WebFX

	COLLABORATORS		

	TITLE : WebFX		
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WRITTEN BY		August 7, 2022	

REVISION HISTORY			

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

WebFX

1.1   WebFX - Main Page

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```

```
                              V1.80

             - Professional Web Effect for Amiga Web Developers -

                   http://www.intercom.it/~fsoft/webfx.html

   Introduction:


            What is WebFX ?
```

What do you need to run WebFX?

Shareware:

WebFX is shareware!

WebFX limits in the demo version

Usage:

How to use WebFX

ARexx Commands

Known problems

Legal Stuff:

Copyrights - Enigma Amiga Run *READ THIS*

Standard Disclaimer

Past & Future:

Future developments of WebFX

History

Author:

A note about the author

Amiga Foundation Classes:

This program uses the Amiga Foundation Classes!

1.2 WebFX / ARexx Commands

AREXX COMMANDS

Starting from V1.80, WebFX features a brand new ARexx interface

which will allow you to control WebFX with ARexx scritpts.

This is a quite "strange" situation: ImageFX will be controlled
by WebFX which will be controlled by ARexx scripts :-)

Anyway, here there is the complete list of ARexx commands supported
by WebFX:

WebFX Commands

Preferences Commands

CrossFade Commands

Anim2Anim Commands

Pic2Pic Commands

Shadow Commands

Speed Commands

Lister Commands

1.3 WebFX / Lister ARexx Commands

LISTER AREXX COMMANDS

Lister commands start with the "LISTER" keyword.
Template is:

     LISTER   ADD/K,CLEAR/S

ADD   - Use this to add an image file to the Lister.

                 Eg. LISTER ADD 'work:pics/image_1.iff"'

CLEAR   - If specified, the lister will be creared.

                   Eg. LISTER CLEAR

1.4 WebFX / Speed ARexx Commands

```
SPEED AREXX COMMANDS

Speed commands start with the "SPEED" keyword.
Template is:

     SPEED     DEST/K,FRAMES/K,MODE/K



DEST         - Destination name of the Animation created.

                  Eg. SPEED DEST 'ram:'

FRAMES       - Number of frames of the animation.

                  Eg. SPEED FRAMES 10

MODE         - Defines Speed operation mode, pass:

                     0 - Left
                     1 - Right
                     2 - Both
```

1.5 WebFX / Shadow ARexx Commands

```
SHADOW AREXX COMMANDS

Shadow commands start with the "SHADOW" keyword.
Template is:

     SHADOW    DEST/K,DIR/K,BRIGHT/K,XDIST/K,YDIST/K,ACCURATE/K

DEST         - Set the destination directory where new pics will be
               saved.

               Eg. Shadow '"ram:"'

DIR          - Set the Shadow direction, pass:

                     0 - Up Left
                     1 - Up
                     2 - Up Right
                     3 - Left
                     4 - Middle
                     5 - Right
                     6 - Down Left
                     7 - Down
                     8 - Down Right

               Eg. Shadow DIR 5

               Sets the shadow to Right.
```

```
BRIGHT        - Used to define the brightness amount.
                 Values range from 0 to 255

                    Eg. SHADOW BRIGHT 15

XDIST         - Used to define X distance of the shadow.
                 Values range from 0 to 255.

                    Eg. SHADOW XDIST 10


YDIST         - Same as XDist but for Y distance.

ACCURATE      - Set/Unsets "Accurate Shadowing" option. 0 unsets, 1 sets.

                    Eg. SHADOW ACCURATE 0
```

1.6 WebFX / Pic2Pic ARexx Commands

```
PIC2PIC AREXX COMMANDS

Pic2Pic commands start with the "PIC2PIC" keyword.
Template is:

    PIC2PIC DEST/K

DEST    - Set the destination directory where new pics will be
          saved.

             Eg. PIC2PIC '"ram:"'
```

1.7 WebFX / Anim2Anim ARexx Commands

```
ANIM2ANIM AREXX COMMANDS

Anim2Anim commands start with the "ANIM2ANIM" keyword.
Template is:

    ANIM2ANIM DEST/K,SKIP/K,DELETE/K


DEST    - Set the destination directory where new anims will be
          saved.

             Eg. ANIM2ANIM DEST '"ram:"'

SKIP    - Set the number of frames to skip.

             Eg. ANIM2ANIM SKIP 2
```

```
DELETE  - Set/Unsets "Delete Last 2 Frames" option: 0 unsets, 1 sets.

          Eg, ANIM2ANIM DELETE 1
```

