AGAiff

	COLLABORATORS		
	TITLE : AGAiff		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		December 7, 2024	

	REVISION HISTORY		
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

AGAiff

1.1 AGAiff Docs

```
EVIEW +++ PREVIEW +++ PREVIEW +++ PREVIEW +++ PREVIEW +++ PREVIEW +++ PREVIE


++*************************************************************************++
++                     ++
++      A G A i f f Version 1.99        ++
++            BETA PREVIEW          ++
++          by Michael Krause          ++
++                     ++
++                      This Production is FreeWare!        ++
++                     ++
++*************************************************************************++


    01.     Introduction    What is this AGAiff?
    02.     Installation    What do I need?

    03.    Using AGAiff    How to start
    04.    Main Window    GUI Features
    05.   Picture Screen   GUI Features
    06.  Animation Support  Animation Handling

    07.     Preferences    What can I change?

    08.     ARexx Port    How to add own functions

    09.      History    How AGAiff developed
    10.    What's left ?   Address, Copyright etc.

              Note to the very experienced ones..:

 Don't try to find out all functions of this program on your own, because
                there are too much of them being badly named.
   At least skim this doc through to get an impression of what it is able
                          to do.
```

1.2 AGAiff Introduction

AGAiff is a converter which loads ILBM, ANIM and datatypes graphics and
converts them into several 'low-level' formats, like RAW, chunky etc.
Some features make this program even more attractive:

 - Running entirely under OS
 - Coded as a Commodity
 - Coded completely in fast Assembler, thus divinely short.
 - Font-sensitive User Interface
 - <MANY> different save formats:
   the ones worth mentioning are e.g. all aga sprite types, some
   chunky save modes, converting of HAM pictures into pure color
   data etc., and -- 7 -- different color save formats.
 - Animation support - converting of animation frames even if it is
   too large to fit into the memory!
 - Powerful ARexx-Port, supporting all stuff from the GUI and more
 - AutoScanning and GridSaving of Pictures (see ARexx chapter)
 - Runs even from small Assembler Workdisks if you don't need ARexx, Hotkey
   and all Displaymodes
 - Can load pictures via datatypes.library
 - ... and more !

1.3 AGAiff Installation

AGAiff requires:

- MC68020
- Kickstart 3.0 (Version 39)
- LIBS:asl.library

Making life much easier:

- LIBS:commodities.library
- LIBS:rexxsyslib.library
- RexxMaster running
- Provided ARexx-Scripts in REXX:
- HardDisk
- Workbench running -> All displaymodes can be used..
- The XPK-Package

Note:
  To enable AA-ChipSet don't forget 'SetPatch' in your startup-sequence.
  Nevertheless, AGAiff runs even on the old ChipSet !

1.4 AGAiff Using AGAiff

AGAiff can be started from both Workbench or CLI. Only one copy of AGAiff
can be run.

Workbench Tooltypes

```
CX_POPUP  Standard commodity tooltype.
    If ARexx is active, the CX_POPUP specification has no
    direct meaning. The opening of the window must be done
    in the Startup script via 'SHOWGUI'. This is because
    otherwise you would see on the GUI how the presets are built
    etc., which would slow down the initialization. If this
    flag was specified, STATUS 7 returns a 1.

CX_POPKEY Standard commodity tooltype.

USETOPAZ  ={OFF|ON}. See Preferences

DCSIZE    ={BYTE|WORD|LONG}. See Preferences

NOSHOW    ={OFF|ON}. See Preferences

PROMO   =hex. Select a monitor for mode promotion here. 'hex'
    is a hexadecimal number containing only the monitor ID.
    No checking is made if this monitor exists. So better have
    it really...
    e.g. PROMO=21000 for PAL promotion.

PUBSCREEN =name. Open AGAiff windows on public screen called 'name'.
    If this screen doesn't exist, AGAiff falls back to
    'Workbench'.

RANGEWH   ={OFF|ON}. See Preferences


Shell Template
---------------------

CX_POPKEY/K
CX_POPUP/T
USETOPAZ/S  \
NOSHOW/S  - active when specified
RANGEWH/S /
DCSIZE/K  DCSIZE b/w/l
PROMO/K   PROMO hex e.g. PROMO 61000 for EURO72.
PUBSCREEN/K e.g. PUBSCREEN CygnusEdScreen1
```

