

**Graphics  
FAST Pack  
User Guide**



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# Introduction

## What is the Graphics FAST Pack?

The Graphics FAST Pack is provided in the form of a collection of Freeway Actions and consists of the following tools:

- **Fill Master**—Generates filled, framed, shadowed and glowing shapes with transparency and shading.
- **Duotone**—Applies duotone/tritone effects.
- **Fade**—Applies image fade effects.
- **Posterize**—Applies posterize effect.
- **Scan Lines**—Applies image scan lines effects.
- **Photo Frame**—Applies graphic edge effects.
- **Photo Magic**—Adjusts image settings.

This eclectic 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 Pack either create new graphic content or affect existing graphic content.

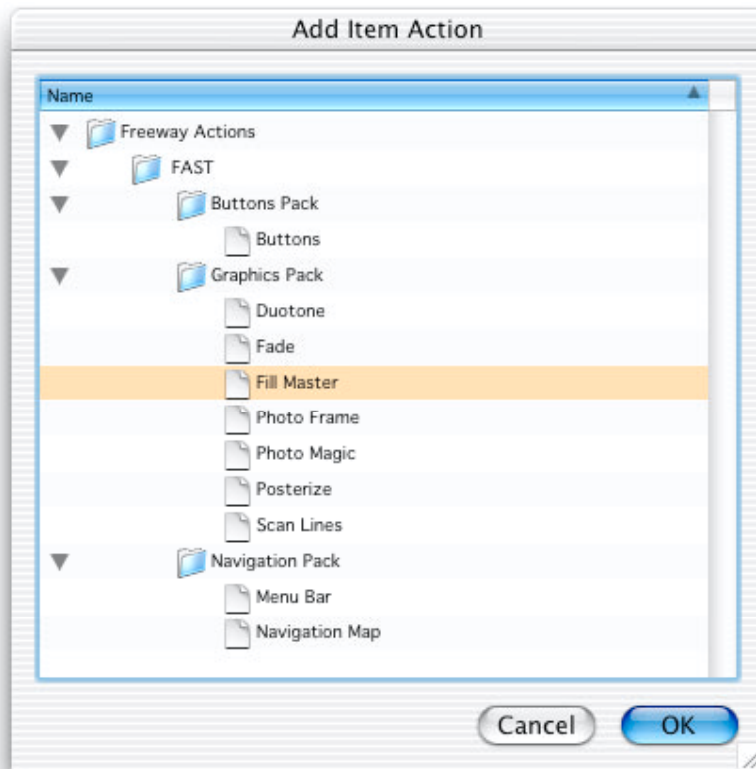
The graphic effect Actions never modify the original graphic, they always work on a copy. They always go back to the original and so do not degrade over repeated adjustment. They may be deleted or disabled and leave the original graphic unchanged. They may be applied independently and with different settings to multiple instances of the same original graphic yielding different results. When applied to graphic file content they will automatically update when the file is changed and resampled. If you include named colors in their parameters, you can redefine these and all the effects that use them will be updated automatically.

## How to install

The Graphics FAST Pack is installed by running the Graphics FAST Pack installer.

## Enabling

Before the Graphics FAST Pack can be used it must be enabled by entering an appropriate FAST Key. To enable the Graphics FAST Pack first draw a graphic box and then, with the Actions palette open, add any Action in the “Graphics Pack” folder to it.



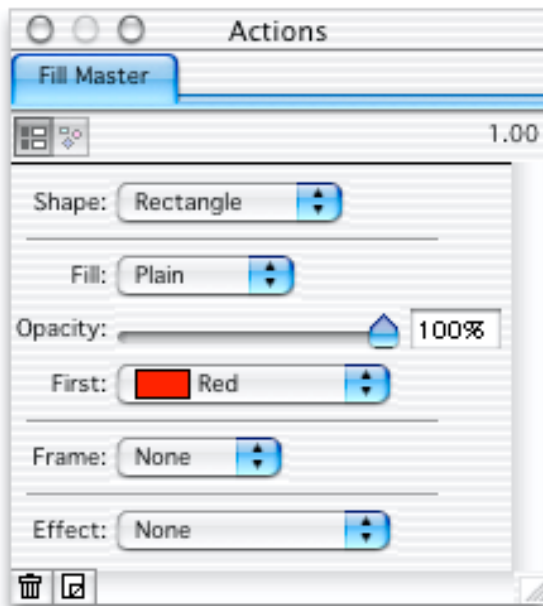
You should then see a message in the Actions palette stating that the Graphics FAST Pack is disabled and a push button. If you don't see the message but you see the button control parameters instead then the Graphics FAST Pack has already been enabled and you should skip the rest of this section. When you purchased the Graphics FAST Pack you should have received, via e-mail, a **Graphics Pack FAST Key**. Locate this FAST Key now. Select the text of the FAST Key and copy it to the clipboard. Don't forget to include the leading "<" and trailing ">" characters. Click the **Enter Key** push button in the Actions palette and paste the text into the dialog that appears. Click OK and your FAST Pack should be enabled. If you did not receive a **Graphics Pack FAST Key**, or cannot enable your Graphics FAST Pack please contact [support@softpress.com](mailto:support@softpress.com).