1.8   WebFX / CrossFade ARexx Commands

```
CROSSFADE AREXX COMMANDS

CrossFade commands start with the "CROSSFADE" keyword.
Template is:

    CROSSFADE DEST/K,FRAMES/K

DEST        - Set the destination name of the CrossFade anim.

              Eg. CROSSFADE DEST '"ram:cross.gif"'

FRAMES      - Set the number of frames of the CrossFade anim.

              Eg. CROSSFADE FRAMES 10
```

1.9   WebFX / WebFX ARexx Commands

```
WEBFX AREXX COMMANDS

WebFX commands start with the "WEBFX" keyword.
Template is:

    WEBFX QUIT/S,EXECUTE/S,MODE/K,QUIET/K,PREVIEW/S



QUIT        - If specified, WebFX will quit immediately.

EXECUTE     - Same as pressing the "Execute" gadget.

MODE        - Select WebFX operating mode, same as pressing
              one of the tabs gadgets. You have to supply move
              ordinal number, starting from 0.

              Eg. WEBFX MODE 1

              Will set WebFX in Anim2Anim mode.

QUIET       - Suppress some WebFX requesters, such as "Operation Completed"
              ones. You have to supply 0 or 1.

              Eg. WEBFX QUIET 1

              Will set QUIET mode to on.
```

```
PREVIEW    - Same as pressing the "Preview" gadget.
```

1.10   WebFX / ARexx Preferences Command

```
AREXX PREFERENCES COMMAND

Prefs commands start with the "PREFS" keyword.
Template is:

PREFS   WIDTH/K,HEIGHT/K,COLS/K,DELAY/K,LOOP/K,
        PING/K,IMAGE/K,ANIM/K,WHIRL/K,EXTENSION/K

WIDTH   - Use this keyword to specify destination width of the picture/anim
          you are going to create using WebFX.

          Eg. PREFS WIDTH 40

          Pic's width will be 40 pixels.

HEIGHT  - Same as WIDTH, but will set the pic's height.

          Eg. PREFS HEIGHT 40

          Pic's height will be set to 40 pixels.

COLS    - Same as WIDTH, but works on pic's colors.

          Eg. PREFS COLS 16

          Pic's colors will be 16.

DELAY   - Same as WIDTH, will set Animation delay speed (in 100th of second)

          Eg. PREFS DELAY 10

LOOP    - This is used to set the number of loops of an AnimGIF.

          Eg. PREFS LOOP -1

          AnimGIF will loop forever.

PING    - This is used to set/unset "Make Ping Pong" option.
          Use 0 to unset, 1 to set.

          Eg. PREFS PING 0

          unsets "Make Ping Pong Options"

IMAGE   - Select default image format, pass:

                0 - GIF
                1 - JPEG
```

```
                        2 - PNG
                        3 - ILBM

                Eg. PREFS IMAGE 2

                default image format is PNG.

    ANIM    - Same as IMAGE, but for the anim format, pass:

                0 - AnimGIF
                1 - IFF Anim
                2 - FLC

    WHIRL   - Sets the WhirlGIF path & name.

                Eg. PREFS WHIRL '"work:programs/whirlgif/whirlgif"'

 EXTENSION  - Sets/unsets "Add .Ext" option.
             0 unsets, 1 sets.

                Eg.   PREFS EXTENSION 1

                Set "Add .Ext" option
```

1.11 WebFX / Known Problems

```
KNOWN PROBLEMS

- The program exists saying: 'exception: "tabs"'

Copy the "tabs.gadget" from "Classes.lha" archive into
"SYS:Classes/Gadgets"

- I have all the gadgets installed, but your program
  crashed badly.

Send me more info, the guru value and your config.
```

1.12 WebFX / Copyright

```
COPYRIGHT

WebFX is Shareware, if you like it, please consider registering.
See  Shareware

You can freely copy and share this product as long as you ship the original
archive and you don't ask for any fee for the copy.


NOTE:
```

Enigma Amiga Run IS NOT ALLOWED TO SHARE AND INCLUDE THIS PROGRAM IN
ANY KIND OF ITS MAGAZINES, ON CD-ROM OR DISKS. THEY ARE KILLING THE
AMIGA HERE IN ITALY, AND I DO NOT WANT THEM TO SHARE MY PRODUCT ON
THEIR FUCKING MAGAZINES.

