01261410-0

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COLLABORATORS

	TITLE : 01261410-0		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Rodrigo Reyes	August 6, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

01261410-0

1.1   GfxLab : ARexx port

AREXX PORT

==========

The ARexx port of GfxLab24 allows to easily automate boring

processing of pictures.

The ARexx programm should be launched in an extern shell as follow:

[Open a shell or a cli]

[type as follow]

rx <SCRIPT NAME> [PARAMETERS]

Here is a list of the ARexx commands of GfxLab24. They interrest

you only if you are able to write ARexx scripts. Otherwise, just

use the scripts included in the package.

The parameters in < > are necessary. Those in [ ] are optional.

Load	Emboss	GetWidth	TextColor
Save	Sketch	FastColorMap	TextFont
ColourToGray	Quake	Request	TextSize
Brightness	DispersePixel	PrintInfo	ClearBank
Filter	Convolve	GetFromPattern	BitmapToRaw
BiColor	RemIsolated	BalanceFilter	TransparentColor
Flip	Quantize	Rotate	DisplayMode
Crop	LoadPalette	Fade	Whirl
Scale	SavePalette	CopyBrush	Noise
Negative	CountColor	CreatePicture	Is24Bits
Visual	GetHeight	AddText	IsBitmap
Mosaic			

1.2   Port ARexx : LOAD

Nom de la commande: Load

Syntax: Load <NOM> [BANK 1-5]

Parameters:

NAME : Name of the file to load.

All the formats supported by GfxLab24 are accepted.

BANK [1-5] : The command operates on the specified bank number.

Result:

Return 'OK' if no error occurred, otherwise Return

a message beginning with "ERROR", and which explains what

happened.

Example:

LOAD 'dh5:MyFile'

1.3   Port ARexx : Save

Nom de la commande: Save

Syntax: Save <NOM> [FORMAT]

Parameters:

NAME: Name of the file to save. This name can contain a path,

otherwise the current GfxLab24 path is used.

FORMAT: This optionnal parameter allows to save the picture in

a specified format. FORMAT can be either "JPEG", "IFF24",

"IFF", "TARGA", or "PCX".

The default format, if not specified, is IFF24.

BANK [1-5] : The command operates on the specified bank

number.

Result:

Returns 'OK' if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

Save 'df0:MyFile' JPEG

1.4   Port ARexx : Colour To Gray

Nom de la commande: ColorToGray

Syntax: ColorToGray <RED> <GREEN> <BLUE> [BANK 1-5]

ou ColorToGray <PAL | HDTV> [BANK 1-5]

Parameters:

<RED> : Red component weighting, contained between 0 and 10000.

The default is 2989.

<GREEN>: Green component weighting. The default is 5866.

<BLUE> : Blue component weighting. The default is 1144.

<PAL | HDTV>: If one of the keyword "PAL" or "HDTV" is found, the

components weighting corresponds to the specified format.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Exemple:

ColorToGray 1200 5600 7899

ColorToGray PAL BANK 3

1.5   Port ARexx : Brightness

Nom de la commande: Brightness

Syntax: Brightness <VALEUR>

Parameters:

VALUE: Can be any numerical value between 1 and 400. This can

also be a keyword: "HALF", which means 50, or

"DOUBLE" which means 200.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Exemple:

Brightness 75

Brightness HALF

1.6   Port ARexx : Filter

Nom de la commande: Filter

Syntax: Filter <RED> <GREEN> <BLUE> [BANK 1-5]

ou Filter <"RED" | "GREEN" | "BLUE"> [BANK 1-5]

Parameters:

<RED> : Weighting of the red component that must be filtered.

<GREEN> : Weighting of the green component that must be filtered.

<BLUE> : Weighting of the blue component that must be filtered.

<"RED" | "GREEN" | "BLUE"> : If one of this keywords are used, the

weighting used correspond to the specified preset filter.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

Filter RED BANK 2

Filter 110 80 60 BANK 1

Filter GREEN

Filter 100 50 100

1.7   Port ARexx : Bicolor

Nom de la commande: BiColor

Syntax: Bicolor [METHOD] [THRESHOLD]

Parameters:

[METHOD], is a keyword which can be any of the following:

"NONE" (no dithering), is the default value

"FLOYD" (Floyd-Steinberg)

"BURKES"

"STUCKI"

"SIERRA"

"JARVIS"

"STEVENSON"

"EDGES"

"BOUNDARY"

[THRESHOLD] is a number which represents the minimal threshold

between two colours.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

BiColor

BiColor BOUNDARY BANK 1

1.8   Port ARexx : Flip

Nom de la commande: Flip

Syntax: Flip [DIRECTION] [BANK 1-5]

Parameters:

[DIRECTION] : Can be any of the keywords "HORIZONTAL" or

"VERTICAL". The default for this operator is

"HORIZONTAL".

