down). As the opacity of the graphic decreases, anything underneath (behind) the graphic shows through.

The Action may be applied to a graphic box containing a picture and/or Fill Master content. If it is applied to a picture then it affects the intersection of the picture and its graphic box. If the graphic box has both a picture and Fill Master content then it only affects the picture. If the graphic box has both Fill Master content and graphic text then it only affects the Fill Master content. If the graphic box has a fill color then that color shows through more as the opacity decreases.

## Parameters

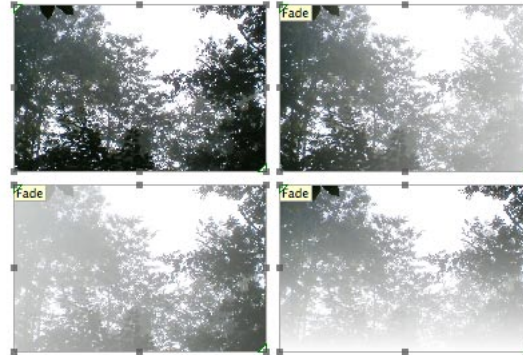
Unchecking the Enabled checkbox immediately restores the graphic box to its original state without having to remove the action.

Clicking the Reverse button simply swaps the Start Opacity and End Opacity values, i.e. reverses the direction of the fade.



The Actions palette showing the Fade Graphics Effect Action

## Examples



1. Original image
2. Fade Right: 100%–20%
3. Fade Right: 25%–75%
4. Fade Down: 100%–0%



A Fill Master Oval in a graphic box with a Blue fill and a Fade Right 100%–20%. The White graphic text is placed directly into the same graphic box.



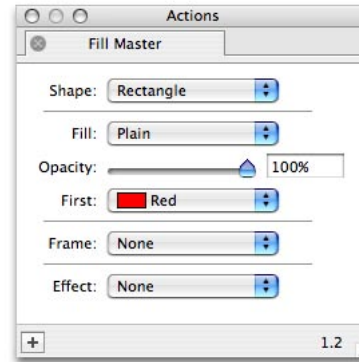
## Fill Master

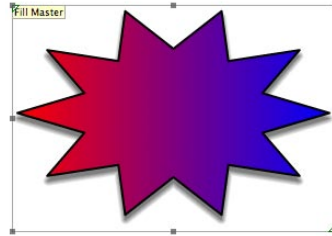
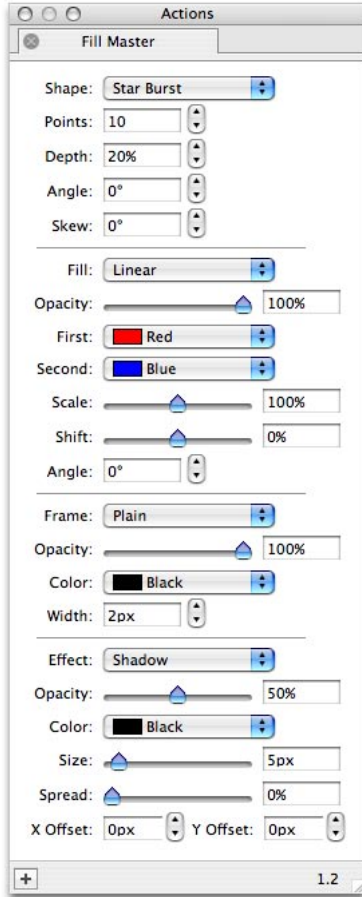
Fill Master differs from the other Actions in the Graphics Suite in that it creates content rather than affecting existing content. When applied to a graphic box Fill Master's graphic (content) appears in front of the fill color and behind any text or graphic contained in the box. Whenever the box is resized or transformed Fill Master recalculates and redraws its graphic with the appropriate settings.

Fill Master is used by applying the Action to a graphic box and then adjusting the multiple parameters in the Actions palette. If desired, graphic text or a picture may also be inserted into the graphic box. These will appear in front of the graphic created by Fill Master. Other graphic effect Actions may also be applied to the graphic box. The effect of these Actions will be seen in the content created by Fill Master or any picture content, but not in any text content or background (Fill) color (set via the Styles or Inspector palettes).

## Parameters

Fill Master's parameters are divided into four groups: **Shape**, **Fill**, **Frame** and **Effect**. Each of these may be set and altered independently. However, the resultant graphic is produced by combining all the chosen settings.





## Shape

The parameters in the Shape group define the basic shape of the Fill Master graphic.

**Note:** This does not affect the shape of the graphic box itself.

The available shapes are:

### Rectangle

This draws a simple rectangle. There are no additional parameters for this shape.

### Oval

This draws a simple oval drawn within the bounds of the defining rectangle. There are no additional parameters for this shape.

### Polygon

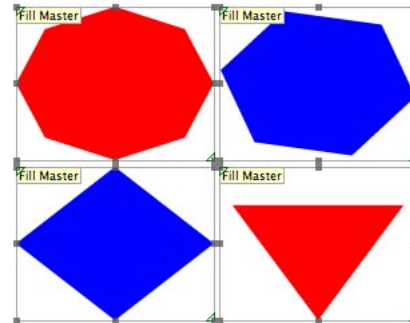
This draws a regular polygon that is stretched and inscribed within the bounding oval. This shape is specified with these additional parameters:

#### Points

A number of points (3 to 100) that specifies the number of corners of the polygon.

#### Angle

An angle ( $-360^\circ$  to  $360^\circ$ ) that specifies the position of the first point relative to its default position of middle-right.



1. Octagon (default)
2. Hexagon with an angle of  $-10^\circ$
3. Quadrilateral
4. Triangle with an angle of  $30^\circ$



## Star Burst

This draws a multi-pointed star burst inscribed within the bounding oval.

Shape:

Points:

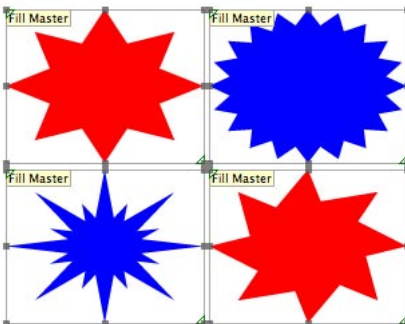
Depth:

Angle:

Skew:

This shape is specified with these additional parameters:

- Points** A number (3 to 100) that specifies the number of major points on the star burst.
- Depth** A value (1% to 100%) that specifies the size of the star burst's points relative to the size of the graphic box (values greater than 50% cause the edges to self-intersect).
- Angle** An offset angle ( $-360^\circ$  to  $360^\circ$ ) that specifies the position of the first point of the start burst relative to its default position of middle-right.
- Skew** A skew angle ( $-90^\circ$  to  $90^\circ$ ) that rotates the inner vertices relative to the outer (points).