1.13   WebFX / History

                    HISTORY

V1.80 - ADD: Now WebFX has a fully functional
              ARexx port
                        ENH: Now AnimGIF saving is 100% NetScape compatible (↩
                              finally :-)
           ENH: Now you are no longer forced to press the RETURN key to make
                 a change happen

V1.70   - ADD: "Speed" Effect !!
             ADD: "Preview" button to see results in a thumbnail

             ENH: Now you can set "-1" as LOOP times, and the AnimGIF will
                   loop forever and ever...
             ENH: Now "About" requester does not show "Register" gadget
                   anymore to Registered users :-)
             ENH: Now the "Accurate Shadowing" checkbox has the "A" keyboard
                   shortcut. (For all you, speed freaks!)
             ENH: Now "Anim2Anim" shows a warning requester before converting
                   an animation with the "Make Ping Pong" option selected.

V1.60   - ADD: Now you can set the LOOP times

             ENH: Better scaling algo
             ENH: Removed BOOPSI Image Class
                   Some people claimed that WebFX crashes badly on startup.
                   This appears to be a ClassAct fault, they replaced the
                   button.gadget with a "compatible" one, but that wasn't
                   true. So, now, I am forced to use a standard cycle
                   gadget instead of a more fancy image button...

             ENH: Prefs saves also the LOOP times
             ENH: WhirlGIF is called with better params
             ENH: Better status window while creating the shadow

V1.50   - MAJ: Now WebFX can be also used as a "format filter".

             ADD: Now WebFX has a Preferences Window

             ENH:
                CrossFade
                now can work also with more than
                    just two pictures.

```
            ENH:
                Shadow
                Effect now can be used upon a
                    list of pictures at a time.
            ENH:  Shadow effect now features the Status Window.
            ENH:
                Anim2Anim
                Effect can be called for
                    a list of anims at a time.
            ENH:  Better docs.

            FIX:  a small bug in the Error Report requester.
            FIX:  a strange behaviour in the algo creating the "ping" list
                    for an anim -> gif conversion.

    V1.00   - First Aminet Release.
```

1.14   WebFX / Future

```
FUTURE

I will continue to improve this program, because I use it :)

Next you'll see:

* More effects

* ARexx Port

* Locale support...

and your own suggestions!!!
```

1.15   WebFX / Intro

```
INTRODUCTION

Wellcome in the new era of Web Designing!!

WebFX opens you the doors of fast and easy but professional Web graphics
effects, by offering you the top-of-the-shelf effects for your own Web
pages.

With this program, and the help of ImageFX, you'll be able to create
stunning animations, crossfades, shadows and to add them into your
Web pages.

Everything is GUI driven, with a lot of Drag & Drop stuff!!!

Why are you still reading these lines?? Go there and try WebFX now!!!
```

```
*** SEE DIRECTORY "EXAMPLES" FOR LIVING EXAMPLES ***
```

```
http://www.intercom.it/~fsoft/webfx.html the *official* WebFX site!
```

1.16 WebFX / Requirements

```
REQUIREMENTS
```

In order to run WebFX you need:

- ImageFX 2.1+

- WhirlGIF, somewhere in your HD.

- An Amiga :-)

- Some RAM.

And of course, you need also some pics to work on!

1.17 WebFX / Shareware

```
SHAREWARE
```

WebFX is shareware. This means that you can try this product, but
if you like it, you are strongly encouraged to register to it.

Registering, you'll receive the latest version of the program and
a key file, which will work for all future versions of WebFX.

Registration is US$15, DM20, Lire 20.000, UKP £10.

Add: US$3, DM 3, Lire 4.000, UKP £2

if you want receive the keyfile by snail mail.

I will *not* accept any other money. If you are in Italy, you can
send me a "Vaglia Postale" at the address shown below.

Anyway, it is *your* task to ensure that the money arrive to me.
If, for any reason, I cannot get the money, you will not receive
the key file.

Furthermore, if I have to *pay* to receive your money, you'll have
to send me the corresponding amount of money.

Sorry, I may appear "rude", but I have encountered such problems with
some other products I have in the Shareware.