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

Flip VERTICAL BANK 3

Flip

Flip Bank 2

Flip HORIZONTAL

1.9   Port ARexx : Crop

Nom de la commande: Crop

Syntax: Crop <X> <Y> <WIDTH> <HEIGHT> [BANK 1-5]

Parameters:

<X> : Numerical value for the left offset of the picture.

<Y> : Numerical value for the top offset of the picture.

<WIDTH>: Numerical value for the width of the picture.

<HEIGHT>: Numerical value for the height of the picture.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

CROP 10 10 200 200 BANK 5

CROP -10 -10 512 512

1.10   Port ARexx : Scale

Nom de la commande: Scale

Syntax: Scale <WIDTH> <HEIGHT> [BANK 1-5]

Parameters:

<WIDTH>: Numerical value for the new width of the picture.

<HEIGHT>: Numerical value for the new height of the picture.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

Scale 80 80 BANK 2

Scale 100 100

1.11   Port ARexx : Negative

Nom de la commande: Negative

Syntax: Negative <RED> <GREEN> <BLUE> [BANK 1-5]

ou Negative <"RED"|"GREEN"|"BLUE"|"DEFAULT"|"ALL"> [BANK 1-5]

Parameters:

<RED>

<GREEN>

<BLUE> : Shall contain a boolean value (0 or 1) for each

component. If the value for a component is 0, then it

will not be modified.

<"RED"|"GREEN"|"BLUE"|"DEFAULT"|"ALL"> is a keyword which can be

any of those specified. If the keyword is "RED", then only the red

component will be inversed (or the green one with "GREEN", or the

blue one with "BLUE", or all with "DEFAULT" or "ALL").

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

Negative 1 0 1

Negative ALL BANK 4

Negative RED

Negative 1 1 1 BANK 2

1.12   Port ARexx : Visual

Nom de la commande: Visual

Syntax: Visual <RES> <LACE> <XRATIO> <YRATIO> [BANK 1-5]

Parameters:

<RES> : Shall be one of the following keyword: "LORES", "HIRES",

or "SUPERHIRES".

<LACE> : shall be one of the following keyword: "LACE" or

"NOLACE".

<XRATIO> : numerical value containing the X ratio for the picture.

<YRATIO> : numerical value containing the X ratio for the picture.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

Visual SUPERHIRES LACE 22 44

Visual LORES NOLACE 22 22 BANK 2

1.13   Port ARexx : Emboss

Nom de la commande: Emboss

Syntax: Emboss [x] [y] [lumi] [thres] [BANK 1-5]

Parameters:

[x] : a numerical value which represents the horizontal shifting.

The default value is 1.

[y] : a numerical value which represents the vertical shifting.

The default value is 1.

[lumi] : is a numerical value, contained between 0 and 225. This

represents the global brightness of the picture. The default is

150.

[Thres] : Threshold of the operator. Default is 1.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

Emboss BANK 1

Emboss 2 -1 150

Emboss -1 -1 250 20 BANK 2

1.14   Port ARexx : Sketch

Nom de la commande: Sketch

Syntax: Sketch [PENSIZE] [THRES] [DEEP] [BANK 1-5]

Parameters:

[PENSIZE] : a numerical value which represents the pen width. The

default is 2.

[THRES] : The threshold for the operator. The default is 255

(in the range 0-255).

[DEEP] : The base color pour the pen. The default is 255.

(in the range 0-255).

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Exemple:

Sketch

Sketch 3 150 200 BANK 1

Sketch 2 BANK 2

1.15   Port ARexx : Quake

Nom de la commande: Quake

Syntax: Quake <RADIUS> [DIRECTION] [BANK 1-5]

Parameters:

<RADIUS>: The Radius for the operation, in pixels.

[DIRECTION]: Is a keyword, either "HORIZONTAL" or "VERTICAL". The

default is "HORIZONTAL".

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Exemple:

Quake 5

Quake 10 VERTICAL BANK 1

Quake 50 HORIZONTAL

1.16   Port ARexx : Disperse Pixel

Nom de la commande: DispersePixel

Syntax: DispersePixel <RADIUS> <PROBA> [BANK 1-5]

Parameters:

<RADIUS>: The Radius for the operation, in pixels.

