

**AGAiff**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> AGAiiff		
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# Chapter 1

## AGAiff

### 1.1 AGAiff Docs

```

++*****++
++                ++
++      A G A i f f Version 1.60          ++
++                ++
++      by Michael Krause                  ++
++                ++
++                ! FreeWare Production !      ++
++                ++
++*****++

```

- 01. Introduction
- 02. Installation
- 03. Using AGAiff
- 04. Main Window
- 05. Picture Screen
- 06. Preferences
- 07. ARexx Port
- 08. History
- 09. What's left ?
- 10. I N D E X

Note to the very experienced ones...:

Don't try to find out all functions of this program on your own, 'coz  
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.

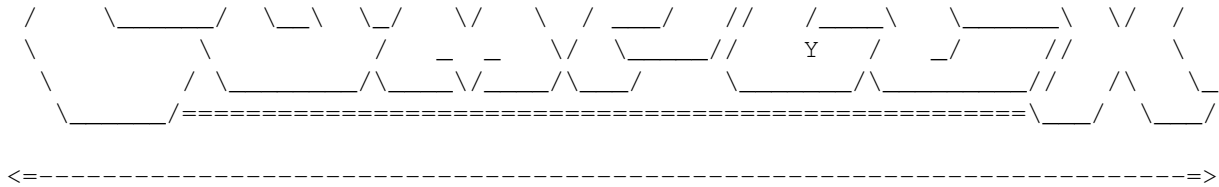
-----

FOR TREATMENT CONDITIONS SEE < What's left > section.

-----

<-----=>

/ \_\_\_\_\_ / \_\_\_\_ \ \\_ \ / \_\\_\_\_\_\_ \ / \ \_\_\_\_\_/\\_ \ / \_/



## 1.2 AGAiff Introduction

AGAiff is an IFF-to-RAW converter which can load all ILBM graphics supported by the AGA chipset. It is also able to save 24 Bit colors and sprites wider than 16 pixels. Some features make this program quite 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.
- 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
- ... 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..

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. When loading from WB, you can specify whether the window is to pop up immediately using the icon's tool type 'CX\_POPUP=NO/YES'. If there's already a copy of AGAiff running, it's window is opened and brought to front - no second copy is run.

If ARexx is active, the CX\_POPUP specification has no direct meaning. The opening of the window must be done in the Startup script with 'SHOWGUI'. This is because otherwise you would see on the GUI how the presets are build etc., and that would slow down the initialization. If this flag was specified, STATUS 7 returns a 1.

New for V1.21:

Tooltype CX\_POPKEY is now supported. You can select the hotkey using this.

Tooltype USETOPAZ={OFF|ON} is now supported.

Tooltype DCSIZE={BYTE|WORD|LONG} is now supported.

New for V1.60:

Tooltype NOSHOW={OFF|ON} for selecting global Picture-NoShow

Tooltype PROMO=hex for selecting a monitor for promotion. 'hex' is a hexadecimal number containing only the monitor ID. No checking is made whether this monitor exists.

E.g. PROMO=21000 for PAL-promotion.

Tooltype PUBSCREEN=name for opening the AGAiff windows on another public screen. If this screen doesn't exist, AGAiff falls back to the default screen, in general 'Workbench'.

Tooltype RANGEWH={OFF|ON} for Range W/H-display (see preferences)

V1.60 has a small CLI-Interface supporting the following template:

CX\_POPKEY/K,CX\_POPUP/T - known from other commodities

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

The upper left corner of the window represents a small ScreenMode requester, showing all monitors/displaymodes available in the system. On the right side of that window you set the Load Format, Save Format and Colors Format. Using the whole width is a text line showing messages and errors. Beneath it there are gadgets for loading and saving files, for Running ARexx Scripts, removing the commodity from system and for changing the Picture Size and Save-Range. To switch between this Window and the Picture Screen, use right mousebutton.

New for V1.60+:

The depth slider was reduced to a depth display-only gadget. I originally included it for the case that some day I would add RAW loading, but since I never need it, this gadget is obsolete.

The same applies to the 'Mode'-Gadget (Normal,HAM,Halfbrite) !

Switching between main window and picture can also be done using the Return key.