1.5 AGAiff Main Window

```
Close Window
-----------------------
Hides the GUI. Use hotkey to get it back.

Screen Mode Selection
-----------------------
The listview gadget shows all available monitors and displaymodes.
If the program can't find any entries for this list - that's the case
when Workbench is not running - a default list is used.
Selecting 'RESHOW' when a picture is in memory forces AGAiff to redisplay
it with the new attributes selected here. 'RESTORE' restores the old values.
```

Save Range Selection

If you don't want to save the whole picture, you can select a range here.
After loading a picture, the range includes the whole picture. This is
ofcourse not the case if range locking is activated. (see <Preferences>)

AGAiff Mode

Select Animation or Single-Picture mode here.

Save Format

Select the picture data saving method. Animation saving format is
specified elsewhere. See Save Format.
By the way, better have Cycle2Menu installed if you want your
left mousebutton to live for some more years...

Colors Format

Select the format of the color data which is appended to the picture
file. See Colors Format.

Exit

Quits AGAiff. Everything will be cleared up, the commodity will be
removed.

Use the right mousebutton or the 'Return' key to switch between main window
and picture screen.

The 'Load' function supports datatypes loading. For datatypes conversion,
the function creates a temporary file in T: called agaifftemp.iff -- so
if you don't have enough memory, assign T: to somewhere on your harddisk!

1.6   AGAiff Main Window - Save Format Gadgets

 Upper gadget:

IFF-ILBM
  Hmm, saves IFF-ILBM data I think..
  Saving doesn't depend on color format gadgets.
  The BODY chunk is crunched if the picture is big enough.

RAW Normal
  Saves raw, uncrunched data, one bitplane after the previous one,
  beginning with the lowest-order plane.

RAW Modulo
  (Often seen as 'RAW-BLIT')
  The same as RAW normal, but the planes are interleaved, that means
  e.g. when you have a 3 planes picture:
    - 1. Line / 1. Plane
    - 1. Line / 2. Plane

```
   - 1. Line / 3. Plane
   - 2. Line / 1. Plane
   - 2. Line / 2. Plane
   - etc.
```
  That's the same as setting the SA_Interleaved tag when opening an
  Intuition-Screen.

No Picture
  Saves no bitplane data, thus letting you save pure color data.

Copper
  Saves a copperlist according to the lower color gadget (12Bit or
  24Bit), initializing the color values.
  Note: No color data else is attached (Top/Bottom gadget) !

Sprite
  Saves sprite data which is the same as RAW Modulo data, but with
  Control data at the top and at the bottom. The control data's
  length corresponds to the width of one line. Sprites must have
  a width of 16, 32 or 64 pixels and a depth of 2 or 4 planes !
  4-planed Sprites must be displayed using the attaching of two
  Sprite channels, so it is divided into two sprites with each 2
  planes. The sprite with the lower two planes is saved at first.

Mask
  Saves mask data, where one pixel represents a pixel with a color
  unlike 0 in the original picture. Saves the same plane copied for
  each other plane in RAW Modulo format.
  Note: No color data else is attached (Top/Bottom gadget) !

Mask 1plane
  Same as before, but only 1 plane.

Chunky RegNumbers
  Instead of saving bitplanes, this mode looks at the pixels
  and saves the number of the color the pixel has as a byte.
  That means you can't save pictures with more than 8 planes
  in this mode. You can append color data using the color format
  gadgets.
  Note: Selected Range will be rounded up to 16-pixel borders. The
    rest will be filled with 0's.

Chunky Colors
  It's quite similar to the previous mode, but instead of saving
  the number of the color register, it creates a real color
  value like $f00, $2cb399 etc. You can choose the format of the
  color values using the lower color format gadget. No extra
  color data will be appended.
  Note: Selected Range will NOT be rounded up to 16-pixel borders as
    opposed to the previous save mode !!
  NOTE: SPECIAL FEATURE: This mode also converts HAM and EHB-pictures
  correctly into the right colors !!