<PROBA>: The percentage of probability for the pixel displacement

to occur. At 100%, all the pixels will be moved.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Exemple:

DisplacePixel 5 100 BANK 1

DisplacePixel 10 50

1.17   Port ARexx : Convolve

Nom de la commande: Convolve

Syntax: Convolve <FILENAME> [THRES] [BANK 1-5]

Parameters:

<FILENAME>: The name of a convolution file. This filename shall

contain a correct path to the file.

[THRES]: Threshold to the operator. Please refer to the operator

documentation for further details.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Exemple:

Convolve "Convolve/Blur5x5" 50

Convolve "Convolve/Triangle" BANK 5

Convolve "Convolve/Sharpening_1" 10 BANK 2

1.18   Port ARexx : Remove Isolated Pixels

Nom de la commande: RemIsolated

Syntax: RemIsolated <THRES> <CONTEXT> [BANK 1-5]

Parameters:

<THRES>: The threshold for the operator. Should be contained

between 0 and 255.

<CONTEXT>: The context threshold. Should be between 0 and 255. See

the operator documentation for further details.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

RemIsolated 200 50

RemIsolated 100 0 BANK 1

1.19   Port ARexx : Quantize

Nom de la commande: Quantize

Syntax: Quantize <COLOURS> [BANK 1-5]

Parameters:

[COLOURS]: The maximum number of colours that must be computed by

the colour quantization. A new palette is created for

the picture, containing this number of palette entries.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

Quantize 256 BANK 1

Quantize 16

1.20   Port ARexx : Load Palette

Nom de la commande: LoadPalette

Syntax: LoadPalette <FILENAME> [BANK 1-5]

Parameters:

<FILENAME>: The name for a palette file. The name shall

contain a correct path for the file.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

LoadPalette "dh0:palettes/green.pal" BANK 1

LoadPalette "Palette/mypal" /* This is in GfxLab24's

directory!! */

1.21   Port ARexx : Save Palette

Nom de la commande: SavePalette

Syntax: SavePalette <FILENAME> [BANK 1-5]

Parameters:

<FILENAME>: The name for a palette file. The name shall

contain a correct path for the file.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

SavePalette "dh0:palettes/green.pal" BANK 1

SavePalette "Palette/mypal"

1.22   Port ARexx : Count Colors

Nom de la commande: CountColors

Syntax: CountColors <LIMITED> [BANK 1-5]

Parameters:

<LIMITED>: If the keywords "LIMITED" or "STOP" appear in the

command line, the operator stops the counting when it reaches 4096

colours.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Return the number of colours counted in the picture, if no

error occurred, otherwise returns a message beginning with

"ERROR", and which explains what happened.

Example:

CountColor LIMITED BANK 1

CountColor Bank 2

CountColor STOP

1.23   Port ARexx : GetWitdh

Nom de la commande: GetWidth

Syntax: GetWidth [BANK 1-5]

Parameters:

[BANK 1-5] : The command operates on the specified bank number.

Result:

If the bank exists, returns the picture witdh. Otherwise, returns

an error message beginning with "ERROR"...

Example:

width = GetWidth BANK 1

width = GetWidth

1.24   Port ARexx : GetHeight

Nom de la commande: GetHeight

Syntax: GetHeight [BANK 1-5]

Parameters:

[BANK 1-5] : The command operates on the specified bank number.

Result:

If the bank exists, returns the picture height. Otherwise, returns

an error message beginning with "ERROR"...

Example:

height = GetHeight BANK 1

height = GetHeight

1.25   Port ARexx : FastColorMap

Nom de la commande: FastColorMap

Syntax: FastColorMap <"ON" | "OFF">

Parameters:

<"ON" | "OFF">: Is either "ON" or "OFF" to set ON or OFF the fast

colormap option.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

FastColorMap ON

FastColorMap OFF

1.26   Port ARexx : Request

Nom de la commande: Request

Syntax: Request <TEXT> <CHOICE>

This function pops up a requester, containing a text and one or

more button gadgets. The result is returned to the script.

Parameters:

<TEXT>: Shall contain the text to display. The text must begin

with <"> and end with another <"> (double-quote).

In an ARexx script, in order pass correctly the quotes,

you must put all the text with double-quote between two

<'> (coma) caracters. Thus, a text should be sent as:

'"This is a correct text"'. A return can be specified in

in the text by adding <\n> where needed.

ie: '"This the first line\nAnd this is the second."'

