

Starting with release 0.6  
a new internet site is now available :

**[www.louzone.com](http://www.louzone.com)**

Please have a visit ....

## **Introduction**

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Loutext allows you to create seamless textures. The texture is made from pictures (tiles) which can be placed side by side (up/down, right/left) without any visible transition.

Each month (it's just a wish ..), a new release will be available. Those new releases can include enhancements arising from your remarks and ideas.

If you need any help, have any remarks, any enhancement ideas, feel free to send me an email ([luc.helie@wanadoo.fr](mailto:luc.helie@wanadoo.fr)). Have fun ...

*LouText 0.6 is a FreeWare. Except for commercial purpose, you can use result textures as you want.*

## **Release 0.6 (October 2004) : New functionalities**

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### **Parameter forms**

Some modules have a lot of parameters. So, it is interesting to have a way to save a set of parameters values at the module level and use them later in the same or in another texture. Starting with release 0.6 those modules have 3 buttons which allows to create a random set of parameters values, to save and load the parameter values set.

The extension file is .mpr.

- Textures > Nature > Inside the body  
Looks like a body scan ???
- Filters > Blur  
That module allows blurring the texture based on 2 algorithms and 2 shapes (Square and Circle).
- Effects > Auto Color  
That module "improve" an image which is a little bit "flat". Just try it ... to understand what I mean ...
- Effects > Offset Effects > Pack 2  
That new Offset Effects module is based on 53 new algorithms which have 3 parameters of 2 values for each channel. Which means that the number of combinations (independently of the width and height offsets) is :  
 $53 * 2 * 2 * 2 * 2 * 2 * 2 * 2 * 2 * 2 * 2 * 2 => 27,136$  combinations. Even if some of them are very similar, that gives a lot of possibilities ...  
As the width and height offsets can vary from -20 to +20 (41 values) it gives  $27,136 * 41 * 41$  (45,615,616) different possible results ... have fun ...

## **General remarks**

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### **Color definition**

There are different ways to define a color. Loutext uses two of them : the RGB mode and the HSL mode.

The RGB mode blends Red, Green and Blue to get a color. The quantity of red, green and blue can varies from 0 up to 255.

The HSL mode defines a color by a Hue, Saturation and Luminosity. The Hue varies from 0 up to 359, Saturation and Luminosity vary from 0 to 255.

### **Use of RGB and HSL modes**

You can use RGB and HSL modules in the same texture. Module after module Loutext keep the state of your texture both in RGB and HSL mode. Having said that, converting a color from HSL to RGB then back to HSL doesn't guarantee a return to the original values.

## **The Main form**

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The main form is made of a menu and an image container work space. An image container allows to view the result of a texture processing. You can create several image containers, the active one will be used to display the processing result of the current texture.

### **Main form menu**

#### **Image**

New	Create an empty image container which allows to view the result of a texture processing.
Save	Save the selected image in a bmp format file.
BMP Format	Allow to choose the color depth : 8, 16, 24 or 32 bits.

#### **Texture**

New	Open the " Texture form " and create a new texture.
Load	Load a texture from a texture file (.lou extension) and open the " Texture form ".
Save	Save a texture as a texture file (.lou extension)

#### **Help**

English	Module help language is english.
Français	Module help language is french.

## The texture form

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The texture form allows you to define a texture through the combination of modules (up to 200). The texture form is made of a menu and 3 panels : "Modules", "Current module blending parameters", and "Randomize all modules and Process".

The "Modules" panel is a list of modules which are processed from top to bottom to create a texture. Modules which doesn't produce seamless texture (like "Perlin Noise" or "Chaotic functions") appear in red in the list.

The "Current module blending parameters" defines how the current layer and the result layer are blended. Definition of current and result layer can be find in the FAQ file. Blending parameters are only available for "Textures" and "Functions" modules. Of course, blending parameters are not available for the first module.

The "Randomize all modules and Process" allows to generate random blending parameters.