1. Eight point star burst (default)
2. 20 points with a depth of 10%
3. 8 points with a depth of 80%
4. 8 points with a skew of  $10^\circ$

## Fill

The parameters in the Fill group define if and how the shape of the Fill Master graphic is colored.

**Note:** This does not affect the shape of the graphic box itself.

The available fills are:

### None

No fill is drawn. Any frame and/or effect is still drawn. This can be used to create effects such as a glowing frame or a shadow.

### Plain

The shape is filled with a solid (plain) color. This fill is specified with these additional parameters:

Fill:

Opacity:

First:

### Opacity

A number (0% to 100%) that specifies the opacity of the fill color. The default value of 100% is completely opaque.

### First

The color to be used to fill the shape.



A rectangle shape with a plain fill.



## Linear

The shape is filled with a linear RGB gradient between 2 colors.

Fill:

Opacity:

First:

Second:

Scale:

Shift:

Angle:

### Opacity

A number (0% to 100%) that specifies the opacity of the fill color. The default value of 100% is completely opaque.

### First

The color to be used at the start of the gradient with which to fill the shape.

### Second

The color to be used at the end of the gradient with which to fill the shape.

### Scale

A number (1% to 200%) that specifies the amount to stretch or squash the gradient. The default value of 100% neither stretches nor squashes the gradient. Stretching the gradient means that the whole range of colors will not be used. Squashing the gradient means that the first and/or the second color will be stretched in order to fill the entire shape with color which, depends on the **Shift** parameter.

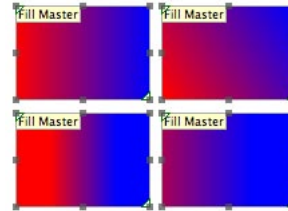
### Shift

A number (-100% to 100%) that specifies the amount to offset the gradient along its axis with respect to its length. The default value of 0% centers the gradient on the shape. Negative values shift the gradient backwards (towards the position of the first color). Positive values shift the gradient forwards

## Angle

(towards the position of the second color).

A number (-360% to 360%) that specifies the counter-clockwise rotation of the gradient's axis. The default value of 0° produces a horizontal gradient from left to right. For a bottom to top gradient use 90° and for top to bottom use -90°.



1. Linear fill (default)
2. Linear fill with an angle of 30°
3. Linear fill scaled to 50%
4. Linear fill shifted by -33%

## Radial

The shape is filled with a radial gradient. This gradient traverses between two colors in a series of concentric circles.

Fill:

Opacity:

First:

Second:

Scale:

Center X:

Center Y:

### Opacity

A number (0% to 100%) that specifies the opacity of the fill color. The default value of 100% is completely opaque.

### First

The color to be used at the start of the gradient with which to fill the shape.

### Second

The color to be used at the end of the gradient with which to fill the shape.





### Scale

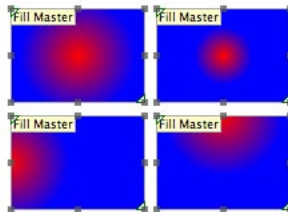
A number (1% to 200%) that specifies the amount to stretch or squash the gradient. The default value of 100% neither stretches or squashes the gradient. Stretching the gradient means that the whole range of colors will not be used. Squashing the gradient means that the first and/or the second color will be stretched in order to fill the entire shape with color which, depends on the **Center X** and **Center Y** parameters.

### Center X

A number (-100% to 100%) that specifies the amount to offset the center of the gradient horizontally with respect to the shape's width. The default value of 0% centers the gradient on the shape. Negative values shift the gradient's center left. Positive values shift the gradient's center right.

### Center Y

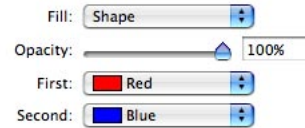
A number (-100% to 100%) that specifies the amount to offset the center of the gradient vertically with respect to the shape's height. The default value of 0% centers the gradient on the shape. Negative values shift the gradient's center up. Positive values shift the gradient's center down.



1. Radial fill (default)
2. Fill scaled to 50%
3. Center X shifted by -50%
4. Center Y shifted by -50%

### Shape

The shape is filled with a gradient that traverses between two colors in a series of concentric versions of the shape itself.



### Opacity

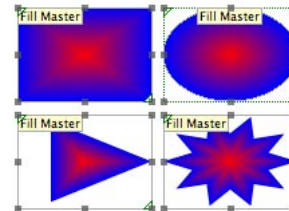
A number (0% to 100%) that specifies the opacity of the fill color. The default value of 100% is completely opaque.

### First

The color to be used at the start of the gradient with which to fill the shape.

### Second

The color to be used at the end of the gradient with which to fill the shape.



1. Rectangle with shape fill
2. Oval with shape fill
3. Polygon with shape fill
4. Star burst with shape fill



### Frame

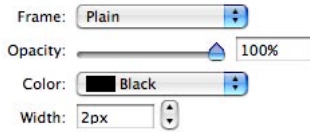
The parameters in the Frame group define if and how the shape of the Fill Master graphic draws an outline. Note: This does not affect the border of the Graphic Box itself. The available frames are:

#### None

No frame is drawn. This is the default.

#### Plain

A simple solid outline of the specified opacity, color and width.



#### Opacity

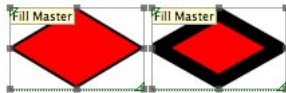
A number (0% to 100%) that specifies the opacity of the frame color. The default value of 100% is completely opaque.

#### Color

The color to be used to draw the frame of the shape.

#### Width

A number between 0.0px and 100.0px that defines the thickness of the frame line. A value of 0 indicates a hairline frame. Widths with a fractional component may be entered e.g. “3.5px”.



1. Four-pointed polygon with 5px frame

2. Four-pointed polygon with 10px frame

### Effect

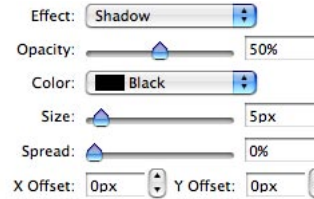
The parameters in the Effect group define if and how the Fill Master graphic includes a special effect. The available effects are:

#### None

No effect is drawn. This is the default.

#### Shadow

This effect creates a transparent, graduated, drop shadow of a user defined color, size and offset.



#### Opacity

A number (0% to 100%) that specifies the maximum opacity of the shadow. The default value of 50% creates a partially transparent shadow.

#### Color

The color to be used to draw the shadow.

#### X Offset

A number (-200px to +200px) that specifies the amount by which to horizontally offset the shadow relative to the shape. Positive numbers move the shadow to the right and negative values to the left. The default value of 0px centers the shadow horizontally.

#### Y Offset

A number (-200px to +200px) that specifies the amount by which to vertically offset the shadow relative to the shape. Positive numbers move the shadow to downwards and



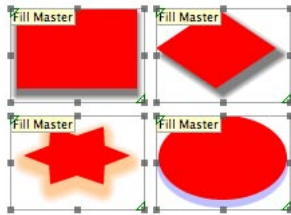
negative values to upwards. The default value of 5px positions the shadow so that it extends vertically below the shape.