Send the money to:

```
        Fabio Rotondo
        C.so Vercelli 9
        28100 Novara
        ITALY


        e-mail: fsoft@intercom.it


        Tel.:   (ITA) - (0)321 - 459676 (home)
                (ITA) - (0)321 - 424272 (office)

                (ITA) - (0)338 - 7336477 (GSM)
```

1.18 WebFX - Demo Version Limits

```
DEMO VERSION LIMITS

All effects will generate pictures/anims max 160x128 pixels.
Bigger anims/pics will be scaled.

All anim effects will generate up to 5/8 frames.

Please, note that WebFX has a new "protection" I have created called
ThreeKeys software protection.
Try to crack it, and it will work, but with strange results :-)

Happy hacking.
```

1.19 WebFX / How To Use

```
                USAGE

WebFX window is divided mainly in four parts:

    - Tabs  (where you can choose the desired effect)

    - Files Area (where you can add/del files to convert)

    - Effect Settings   (we'll talk about this later)

    - Execute/Preview button    (to start Web fx creation)


NOTE: any string gadget and every list view gadget
      is "Drag and Drop" sensitive.

We'll discuss just about the "Effect Settings":



        CrossFade
```

```
        Anim 2 Anim


        Pic 2 Pic


        Shadow


        Speed


        Prefs
```

1.20   WebFX / Preferences

```
** PREFS **

Width/Height            - Final width/height of the picture/animation
                          -1 means "don't change".

Colors                  - Final amount of colors of the picture/animation

Make Ping Pong          - If checked, the anim will Ping/Pong.
                          NOTE: this only works with AnimGIFs.

Delay                   - Frame speed in *100th* of second.
                          NOTE: this only works with AnimGIFs.

Loop                    - How many times your AnimGIF should loop.
                          Set this to 0 to get infinite loops.

Image Format            - Desired image format when saving pictures.

Anim Format             - Desired Anim format when saving animations.

Add .Ext                - If checked, it will add the right extension
                          to the file while saving.

WhirlGIF                - The complete path of WhirlGIF.


Use the "SAVE" button to save the preferences.
```

1.21   WebFX / Shadow

```
** SHADOW **

- This effect will add a shadow to every image provided in the list.

Destination            - Name of the directory where the images will
                         be saved.

Shadow:                - The shadow's direction.

Bright                 - How much "light" the shadow has to be.

X/Y Dist               - Shadow X/Y distance from the picture.

Accurate Shadowing     - The scaling will be performed _after_ the
                         shadow effect has been applied. This will
                         produce a better shadow effect, but will
                         also take a lot of time...

NOTE: This is quite a _slow_ effect.
```

1.22   WebFX / Speed

```
** SPEED **

- This effect will take one (or more) picture and will blur it giving
  a glimpse of "passing by"... more or less the same sight you can have
  by looking outside your car while you are running fast.

  The effect is very good when it is used to "mix" pictures together.

  Please, see the example provided to understand better.


Destination            - Name of the directory where the images will
                         be saved.

Frames                 - The number of frames

Mode                   - In which dir the speed effect will be applied.

Link!                  - If selected, all the pictures will be "chained"
                         together.
```

1.23   WebFX / Anim 2 Anim

```
** ANIM 2 ANIM **

- This effect will convert an animation (in any format supported by
  ImageFX) into another animation format supported by ImageFX
```

```
    Dest. Dir.                 - Directory where the new anims will be
                                 saved.

     Skip                      - Frame skip (1 means "don't skip")

     Delete last 2 frames      - IFF ANIM5/7 adds two more frames to the
                                 animation to ease the looping.
                                 Usually, you don't need those frames.


    NOTE: remember to unselect the "Make Ping Pong" option.
```

1.24   WebFX / CrossFade

```
** CROSSFADE **

- This effect will create a "cross fading" effect between two or more images.

Destination              - The name of the resulting AnimGIF.

Frames                   - How many frames to create for every pic->pic
                           transition.
                           IE.: setting it to 5 for a three pics transition
                               will generate 15 pics animation.

NOTE: the "Make Ping Pong" option only works on AnimGIF animations.
```

1.25   WebFX / Pic 2 Pic

```
** PIC 2 PIC **

- This effect will get a list of images (in any format supported by
  ImageFX) and will convert it into another format.

Destination Dir          - Where the new files will be saved.
```