<CHOICE>:Shall contain the available choice(s) for the user (at

least one!). The choices are contained between two <">

and by two <'>, just like explained above, and are

separated by the <|> symbol.

ie: '"Choice 1 | Choice 2 | Choice 3"'.

Result:

The choice number is returned in the following sequence:

1,2,3,... ,0. Thus, the first gadget (on the left) is always

one, while the last gadget is always 0 (the standart choice for

"Cancel").

Exemple:

Request '"Do you wish to continue ?'" '" Yes | No "'

Request '"Which format do you\nwish to use ?"' '"JPEG|TARGA"'

1.27   Port ARexx : Printinfo

Nom de la commande: PrintInfo

Syntax: PrintInfo <TEXT>

This function prints a text in the GfxLab24's screen.

Parameters:

<TEXT>: Shall contain the text to display. The text must begin

with <"> and end with another <"> (double-quote).

In an ARexx script, in order pass correctly the quotes,

you must put all the text with double-quote between two

<'> (coma) caracters. Thus, a text should be sent as:

'"This is a correct text"'. A return can be specified in

in the text by adding <\n> where needed.

ie: '"This the first line\nAnd this is the second."'

Result:

Always returns "OK".

Example:

PrintInfo '"Starting EmptyScript.rexx script"'

PrintInfo '"Spock ! What are you doing with that turtle??"'

PrintInfo '"Operation cancelled."'

1.28   Port ARexx : GetFromPattern

Nom de la commande: GetFromPattern

Syntax: GetFromPattern <PATTERN>

This function is used to make script writing easy. It takes any

pattern, and return all the dos files matching with it.

Parameters:

<PATTERN> : Any AmigaDos pattern, or just a single filename. ie

"~(#?.info)" will return every files in the path that

is not an icon. #?.jpeg will return every file which

extension is ".jpeg". Pic#?.iff will return all the

pictures beginning with "Pic", end ending with ".iff"

(ie: pic001.iff, pic002.iff, pic003.iff, ...).

Result:

Returns a string that contains all the AmigaDos file matching with

the pattern. This string can easely be used by the WORD() ARexx

command.

Example:

GetFromPattern #?.jpeg

GetFromPattern hello.iff

GetFromPattern dh0:pictures/#?

1.29   Port ARexx : BalanceFilter

Nom de la commande: BalanceFilter

Syntax: BalanceFilter <FILENAME> [RED_OFF] [GREEN_OFF]

[BLUE_OFF] [BANK 1-5]

Applies the Balance Filter operator on a picture.

Parameters:

<FILENAME>: The name of a BalanceFilter file. It shall contains a

correct path to the file.

[RED_OFF]

[GREEN_OFF]

[BLUE_OFF]: If one of this keyword is found, the specified

component will not be affected by the operator.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

BalanceFilter Filter/AllGreen RED_OFF BANK 1

BalanceFilter dh0:myfilters/myfilter GREEN_OFF BLUE_OFF

1.30   Port ARexx : Rotate

Nom de la commande: Rotate

Syntax: Rotate <X> <Y> <ANGLE> <RADIUS | "FULLPICTURE">

[BANK 1-5]

Parameters:

<X> : X coordinate for the central point of the rotation.

<Y> : Y Coordinate for the central point of the rotation.

<ANGLE>: Radius of the rotation in degree.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

Rotate 100 100 45 FULLPICTURE BANK 1

Rotate 200 200 80 50

Rotate 200 150 145 100 BANK 2

1.31   Port ARexx : Fade

Nom de la commande: Fade

Syntax: Fade <LEVEL> <FIRST bank> <LAST bank> <DEST bank>

Parameters:

<LEVEL>: A value that determinates the percentage of the last

picture that should be seen on the first one. At 0, the resulting

picture will be the first one. At 100, the resulting picture will

be the last one.

<FIRST bank>: The keyword "FIRST" shall be followed by the number

of the bank to use, or by one the keywords: "BLACK" for a

black screen, "WHITE" for a white screen, or "CURRENT"

for the current bank.

<LAST bank>: The keyword "LAST", followed by the number

of the bank to use, or by one the keywords: "BLACK" for a

black screen, "WHITE" for a white screen, or "CURRENT"

for the current bank.