# Fill Master

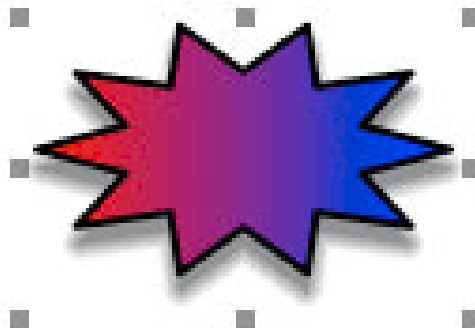
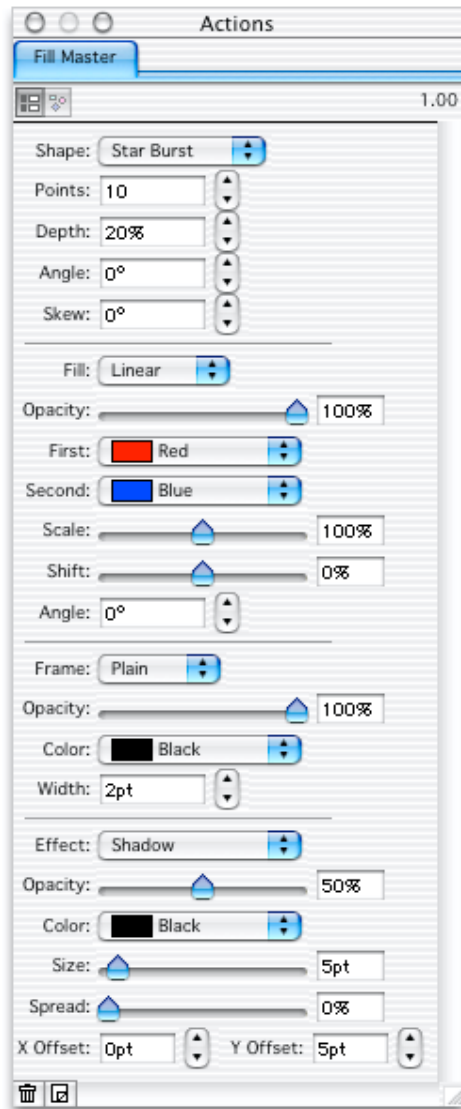
Parameters Fill Master differs from the other Actions in the Graphics Pack in that it creates content rather than affecting existing content. When applied to a graphic box Fill Master's graphic (content) appears in front of the Fill color and behind any text or graphic contained in the box. Whenever 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

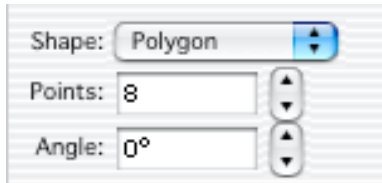
This draws a simple rectangle. There are no additional parameters for this shape.

### Oval

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

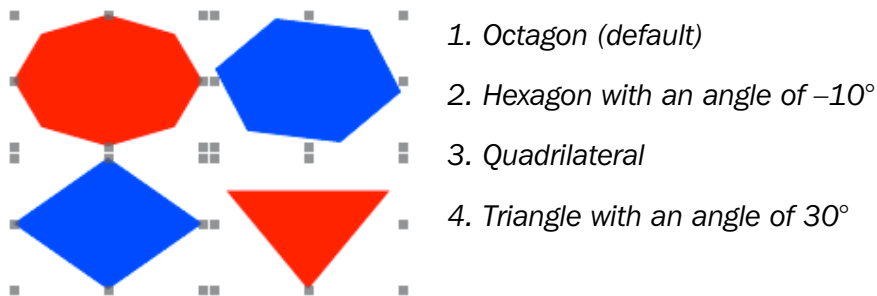
### Polygon

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



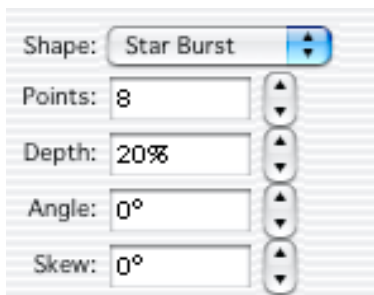
**Points** A number of points (3 to 100) that specifies the number of corners of the polygon.

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



### Star Burst

This draws a multi-pointed star burst inscribed within the bounding oval. This shape is specified with these additional parameters:

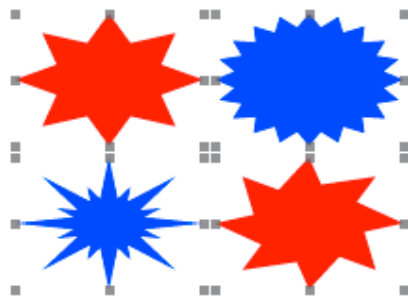


**Points** A number (3 to 100) that specifies the number of major points on the star burst.

**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°

## Fill

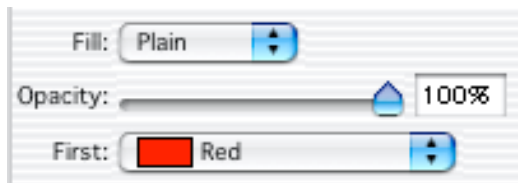
The parameters in the Fill group define if and how the shape of the Fill Master graphic is colored. **Note:** This does not affect the fill of the Graphic Box itself. The available fills are:

### 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:



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

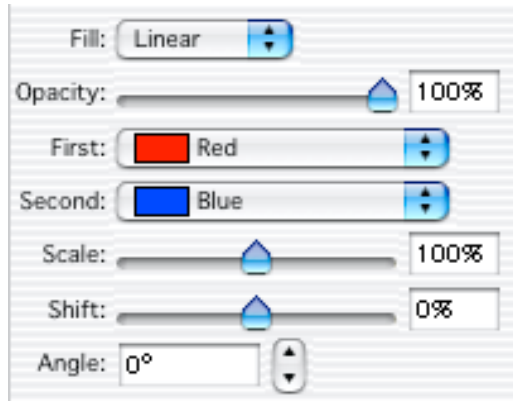
**First** The color to be used to fill the shape.



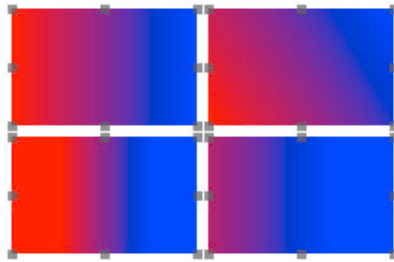
*A rectangle shape with a plain fill*

### Linear

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



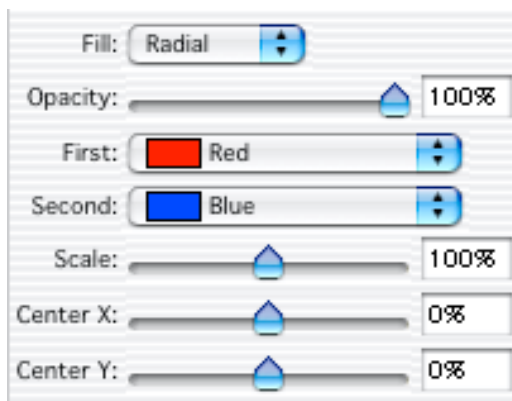
- Opacity** A number (0% to 100%) that specifies the opacity of the fill color. The default value of 100% is completely opaque.
- First** The color to be used at the start of the gradient with which to fill the shape.
- Second** The color to be used at the end of the gradient with which to fill the shape.
- 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 (towards the position of the second color).
- Angle** 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

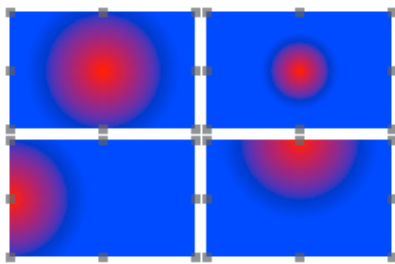
The shape is filled with a radial gradient. This gradient traverses between two colors in a series of concentric circles.



- 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.

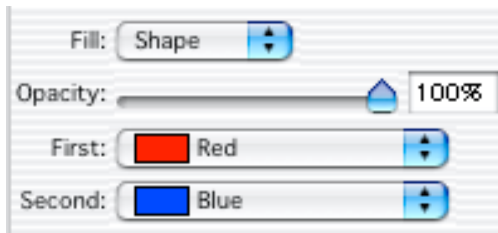
**Center Y** A number (-100% to 100%) that specifies the amount to offset the center of the gradient vertically with respect to the shape's height. The default value of 0% centers the gradient on the shape. Negative values shift the gradient's center up. Positive values shift the gradient's center down.



1. Default radial fill
2. Fill scaled to 50%
3. Center-x shifted by -50%
4. Center-y shifted by -50%

## Shape

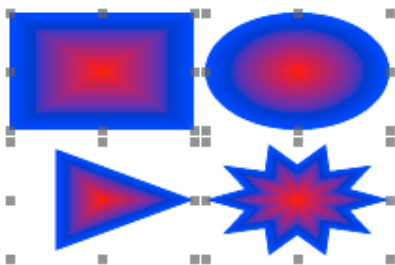
The shape is filled with a gradient that traverses between two colors in a series of concentric versions of the shape itself.



**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

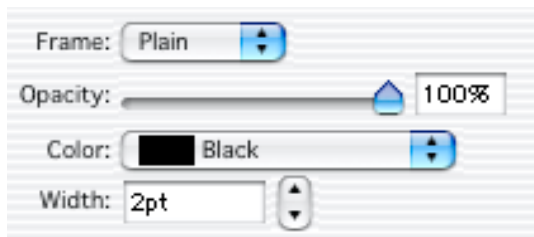
The parameters in the Frame group define if and how the shape of the Fill Master graphic draws an outline. **Note:** This does not affect the border of the Graphic Box itself. The available frames are:

### None

No frame is drawn. This is the default.

### Plain

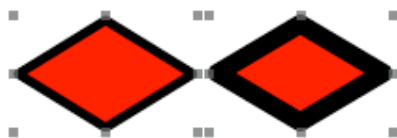
A simple solid outline of the specified opacity, color and width.



**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 0.0pt and 100.0pt 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. "3.5pt".