**Spread**

A number (0% to 100%) that specifies how far the umber (the darkest part of the shadow) extends into the area created by the Size parameter before the graduated part of the shadow. A value of 0% (the default) indicates that the umber is the same size as the shape and the graduated part extends the full amount of the **Size**. A value of 100% indicates that the umber covers the entire extent of the shadow and there is no graduated part.

**Size**

A number (0px to 100px) that specifies the amount, on each side, by which the shadow is bigger than the shape.

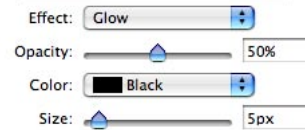


1. Rectangle with default shadow
2. 4-pointed polygon with shadow with an X Offset of 5px
3. 6-pointed star burst with a 10px size, orange, 33% spread shadow
4. Oval with a 2px size, 25% opacity, blue, 100% spread shadow

**Outer Shadow**

This is the same as Shadow except that the filled area of the shape is clipped out of the shadow. This is useful if the fill is not 100% opaque and you don't want to see the shadow through it.

**Glow**



**Opacity**

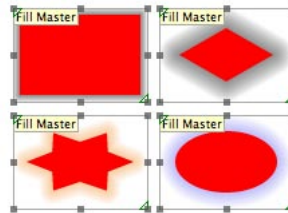
A number (0% to 100%) that specifies the maximum opacity of the glow. The default value of 50% creates a partially transparent glow.

**Color**

The color to be used to draw the glow.

**Size**

A number (0px to 100px) that specifies the amount, on each side, by which the shadow extends outside the shape.



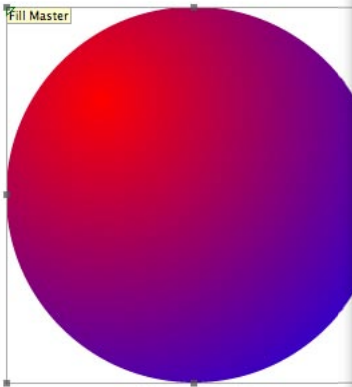
1. Rectangle with default glow
2. 4-pointed polygon with a 15px glow
3. 6-pointed star burst with a 10px orange glow
4. Oval with a 12px, 25% opacity, blue glow

**Outer Glow**

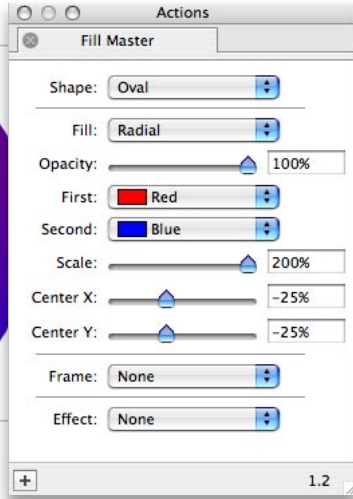
This is the same as **Glow** except that the filled area of the shape is clipped out of the glow. This is useful if the fill is not 100% opaque and you don't want to see the glow through it.



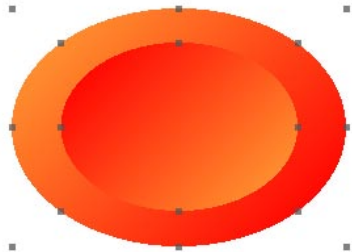
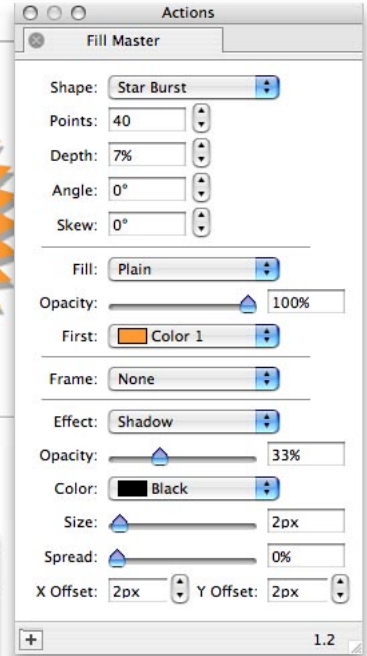
### Examples



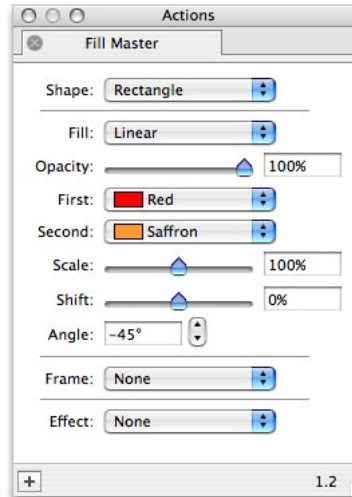
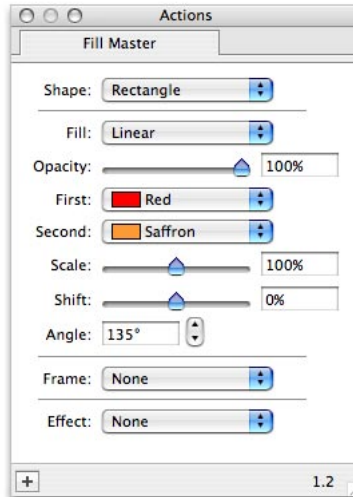
Spherical Effect



A flash sticker effect. The text content has been rotated 20°



A 3D button effect. The smaller oval is centered on the larger and its Fill Angle is 180° out of phase

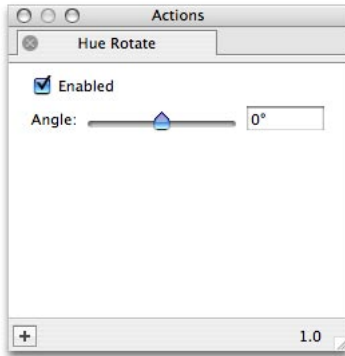




# Hue Rotate

The Hue Rotate action allows the colors of an image to be changed by shifting the hues around a theoretical color wheel.

## Parameters

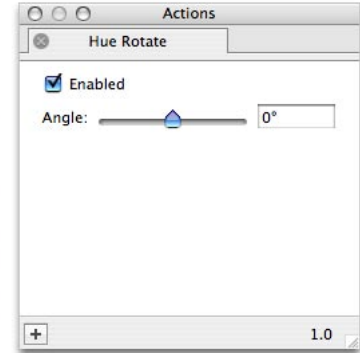


Unchecking the **Enabled** checkbox immediately restores the graphic box to its original state without having to remove the Action.

