



Scaletoilovie

User Guide

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About

A computer program that creates movie files from still images. Freeware!

Adjust any of the following parameters for multiple or for images individually:

Duration and fade duration

Zoom-in and zoom-out

Left/right and top/bottom

Parameters can be set to vary over a duration with points to create movement or zooming effect. Includes parameter smoothing. Includes a 'Rearrange' selection tool. Includes 'Remove Duplicates' tool which finds if same image content is on multiple image files.

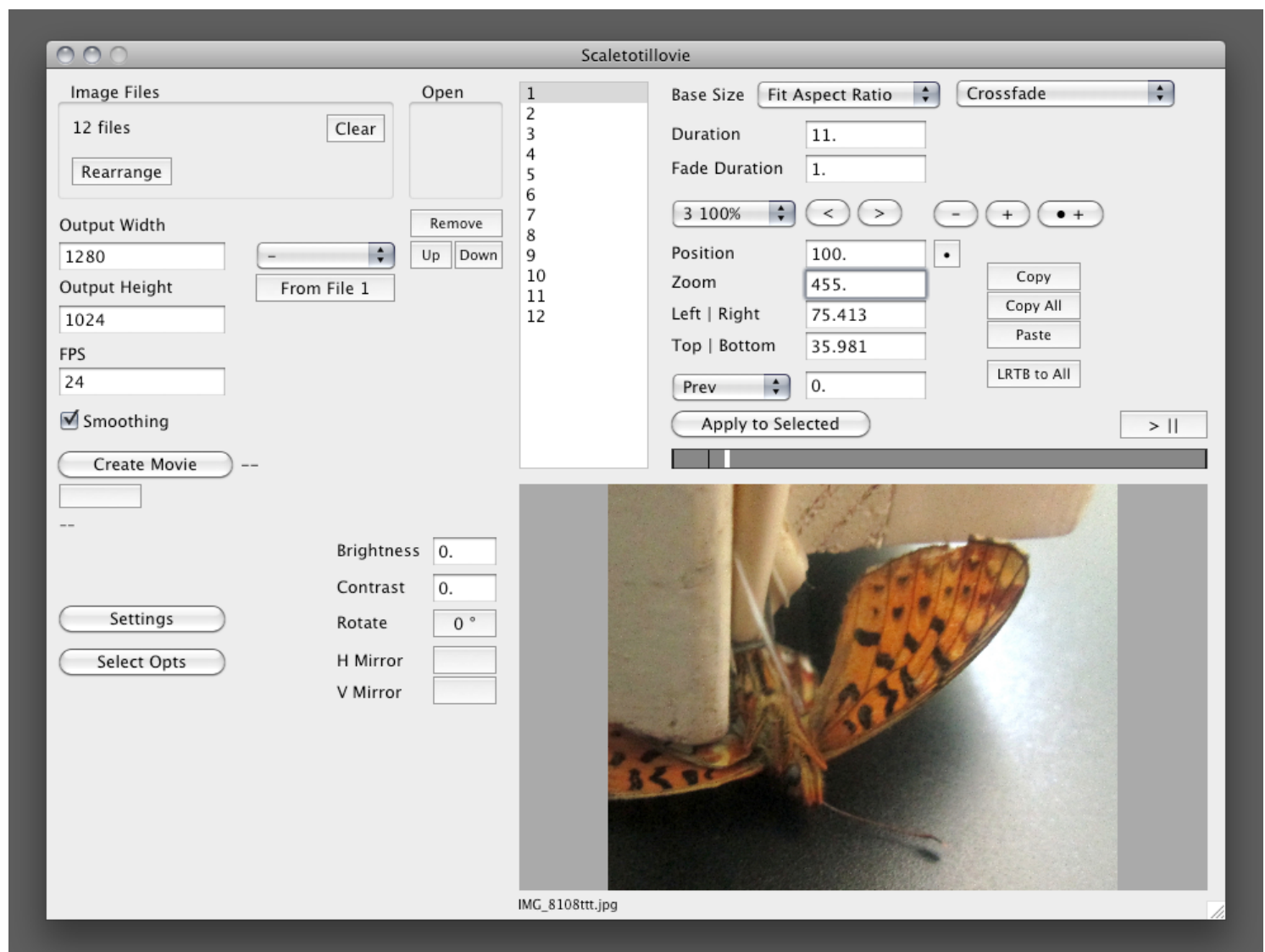
For Mac

Intel or PowerPC Mac (Universal Binary).

Supported MacOS Versions: 10.4 (Tiger) to 10.13

32-bit Application.

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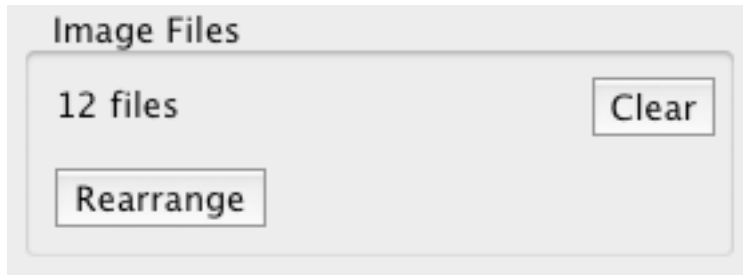
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Tutorial 1

This tutorial describes how to create a movie file from still images: Showing an image file for a set duration and then fading to the next image, but without any movement or zooming. The next tutorial describes movement and zooming.

1) Drag and drop files or folders to the 'Image Files' box on the top left of the main window, or select 'Add Folder...' from 'File' menu.



2) Specify dimensions for the movie to be created to the output width and height fields as pixels.