1. Four-pointed polygon with 5pt frame

2. Four-pointed polygon with 10pt frame

## Effect

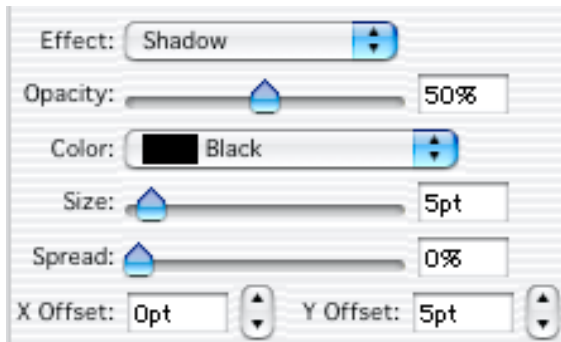
The parameters in the Effect group define if and how the Fill Master graphic includes a special effect. The available effects are:

### None

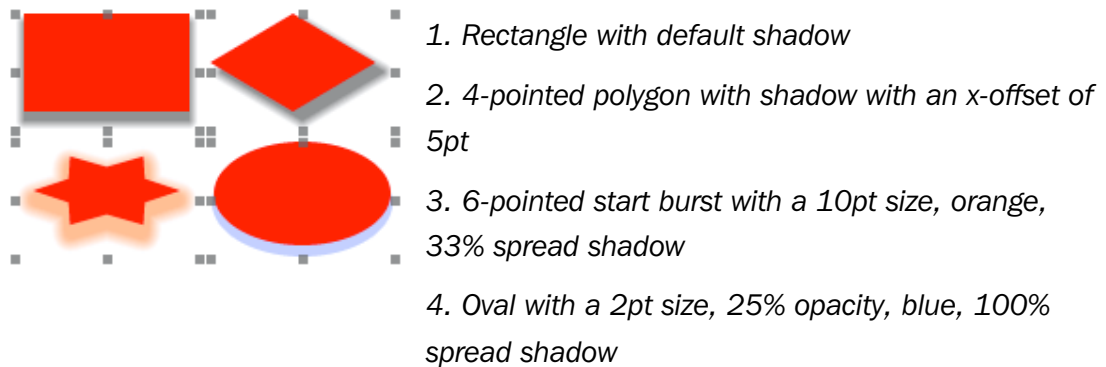
No effect is drawn. This is the default.

### Shadow

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



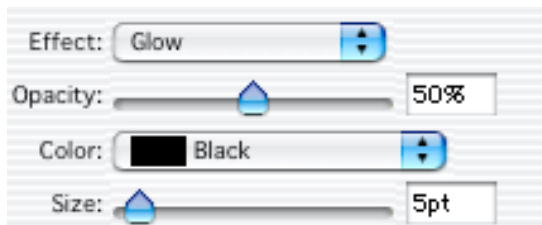
- Opacity** A number (0% to 100%) that specifies the maximum opacity of the shadow. The default value of 50% creates a partially transparent shadow.
- Color** The color to be used to draw the shadow.
- X Offset** A number (-200pt to +200pt) that specifies the amount by which to horizontally offset the shadow relative to the shape. Positive numbers move the shadow to the right and negative values to the left. The default value of 0pt centers the shadow horizontally.
- Y Offset** A number (-200pt to +200pt) 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 5pt 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 (0pt to 100pt) that specifies the amount, on each side, by which the shadow is bigger than the shape.



### 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.

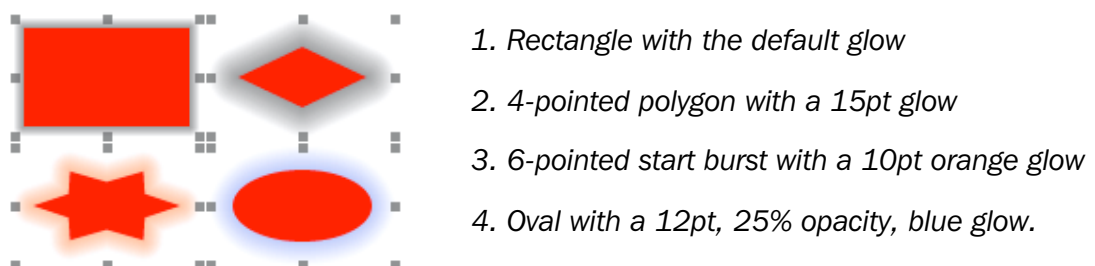
### Glow



**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.

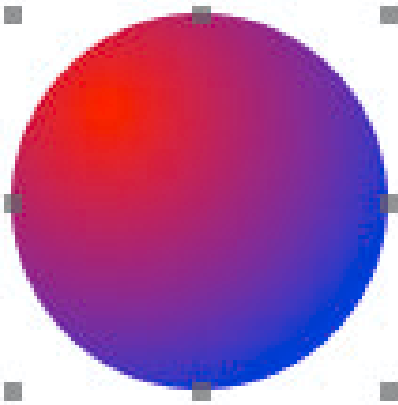
**Size** A number (0pt to 100pt) that specifies the amount, on each side, by which the shadow extends outside the shape.