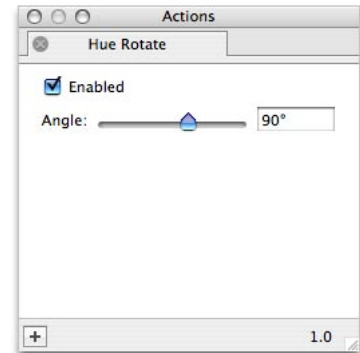
## Angle

This is the position on the color wheel that the colors will be adjusted to. A setting of 0° will be the image's normal appearance.

## Examples



*In this image, the angle has been set to 0°, and the colors have not been affected.*



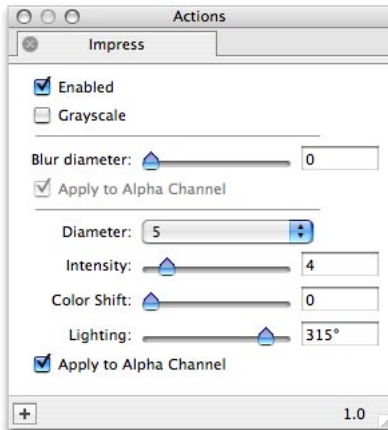
*This time, the Angle has been set to 90°, and the image's colors have been shifted towards the cyan/green area of the spectrum.*



## Impress

This Action allows you to alter the apparent surface qualities of the image using a combination of embossing and blurring processes. By using fairly low settings, emboss type effects can be achieved. More pronounced settings affect the image to such an extent that it begins to take on painterly qualities. This Action can generate images that can be manipulated further using Actions from this Graphics Suite with striking results.

### Parameters



Unchecking the **Enabled** checkbox immediately restores the graphic box to its original state without having to remove the Action.

### Grayscale

Switching this button on will result in the final output being a grayscale image.

### Blur Diameter

The image can be blurred using a simple Gaussian blur. The diameter determines the strength of the blur applied.

### Blur Alpha Channel

If the image has an alpha channel which Freeway uses for transparency, this can produce hard edged results when the image is blurred. By enabling this option, the image's alpha channel is blurred, thus producing a more natural result.

### Diameter

This is the amount of embossing applied to the image.

### Intensity

This slider controls the strength of the embossing effect. Some images react better to low settings than others.

### Color Shift

Changing the Color Shift can improve the embossing effect in images that have areas where there is little or no contrast between colors. In these images, embossing may not be evident.

The Impress Action can manipulate colors before and after the emboss effect is applied. By shifting the colors, you can control how much manipulation is performed. The Color Shift determines how much a color's hue is moved around the color wheel, in a similar fashion to the Hue Rotate Action. This is done before the embossing effect is applied to the image. After embossing, the colors are shifted back by the same amount. When the setting is 0°, no Color Shift is performed.

When colors are moved around the color wheel, they mix, which means that when they are moved back by the same amount, the resulting colors



will be different. As the Color Shift approaches 180°, the colors are mixed more, and the resulting image can appear washed out.

### Lighting

This determines the angle at which the light will appear to hit the relief in the image. The top of the image is 0°, with 90° to the right of the image, 180° at the bottom, and 270° to the left.

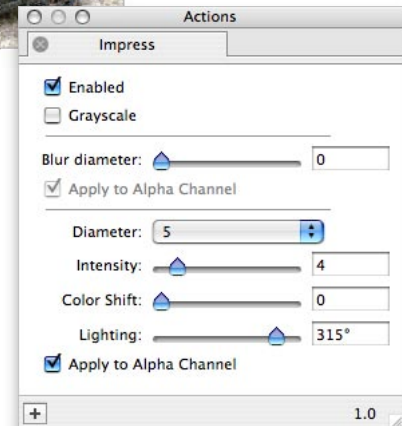
### Apply to Alpha Channel

By default, only the RGB channels are affected by this Action. The alpha channel can also be altered, allowing for a more natural transition between foreground and background.

## Examples



*The original image before the Action is applied.*





The original image before the Action is applied.



The original image before the Action is applied.



Actions

Impress

- Enabled
- Grayscale

Blur diameter:

- Apply to Alpha Channel

Diameter:

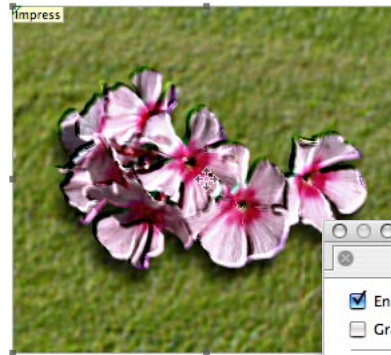
Intensity:

Color Shift:

Lighting:

- Apply to Alpha Channel

+ 1.0



Actions

Impress

- Enabled
- Grayscale

Blur diameter:

- Apply to Alpha Channel

Diameter:

Intensity:

Color Shift:

Lighting:

- Apply to Alpha Channel

+ 1.0

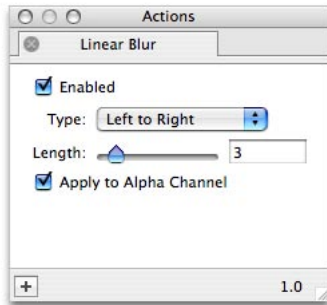




# Linear Blur

This Action blurs an image along a linear axis; so an image appears to be moving in the direction specified. Whilst the image is partially blurred in all directions, the overall effect is to “streak” the image in one direction, much like a fast moving object in a photograph. It may be necessary to resize the image’s box in Freeway, or reposition the image within its container as the blur effect may otherwise become clipped.

## Parameters



Unchecking the **Enabled** checkbox immediately restores the graphic box to its original state without having to remove the Action.

### Type

There are four directions in which the blur can occur. These are **Left to Right**, **Right to Left**, **Up** and **Down**.

### Length

This determines the length of the blur. A larger number causes more blurring, and a longer image than the original.

### Apply to Alpha Channel

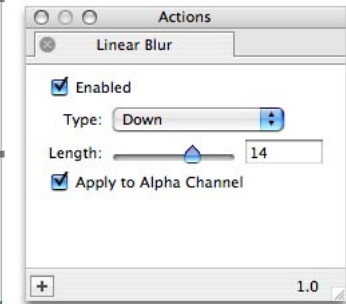
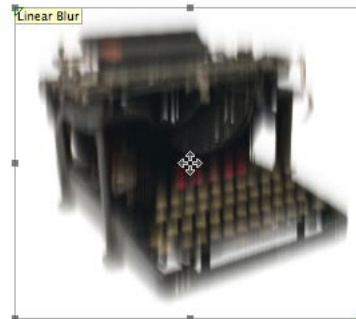
The Action can be set to apply the linear blur to the Alpha Channel.

Switching this option off will result in the original Alpha channel being retained; with the resulting image retaining its original transparency. The blur will get a hard edge as a result.

