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Graphic Arts: DeBabelizer's Mac, Windows versions differ.

By: Sean Wagstaff

04/06/98

MacWEEK

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The most obvious difference between Equilibrium's DeBabelizer Pro 4.5 for Windows/Windows NT and DeBabelizer 3 for the Mac is the latter's support for ColorSync and CMYK - aimed at printing pros - while the Intel-standard PC application has a better interface for video and animation. Equilibrium explained the disparity by saying it built each version from separate code bases built on the strengths of each operating system. The company is working toward feature parity for both platforms.

The Windows version (which is priced the same as the Mac one) sensibly opens and processes animations as single files. Effects are applied to each frame of that animation. In the Mac version, you import the animation into a Batch List, then perform the transformation on each frame of the animation through a Batch operation and then export the result into a new animation file. Although the results are the same, the Windows version's approach is quicker and more intuitive. However, QuickTime 3 support is one of the hallmarks of the new Mac product; the Windows version eschews QuickTime.

For the publishing world, DeBabelizer 3 is a compelling tool. The program automatically converts between RGB and CMYK using Apple's ColorSync; the Windows edition doesn't support CMYK or ColorSync. Web support is comparable - and excellent - in both versions.

DeBabelizer 3 for the Mac also offers more powerful automation through conditional scripting and AppleScript. In contrast to the Mac version's scripts that can react to variable characteristics of your images, the Windows version is limited to simple looping controls. In the Mac edition, for example, you can easily create a sophisticated system combining FileMaker Pro and DeBabelizer. The Windows edition can issue a DOS command line with the name of the current image, but this doesn't lend itself to systemwide integration.



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