

CLI Parameters for Wordaizer CLI version 1.0

Of the next 3 flags only one can be selected:

- c1: one of -c1 or -c2 or -c3 should be provided as the 'true' boolean, rest remain 'false' (see the Wordaizer help documentation on the GUI for more terminology and other details). The following flags are possible:
 - c1: 'All capitals'
 - c2: 'No change' (default) and
 - c3: 'All lowercase' Only provide one of the c-values

Normal parameters:

- br: flag with no parameters: it will now randomly select a font from any of the following fonts: Arial, Black Chancery, Book Antiqua, Bookman Old Style, Century Gothic, Comic Sans MS, Courier New, Garamond, Georgia, Lucinda Console, Microsoft Sans Serif, Palatino Linotype, Sylfaen, Tahoma, Thickhead, Times New Roman, Trebuchet MS, Typewriter and Verdana
- fn: string: the name of the font (default: Arial): either this flag or the -br must be selected
- o: string: the name of the output file (can be .bmp or .jpg file extension)
- ex: string: name of the file with a list of word exclusions (.txt file extension)
- bf: string: name of the base file used to paint the wordlet (replaces the background color), this file is the base for placing all the word on its canvas. When no file is selected the background colour will be used instead.
- ct: flag with no parameters. If flagged the exclusion words will be evaluated in context of [] word [character from list < ,.:!/?+=%\$@>]. This means: all the indicated characters between brackets will be replaced by either a space or left out (when a space is already available). This text is used to get rid of all kinds of special reading characters in a text.
- a: integer: desired amount of words in the wordlet (default: 50)
- c: integer: minimum word length (minimum: 2, default: 5)
- fs: integer: fontsize (range is free of choice, default: 56), a small font of 12 is in most cases the lower limit to maintain readability of the wordlet.
- sr: integer: size range (from 1-5, default: 3 = normal)
- p: integer: paper size (from 1-6, default: 1 = A6, 2 = A5 etc), can be replaced by the free format -w and -h values (see below). The -p value is dominant when provided in the command string.
- d: integer: density (from 10-100, default: 50); density of the word placement. Low values show will lead to less words per area
- e: integer: selected fontsize method (range 0-7, default: 1 = 'steep freq' see GUI help documentation for details) steepest, steep, curved, straight (freq), steepest, steep, curved, straight (rank), random
- wa: integer: angle of the words (range 0-90, default: 0). When > 0 the word is randomly rotated clockwise or counter-clockwise of the -wa specified value.
- ra: flag: when active a random angle is selected. In case also the -wa parameter is specified it will only select a random angle between clockwise and counter-clockwise values of the -wa specified parameters. When -wa is not specified (= 0) a randomly selected horizontal or vertical word orientation is chosen.
- rf: flag: when active the clockwise and counter-clockwise rotations of the -wa parameter are semi-randomised. This way the wordlet has predictable word placement.
- fp: integer: ratio H/V (range 0-100, default: 50 = as much HOR as VER words, 100 = all HOR words)
- b: flag with no parameters: use a bold font
- i: flag with no parameters: use an italic font
- m: string: the filename of the mask file (must be .jpg)

- t: string: the filename of the text input file, pls use our original file for testing before attempting to use your own file
- rc: flag: when active the random color is activated. Each word will now have a random colour.
- ec: flag with no parameters: limited output in the DOS-box as check if command line works; it's basically putting all data in the dosbox (comparable to WRITELN command in DOS)
- rs: longint (-2147483648..2147483647, signed 32-bit) random seed value to generate a true random result. Is not really needed it will seed anyway with each run.
- qy: integer: quality (range: 0=basic/fast - 5=excellent/slow)
- bi: integer: bend engine (range: 0-4) 0=no bend, 1..4 = circular, wave, parabolic and crossword
- aa: flag: when active each word is anti-aliased (a bit slower)
- p1: integer: first parameter of the character bending engine, range depends on the engine
- p2: integer: second parameter of the character bending engine, range depends on the engine
- p3: integer: third parameter of the character bending engine, range depends on the engine

The next two parameters can be provided when -p is not specified:

- w: set the width in pixels, in practical cases equal to the width of the mask (or a factor thereof)
- h: set the height in pixels, same as with width

The next input corresponds to the 'Color scheme' settings of the GUI:

- bc: background color (hex format as in Photoshop, e.g. FFC365 => RGB = 255,195,101), without the '#' sign!
- tc: text color (hex format e.g. 080668 => RGB = 8,6,104)
- ce: color scheme (One Color, Complementary, Triad, Analogic, Accented analogic, value from 0..4), please read the GUI help documentation on these colour schemes
- cs: color shift (value from 20 to 90)
- hue: hue of the basic color (0 to 360)

Use quotes (") for parameter values which contain spaces (e.g. files/folders names)

for example:

WordaizerCLI -fn "Courier New" -m m_Duck.jpg -t Towns.txt -o Output.bmp -c2 -a 150 -w 4 -fs 56 -fm 10 -sr 3 -p 1 -e 2 -d 50 -wa 0 -fp 0 -b -w 290 -h 180 -bc FFC365 -tc 080668 -ce 3 -cs 40 -hue 300 -ra -rc -rs 2147483645

Parameter ranges for bending characters.

	P1		P2		P3	
	Min	Max	Min	Max	Min	Max
Circular	30	250	-180	180	50	200
Wave	-100	100	-	-	-100	50
Parabolic	0	200	5	20	-100	50
Crossword	-	-	-	-	-100	150