## Examples



*The original image before the Action is applied.*





## Photo Frame

The Photo Frame effect creates a graduated fade, lighter or darker effect along the edges and at the corners of pictures (including those created with Fill Master).

The Action may be applied to a graphic box containing a picture and/or Fill Master content. If it is applied to a picture then it affects the intersection of the picture and its graphic box. If the graphic box has both a picture and Fill Master content then it only affects the picture. If the graphic box has both Fill Master content and graphic text then it only affects the Fill Master content. If the graphic box has a fill color then that color shows through more as the opacity decreases.

### Parameters

Unchecking the Enabled checkbox immediately restores the graphic box to its original state without having to remove the action.

|                              |   |
|------------------------------|---|
| <b>Depth</b>                 | A number (1px to 200px) that specifies the distance the frame protrudes into the picture from the edge of its bounding box.   |
| <b>Amount</b>                | A number (0% to 100%) that specifies maximum amount of the Effect to apply to the frame of the picture. The value 0% (the default) indicates that the pixels in the even numbered stripes should be left unaltered. The value 100% indicates that the pixels should be completely replaced with the <b>Even Color</b> . |
| <b>Separate Corner Radii</b> | Putting a check in this box replaces the <b>Radius</b> parameter with four separate radius parameters for the frame corners.  |
| <b>Radius</b>                | A number (0px or <b>Depth</b> to 1000px) that   |

### Effect

specifies the radius of all the corners. The value 0px (the default) indicates that rounded are not required.

A pop-up menu that specifies which effect (none, fade, lighten or darken) to use on all four edges of the picture or when set to **Separate Effects** adds four more effects pop-up menus one for each of the left, top, right and bottom edges. The actual effects are:

**None**—Apply no effect to this edge

**Fade**—Apply an opacity effect to this edge that increases the transparency for pixels closer to the edge

**Lighten**—Apply a brightness effect to this edge that increases the brightness for pixels closer to the edge

**Darken**—Apply a brightness effect to this edge that decreases the brightness for pixels closer to the edge

### Profile

This specifies the shape of the transition curve to use across the **Depth** of the frame between 0% of the **Effect** and **Amount** of the effect.

When set to **Separate Profiles** four more profile pop-up menus are added one for each of the left, top, right and bottom edges. The actual profiles are:

**Very Convex**—The curve moves very slowly towards the final value at first and then very quickly

**Convex**—The curve moves more rapidly at the start and less rapidly at the end

**Bevel**—This is a straight line (linear gradient)



between the initial and final values

**Concave**—The curve drops less rapidly and flattens out later

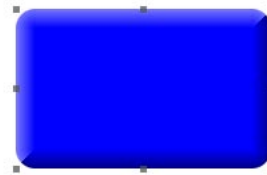
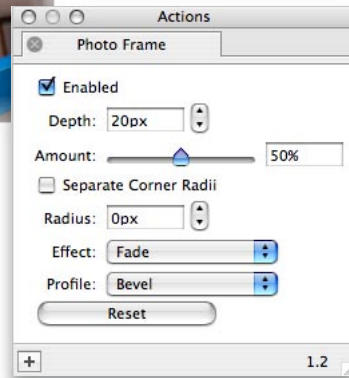
**Very Concave**—The curve drops very rapidly towards the final value and then flattens out

**Flat**—The value **Amount** is used across the entire depth of the edge

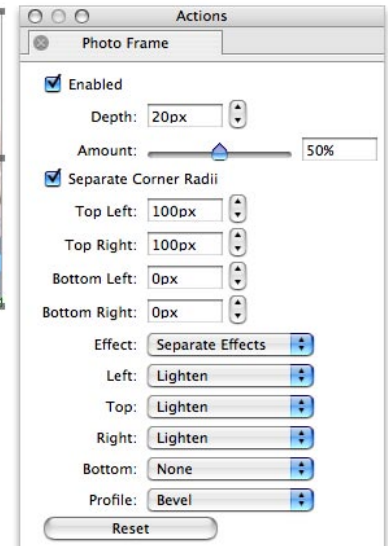
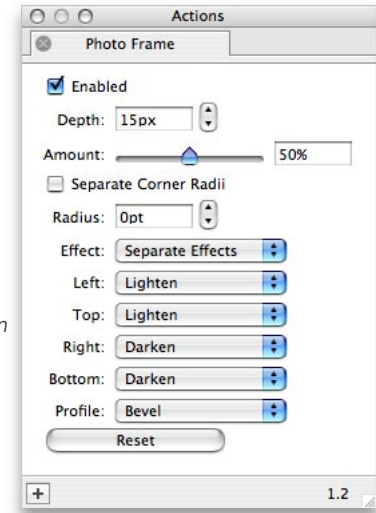
### Reset

Restores all the parameters to their default values.

### Examples



*Photo Frame effect applied to a plain Blue Rectangular Fill Master fill*



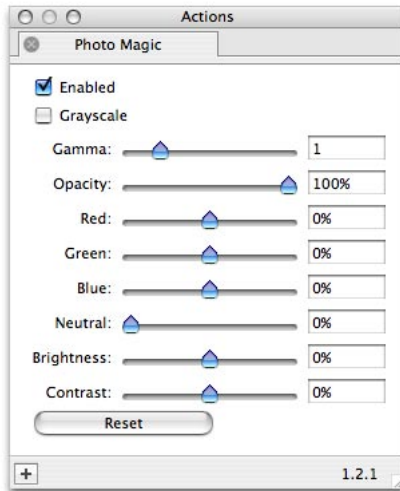


## Photo Magic

The Photo Magic effect allows you to manipulate the color settings of a graphic. For example you can very easily create rollover effects such as color image/grayscale image and normal image/bright image by simply duplicating a graphic box, applying the Photo Magic effect and combining the images with the rollover Action.

The Action may be applied to a graphic box containing a picture and/or Fill Master content. If it is applied to a picture then it affects the intersection of the picture and its graphic box. If the graphic box has both a picture and Fill Master content then it only affects the picture. If the graphic box has both Fill Master content and graphic text then it only affects the Fill Master content. If the graphic box has a fill color then that color shows through more as the opacity decreases.

### Parameters



Unchecking the **Enabled** checkbox immediately restores the graphic box to its original state without having to remove the action.

#### Grayscale

A checkbox that, when checked, converts the picture into grayscale version before applying any of the other adjustments.

#### Gamma

A number (0.1 to 5.0) that adjusts the gamma curve of the picture. Changing the gamma curve increases or decreases the brightness of colors in the mid-range. The default value of 1.0 gives a straight line between black and white. Higher values lighten the mid-range and lower values darken it.

#### Opacity

A number (0% to 100%) that adjusts the opacity of the picture. The default value of 100% leaves the opacity of the picture unchanged. This is the only parameter that changes the opacity (alpha) of the picture. All the others leave it unchanged.