 Lower gadget:

File
  Saves a normal file

```
dc.w
  Saves an ASCII Assembler data dump using the dc.w directive. In
  the preferences you can specify what data width to use, that means
  dc.b, dc.w or dc.l !

 P! – gadget:
  Opens the Save Format Preset Window. Look into the ARexx chapter for
  details.
```

1.7   AGAiff Main Window - Color Format Gadgets

```
 Upper gadget:

No Colors
  Don't append any color data.

Top
  Attach color data at the top of the file.

Bottom
  Append color data.

 Lower gadget:

12 Bit
  Only 12 Bit data, good old A500 style ( $000,$f00,$aaa etc.)

24 Bit
  24 Bit data, as one longword per color, e.g.
    $00ff0000 for red
    $00ff8800 for brown etc.

24 Bit HL
  24 Bit data, saves higher and lower nibble of the RGB values
  separately, and that first all higher parts of all colors,
  then all lower parts of them.

24 Bit HLi
  Works as the one before, but 'interleaves' the High / Low data of
  each color, that means: higher part of first color, lower part of
  first color, higher part of second color, lower part of second
  color etc.

24 Bit LH
  Works as 24 Bit HL, but first saves lower part, then the higher
  one.

24 Bit LHi
  Works as 24 Bit HLi, but first saves lower part, then the higher
  one.

96 Bit
  For people that just want something different..
  Internally, AGAiff handles all colors in 96Bit like OS3.0, perhaps
```

this mode is a bit useful in future. Save format is 32r,32g,32b.

Pheew. So that's that.

1.8 AGAiff Picture Screen

Once you've loaded a picture, AGAiff tries to open a screen of the desired
resolution and depth. The resolution is changed to a default resolution if
needed. When this Screen is active, you can switch between there and the
Main Window using the right mousebutton. Using the left one, you can select
a range the save functions will operate on.

Pressing SPACE lets you see a small Color Requester which should be self-
explaining...

1.9 AGAiff Animation Support

As opposed to certain other converters, AGAiff cannot only load animations
and convert them to single pictures, but also can create new animations and
put together single pictures with the possibility to save the animation in
several formats!

Besides that, the user can choose between two formats of animation handling –
one format doesn't load the animation into memory, so it may be larger
than the amount of memory you have.

```
  Loading Animations          How to load Animations
  Formats                     What can I change?
  Editing                     What can I do?
  Key functions               Key abbreviations
  Saving                      How to save Animations
```

1.10 AGAiff Animation Support - Loading Animations

Just click on the normal 'Load' button. AGAiff will recognize an IFF-ANIM
file and automatically load it, according to the settings in the Preferences.

The first thing that happens while loading is that AGAiff scans the whole
file, trying to figure out how many frames it has.

If you want to load the whole animation, AGAiff now loads and crunches
all animation frames and puts them to a place you specified.

Then the first picture is initialized and displayed on the normal picture
screen. You can treat the frame as if it was a single picture -- no
reduction of editing possibilities!

The animation loader currently supports the ANIM-5 format, even with
multiple CMAP chunks.

1.11   AGAiff Animation Support - Formats

You can choose between two formats:

1. Animation frames are loaded in 'realtime' from disk when you need them.

   When you click on the 'Next' button, the next frame will be loaded and
   displayed. All the other editing possibilities are disabled, because
   the animation format doesn't allow anything different.

   This format is the right one if you just want to convert an animation
   or split it into single frames, because it is less time- and space-
   consuming than the second method.

2. The whole animation is loaded at once.

   Every frame is loaded, converted into another format, crunched with
   an XPK-Cruncher of your choice and stored as a file in a path of your
   choice again.

   This is the RAM='random access method' ;-) because AGAiff can now
   access all frames without having to care about the file format.

   The disadvantage is that this format is more space-consuming. Besides
   that, the (de)crunching needs time, too.

   This is the right format if you want to build new animations, or if
   you want to modify them by removing or adding frames!

Please select your favourite format in the Preferences window.

1.12   AGAiff Preferences

Data DC-Size
    Specifies the kind of data files written as 'dc.w'-Data will
    have (dc.b / dc.w / dc.l).
    Default is long.

Use Topaz/8
    When switch is on, the program uses topaz/8 instead
    of the standard screen font.
    Default is off.

Lock Range
    Locking the save range means that the current range
    is stored and automatically activated for the next
    picture that is loaded.
    Default is off.

ScreenPromotion
    When this switch is activated, the current monitor ID
    selected in ListView-Gadget of the Main Window is stored and
    automatically used for every new picture that is loaded.
    Default is off.

Picture NoShow
    If you don't want AGAiff to show all pictures you
    load, then select this switch.
    Note to ARexx programmers:
    This is not the same as setting the NOSHOW flag when
    LOADing files. The NOSHOW flag is only valid for one
    specific loading action. There is a new ARexx-Command
    for the new 'global' NoShow.
    Default is off.