## 1.6 AGAiiff Main Window - Screen Mode Gadgets

The listview gadget shows all available monitors and displaymodes, like in DPaint AGA. The only difference is that you select HAM or Halfbrite in the Gadget below. If the program can't find any entries for this list - that's true when Workbench is not running - a default list is used. And here we have another advantage of this tool: It will support most future extensions on the chipset, because the graphics.library supports the code with the new displaymodes !

Selecting 'RESHOW' when a picture is in memory forces AGAiiff to redisplay it with the new attributes selected here. 'RESTORE' restores the old values.

## 1.7 AGAiiff Main Window - Picture Size Gadgets

This feature will be only useful, when RAW pictures are loaded and the original size has to be readjusted. And because you can't load RAWs, these gadgets are at the moment display-only.

## 1.8 AGAiiff Main Window - Save Range Gadgets

If you don't want to save the whole picture, you can here select a range. After loading a picture, the range includes the whole picture.

Note V1.60+:

This is ofcourse not true if range locking is activated. (see <Preferences>)

## 1.9 AGAiiff Main Window - Load Format Gadget

This version does only support loading of IFF-ILBM graphics, so this Gadget is disabled.

## 1.10 AGAiiff Main Window - Save Format Gadgets

Upper gadget:

IFF-ILBM (V1.21+)

    Hmm, saves IFF-ILBM data I think..

    Saving doesn't depend on color format gadgets.

    The BODY chunk is only crunched with V1.60+.

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, and so lets 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.

Note: V1.00 of AGAiff saved control words which only were half as big as they should be. This bug was fixed for V1.21+.

#### 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 (V1.60+)

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 (V1.60+)

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 !!

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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.

## 1.11 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 (V1.60+)

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.

## 1.12 AGAiff Picture Screen

When you've loaded a picture, AGAiff tries to open a screen in 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.

New for V1.10:

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

## 1.13 AGAiff Preferences & Special Stuff

Use Topaz/8

Decides whether the program is font-sensitive.

Data DC-Size

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

Lock Range (V1.60+)

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

ScreenPromotion (V1.60+)

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.

Picture NoShow (V1.60+)

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.

Range W/H (V1.60+)

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.

Use     Activates the new selections.

Close-Gadget     Cancels the new selections.

## 1.14 AGAiff - ARexx Port

### Control Functions

USETOPAZ  
DCSIZE  
GLOBALNOSHOW  
SCREENPROMO  
LOCKRANGE  
VERSION  
STATUS  
QUIT

### User Communication Functions

REQUESTFILE  
REQUEST  
TYPETEXT

### Graphical User Interface Control Functions

LOCKGUI  
UNLOCKGUI  
SHOWGUI  
HIDEGUI

### Preset List Control Functions

CLEARPRESETS  
ADDPRESET  
SETPRESET

### I/O Functions

LFORMAT  
SFORMAT  
CFORMAT  
LOAD  
SAVE  
RESHOW  
NOSHOW  
RESTORE

### Picture Functions

DISPMODE  
RANGE  
GETPIXEL  
SEARCHPIXEL

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.

## 1.15 AGAiiff - ARexx Commands

**SYNTAX**

UseTopaz {OFF}

**FUNCTION**

Switches on / off fontsensitivity.

**INPUTS**

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

**RESULTS**

RESULT =  
RC = 0

**BUGS**

**SEE ALSO**

## 1.16 AGAiiff - ARexx Commands

**SYNTAX**

DCSize <n>

**FUNCTION**

Selects dc.x data size

**INPUTS**

n: 0 Byte (dc.b)  
1 Word (dc.w)

---

2 Long (dc.1)

#### RESULTS

RESULT =  
RC = 0, or 10 if error

#### BUGS

#### SEE ALSO

## 1.17 AGAiiff - ARexx Commands

#### SYNTAX

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

#### FUNCTION

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

#### BUGS

#### SEE ALSO

## 1.18 AGAiiff - ARexx Commands

#### SYNTAX

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

#### FUNCTION

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

#### BUGS

#### SEE ALSO

## 1.19 AGAiiff - ARexx Commands

#### SYNTAX

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

#### FUNCTION

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

#### BUGS

#### SEE ALSO

---

## 1.20 AGAiff - ARexx Commands

### SYNTAX

Version

### FUNCTION

Returns a versionstring.