#### Red

A number (-100% to +100%) that decreases or increases the amount of red in a picture. The default value of 0% leaves the red balance unchanged. Values greater than 0% increase the red values (making the picture more red). Values less than 0% decrease the red values (making the picture more cyan).

#### Green

A number (-100% to +100%) that decreases or increases the amount of green in a picture. The default value of 0% leaves the green balance unchanged. Values greater than 0% increase the green values (making the picture more green). Values less than 0% decrease the green values



(making the picture more magenta).

### Blue

A number (-100% to +100%) that decreases or increases the amount of blue in a picture. The default value of 0% leaves the blue balance unchanged. Values greater than 0% increase the blue values (making the picture more blue). Values less than 0% decrease the blue values (making the picture more yellow).

### Neutral

A number (0% to 100%) that adjusts the balance between color and gray in a picture. The higher the number the more color that is removed and replaced with gray. The default value of 0% removes no color.

### Brightness

A number (-100% to +100%) that adjusts the overall brightness of the picture. The default value of 0% leaves the picture unchanged. A value of -100% makes the picture completely black and a value of +100% makes the picture completely white.

### Contrast

A number (-100% to +100%) that adjusts the overall contrast of the picture. The default value of 0% leaves the picture unchanged. A value of -100% makes the picture completely 50% gray.

### Reset

Returns all the sliders to their default positions/values.

## Examples



1. Original image
2. Grayscale: checked
3. Gamma: 1.5
4. Red: +33%
5. Green: +33%

6. Blue: +33%
7. Neutral: +33%
8. Brightness: +33%
9. Contrast: +33%.

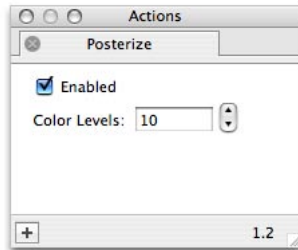


## Posterize

The Posterize effect lets you specify the number of Red, Green and Blue color (brightness) levels available for use by a graphic and then remaps the pixels to the closest levels. The minimum number of color levels that can be specified is 2 and the maximum is 100.

The Action may be applied to a graphic box containing a picture and/or Fill Master content. If it is applied to a picture then it affects the intersection of the picture and its graphic box. If the graphic box has both a picture and Fill Master content then it only affects the picture. If the graphic box has both Fill Master content and graphic text then it only affects the Fill Master content. If the graphic box has a fill color then that color shows through more as the opacity decreases.

### Parameters



Unchecking the **Enabled** checkbox immediately restores the graphic box to its original state without having to remove the action.

#### Color Levels

Specifies the number of color levels available for the graphic.

### Example



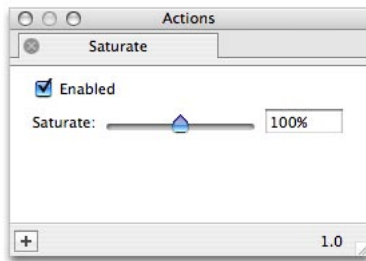
*This image has been remapped to 3 color levels (giving  $3 \times 3 \times 3 = 27$  available colors)*



# Saturate

This Action controls the amount of saturation an image's colors have. An image's colors can be desaturated to give a washed out appearance, or be highly saturated to increase their vibrancy.

## Parameters



Unchecking the **Enabled** checkbox immediately restores the graphic box to its original state without having to remove the Action.

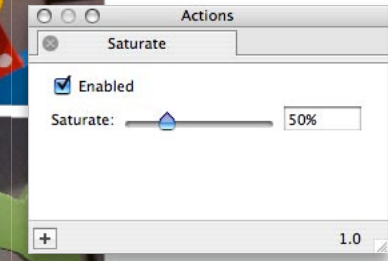
## Saturate

This controls the amount of saturation that an image has, ranging from 0% (no color saturation) to 200% (double the vibrancy of the image's normal color). The default setting is 100%—the image's normal color appearance.

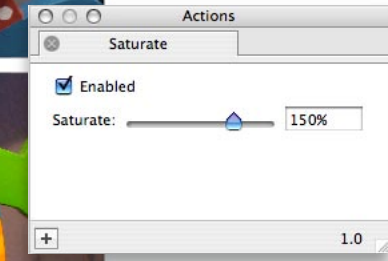
## Example



The original image before the Action is applied.



The image has a saturation setting of 50%, giving a washed out effect to the colors.



The image has had the saturation set to 150%, thus increasing the vibrancy of the colors.

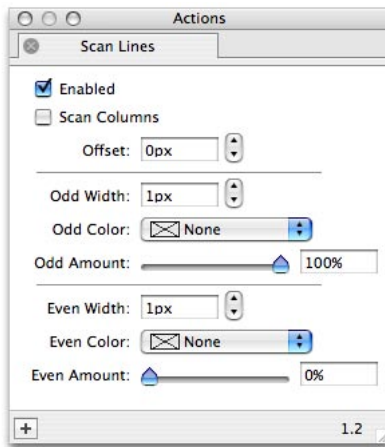


## Scan Lines

The Scan Lines effect applies a series of alternating even/odd effect stripes down (or across) an image. These may alter the color or opacity of the pixels. It can be used to create a TV-like raster effect or Venetian blind effect.

The Action may be applied to a graphic box containing a picture and/or Fill Master content. If it is applied to a picture then it affects the intersection of the picture and its graphic box. If the graphic box has both a picture and Fill Master content then it only affects the picture. If the graphic box has both Fill Master content and graphic text then it only affects the Fill Master content. If the graphic box has a fill color then that color shows through more as the opacity decreases.

### Parameters



Unchecking the **Enabled** checkbox immediately restores the graphic box to its original state without having to remove the action.

### Scan Columns

If this box is checked then the effect is applied as a series of vertical stripes as opposed to the horizontal stripes applied when the box is unchecked (the default).

### Offset

A number (–20px to 20px) that offsets the phase/starting position of the stripes. The value used is modulo the **Even Width** value and adjusted so that no part of the image is missed out by the scan lines.

### Odd Width

A number (1px to 20px) that specifies the width of the first, third, fifth, etc. (i.e. odd) stripes.

### Odd Color

The color to be mixed-in to the pixels in the odd numbered stripes. If this is set to be **None** (the default) then, rather than mixing in a color, the opacity of the stripe is altered (i.e. the color **None** representing 100% transparency).

### Odd Amount

A number (0% to 100%) that specifies how much of the **Odd Color** to mix in. The value 0% indicates that the pixels in the odd numbered stripes should be left unaltered. The value 100% (the default) indicates that the pixels should be completely replaced with the **Odd Color**.

### Even Width

A number (1px to 20px) that specifies the width of the second, fourth, sixth, etc. (i.e. even) stripes.

### Even Color

The color to be mixed-in to the pixels in the even numbered stripes. If this is set to be **None** (the default) then, rather than mixing in a color, the opacity of the stripe is altered (i.e. the color **None** representing 100% transparency).