<DEST bank>: The keyword "DEST", followed by the number

of the bank to use, or by the keyword "CURRENT" for the

current bank.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

Fade 50 FIRST 1 LAST 2 DEST CURRENT

Fade 80 FIRST CURRENT LAST BLACK DEST CURRENT

Fade 10 First 5 LAST 4 DEST 3

1.32   Port ARexx : CopyBrush

Nom de la commande: CopyBrush

Syntax: CopyBrush <DEST> <SOURCE> <X> <Y> [WIDTH] [HEIGHT]

[FADE] ["TRANSPARENTCOLOR"]

Parameters:

<DEST>: The number of the destination bank, or the keyword

"CURRENT" for the current bank.

<SOURCE>: The number of the source bank, or the keyword "CURRENT"

for the current bank.

<X> : Numerical value for the left offset of the position where

the brush will be copied.

<Y> : Numerical value for the top offset of the position where the

brush will be copied.

[WIDTH]: Width of the area where the brush will be copied.

The default is the width of the picture/brush.

[HEIGHT]: Height of the area where the brush will be copied.

The default is the height of the picture/brush.

<LEVEL>: A value that determinates the percentage of the original

picture that should be seen beyond the brush. At 0, the brush is

not copied, while at 100 it is fully copied with no fade effect.

["TRANSPARENTCOLOR"] if specified, this keyword indicates that the

transparent color of the brush will not be copied.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

CopyBrush CURRENT 4 50 50

CopyBrush 4 CURRENT 0 0 200 200 75 TRANSPARENTCOLOR

1.33   Port ARexx : CreatePicture

Nom de la commande: CreatePicture

Syntax: CreatePicture <WIDTH> <HEIGHT> [RED] [GREEN]

[BLUE] [BANK 1-5]

This function creates a new picture.

Parameters:

<WIDTH>: width of the picture to create.

<HEIGHT>: height of the picture to create.

[RED]: The red component value for the background color (between 0

and 255).

[GREEN]: The green component value for the background color

(between 0 and 255).

[BLUE]: The blue component value for the background color

(between 0 and 255).

[BANK 1-5] : The command operates on the specified bank number.

suit le mot-clef. Si cette précision est omise, la

commande agit par défaut sur l'image en cours.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Exemple:

CreatePicture 512 512

CreatePicture 256 256 255 0 0 BANK 2

CreatePicture 500 500 BANK 1

1.34   Port ARexx : AddText

Nom de la commande: AddText

Syntax: AddText <TEXT> <X> <Y> [BANK 1-5]

This function put some text on a picture.

Parameters:

<TEXT>: Shall contain the text to display. The text must begin

with <"> and end with another <"> (double-quote).

In an ARexx script, in order pass correctly the quotes,

you must put all the text with double-quote between two

<'> (coma) caracters. Thus, a text should be sent as:

'"This is a correct text"'. Line feeds are not allowed

with this operator.

<X> : Numerical value for the left offset of the position where

the text will be copied.

<Y> : Numerical value for the top offset of the position where the

text will be copied.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

AddText '"Hello World !"' 100 100

AddText '"How do you do ?"' 100 100 BANK 2

1.35 Port ARexx : TextColor

Nom de la commande: TextColor

Syntax: TextColor <RED> <GREEN> <BLUE>

This function defines the color of the text for the TEXT operator.

Parameters:

[RED]: The red component value for the text color (between 0

and 255).

[GREEN]: The green component value for the text color (between 0

and 255).

[BLUE]: The blue component value for the text color (between 0 and

255).

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

TextColor 0 0 0

TextColor 255 255 0

TextColor 120 120 250

1.36   Port ARexx : TextFont

Nom de la commande: TextFont

Syntax: TextFont <FONT>

This function defines the name of the font to use with the Text

operator.

Parameters:

<FONT> : name of the font.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

TextFont topaz.font

TextFont mybeautifulfont.font

1.37   Port ARexx : TextSize

Nom de la commande: TextSize

Syntax: TextSize <Size>

This function defines the size of the font to use with the Text

operator.

Parameters:

<SIZE> : Size of the font.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

TextSize 30

TextSize 8

TextSize 90

1.38   Port ARexx : ClearBank

Nom de la commande: ClearBank

Syntax: ClearBank [BANK 1-5]

This function clears a bank. It deletes the picture from memory

(not from disk, of course) by freeing all the ressources allocated.

Parameters:

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

ClearBank

ClearBank BANK 2

1.39   Port ARexx : BitmapToRaw

Nom de la commande: BitmapToRaw

Syntax: BitmapToRaw [BANK 1-5]

This function creates a 24-bits buffer from a bitmap picture.