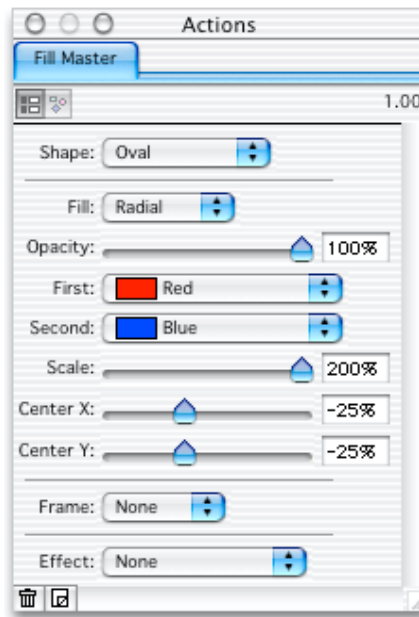
### Outer Glow

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.

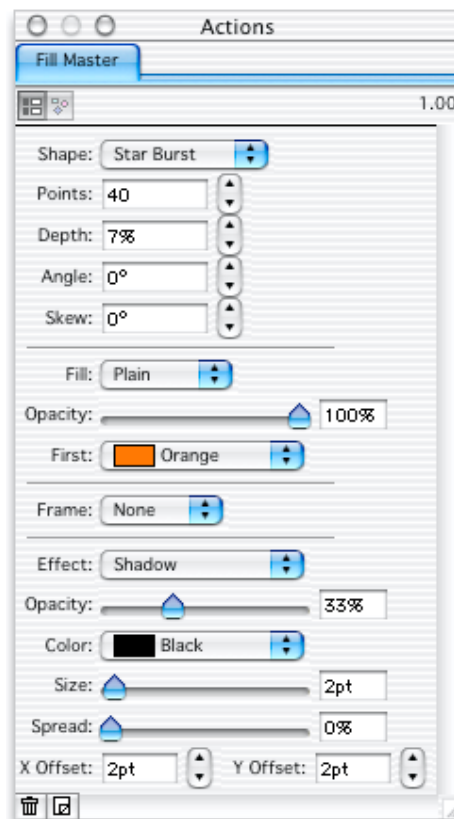
# Examples

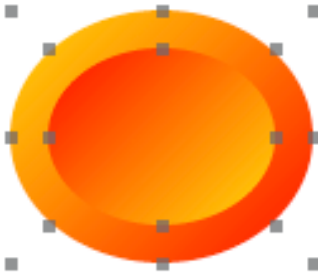


*Spherical Effect*

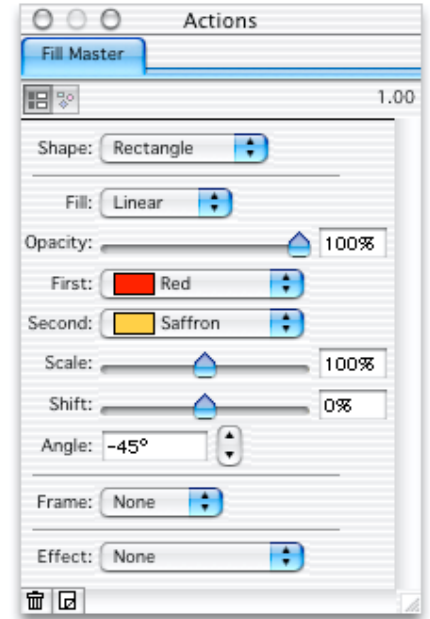
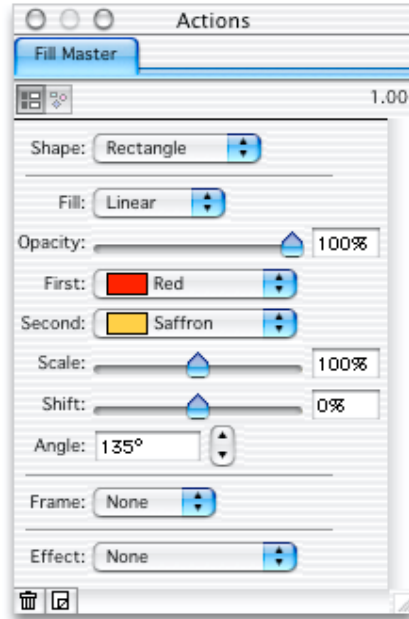


*A flash sticker effect. The text content has been rotated 20°*





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



# Duotone

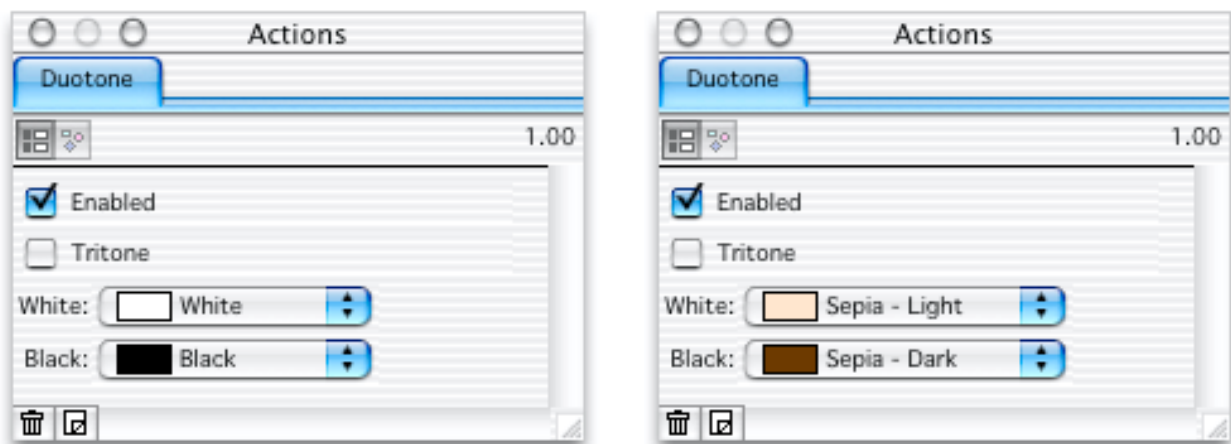
This effect may be applied to a graphic box containing a picture and/or Fill Master content and adjusted via the parameters in the Actions palette.