Range W/H
    This switch changes the range display in the main window in
    that the range is not chosen by setting two points (upper
    left and lower right one), but merely by setting one point
    and the width and height of the range from there. That
    simplifies e.g. selecting of ranges sized 128x128 from a
    larger picture. Just click on a specific point in the
    picture and then type 128 in the last two range gadgets.
    Default is two-points-range-selection.

Activate Window
    On every load and save the window is brought to front,
    being activated. This can be disturbing when operating
    on huge amounts of pictures via ARexx. Deactivate this
    switch to get your environment a bit more comfortable..
    Default is on.

Save=ClosePic?
    While saving, the picture screen can be closed in order to
    save memory. This is rather disturbing when operating
    on huge amounts of pictures via ARexx. Activate this
    switch if you really want the picture to be closed.
    Default is off = no closing.

Full Anim
    This switch is used to specify the animation load format.
    If this switch is on, the whole animation is loaded.
    Default is off.

XPK Cruncher
    You can select your favourite XPK cruncher here for the
    second format. Type in the name of the cruncher, then
    optionally a dot and the crunching efficiency.
    Default is 'CBR0.100'

XPK File path
    The path where temporary files are stored by the
    animation loader. Maximum is 12 Characters.
    Default is 'T:'

Use   Activates the new selections.

Close-Gadget Cancels the new selections.

1.13   AGAiff - ARexx Port

```
Control Functions
   USETOPAZ
   DCSIZE
   GLOBALNOSHOW
   SCREENPROMO
   LOCKRANGE
   VERSION
   STATUS


User Communication Functions
   REQUESTFILE
   REQUEST
   TYPETEXT


Graphical User Interface Control Functions
   LOCKGUI
   UNLOCKGUI
   SHOWGUI
   HIDEGUI
   SHOWPIC


Preset List Control Functions
   CLEARPRESETS
   ADDPRESET
   SETPRESET


I/O Functions
   SFORMAT
   CFORMAT
   LOAD
   SAVE
   RESHOW
   NOSHOW
   RESTORE


Picture Functions
   DISPMODE
   RANGE
   GETPIXEL
   SEARCHPIXEL


Animation Functions
   ANEXT
   APREV
   AFIRST
   ALAST
   ADELETE


ARexx Scripts provided with this package
   Startup
   AutoScan
   GridSave
   SaveRawAndCopper
   SaveSprites
```

```
  Info

  How To Run Scripts
```

Note:
 Parameters in <>'s are decimal unsigned integer numbers !
 Parameters in []'s are strings !
 Parameters in {}'s don't need to be specified !

Note for V1.60:
  PICSIZE and DEPTH commands have been removed for reasons described in
  the main window description. Should not disturb compatibility 'coz it's
  never been used hopefully..
  ARexx List Functions have been removed, too, because the ARexx Window
  has been replaced by an ASL Requester.

In Version 2.00, I have reworked the design a bit - the commands work
like before, but some side effects with the GUI have been removed, such
as automatic window reactivation when saving a picture etc., which could
be disturbing when processing large amounts of pictures.

Besides that, V2.00 doesn't provide the QUIT command because it has not
been working a single time :)

1.14   AGAiff - ARexx Commands

SYNTAX
  UseTopaz {OFF}

FUNCTION
  Switches on / off fontsensitivity.

INPUTS
  If 'off' is specified, AGAiff uses the Workbench's Screen Font.
  Else it uses topaz/8.

RESULTS
  RESULT =
  RC = 0

BUGS

SEE ALSO

1.15   AGAiff - ARexx Commands

SYNTAX
  DCSize <n>

FUNCTION
  Selects dc.x data size

```
INPUTS
  n:    0 Byte  (dc.b)
        1 Word  (dc.w)
        2 Long  (dc.l)

RESULTS
  RESULT  =
  RC  = 0, or 10 if error

BUGS

SEE ALSO
```

1.16   AGAiff - ARexx Commands

```
SYNTAX
  GLOBALNOSHOW {(ON)|OFF}
  (V1.60+)

FUNCTION
  Disables/Enables picture showing until the next call
  of this function.

BUGS

SEE ALSO
```