You can click 'From File 1' to set the dimensions of the first image file as the output dimensions. However, as still image dimensions can often be larger than movie file dimensions, you might want to reduce the size. For example, if the still image size is 4608 x 3456 then you can specify half the width and height, which in this example would be 2304 x 1728, or one third which is then 1536 x 1152. This would maintain the aspect ratio of the still image but would not create a large movie file which would be also be slower to create.

You can select from a few standard video dimensions: 1920x1080 is HD, 1280x720 is 720p HD.

You can also change the width and height at a later time, but if the aspect ratio is then set different, or if you use the base size type 'Source Img' then the image position and clipping will be different.

Specify FPS (frames per second) for the creation of the movie file and the movie file, default is 24 fps, other common are 25, 30, 50 and 60. the larger the fps, the longer it takes to create the movie and the large the movie file size is.

Output Width: 1280

Output Height: 720

FPS: 24

Buttons: -, From File 1

2) Select the first item from the image list '1'.

Image list: 1, 2, 3, 4, 5, 6, 7, 8

Base Size: Fit

Duration:

Fade Duration: 1 100%

3) Select base size. Base size specifies the image size when zoom parameter is set to 100%. If you want to show the entire image, use the default 'Fit Aspect Ratio', if the aspect ratio of the still images does not match the aspect ratio then a background color is shown as borders on the left and right or top and bottom. The background color can be changed from 'Settings'.

Base Size: Fit Aspect Ratio

Duration: 11.

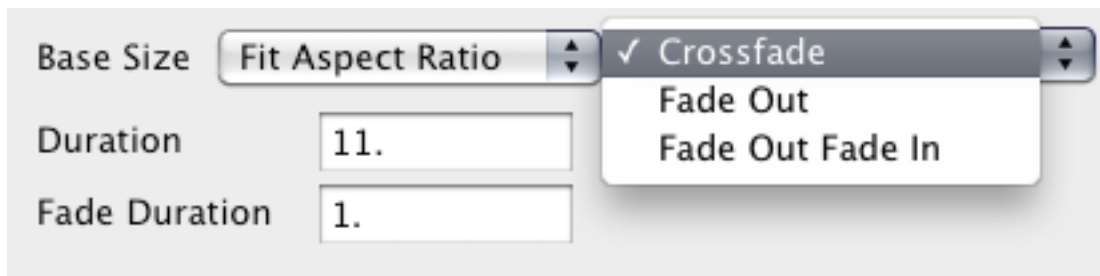
Fade Duration: 1.

If you want to show as much of the image as possible but without showing the background, select 'Fill Area'.

After selecting the base size, the zoom parameter then specifies the exact image size/zooming/clipping. Zoom parameter at 200% is twice the width and height. In this first tutorial the zoom parameter is left to default 100%.

If you want the zoom parameter at 100% to be the still image at actual size, then select 'Source Img'. For example, if the still image width is 4608 and the output width is 1920, then it leaves 1344 pixels of the still image to both left and right sides, because 100% of 4608 pixels is 4608 pixels but the output width is 1920 pixels. When the other base size types (Fill or Fit) are used, zoom parameter at 100% is instead automatically scaled to the output dimensions,

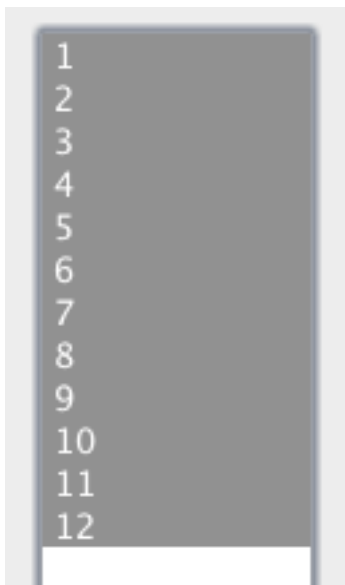
4) Specify a duration in seconds spent on one image, after the set duration the image is faded to the next image. Specify a fade duration which then gradually fades to the next image. The duration includes the fade duration: for example, if duration is set to 6.25 seconds and the fade duration is set to 1.5 seconds, then the image shows for 4.75 seconds as the 1.5 seconds are used for fading from the previous image.



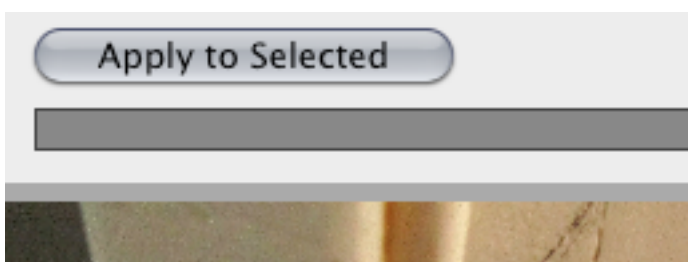
5) Instead of crossfading, you can select 'Fade Out Fade In' to fade the image to the background color and then from the background color to the next image. Half of the fade duration is then for the 'fade out' and the other half for the 'fade in'. You can select 'Fade Out' to fade the image to the background color and then without fading show the next image immediately.

6) Select all images on the list:

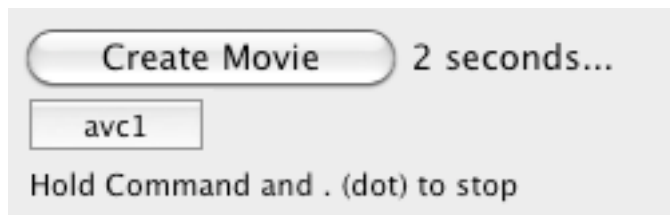
By clicking on the list to set focus and then pressing Command + A (Edit menu: Select All).
By clicking the first item and then while holding the shift key clicking the last item.



