HLS Add Ino

Adds the values of the specified channel of the image connected to the Noise port,
to the Hue, Lightness, Saturation, or Alpha channels of the image connected
to the Source port.

The specified channel of the image connected to the Reference port will determine
the intensity of the effect.

--- Inputs ---

Source

Connect the image to be processed.

Noise

Connect the image to be added to the source image.

Reference

Connect the image for setting the intensity of the effect.

--- Settings ---

From RGBA

Specify which channel to use from the image connected to the Noise port.
Choose from one of the "Red", "Green", "Blue" or "Alpha" channels.
The default value is "Red".

Offset

An offset for the original pixel values of the image connected to the Noise port.
Pixel values for 8 or 16bits images are values ranging from 0 to 1,
you can specify an offset between -1.0 and 1.0.
When the pixel value is the same as the one specified here it will not change.
The rest of the pixel values will change depending on their magnitudes.
The default value is 0.5.

Hue

It specifies the intensity of the Hue change.
The Hue value will scale around the Offset value.
You can use a value from -1.0 to 1.0.
The image Hue will not change when the value is 0.
The default value is 0.0.

Lightness

    It specifies the intensity of the Lightness change.

    The default value is 0.25.

    Other options are the same as for "Hue".

Saturation

    It specifies the intensity of the Saturation change.

    The default value is 0.0.

    Other options are the same as for "Hue".

Alpha

    It specifies the intensity of the Alpha change.

    The default value is 0.0.

    Other options are the same as for "Hue".

Premultiplied

    When ON, the image will be processed as if having a Premultiplied Alpha channel (Alpha value already multiplied by RGB channels).

    If image is not premultiplied, the image may not look correct.

    The default setting is ON.

Reference

    Specify which channel to use from the image connected to the Reference port to drive the intensity of the effect.

    Choose from Red/Green/Blue/Alpha/Luminance.

    Choose Nothing to disable the effect.

    The default value is "Red".