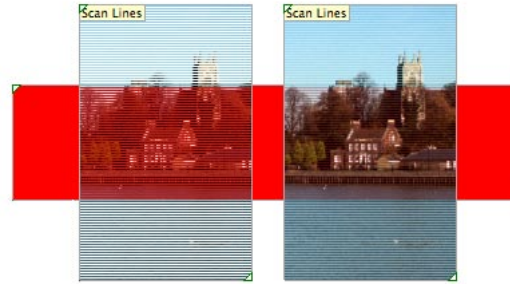




## Even Amount

A number (0% to 100%) that specifies how much of the **Even Color** to mix in. The value 0% (the default) indicates that the pixels in the even numbered stripes should be left unaltered. The value 100% indicates that the pixels should be completely replaced with the **Even Color**.

## Example



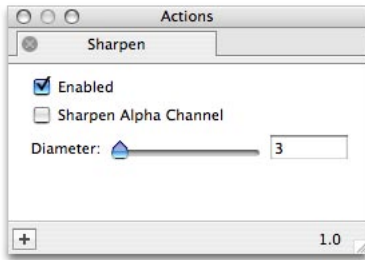
1. Image with default Scan Lines applied in front of red box
2. Scan Lines with odd amount of 33%



## Sharpen

The Sharpen Action applies a controllable level of sharpening to an image. This is particularly useful to compensate for the loss of detail that JPEG compression will give. By slightly sharpening an image, the resulting JPEG will appear to have more detail than it normally would.

### Parameters



Unchecking the **Enabled** checkbox immediately restores the graphic box to its original state without having to remove the Action.

### Sharpen Alpha Channel

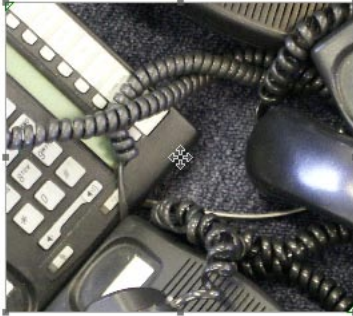
By default, the sharpen Action will only sharpen the image's RGB channels, and not the alpha (transparency) channel, thus preserving the original transparency of the image. If the Alpha channel needs to be sharpened, then check this box.

### Diameter

The Action will sample each pixel in the image, as well as its neighbors, to process the sharpening. The size of the surrounding area for each pixel is determined by using this slider. A higher value produces more sharpening.



## Examples



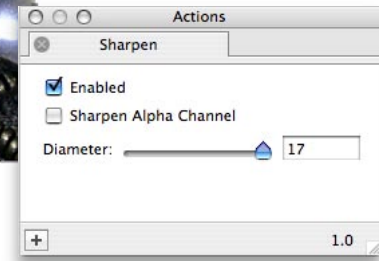
*The original picture before the Action is applied.*



*This image has a very low level of sharpening applied at this time. Some of the details (for example the lettering) are still indistinct.*



*The image has been sharpened using a radius of 17 pixels. The lettering on the back of the typewriter is much more pronounced and legible.*

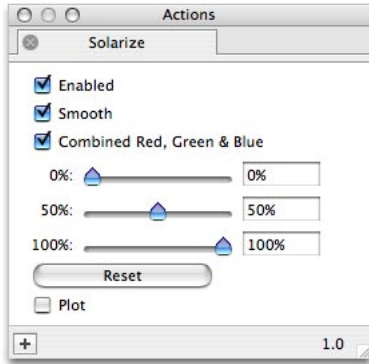




# Solarize

This Action gives a solarizing effect to the image. Solarizing is a photographic effect where the negative or print is exposed to light very briefly. This has the effect of causing some of the tones to invert, and this introduces pronounced highlights and lines. This is an effect that can create some quite striking images.

## Parameters



Unchecking the **Enabled** checkbox immediately restores the graphic box to its original state without having to remove the Action.

### Smooth

Solarizing relies on an internal graph to create the curves needed to alter the image. The transition from each point can be straight or smoothed.

### Combined Red, Green & Blue

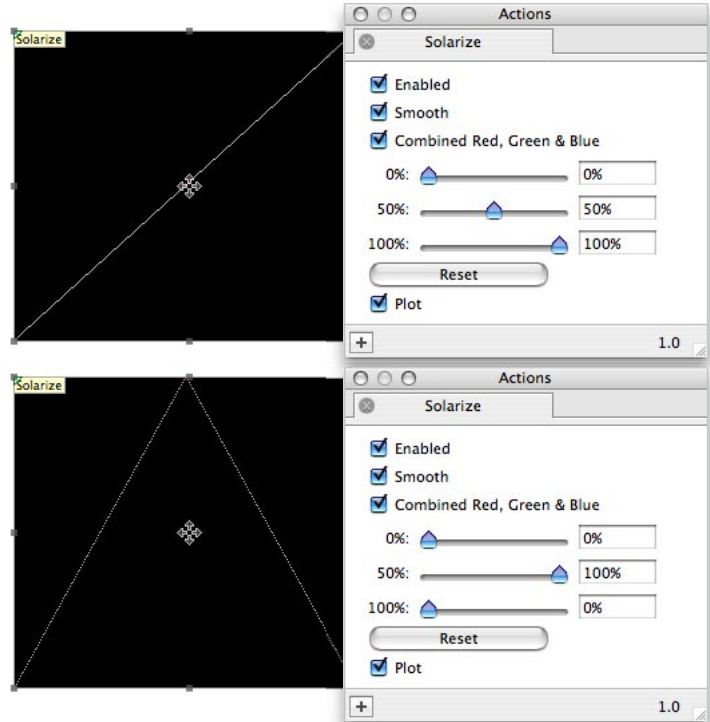
By default, this box is checked. The red, green and blue channels will be altered identically. Unchecking this box will gives access to a set of sliders for each color channel.

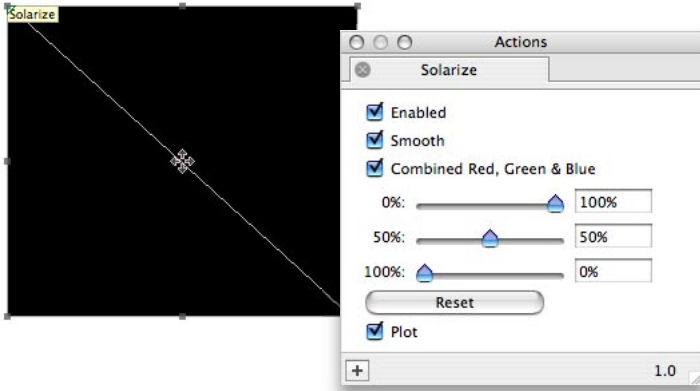
## Percentage Sliders

These sliders control the output value at specific locations in the image's (or channel's) tonal range (or input value) To adjust the output value for a specific input value, drag the slider or type in a number into the text box.