7) Click 'Apply to Selected', and the settings you have specified for the first item are applied to all items.



8) Click 'Create Movie' or select 'Create Movie' from 'File menu. Specify a folder where the movie file is to be created, no file is overwritten by this selection. You are then asked to elect a codec for the movie file (such as h264) and settings such as quality. When you have selected a codec you are not asked for a codec again if you click 'Create Movie', you can specify the codec again by clicking the button below the 'Create Movie' button to clear it.



Then the program begins to create the movie file and shows progress as seconds next to the 'Create Movie' button. If the movie creation is slow, try setting smaller output width and height or try using smaller still image files.

The movie creation can be stopped by holding Command and . (dot) or Esc key. The created movie is then available for playback but incomplete.

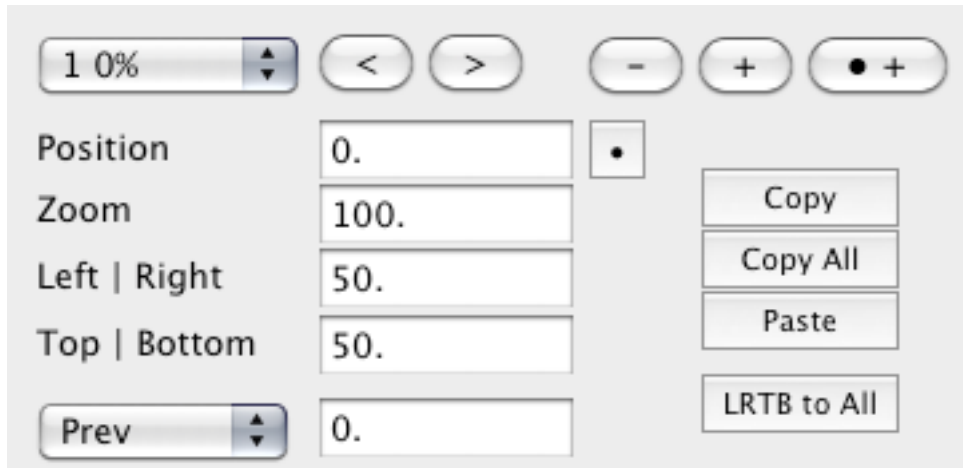
After the movie has been created, the program shows text 'Complete' next to the 'Create Movie' button. You can then reveal the created movie file in Finder by selecting 'Reveal Last Createad' from 'File menu.

Tutorial 2

This tutorial continues from the previous tutorial to describe zooming, left/right, top/bottom adjustments and creation of time varying adjustments.

Poins and Position

Initially all images have one point and images cannot have less than one point. This one point allows to set zoom, left|right, top|bottom and smoothing parameters.



The screenshot shows a control panel with the following elements:

- A zoom slider at the top left set to 10%.
- Navigation buttons: left arrow, right arrow, minus, plus, and a bullet-plus button.
- Input fields for Position (0.), Zoom (100.), Left | Right (50.), Top | Bottom (50.), and Prev (0.).
- A decimal separator button (.) next to the Position field.
- Action buttons: Copy, Copy All, Paste, and LRTB to All.

Zoom parameter is usually set from 100 to upwards, 1000 is 10x larger than at 100, the zooming parameter can be set to less than 100. The zoom parameter can also be adjusted with mouse wheel when over the image display area. The zoom parameter has to do with the 'Base Size' selected, which was described in the previous 'Tutorial 1'.

Left | Right

Top | Bottom

These parameters specify the position in the image file when zoomed in, or the position of the whole image when zoomed to less than 100%. These parameters are also percentages (%) and not pixels. 0 is fully left, 100 is fully right. 0 is topmost, 100 is at bottom. These parameters can also be adjusted by pressing and dragging the image display.

To vary a parameter over time, add one or more points by clicking the '+' button or '•+' button. The latter button sets the current preview position as the position of the new point.



Position is percentage (%) of the duration set for that image file. If you have set 'Duration' to 20 seconds, then position of 50 is 10 seconds and position of 100 is 20 seconds. Points are automatically ordered according to positions, lowest positions first.

For example, leave the first point at position 0 and zoom 100, then add a new point and set the position of the point to 100 and set the zoom parameter of the point to 500. These parameters results as zooming effect (zoom in). Click the play button or drag the timeline

above the image display to see the parameter vary. Note that the play feature of the image preview is only for these parameters and does not preview fading to the next image.

You can navigate to currently edited point either from the popup menu above 'Position' or with the < and > buttons.

[•] Button sets the current position of the timeline to the position field, or you can type a position value to the position field.

You can right click the timeline to navigate to the closest point.

'Copy' copies the current point position, left|right top|bottom and smoothing.

'Copy All' copies all the points instead of only the current point.

Click 'Paste' to paste the previously copied point or all points.

LRTB to All

When you have one of the points zoomed in and you adjust the left|right top|bottom to a specific area in the image, then if the left|right and top|bottom parameters are different for that point which is zoomed in from the other points, it is seen as a moving zooming effect, to fix this, click this button to set the left|right and top|bottom parameters of all points to the same as the currently edited point.

Smoothing



Prev (Next)

This parameter is for the 'Smoothing' feature. Set the value to between 0 and 100 where 0 is off. When value is greater than 0 (zero) and the 'Smoothing' is selected on the left side of the main window, the program creates smoothing of zoom and left|right top|bottom parameters.