## 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 gray scale 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



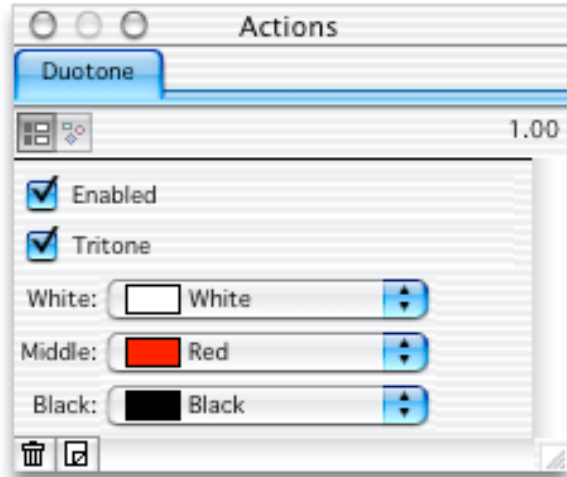
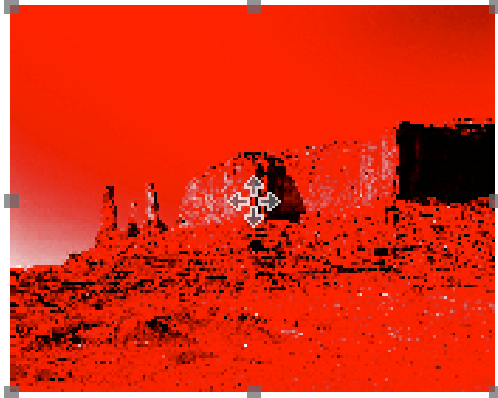
The Actions palette showing the Duotone Graphics Effect Action with default and Sepia style settings



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

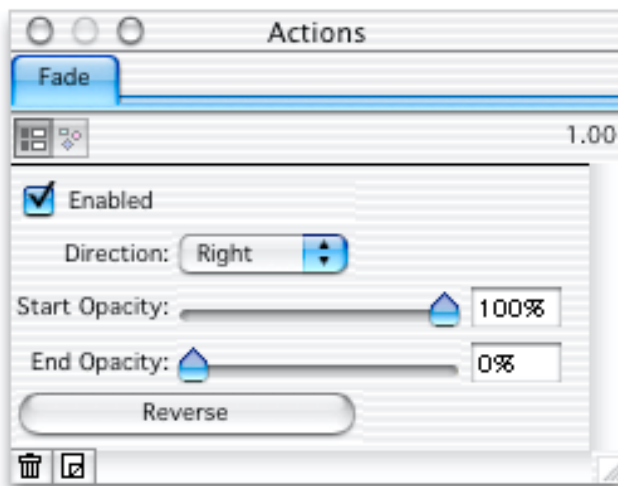
The Fade effect allows the opacity of a graphic to be varied either across the width of the graphic box (**Direction:** Right) or from the top to the bottom of the graphic box (**Direction:** Down). As the opacity of the graphic decreases, anything underneath (behind) the graphic shows through.

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

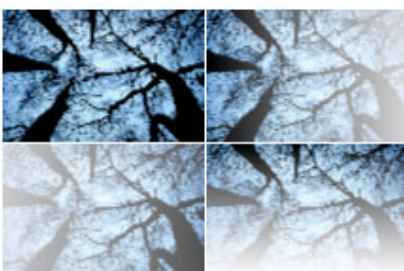
Unchecking the **Enabled** checkbox immediately restores the graphic box to its original state without having to remove the action.

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*

# Posterize

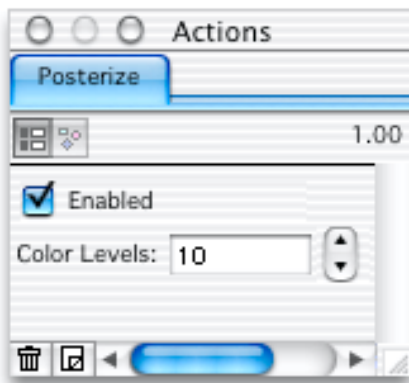
The Posterize effect lets you specify the number of Red, Green and Blue color (brightness) levels available for use by a graphic and then remaps the pixels to the closest levels. The minimum specifiable number of color levels is 2 and the maximum is 100.

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.