Parameters:

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

BitmapToRaw Bank 2

BitmapToRaw

BitmapToRaw Bank 5

1.40   Port ARexx : TransparentColor

Nom de la commande: TransparentColor

Syntax: TransparentColor <BITMAP color> [BANK 1-5]

ou TransparentColor <24BITS red green blue> [TOL] [BANK 1-5]

Indicates which is the transparent color for a bitmap or a 24-bits

buffer.

Parameters:

<BITMAP color> : If the keyword "BITMAP" appears, it should be

followed by a value that indicates which is the

transparent color in the palette entry.

<24BITS red green blue>: If the keyword "24BITS" appears, it

should be followed by the values of the red, green, and

blue components. Those values determinates the

transparent color of that picture.

[TOL]: This argument is only available for 24-bits pictures, and

indicates the percentage of tolerance for the transparent color.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

TransparentColor BITMAP 5

TransparentColor BITMAP 0 BANK 3

TransparentColor 24BITS 255 0 255 10 BANK 4

TransparentColor 24BITS 255 255 255 BANK 2

1.41   Port ARexx : DisplayMode

Nom de la commande: DisplayMode

Syntax: DisplayMode [MODE] ...

This functions allows to select the display mode of the 24-bits

pictures.

Parameters:

[MODE] : Can be any of the following keyword:

HAM : to set HAM mode on.

NOHAM : to set HAM mode off.

LOWRES : to select the low resolution display.

HIRES : to select the high resolution.

SUPERHIRES: to select the superhigh resolution.

LACE : to select the interlaced mode.

NOLACE : to select the non-interlaced mode.

PAL : to select a PAL moniteur display

NTSC : for a NTSC monitor.

DEPTH x : to select the number of bitplanes for the

display.

FASTCOLORMAP: to set the fastcolormap mode on.

NOFASTCOLORMAP: to set the fastcolormap mode off.

DITHERING <name>: To select the dithering mode, where

<name> can be either "HALFTONE", "ERROR",

or "NONE".

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

DisplayMode LORES LACE HAM

DisplayMode PAL SUPERHIRES DEPTH 8 HAM LACE

1.42   Port ARexx : Whirl

Nom de la commande: Whirl

Syntax: Whirl <X> <Y> <LEVEL> [BANK 1-5]

Parameters:

<X> : X coordinate for the central point of the rotation.

<Y> : Y Coordinate for the central point of the rotation.

<LEVEL>: Rotation level for the whirl effect.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

Whirl 50 50 200

Whirl 200 200 10

Whirl 200 200 800

1.43   Port ARexx : Noise

Nom de la commande: Noise

Syntax: Noise <WHITE x> [BANK 1-5]

ou Noise [RED x] [GREEN x] [BLUE x] [BANK 1-5]

Parameters:

<WHITE x> : indicates the percentage of white noise for the

picture. x must be 0<= x <=100.

[RED x] : indicates the percentage of red noise for the

picture. x must be 0<= x <=100.

[GREEN x] : indicates the percentage of green noise for the

picture. x must be 0<= x <=100.

[BLUE x] : indicates the percentage of blue noise for the

picture. x must be 0<= x <=100.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

Noise WHITE 50 BANK 2

Noise WHITE 10

Noise RED 20 GREEN 30 BANK 2

Noise BLUE 10 RED 20

Noise GREEN 10

1.44   Port ARexx : IsBitmap

Nom de la commande: IsBitmap

Syntax: IsBitmap [BANK 1-5]

Parameters:

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if the bank has a bitmap buffer, or "ERROR"

otherwise.

Example:

IsBitmap BANK 2

IsBitmap

1.45   Port ARexx : Is24Bits

Nom de la commande: Is24Bits

Syntax: Is24Bits [BANK 1-5]

Parameters:

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if the bank has a 24-bits buffer, or "ERROR"

otherwise.

Example:

Is24Bits BANK 5

Is24Bits

1.46   Port ARexx : Mosaic

Nom de la commande: Mosaic

Syntax: Whirl <Size> [CRACKLING] [BANK 1-5]

Parameters:

<Size> : Size of a piece of mosaic, in pixels.

[CRACKLING] : If this keyword appears, the operator will apply some

crackling effect on the mosaic.

[BANK 1-5] : The command operates on the specified bank number.

Result:

Returns "OK" if no error occurred, otherwise returns

a message beginning with "ERROR", and which explains what

happened.

Example:

MOSAIC 30 CRACKLING

MOSAIC 5

MOSAIC 10 CRACKLING