For example, add a total of three points for an image:

Point 1:

Position 0, zoom 500.

Point 2:

Position 85, zoom 105.

Point 3:

Position 100, zoom 100.

This results as zooming out effect. As the zooming is set to close to 100 at position 85 (Point 2), it gives more time to the whole image while still creating a zooming effect. However, it is noticeable that the zooming almost stops at Point 2. Use the smoothing feature to match the speed between point 1 and 2 to the speed between point 2 and 3. In this example you would select Point 1, which specifies smoothing during position 0 to 85, and you would select 'Next' instead of 'Previous' because the parameter speed to match is the next (point 2 to point 3).

The smoothing parameter specifies how much of the time is used for the smoothing, a value closer to 100 results more smoothing and value closer to 0 results in less smoothing. If smoothing is set to 'Next' and the smoothing parameter is set to '25' then the last 25% of the duration is used match the speed of the next point.

Another example, also three points for an image:

Point 1:

Position 0, zoom 100.

Point 2:

Position 15, zoom 105.

Point 3:

Position 100, zoom 500.

This results as zooming in effect, but the first 15% of the duration is spent on the almost whole image. To set the smoothing in this case, select point 2 which is at 15 percent. You select that point because it is longer in duration (15 to 100) and thus is more suitable for smoothing. Set the smoothing to 'Previous' and smoothing parameter to '40' (for example). This then makes the point 2 begin at the same speed as was between point 1 and 2 and the speed increases over time. If you set smoothing parameter to 50%, then half of the time between points 2 and 3 is used to speed-up from the speed between points 1 and 2.

The smoothing can also be used similarly with the left|right and top|bottom parameters. An example of this:

Three points for an image:

Point 1:

Position 0, zoom 500, left 50, top 100.

Point 2:

Position 50, zoom 500, left 50, top 0.

Point 3:

Position 100, zoom 500, left 50, top 100.

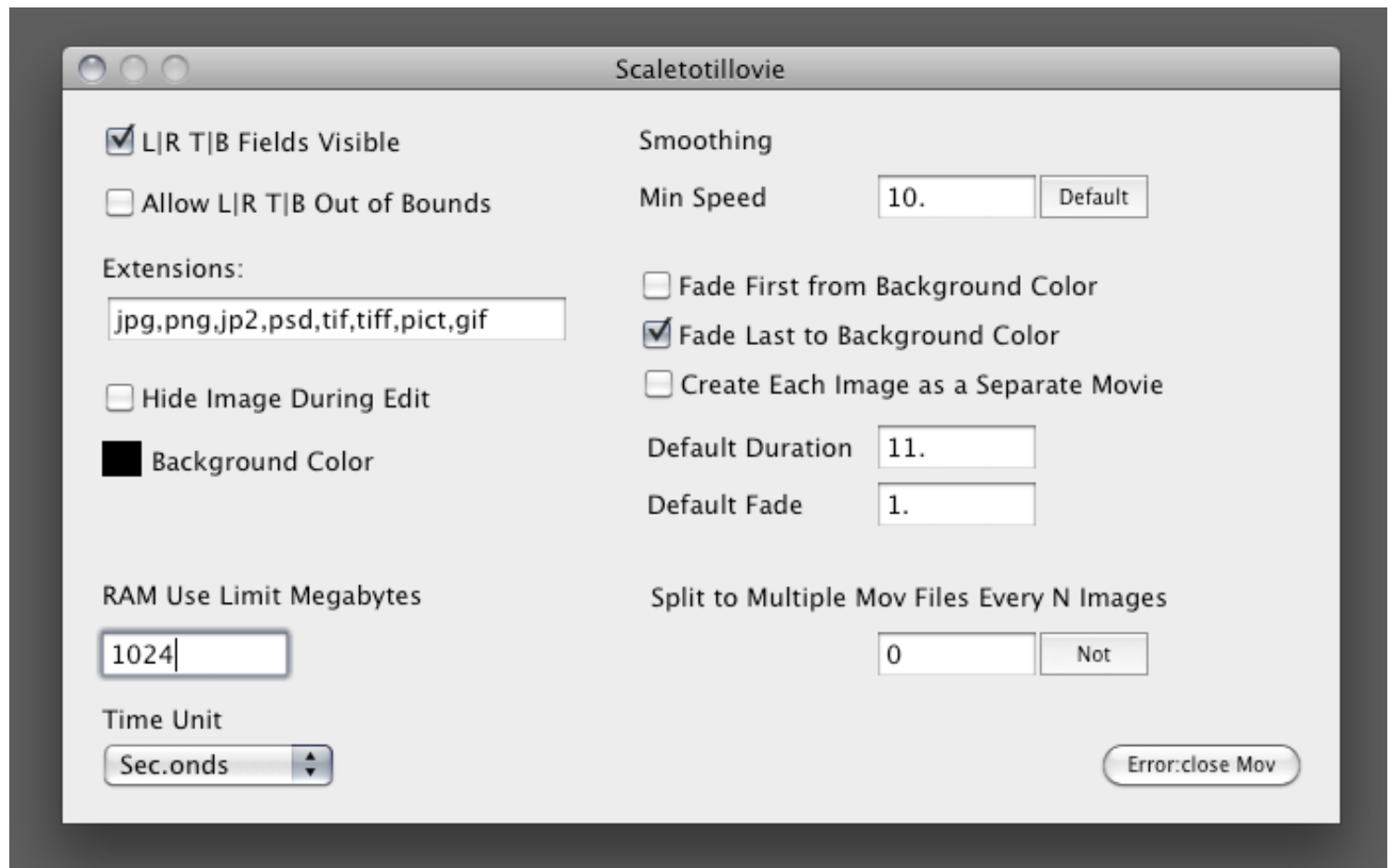
These points make the image move from bottom to upwards until at top and then again downwards until again at bottom. To set smoothing in this case, select Point 1 and set smoothing to 'Next' and set smoothing parameter to 20 (for example). What then happens is that when the image approaches the top it starts to slow down and stops and then begins to speed up when going again downwards. When the smoothing is applied to such an opposite direction the smoothing then does not only occur during the duration between that point and the next but also after the next point.