1.17   AGAiff - ARexx Commands

```
SYNTAX
  SCREENPROMO {(ON)|OFF}
  (V1.60+)

FUNCTION
  Disables/Enables screen promotion (--> Description of Prefs Window)

BUGS

SEE ALSO
```

1.18   AGAiff - ARexx Commands

```
SYNTAX
  LOCKRANGE {(ON)|OFF}
  (V1.60+)

FUNCTION
  Disables/Enables range locking (--> Description of Prefs Window)

BUGS
```

```
SEE ALSO
```

1.19   AGAiff - ARexx Commands

```
SYNTAX
  Version

FUNCTION
  Returns a versionstring.

INPUTS
  None

RESULTS
  RESULT  = [versionstring]
  RC  = 0

BUGS

SEE ALSO
```

1.20   AGAiff - ARexx Commands

```
SYNTAX
  Status <n>

FUNCTION
  Returns information about AGAiff's status.

INPUTS
  n:  returns:

  0 pathname of current picture or empty string.
  1 picture size (<X> <Y>)
  2 depth
  3 selected save range (<X1> <Y1> <X2> <Y2>)
  4 DisplayMode (decimal number)
  5 "1" if GUI is hidden, else "0"
  6 address and length of the original decrunched
    ILBM data (RAW-Modulo) as (<address> <length>)
  7 0 if the user selected CX_POPUP=NO, else 1
  8 data about currently loaded animation
    as (<totalframes> <currentframe>). In single-picture mode,
    <totalframes> is "0".


RESULTS
  RESULT  = [result as described above]
  RC  = 0, or 10 in case of error (wrong <n>)

BUGS
```

```
SEE ALSO
```

1.21   AGAiff - ARexx Commands

```
SYNTAX
  Requestfile [windowtitle]

FUNCTION
  Displays an ASL-Filerequester with the desired windowtitle

INPUTS
  windowtitle:  Title of the requesterwindow

RESULTS
  RESULT  = [pathname] or empty string
  RC  = 0

BUGS

SEE ALSO
```

1.22   AGAiff - ARexx Commands

```
SYNTAX
  Request [text]

FUNCTION
  Displays a normal requester with OK / Cancel gadgets using the
  Intuition/EasyRequestArgs function.

INPUTS
  text:   Requester text.

RESULTS
  RESULT  =
  RC  = 1 for OK, 0 for Cancel

BUGS

SEE ALSO
```

1.23   AGAiff - ARexx Commands

```
SYNTAX
  TypeText [text]

FUNCTION
  Prints a text into the Main Window's message line.
```

```
INPUTS
  text:   Textline to be printed. No LF's or similar.

RESULTS
  RESULT  =
  RC  = 0

BUGS

SEE ALSO
```

1.24 AGAiff - ARexx Commands

```
SYNTAX
  LockGUI

FUNCTION
  Locks the Graphical User Interface, so that all clicks etc.
  won't be noticed. Use this in ARexx scripts that must not be
  interfered by the user.
  This call uses a nest counter.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0

BUGS

SEE ALSO
  UNLOCKGUI
```

1.25 AGAiff - ARexx Commands

```
SYNTAX
  UnlockGUI

FUNCTION
  Unlocks the GUI.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0

BUGS

SEE ALSO
```

```
LOCKGUI
```

1.26   AGAiff - ARexx Commands

```
SYNTAX
  ShowGUI

FUNCTION
  Opens the Main Window.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0 if success, 10 if error.

BUGS

SEE ALSO
  HIDEGUI
```

1.27   AGAiff - ARexx Commands

```
SYNTAX
  HideGUI

FUNCTION
  Closes the Main Window and unloads a possibly loaded picture.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0

BUGS

SEE ALSO
  SHOWGUI
```

1.28   AGAiff - ARexx Commands

```
SYNTAX
  ShowPic
  (V1.60+)

FUNCTION
  Puts the picture screen to front. If no picture screen is open,
```

```
   this function is no-op.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0
      1 if no picture screen was open

BUGS

SEE ALSO
```

1.29 AGAiff - ARexx Commands

```
SYNTAX
  ClearPresets

FUNCTION
  Clears the save format preset list.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0

BUGS

SEE ALSO
  ADDPRESET, SETPRESET
```

1.30 AGAiff - ARexx Commands

```
SYNTAX
  AddPreset [name]

FUNCTION
  Adds a preset to the save format preset list. The current save format
  and color format gadgets are saved.

INPUTS
  name:   Name the preset will appear under.

RESULTS
  RESULT  =
  RC  = 0

BUGS
```

SEE ALSO
  CLEARPRESETS, SETPRESET

1.31   AGAiff - ARexx Commands

SYNTAX
  SetPreset [name]

FUNCTION
  Set the save format and color format gadgets according to the
  preset called [name].