*The Actions palette showing the Posterize Graphics Effect Action*

## Example



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

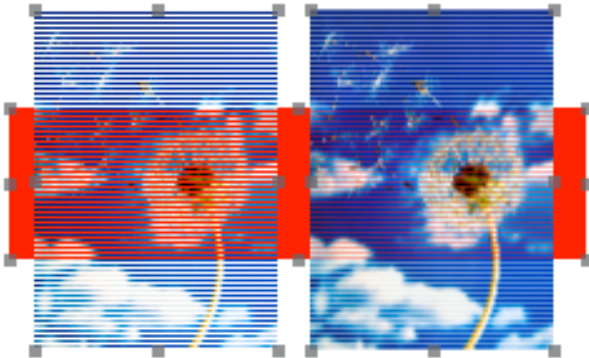
## Parameters

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

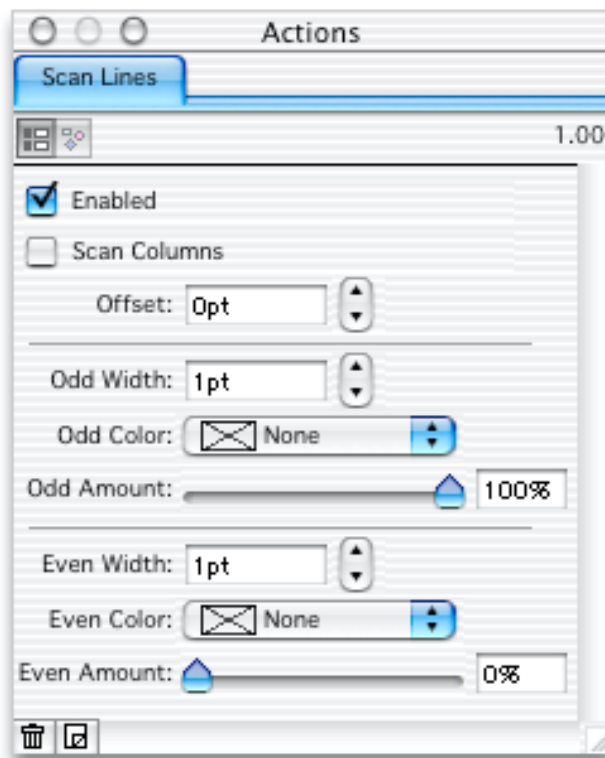
- Scan Columns** If this box is checked then the effect is applied as a series of vertical stripes as opposed to the horizontal stripes applied when the box is unchecked (the default).
- Offset** A number (-20pt to 20pt) that offsets the phase/starting position of the stripes. The value used is modulo the **Even Width** value and adjusted so that no part of the image is missed out by the scan lines.
- Odd Width** A number (1pt to 20pt) 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 (1pt to 20pt) that specifies the width of the second, forth, 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%



# 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.

- Depth** A number (1pt to 200pt) that specifies the distance the frame protrudes into the picture from the edge of its bounding box.
- Amount** 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 **Even Color**.
- Separate Corner Radii** Putting a check in this box replaces the **Radius** parameter with four separate radius parameters for the frame corners.
- Radius** A number (0pt or **Depth** to 1000pt) that specifies the radius of all the corners. The value 0pt (the default) indicates that rounded are not required.
- Effect** 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

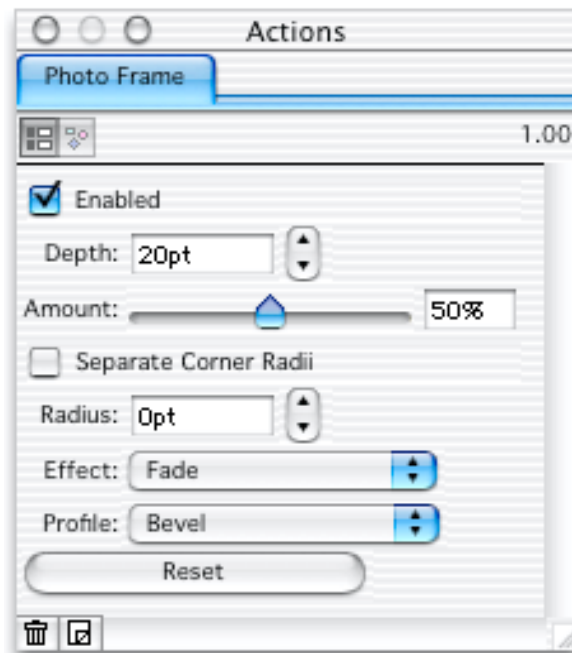
**Very Concave**—The curve drops very rapidly towards the final value and then flattens out

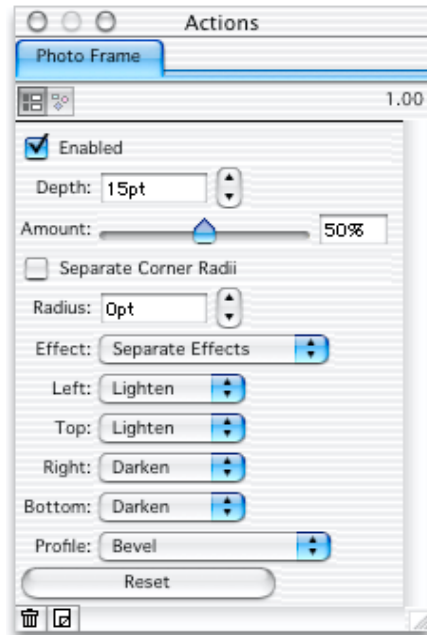
**Flat**—The value **Amount** is used across the entire depth of the edge