You can also select 'Prev' smoothing for the first point to gradually speed up from zero (because there is no previous point the speed of the previous point is zero). Or you can select 'Next' smoothing for the last point to gradually slow down to zero (because there is no next point to that).

Settings

To edit settings, click 'Settings' button on the main window or select 'Settings' from 'File menu'.

These settings are for the current document, opening a previously saved document will load the settings made for that document. The settings of the most recent document are also available after relaunching this application.



L|R T|B Fields Visible

Because the left|right and top|bottom parameters can be adjusted by clicking and dragging the image view in the main window, the fields that display these numbers may be hidden if one wishes to.

| | |
|--------------|--------|
| Position | 100. |
| Zoom | 100. |
| Left Right | 59.503 |
| Top Bottom | 54.486 |

| | |
|--------------|-----------------------------------|
| Position | <input type="text" value="100."/> |
| Zoom | <input type="text" value="100."/> |
| Left Right | |
| Top Bottom | |

Allow L|R T|B Out of Bounds.

Parameter value 0 (zero) is fully left and parameter value 100 is fully right.

Parameter value 0 (zero) is topmost and parameter value 100 is at bottom.

You don't usually need to set values beyond these, but if you need to, then you need to enable this setting first.

Extensions

Specifies accepted file extensions for image files, separated by commas, such as: JPG,PNG,TIF. Any Quicktime supported image file should open but the program by default does not have a full list of these image file extensions. You can specify a file extension if you know that Quicktime supports that image file format. Set this field empty to accept files having any extension or no extension, but then the list may include files which do not open as image files. The program does not check whether an image file has successfully opened when adding files to the program, you can remove files that have not opened by clicking 'Remove Nonopening' from 'Select Options'.

Hide Image During Edit

Some type of editing you can do without seeing the image files in the main window, for example, you can set the program to zoom out during a specified duration and this you can do using the points navigation and the position, left|right, top|bottom and zoom fields, without seeing the image. If you do not wish to see the images or the file name during editing, then select this setting.

Background Color

If the image at selected base size and specified zoom parameter is smaller than the output dimensions, then this color is shown there on the background. This color is also used if you use the 'Fade Out' or 'Fade Out Fade In' fading types. Click the rectangle to select a background color. Default background color is black.

RAM Use Limit Megabytes

When navigating images in the image file list in the main window, the program stores the full size uncompressed images in RAM memory so that it is faster to return to that image after having selected another image. This setting sets limit for how much this feature can use RAM, when the limit is reached then images are freed from memory and if selecting that image again then it is reloaded from the disk. Since the application is 32-bit, there is a limitation to its RAM use, therefore increasing this setting to beyond 2048 (2GB) may lead to issues.

Time Unit

By default time unit is 'Sec.onds' which allows to enter durations and fade durations as a whole number and decimals, such as: 10.325. You can instead set the time unit to 'Frames'. If FPS is set to 24, then setting duration to 24 is one second, setting duration to 48 is two seconds. Changing this setting does not convert the duration and fade duration field values, and therefore you should enable this setting before editing if you wish to use frames as time unit. You can for example load a list of line drawing image files and then specify duration to '1' and fade to '0' to create an animation from those images, or you can specify '2' as duration and '1' as fade to create a half-speed animation. When the time unit is set to the default 'Sec.onds' there may be a timing difference to FPS of the movie file going to be created, because FPS is exactly the number of frames each second. The program corrects these timing differences by adding the time differences as soon as they become a whole frame duration and thus the timing is exactly as specified (such as 6.3245) but different images may have very small and unnoticeable duration differences of few frames.

Smoothing Min Speed

When smoothing is used and the smoothing parameter is properly set, when direction of motion is about to go to the opposite direction, that first the motion is going upwards and then is going downwards, or that first the motion is going to left and then it starts going to right, the smoothing creates a slowing down, it slows down and stops before starting to go the the other direction, if you observe that this slowing down takes too much time you can increase this 'Min Speed' setting, such as setting the setting from 10 to 40 or to 80. The closer the value is to zero, to longer the slowdown takes.

Fade First From Background Color

With this setting, when the created movie begins, the first image is faded in from a color (or black or white), otherwise the first image is fully visible when the created movie is at the beginning (zero seconds). The duration for this fading is the same as the fade duration of the first image.

Fade Last to Background Color

The last image at the end of the created movie is faded to the background color after reaching its duration. The duration of the fade is the fade duration of the last image.

Create Each Image as a Separate Movie

With this setting, when clicking 'Create Movie' the program creates a folder of movies, one movie for each image file, no fading is done to these movie files. These movie files can then be combined with some other application. This setting is not enabled by default: when this setting is not enabled, the program creates a single movie from all the image files loaded to the program, fading images from one to the next.

Default Duration

Default Fade

When new image files are added to the program, this specifies the duration and fade duration for the images. These are only defaults and can later be adjusted for one or multiple images as described in 'Tutorial 1'.