1.26   Disclaimer

```
DISCLAIMER


NO WARRANTIES

WebFX and accompanying written materials are provided "as is", without
warranty of any kind. To the maximum extent permitted by law, author
declaim all warranties, either express or implied, including but not
limited to implied warranties of merchantability, fitness for a
particular purpose and noninfringment. The entire risk arising out
of the use or performance of WebFX and any accompanying written
materials remains with you.
```

NO LIABILITY FOR CONSEQUENTIAL DAMGES

To the maximum extent permitted by applicable law: in no event shall the
author or their suppliers be liable for any damages whatsoever (including,
without limitation, damages for loss of business profits, business
interruption, loss of business information, or other pecuniary loss)
arising out of the use of or inability to use WebFX, even if the author
have been advised of the possibility of such damages. Because some
states/jurisdictions do not allow the exclusion or limitation of liability
for consequential or incidental damages, the above limitation may not
apply to you.

1.27   WebFX / Author Info

AUTHOR INFO

WebFX has been written by me: Fabio Rotondo.

If you want to get in touch with me, please, send an e-mail or a letter
to the following address:

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snail mail: Fabio Rotondo
            C.so Vercelli 9
            28100 Novara
            Italy

see also: http://www.intercom.it/~fsoft   - my home page
            http://www.intercom.it/~fsoft/ablast.html   - Amiga Blast WEB ←
               Magazine
            http://www.intercom.it/~fsoft/afc.html   - Amiga Foundation ←
               Classes

1.28   Amiga Foundation Classes

AMIGA FOUNDATION CLASSES

What are the Amiga Foundation Classes

"Amiga Foundation Classes" (AFC from now on) is the name of a library of
Object Classes designed to manage the several features of Amiga. Each
Class will constitute an interface between the programmer and a particular
aspect of the Amiga Operating System, trying to make the design and the
coding of a program for the Amiga OS computers easier. The AFC have been
also designed to assure a quicker porting of the Amiga programs on the
future Amiga-Compatible Operating Systems. See section 2.4 for more infos.

What are the Amiga Foundation Classes for

We have designed the AFC for different reasons: first of all the necessity
of fully exploiting the object oriented programming (OOP), that allows to
"recycle" code using it in other Classes or in other programs. The
recompilation of the AFC on future computers with an Amiga-Compatible OS
will allow a quicker porting of software products. See section 2.4 for more
infos.

Who will use the Amiga Foundation Classes

The AFC will be available to all programmers using a language supporting
the OOP. The AFC can be used freely in FreeWare, ShareWare, PD or
Commercial programs without paying any royalty. Probably, in the final
version of the (C)Copyright of the AFC we will ask to programmers that use
them in their code to include a message of the form "This program uses the
AFC", but we have not decided it yet.

Future of the Amiga Foundation Classes

The AFC have been designed to warrant a reliable base of Objects to be used
in the future Amiga-Compatible machines: by recompiling the AFC source
code will be possible to obtain an excellent library of Classes with which
one can easily build applications for the new computers. The advantage of
using Classes of objects over the Operating System calls is due to the fact
that such Classes work as an "interface" between the OS and the programmer:
people that programmed on the Amiga using the AFC will bring their code on
the new machines by simply recompiling the sources and using the AFC
version implemented on the new computer on which they are working. Thank
to the AFC, programmers will save a lot of time (otherwise spent in
learning the new OS) and will keep on using the same Classes with the same
sintax and the same behaviour. This implies, at least in our intentions,
that the software will be developed better and in a shorter time. The risk
that every new Operating System has to face, when it first comes to life,
is the lack of professional software. Thank to the AFC it will be possible
to provide in brief time professional products for these new OS.

Interfacing with new Amiga OS Compatibles

It's our intention to freely supply developers of Amiga-Compatible OS with
the source code of the AFC, be they Phase5, VisCorp, Be Inc., AROS, p-OS,
PIOS, etc. Indeed, we are persuaded that the future of a new machine,
possibly not depending on Microsoft, is to be found in the possibility of
having in a short time software products of a professional quality. Thus
the AFC sources will be provided to every OS developer that will ask for
them. Then the particular implementation will be examined by the
supervisors of AFC that will give their approval and allow the
distribution. See section 5.0 for more infos.

For more info, see: http://www.intercom.it/~fsoft/afc.html