### Reset

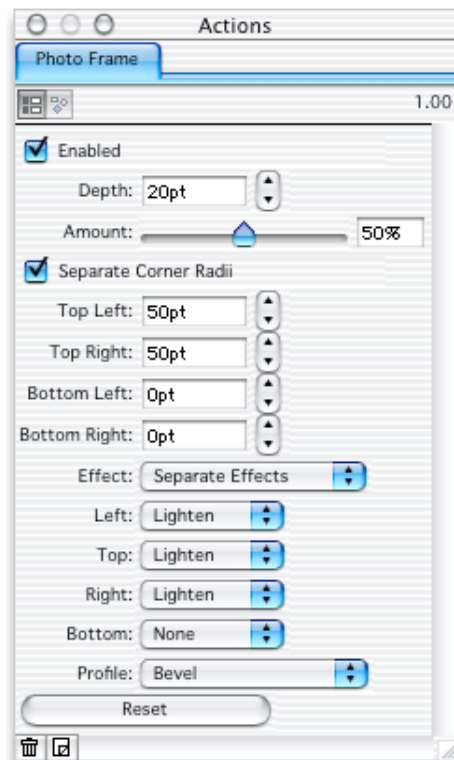
Restores all the parameters to their default values.

## 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.

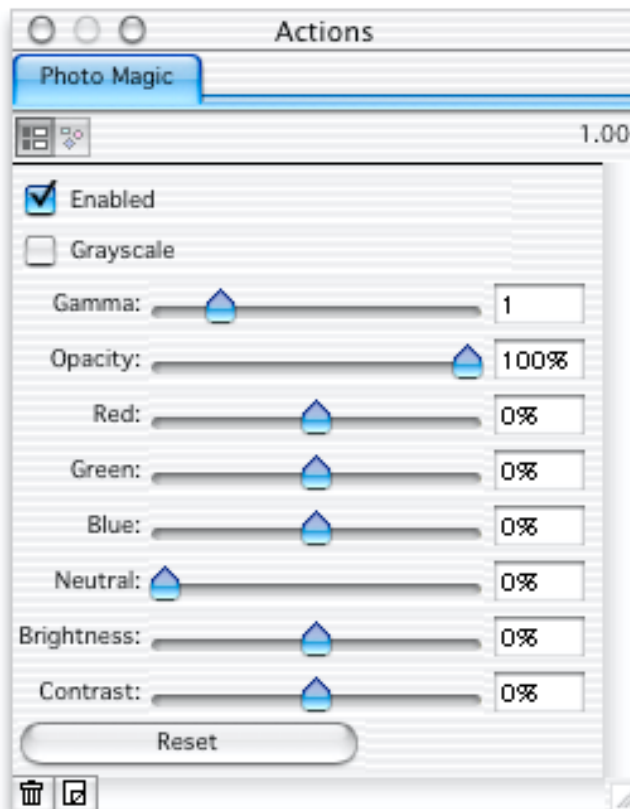
**Gamma** A number (0.1 to 5.0) that adjusts the gamma curve of the picture. Changing the gamma curve increases or decreases the brightness of colors in the mid-range. The default value of 1.0 gives a straight line between black and white. Higher values lighten the mid-range and lower values darken it.

**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).

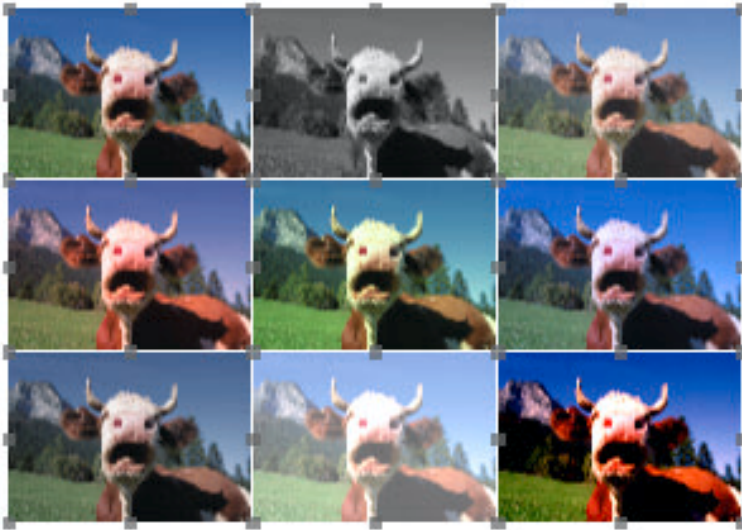
**Green** A number (-100% to +100%) that decreases or increases the amount of green in a picture. The default value of 0% leaves the green balance unchanged. Values greater than 0% increase the green values (making the picture more green). Values less than 0% decrease the green values (making the picture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



*The Actions palette showing the Photo Magic Action with its default settings*

## 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%.*

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