Split to Multiple Mov Files Every N Images

If you want to split the creation of movie files then specify a number here. If you have 100 images in the image list in the main window, and set this to 50, then it results as 2 movie files. These movie files continue exactly where the previous movie file ended and thus can be later joined using some other application. One example for this feature is that MS-DOS formatted disks are limited to 4GB file size, and so if the movie file is split to multiple then such file size may be avoided.

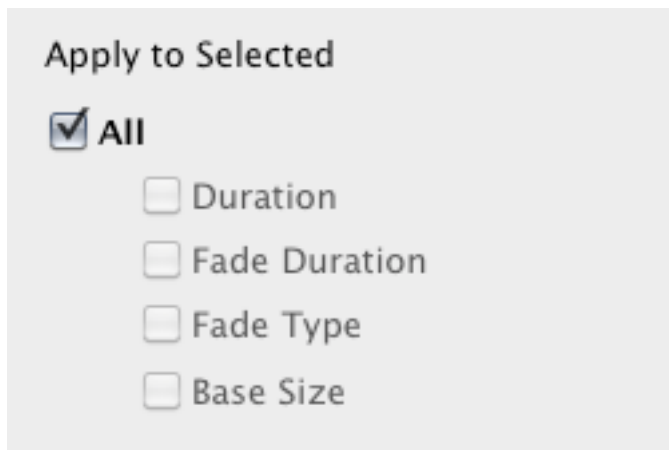
Error:close Mov

Development feature: probably not needed.

If the program runs in to an exception but doesn't crash and the program has been processing for several hours, then you may be able to make the partial movie file openable by other programs by clicking this button, though it would still be partial.

Select Options

To edit 'Select Options' click 'Selects Opts' button or select from the 'File' menu.



When multiple image files are selected in the image file list in the main window and you click 'Apply to Selected' the parameters of the first item (from the top) are applied to the other items. The left side of 'Select Options' is for the 'Apply to Selected' button in the main window.

By default 'All' is selected: when clicking 'Apply to Selected', it applies all of the parameters, duplicating the parameters.

If you only need to apply some of the parameters and not some of the other parameters, then unselect 'All' and select the parameters you want to apply. For example, if you have edited custom left|right, top|bottom and zooming parameters for different images, but yet need to change the duration of all images, then unselect 'All' and select 'Duration' only and then in the main window click 'Apply to Selected'. Then only the duration parameter of the first item selected is applied to the other selected items.

If you want to apply 'Points' parameters, then select 'Points' and also one or more of the point sub selections. The 'Points' selection does nothing unless any of the 'Points' sub selections have been made. If 'All' is selected then points are applied.

Unlike the other selections, 'Image Adjust' is not applied when 'All' is selected, and if you want to apply image adjusts (brightness, contrast, rotate (90,180,270), horizontal mirror, vertical mirror) you need to select that option.

The 'Points' option for the 'Apply': 'Selected Point Only': One or more points can be added to an image in the main window editor, when this option is selected, only the current point is applied, and other points are not selected, which means that if you are editing the second point, then 'Apply to Selected' applies the point parameters only to the second point of the other images. No other than point parameters are applied with this option.

The second 'Points' option 'If All Point Position Match':

This is usually not needed. If selected, then it requires that all of the positions % of the points match, otherwise the points are not applied.



Selection 1

Selection 1

Clicking 'Store' stores what items have been selected in the main window image list, and clicking 'Load' sets those items selected again. This option is available as two separate.

Select, Skip

Allows to select and skip items by a specified number or pattern. Type '1' to the field, then select an item in the image list in the main window and then click 'Select' in this 'Select Options' window and then every other item is selected, if you type '2' then every third item is selected. You can also specify a comma separated list as a pattern: 1,2 or 1,3,4 or other.

Invert Selection

Items which are selected are then unselected, items which are unselected are then selected.

Remember Selected Point

When changing which image to edit in the main window and then returning to that image again, with this option the program remembers what point you were editing. Otherwise the point index being edited is that of the previous image edited.



Reverse Selected

Reverse the order of selected images, first image is then last image, second is then second last, last image is then first.

Duplicate Selected

If you want to have the same image twice on the image list, then select one or more images and click 'Duplicate Selected'.

Duplicate Selected Individually

Duplicates the selected items so that the duplicate appears after each item: A,A,B,B,C,C,D,D. While with the previous 'Duplicate Selected' they would appear as 'A,B,C,D,A,B,C,D'.

Copy Files to...

Makes a file copy of the images on the image file list to a selected destination folder. The index of the image is added to the left of the file name to maintain the same order: 01_ 02_ 03_...

Remove Duplicates

Makes a comparison between images to find if the images have the same approximate content. If images have the same content, then the lowest resolution image of these is removed from the image file list in the program, if the images have the same resolution then all but one are removed from the image file list in the program. Use this function to prevent the same image appearing twice. Applied to the whole file list.

Remove Nonopening

If a file in the image file list is not openable as an image, then it is removed from the image file list when clicking this button. Applied to the whole image file list.

Remove Horizontal

If the width of an image on the image file list is less than the height, then it is removed from the image file list. Applied to the whole file list.

Remove Vertical

If the width of an image on the image file list is greater than the height of the image, then it is removed from the image file list. Applied to the whole file list.