Just under the "Modules" panel, you will find 5 buttons :

<b><u>Process</u></b>	process the texture from the first module to the current module
<b><u>Up/Down arrows</u></b>	move the current module up and down through the list
<b><u>Active</u></b>	define if the current module is active or not. Inactive module are shown by an "X" in the third column of the modules list.
<b><u>Remove</u></b>	remove the current module

### **Texture form menu**

The "Texture", "Functions", "Filters", "Effects", "Adjust", "Geometric", "Buffers" and "Channels" menus allow to add new modules to the list. The "Color Channels" defines which image channel (Color, HSL or RGB) will be display in the image container.

As soon as a module is selected in one of the menus, the module name appears in the "Modules" panel. In the same time, a paramaters form id displayed. At this time, you can modify parameters or do it later clicking on the module name in the module list.

**Remark** : The " Buffers>Move to buffer " function allows you to save the current state of the texture and recall it later using " Buffers>Recall buffer ". Typically, it lets you create two (or more) branches of a texture and then mix them.

## **"Modules" Panel**

The Modules panel is made of three columns. The first one gives the name of the module. The second one specifies the current module by a brown circle. The second column also indicates if a module has blending parameters. The third column specifies if the module is active or not. A module which is not active is identified by a red circle.

## **"Current module blending parameters" Panel**

The "Current module blending parameters" panel defines how the current layer and the result layer are blended.

### **"Blending mode" panel**

Each channel (HSL or RGB) can be blended with a different parameter which is accessible through one of the three ComboBox (Red/Hue, Green/Saturation and Blue/Luminosity).

The "Mode" combobox gives you the choice between HSL or RGB mode.

The "New branch" button is a quick way to put the 3 channels blend parameters to "Current layer". That means that the current layer is not blended with the result layer. That is useful when you want to create several texture branches and mix them later (see FAQ file).

The "Randomize" button will produce a random choice of blending parameters for the three channels of the current module.

### **"Transparency" panel**

If the transparency color is applied all pixels of the Current Layer of that color are replaced by the Result Layer pixels with no blending.

### **"Result and current layers weight" panel**

The "Result Layer" and "Current Layer" ScrollBars define the weight of those layers. If the 2 values are set to 0, then the "Blending mask" is used to blend the 2 layers. You can use "Use blending mask" button as a quick way to set the 2 weights to 0.

The blending mask is a powerful way to blend the current and the result layer. Instead of having a fixed weight, the blending mask gives a different weight for each pixel. To use the "Blending mask" you will have to do the following steps :

- First add one or more modules to create a texture.
- Then add the "Channels > Move to blending mask" module. That module defines which channel will be used as the "Blending mask" and move that channel to an area where the mask is saved.
- Then add some more modules to create a real texture. Normally, the 3 channels blend parameters of the first module of that texture will have to be set to "Current Layer" in order to avoid any blend with the blending mask ...
- Any module can now use the blending mask to mix it with the result layer.

### **"Randomize all modules and process" panel**

The "Rand. Blend." button creates a random choice of blending functions for all the modules.

The "Rand. Opacity" button creates a random choice of opacity values for all the modules.

The "Rand. All" button creates a random choice of blending functions and opacity values for all the modules.

The 3 buttons "Rand. Blend.", "Rand. Opacity" and "Rand. All" automatically start the texture processing.

## The module parameters forms

A module parameter form appears as soon as you create a new module. The parameter form of a previously created module can be recalled just clicking on the name of the module. Only the parameters form of the current module is visible on the screen.

At the end of the texture process the current parameters form disappears in order to get more space on the image container work space.

Some modules which have a lot of parameters like "Perlin Noise" or "Blobs" have 3 buttons related to the parameters preset : "Random Preset", "Save Preset" and "Load Preset".

## Help and documentation

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Modules and associated parameters are documented in each parameter form. The help always appears at the bottom of the parameter form in a navy-blue borders panel. The module help appears when the parameter form is created or when the module is selected in the module list. A click on the title/label of a parameter gives in that panel a short description of this parameter. Those helps can be displayed in english or in french. The language choice is done through the " help " menu of the master form.

Some modules have a lot of parameters. Those modules have a list of built in presets which can help to understand the module functionalities. A click on the list allows to initialize parameters by preset values.