

040b73747265616d747970656481a203840163c48403737373810a0a810b  
0b815f5f84012584067f411b312d37OneVision-Image: Introduction ± Bitmap  
Controller

## **552195\_TMSImg.tiff ↪ Bitmap Controller**

The Bitmap Controller isn't a panel of its own but always accompanies one of the following tools:  
Mask Controller, Collage, Retouching, Filters, Histogram.

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*Figures: The icons of the tools for which the Bitmap Controller is available.*

The Bitmap Controller is used to specify the data you want to be processed and displayed when employing one of the OneVision-Image tools listed above. This makes the Bitmap Controller the most important panel for controlling image processing.

The Bitmap Controller consists of two parts. The upper part controls display data. Here you can specify which kind of data will be displayed: layout, original, or preview data. The preview data can be calculated separately using different resolutions. You can also determine whether a mask should be used while displaying the data and, if so, which mask: image or work mask. You can also control the color of the mask.

The lower part of the Bitmap Controller defines the impact of the tool using the Bitmap Controller (with the exception of the Masks tool).

185208\_paste.tiff ↪ *Figure: The Bitmap Controller panel, as it appears in some OneVision-Image tools*

## Display Data

*Layout Data / Original Data / Preview Data*

In the pop-up list on the left, you can decide, which kind of data are displayed. If you select *<Original Data>*, the original image data are displayed. Displaying and processing these data can be time consuming. If you prefer fast data display, you can use layout or preview data. Layout data are a low-resolution copy of the original image. They are automatically calculated by OneVision-Image and cannot be processed. If you try to process layout data, an attention panel will appear, asking you to load the original data.

*950593\_paste.tiff ↪Figure: Attention panel, asking to load the original data.*

If you click *<Load>*, the original data will be loaded and can be processed. *<Cancel>* will abort the function.

Preview data are basically the same as layout data, but you can display them at the resolution of your choice, and you can process them. Your manipulations of preview data won't affect the original data, but it gives you the opportunity to speed up processing time while experimenting.

*transparency; ↪Transparenz; ↪Transparency*

Activating this option causes OneVision-Image to use the transparency of an image when displaying it.

Note: RIPs are not able to process transparency, i.e. the alpha channel of images.

## Preview Data

This pull-down list enables you to calculate the preview data according to the resolution specified in the entry field below, or if

these data aren't needed anymore, to discard them.

The resolution of the preview data refers to the resolution of your monitor. If your monitor is able to display a resolution of 72 dpi and you specify 36 or 18 dpi for the preview data, the image will be displayed two or three times rougher than the monitor's resolution. Though processing speed is increased by working with preview data, control of each pixel of an image is not possible.

### *Calculate*

The preview data is extracted from the current data, so it must be calculated before it can be displayed. For all changes in preview resolution, or every switch from the original to preview display mode, the preview data must be calculated. This is done by selecting *<Calculate>* from the pull-down list.

### *Discard*

The preview data are only calculated and displayed when requested. If they are no longer needed (such as when shifting to the original data) it is advisable to delete them by choosing *<Discard>* from the pull-down list, which will speed up the display of the original data.

### *No Mask / Image Mask / Work Mask*

This pop-up list lets you choose whether you want your data to be displayed with an image mask, a work mask, or no mask at all. An activated mask protects parts of the image from modifications by image processing functions.

### *Mask Color*

The color well icon below the mask pop-up list allows you to change the color of the mask, making it easier to see.

All these settings control only the display of data. Though you may only be displaying preview data, you can still process the original data. The data you process have to be specified in the second part of the Bitmap Controller.

## **Arbeitsebene; Working Layer**

*Image / Image Mask / Work Mask*

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From this pop-up list, you can choose among *<Image>*, *<Image Mask>*, and *<Work Mask>* for setting the working layer. The tools accompanying the Bitmap Controller only affect the layer you select here.

Choosing *<Image>* as your working layer allows you to modify the image data. *<Image Mask>* and *<Work Mask>* let you manipulate the corresponding masks, and no further tools for processing masks are required. The work mask of an image is only temporary; it exists only during the current OneVision session. The *<Image Mask>*, however, is part of the image and can be saved along with it.

Below the pop-up list for the working layer, you can select whether you want to process original data or preview data. Preview data can only be processed if you have also chosen them for display. By contrast, you can process the original data even though displaying the preview data.

## **Apply**

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When you have selected *<Image>* as the impact area, you have to

click this command in order to apply a function to the image.

## **impactarea;¬Impact Area**

*Image / Toolbox / Dyn. Brush*

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This pop-up list lets you select the area the tool will affect. Selecting *<Image>* applies the tool's functions to the entire image. If you want to make local modifications to your image, use the *<Toolbox>* and *<Dyn. Brush>* tools.

The Brush Toolbox and Dynamic Brush are independent OneVision modules. Though they are included in the OneVision-Image license, they don't have to be loaded all the time. If they're not loaded, only the *<Image>* option will be available in the pop-up list.

For detailed information about the impact areas, refer to the chapters *<Impact Area>* (;AreaEffectedIntro.rtf;;¬), *<Image>* (;AreaEffectedPicture.rtf;;¬), *<Brush Toolbox>* (;TMSPinsel.rtf;;¬), and *<Dynamic Brush>* (;TMSDynPinsel.rtf;;¬).

## **Masking**

*None / Image Mask / Work Mask*

From this pop-up list you can select the kind of mask you want to use.

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You can choose among *<None>*, *<Image Mask>*, and *<Work Mask>*. The differences between image masks and work masks are described in the *<Masks and Masking>* chapter (;../BitmapControler/Masken.rtf;;¬).

The following chart illustrates the possible combinations available in the Bitmap Controller:

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Next: ;Firmware.rtf;;↵ Firmware - Technical Notes

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