INPUTS
  name: Preset to set up.

RESULTS
  RESULT =
  RC = 0, or 10 if error (preset [name] doesn't exist)

BUGS

SEE ALSO
  CLEARPRESETS, ADDPRESET

1.32   AGAiff - ARexx Commands

SYNTAX
  SFormat [sformatstring]

FUNCTION
  Sets the save format

INPUTS
  sformatstring: IFF,RAWNORM,RAWBLIT,COPPER,SPRITE,MASK,MASK1,NOPIC,
                   CHUNKYREGS,CHUNKYCOLS
      FILE,DC

RESULTS
  RESULT =
  RC = 0

BUGS

SEE ALSO
  CFORMAT

1.33   AGAiff - ARexx Commands

```
SYNTAX
  CFormat [cformatstring]

FUNCTION
  Sets the colors format.

INPUTS
  cformatstring:  12BIT,24BIT,24BITLH,24BITLHI,24BITHL,24BITHLI,96BIT
      NOCOLS,TOP,BOTTOM

RESULTS
  RESULT  =
  RC   = 0

BUGS

SEE ALSO
  SFORMAT
```

1.34   AGAiff - ARexx Commands

```
SYNTAX
  Load [filename] {NOSHOW}

FUNCTION
  Loads a picture.

INPUTS
  filename: Pathname of the picture.
  NOSHOW:   If specified, don't show the picture.

RESULTS
  RESULT  =
  RC   = 0, or 5 if Error (can't load file)

BUGS

SEE ALSO
  LFORMAT
```

1.35   AGAiff - ARexx Commands

```
SYNTAX
  Save [filename]

FUNCTION
  Saves a file.

INPUTS
  filename: Pathname of the file.
```

```
RESULTS
  RESULT  =
  RC   = 0

BUGS
  Doesn't return error codes.

SEE ALSO
  SFORMAT, CFORMAT
```

1.36   AGAiff - ARexx Commands

```
SYNTAX
  Reshow

FUNCTION
  The same as the RESHOW button in the Main Window.

INPUTS
  None

RESULTS
  RESULT  =
  RC   = 0

BUGS

SEE ALSO
  NOSHOW, RESTORE
```

1.37   AGAiff - ARexx Commands

```
SYNTAX
  Noshow

FUNCTION
  Disable showing the picture until the next RESHOW.

INPUTS
  None

RESULTS
  RESULT  =
  RC   = 0

BUGS

SEE ALSO
  RESHOW, RESTORE
```

1.38   AGAiff - ARexx Commands

```
SYNTAX
  Restore

FUNCTION
  Restore the picture data like depth, picsize and displaymode and
  do a RESHOW.

INPUTS
  None

RESULTS
  RESULT  =
  RC   = 0

BUGS

SEE ALSO
  RESHOW
```

1.39   AGAiff - ARexx Commands

```
SYNTAX
  DispMode <a>

FUNCTION
  Set DisplayMode.

INPUTS
  a:    DisplayMode ID (decimal long int)

RESULTS
  RESULT  =
  RC   = 0, or 5 if no picture was loaded.

BUGS

SEE ALSO
```

1.40   AGAiff - ARexx Commands

```
SYNTAX
  Range <x1> <y1> <x2> <y2> {FULLPIC}

FUNCTION
  Set save range.

INPUTS
  x1/y1:    One Corner of the range.
  x2/y2:    Two Corner of the range. (?)
  FULLPIC:  Specify this to select the whole picture.
```

```
RESULTS
  RESULT  =
  RC   = 0
```

BUGS

SEE ALSO

1.41   AGAiff - ARexx Commands

```
SYNTAX
  GetPixel <x> <y>
  (V1.60+)
```

```
FUNCTION
  Get the colorregister of the pixel specified by 'x' and 'y'.
  The #?PIXEL-Functions are very useful for picture scanning
  functions.
```

```
INPUTS
  x:    X-Position
  y:    Y-Position
```

```
RESULTS
  RESULT  = colorregister
  RC   = 0 or 1 if x/y was out of picture size
       5 if no picture was loaded.
```