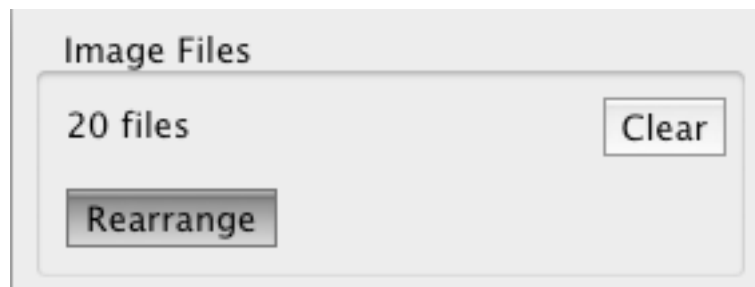
Max Scaling

For example, you can quickly add image files to the file list in the program and set all images to zoom from 1000% to 100%, but depending on different sizes of different images, this may be too much zooming of small resolutions and may look pixely. Then clicking this button sets all images to no more zooming than the specified 'Max Scaling'. The difference between this function and manually adjusting the zoom parameter in the main window is that this function finds the actual scaling done, because, for example, if an image file is 2000 pixels wide and the output width is 500, then at 100% the actual scaling is only 25%. Select 'Only If Above' to only change the scaling if it is greater than the 'Max Scaling'.

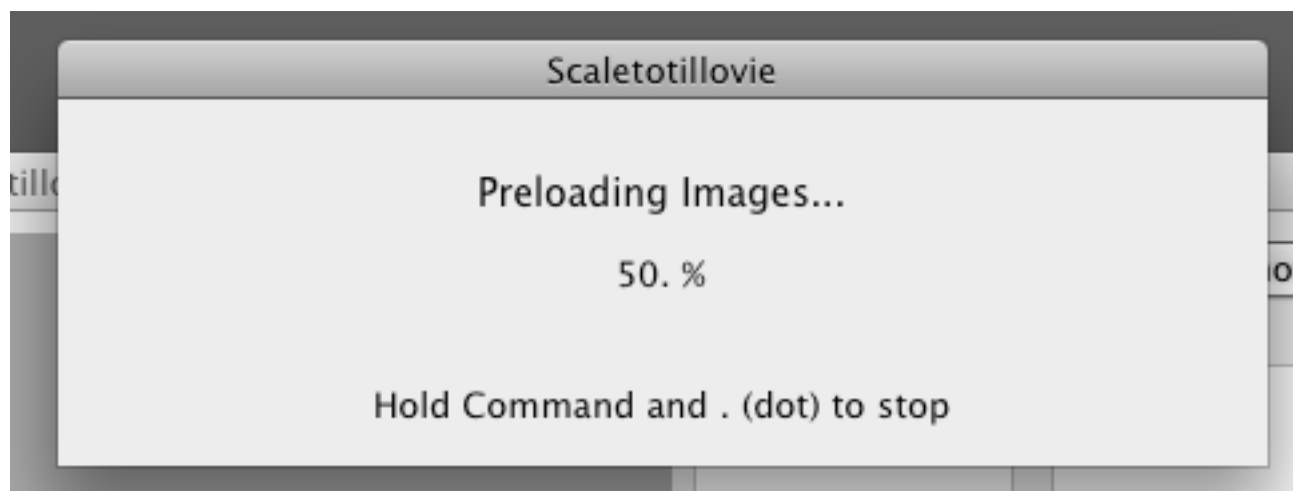
Rearrange

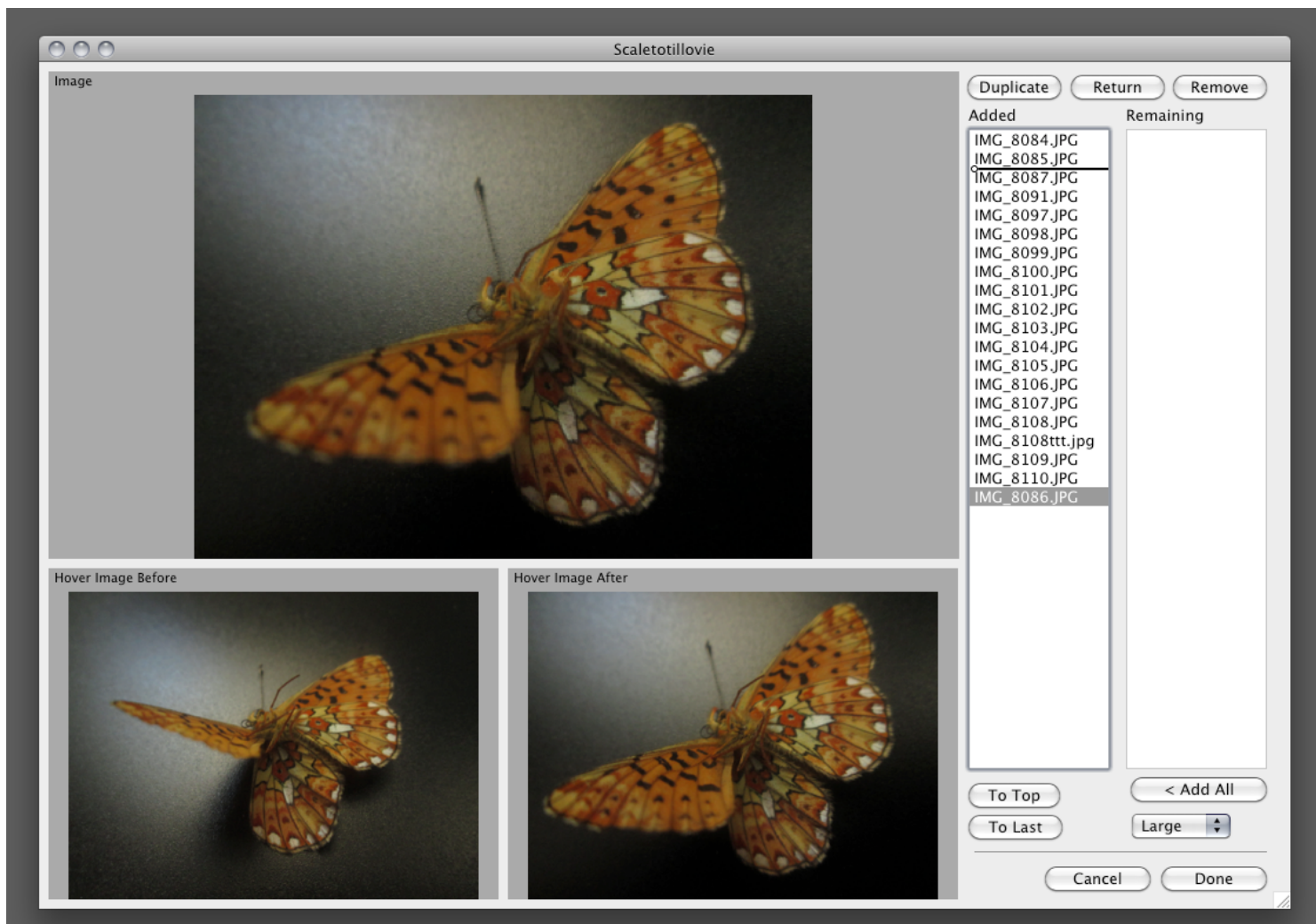
After images have been added to the image file list in the main window, the order of the images can be rerarranged.

