Icon.tiff ¬ Dedither
PixelRule.tiff ¬

In some images you will find out of place speckles. The cause for these speckles can be the dithering algorithms that have been used on GIF images or 12-bit RGB images. These algorithms try to create the impression that more colors have been used than the system is able to display, by creating patterns (dithering). If you now want to display an image treated this way on a computer that is able to display more colors than the image contains, these patterns are no longer necessary.

Panel.tiff ¬

The Dedither module attempts to reduce this kind of noise (see glossary) within your picture.
The size of the area around the speckles can be entered in the Size field. This is the area that will be respected when calculating the value for the new pixel. The larger you make this area the longer the calculation will take.
If the way your image was dithered is known to be Regular Dither (or Ordered Dither in some books), you should use the size that was used when the image was dithered (usually 2x2, 4x4, 8x8 or 16x16). Using this size will yield the best results. 4x4 pixels is usually a good choice.
The Threshold % value is used to distinct between noise and correct image contents. Differences in brightness below the Threshold value will be regarded as noise, anything above it will be taken as an edge and will not be changed. The difference between black and white is 100%, black-red is 33%. Thus when using this action on a grayscale image you will have to use higher values for the Threshold.
The Weight % box defines how strong the Dedither action will change the underlying image.

Fig.1.tiff ¬

Original image.

Fig.2.tiff ¬
Dithered to 12 bit

Fig.3.tiff ¬
After using the Dedither action.