BUGS

SEE ALSO
  SEARCHPIXEL

1.42   AGAiff - ARexx Commands

```
SYNTAX
  SearchPixel <x> <y> <colorregister>
  (V1.60+)
```

```
FUNCTION
  Search the line specified by 'y' for a color specified by
  'colorregister'. Don't start at the beginning but at X-position
  specified by 'x'. The #?PIXEL-Functions are very useful for
  picture scanning functions.
```

```
INPUTS
  x:    X-Position where to start search.
  y:    Line to search in.
  colorregister:  The color to search for.
```

RESULTS

```
  RESULT  = x-position where pixel was found.
  RC  = 0 if a pixel was found, 1 if no pixel was found, and
       5 if no picture was loaded.
```

BUGS

SEE ALSO
  GETPIXEL

1.43   AGAiff - ARexx Commands

```
SYNTAX
  ShowPic
  (V1.60+)
```

```
FUNCTION
  Bring picture screen to front.
```

INPUTS

```
RESULTS
  RESULT  =
  RC  = 0 if picture was opened
       1 if picture was not opened or no picture was loaded
```

BUGS

SEE ALSO

1.44   AGAiff - ARexx Commands

```
SYNTAX
  ANext
```

```
FUNCTION
  Activate next animation frame
```

```
INPUTS
  None
```

```
RESULTS
  RC  = 0 or 10 if this was the last frame
```

BUGS

SEE ALSO

1.45   AGAiff - ARexx Commands

```
SYNTAX
  APrev

FUNCTION
  Activate previous animation frame

INPUTS
  None

RESULTS
  RC  = 0 or 10 if this was the first frame

BUGS

SEE ALSO
```

1.46   AGAiff - ARexx Commands

```
SYNTAX
  AFirst

FUNCTION
  Activate the first animation frame

INPUTS
  None

RESULTS
  RC  = 0

BUGS

SEE ALSO
```

1.47   AGAiff - ARexx Commands

```
SYNTAX
  ALast

FUNCTION
  Activate the last animation frame

INPUTS
  None

RESULTS
  RC  = 0

BUGS

SEE ALSO
```

1.48   AGAiff - ARexx Script 'Startup.agaiff'

This script is called once when AGAiff was loaded. So you should put your
Preferences, Presets and other Setup stuff here. The original script by me
contains the most important save format settings and the ARexx Menu items
for the rest of the scripts.

1.49   AGAiff - ARexx Script 'AutoScan.agaiff'

This script is very useful for game programmers wanting to create sprite
animations. Imagine you have some animation frames for your ship for
the newest shoot'em up game. If you don't want to cut these 10 frames
and save them on your own, just let the graphician frame these areas with
a specific color. A 32x16 sprite will be framed with an 34x18 frame.

Then you call AutoScan.agaiff: First you will be asked for the color
the areas are framed with, then you must give the script a filename.
The picture is searched through and all framed areas are saved with
the filename extended with '.%d' where %d is a numbering from 0 to <number
of frames>. .. the frame won't be saved of course..
Don't forget to set the right save format !!

The only bad thing about this script is its speed. On my standard A1200
WITHOUT fast mem (:-((), it needs a quarter of a minute or more to look
through a picture. Anyway, i'm not the best ARexx coder, so why don't you
try to write a faster one ??

1.50   AGAiff - ARexx Script 'GridSave.agaiff'

Imagine you put a grid on a picture. The picture is splitted into several
blocks. Then imagine you save these blocks from left-right or top-down.
This is exactly what this script does.

Grid X Block Size: Horizontal Size of one grid block
Grid Y Block Size: Vertical Size of one grid block
Number of Blocks X: Horizontal number of blocks
Number of Blocks Y: Vertical number of blocks
Save mode: Top-Down, then left-right, or vice versa.
Append files: Whether to have all blocks joined in one file,
      or saved as 'filename.%d', where %d is a numbering
      from 0 to <number of blocks>.

1.51   AGAiff - ARexx Script 'SaveRawAndCopper.agaiff'

This is an example of how easy AGAiff is to use with the ARexx Port. After
loading a picture you just start this script, enter a filename and then
you get a RAW-Normal picture and the corresponding 12 Bit Copperlist at
once.