To rearrange images, click 'Rearrange'



The program then starts to preload images. Depending on the size of the images and the number of images, this can take some time. The preloading creates smaller resolution previews of the images and stores them in the memory which is then used by the rearrange tool for fast image navigation.





The rearrange tool has two file lists:

'Added' is the resulting rearranged list which is then loaded to the image file list in the main window when clicking 'Done'.

'Remaining' is a list of images that have not yet been added to the 'Added' list.

If you do not need the 'Remaining' list separately, you can click '< Add All' to and then rearrange the items in the 'Added' List.

Select one or more images from the 'Remaining' list and drag the images to a position in the 'Added' list. The images are then removed from the 'Remaining List'. You can also click 'To Top' button to add from 'Remaining' list to the top (first) of the 'Added' list or 'To Last' to add to the end of the 'Added' list.

Rearrange images in the 'Added' list by selecting one or more images and then holding the mouse down, drag upwards or downwards to a new position. During rearrange dragging, the two smaller image displays show the image which would be before and after the current new position, if the new position would be topmost, then 'Before' shows no image, if the new position would be last, then 'After' shows no image.

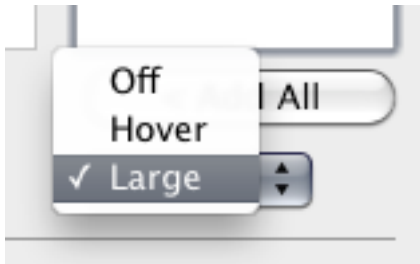
'Duplicate' button duplicates the selected images in the 'Added' list in case you wish to have the same image in the list more than once.

'Return' returns selected images from the 'Added' list to 'Remaining' list.

'Remove' removes selected images from the 'Remaining' list in case you do not want to have some of the images at all.

To remove an image from the 'Added' list, first click 'Return' and then click 'Remove'.

The rearrange tool changes the image displayed when you move the mouse over a list. By default this is set to 'Large' which shows the image in the larger image view. If you wish to only have the selected image displayed in the larger image view, and have the 'hover' image in the smaller image view, select 'Hover' from the popup menu. If you do not wish to see image displayed when you move the mouse, then select 'Off'.



After having made the rearrangements, click 'Done' and the list is loaded to the image list in the main window.

If you want to restart the rearrange tool, click 'Cancel' and then click again 'Rearrange' in the main window.

If you want to have the rearranged image order as ordered by file names on the disk, after clicking 'Done', select 'Select Options' from 'File' menu and click 'Copy Files to...' button.

File Menu

Add File

Adds a single image file to the image file list of the program. Often you would instead drag and drop files or folders to the main window 'Image Files' box.

Add Folder

Adds any images contained in the folder selected to the image file list, images in the selected folder's sub folders and their sub folders are also added.

Clear File List

You may need to add images from multiple locations to the image list and therefore the image list is not cleared when adding a folder or drag and dropping files or folders to the program. This then clears the file list and the program shows the text '0 files'.

Open...

Opens a previously saved document of this program. The document contains the image list (but not the image files) and all the parameters and settings.

Save

Saves your work so it can be opened at later time.

Save As

Save to another file.

Save A Copy

After you have initially selected 'Save' and saved to a file, then 'Save A Copy' saves the document with the same name plus "copy" 01, 02, 03 ... Which allows to save the current state of the work with a single menu select. When you then later select 'Save' it is saved to the same file as previously and not to this 'copy' file.

Create Movie

After adding images and adjusting parameters, click 'Create Movie' to create a movie file. This is described in 'Tutorial 1'.

Reveal Last Created

The last movie file created by this program can be revealed in Finder with this menu select.

Reveal Current Image File

The currently selected image in the main window is revealed in Finder.

Replace Files With Same Names

Select a folder. The program then finds any files in the folder and its sub folders and their sub folders. If a file name matches to a file name in the image file list in the main window, then the file is replaced. This function does not alter anything on the disk, the file is only replaced on the file list of the program and in the document it creates. This function ignores file extensions: for example, image001.jpg is replaced by image001.png

Settings

Same as clicking 'Settings' button in the main window. Described separately: see 'Settings'.

Select Options

Same as clicking 'Select Opts' button in the main window. Described separately: see 'Select Options'.