The **Plot** check box will display a plot of the graph in the image's space on the Freeway page as a guide.

The examples below show how the sliders relate to a graph plot. The horizontal axis indicates the input value, whilst the vertical axis represents the output value.



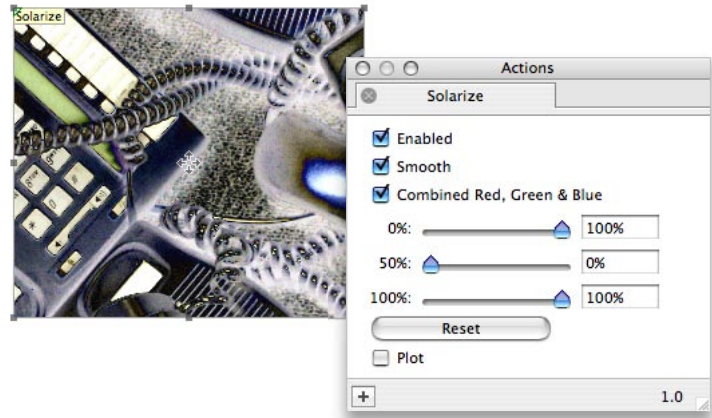


## Examples

The following are examples of some solarized images, with their settings in the Actions palette.

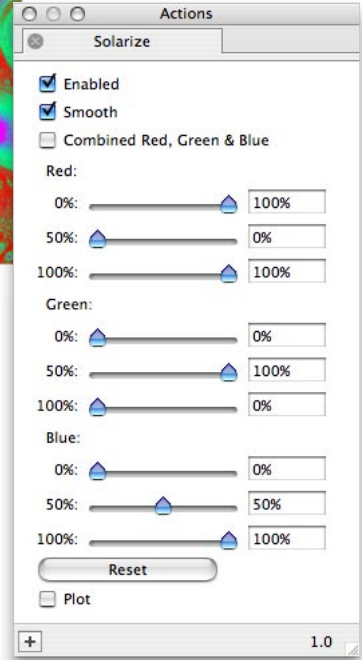
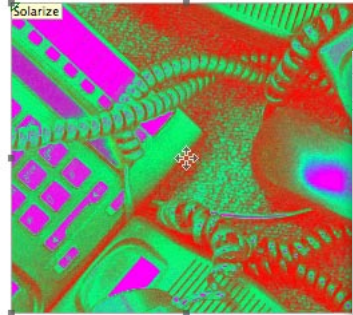
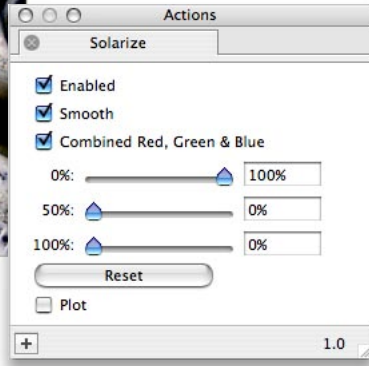
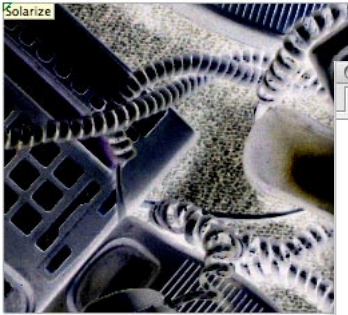


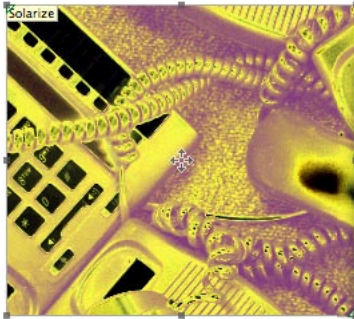
*The original image before the Action is applied.*





# Solarize





Actions

Solarize

- Enabled
- Smooth
- Combined Red, Green & Blue

Red:

0%:  50%

50%:  100%

100%:  0%

Green:

0%:  20%

50%:  100%

100%:  0%

Blue:

0%:  50%

50%:  25%

100%:  0%

Plot

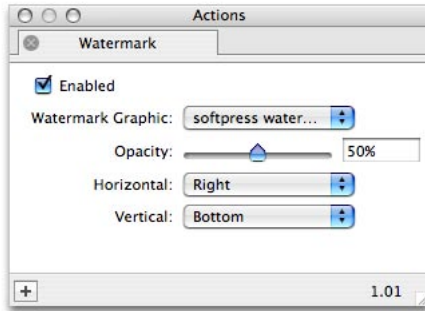
1.0



## Watermark

The Watermark Action allows you to place a watermark on your image in Freeway. This allows you to “sign” your work using a common image file, and ensure that your signature is placed consistently on the same location on every image. The position and opacity of the signature can be defined in the Actions palette.

### Parameters



Unchecking the **Enabled** checkbox immediately restores the graphic box to its original state without having to remove the Action.

### Watermark Graphic

By default, this option shows “None” and the action will not affect the image in any way. Use this drop down to select an image. In the examples, we have used a 24 bit PNG image which was exported from Freeway into the Media folder.

### Opacity

This controls the opacity of the watermark on the image.

### Horizontal

This controls the horizontal positioning of the watermark. The options are Left, Center and Right.

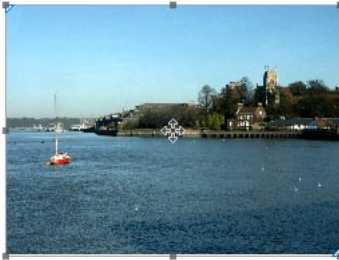
### Vertical

This controls the vertical positioning of the watermark. The options are Top, Middle and Bottom.

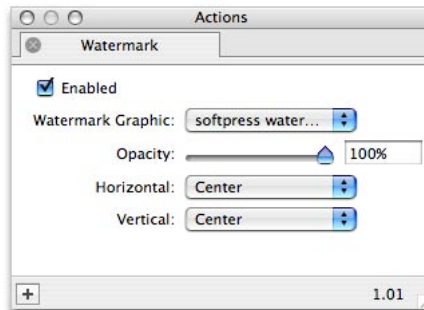
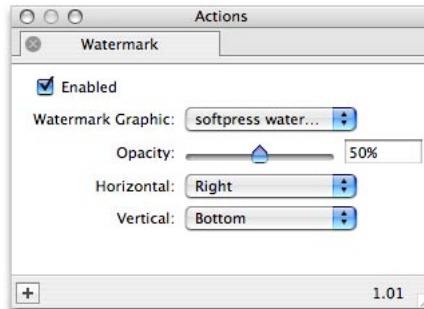




## Examples



*The original image before the Action is applied.*



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