1.52   AGAiff - ARexx Script 'SaveSprites.agaiff'

This one is useful if you want to build large pictures using the sprite
channels of the old chipset (16 pixel wide sprites). It splits a picture
into different sprites, what you have to do on your own when using other
IFF-Converters !

1.53   rxs_info

Simply shows how to use the STATUS command.

1.54   AGAiff - Running ARexx Scripts

The ARexx requester from pre-V1.60 has been replaced by a normal
ASL requester showing the contents of REXX: with a default pattern
of '~(Startup).agaiff', thus reading all files ending with '.agaiff'
except the Startup script. Double-Click one of the files to start it.

1.55   AGAiff Development History

```
Version 1.0  Release A (01-Mar-94)
  First public release.

Version 1.21 Release B (01-Apr-94) (kein Aprilscherz)
  - 07-Mar-94 Bug fix: Sprites' control words were too short. Now
       twice as big.
  - 07-Mar-94 Minor fix: ASL Requesters now remember last Directory,
       window is put into sleep status while requesting.
  - 13-Mar-94 Bug fix: Additional mask plane is now ignored.
  - 13-Mar-94 Several small 'security' bug fixes.
  - 20-Mar-94 Added Color Requester
  - 21-Mar-94 Added IFF Saving
  - 21-Mar-94 Additional Tooltypes

Version 1.60 Release C (16-Sep-94)
  - 27-Jun-94 Chunky save modes added.
  - 14-Jul-94 ASL-Requesters: no '.icon's & some other trinkets..
  - 24-Jul-94 Range locking added.
  - 25-Jul-94 Screen Promotion & global NoShow added.
  - 26-Jul-94 IFF crunching added.
  - 02-Aug-94 Additional tooltypes
  - 02-Aug-94 Bug fix: Starting AGAiff twice could lead to
       unpredictable results.
  - 02-Aug-94 CLI-Interface.
  - 02-Aug-94 Public Screen support.
  - 03-Aug-94 Key equivalents for most gadgets.
  - 03-Aug-94 ARexx STATUS command enhanced.
  - 06-Aug-94 !! on vacation.. !!
  - 26-Aug-94 Replaced ARexx Window by ASL-Requester.
```

– 28-Aug-94 New ARexx commands #?PIXEL..
– 29-Aug-94 New ARexx scripts AutoScan & GridSave
 ... and lots of bugs fixed ...

The first release of V1.60 featured a wrong window title bar
with 'PRIVATE VERSION ## DON'T SPREAD' in it. I left it in there
by accident – it was a fully working version. However, the
version I sent to Fred Fish and AmiNet was correct!

Version 1.99 Release D (10-Jun-95)
 – 19-Nov-94 Window opening could cause oversized windows with big
       fonts (hmm, thought i fixed this before :-))
 – 20-Nov-94 Bug fix: Forgot docs for SHOWPIC Arexx command..
 – 21-Nov-94 Started animation support..
 – 26-Nov-94 Bug fix: loaded ColorTables were never freed..
 – 01-Dec-94 Bug fix: Mode Promotion could clear HAM/EHB flags..
 – 24-Dec-94 Datatypes loading
 – 01-Jan-95 ARexx QUIT command removed – didn't work anyway..
 – 02-Jan-95 Added several new Preferences Items
     ... after a long, long break I continued coding:
 – 01-May-95 Framenumber is mentioned in Coords-Screen
 – 01-May-95 Range selection re-coded.
 – 04-May-95 ARexx STATUS 8, (UN)LOCKGUI improved
 – 05-Jun-95 ARexx-Server didn't take care of RXFB_RESULT.. shit
 – 08-Jun-95 ARexx-Server totally recoded.

 ... and again most probably some bugs fixed ...

1.56 AGAiff What's left ?

* Copyright !! Don't touch, don't look at, don't use, don't say it's name,
  just S P R E A D this program including the complete set of files!

* If you have suggestions or bug reports, then write an EMail to

           [{ < RawStyle@ONLINE.sh.sub.de > }]

  DON'T ask me to include loading of RAW pictures.
  Try to write adequate ARexx Scripts for that purpose.

  Please note that I have to pay for incoming and outgoing international
  mail, so don't write just in order to say you like my program! If
  you want to kill me, send any 50KB file – Reply is 100% guaranteed... :)
  Mails from Germany, however, are free!

* Future plans:
  – your suggestions