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0b815f5f84012584067f411b312d37OneVision-Image: Introduction to Bitmap
Controller and Masking

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Introduction to Bitmap Controller and Masking

The Bitmap Controller is used to define the display modes, the working areas, and the areas affected by image processing when using OneVision-Image. The Bitmap Controller is the main instrument for controlling the tools used for image processing.

paste.tiff ~Figure: The upper (general) part of the Bitmap Controller

The lower part of the panel will vary depending on the tool you've selected, e.g., *Collage* or *Filters*.

Please see [Bitmap Controller \(;../TMSImg/Controller.rtf;~\)](#) for more information.

Masks

A mask is used to protect any part of an image from being modified by a tool or an image function. Each image has its own mask - its image mask.

You can also use a mask for special image manipulations. A work mask can be constructed using different elements and/or the image mask of the image. For constructing the work mask, you can use several parts of different masks, which can be combined.

419643_paste.tiff → *Figure: The Work Mask panel, used for defining masks*

Please see <Masks and Masking>
(;../BitmapControler/Masken.rtf;→) for more information

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