### INPUTS

None

### RESULTS

RESULT = [versionstring]

RC = 0

### BUGS

### SEE ALSO

## 1.21 AGAiff - ARexx Commands

### SYNTAX

Status <n>

### FUNCTION

Returns information about AGAiff's status.

### INPUTS

n: 0 returns pathname of current picture or empty string.  
1 returns picture size (<X> <Y>)  
2 returns depth  
3 returns selected save range (<X1> <Y1> <X2> <Y2>)  
4 returns DisplayMode (decimal number)  
5 -> "1" if GUI is hidden, else "0"  
6 returns address and length of the original decrunched  
ILBM data (RAW-Modulo) as (<address> <length>)  
7 returns 0 if the user selected CX\_POPUP=NO, else 1  
(^^ V1.60+)

### RESULTS

RESULT = [result as described above]

RC = 0, or 10 in case of error (wrong <n>)

### BUGS

### SEE ALSO

## 1.22 AGAiff - ARexx Commands

### SYNTAX

Quit

---

**FUNCTION**

Exit AGAiiff and free all system resources.

**INPUTS**

None

**RESULTS**

RESULT =

RC = 0

**BUGS**

Doesn't work.

**SEE ALSO**

## 1.23 AGAiiff - 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**

## 1.24 AGAiiff - 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

## 1.25 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

## 1.26 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

## 1.27 AGAiff - ARexx Commands

### SYNTAX

UnlockGUI

### FUNCTION

---

Unlocks the GUI.

#### INPUTS

None

#### RESULTS

RESULT =

RC = 0

#### BUGS

#### SEE ALSO

LOCKGUI

## 1.28 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

## 1.29 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

## 1.30 AGAiff - ARexx Commands

### SYNTAX

ClearPresets

### FUNCTION

Clears the save format preset list.

### INPUTS

None

### RESULTS

RESULT =  
RC = 0

### BUGS

### SEE ALSO

ADDPRESET, SETPRESET

## 1.31 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

## 1.32 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

## 1.33   AGAiiff - ARexx Commands

#### NOTE

Not implemented yet.

#### SYNTAX

LFormat [lformatstring]

#### FUNCTION

Sets the load format.

#### INPUTS

lformatstring:   IFF,RAWNORM,RAWBLIT

#### RESULTS

RESULT =

RC = 0

#### BUGS

#### SEE ALSO

SFORMAT, CFORMAT

## 1.34   AGAiiff - 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

LFORMAT, CFORMAT

## 1.35 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

LFORMAT, SFORMAT

## 1.36 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

## 1.37 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

## 1.38 AGAiiff - 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

## 1.39 AGAiiff - ARexx Commands

**SYNTAX**

Noshow

**FUNCTION**

Disable showing the picture until the next RESHOW.

**INPUTS**

None

**RESULTS**

```
RESULT  =  
RC      = 0
```

BUGS

SEE ALSO  
RESHOW, RESTORE

## 1.40 AGAiiff - 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

## 1.41 AGAiiff - 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

## 1.42 AGAiiff - ARexx Commands

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## 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

## 1.43 AGAiiff - 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

## 1.44 AGAiiff - 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

## 1.45 AGAiiff - 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

## 1.46 AGAiiff - ARexx Script 'Startup.agaiff'

This script is called once when AGAiiff 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.

## 1.47 AGAiiff - ARexx Script 'AutoScan.agaiff'

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(V1.60+)

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 ??

## 1.48 AGAiff - ARexx Script 'GridSave.agaiff'

(V1.60+)

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>.

## 1.49 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.

## 1.50 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 !

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## 1.51 rxs\_info

Simply shows how to use the STATUS command.

## 1.52 AGAiff - Running ARexx Scripts

Usage for pre-V1.60:

In the script 'Startup.agaiff' you should add some 'ADDAREXXMENUITEM' entries. These will appear in the window you open with the ARexx-Button in the Main Window. When selecting one of them, the corresponding script is started immediately. Ofcourse you can start them from Shell using the 'rx' command.

Usage for V1.60+:

The ARexx requester 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.

## 1.53 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 ...
-

## 1.54 AGAiiff 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:

```
REXX (dir)
  Info.agaiiff
  Info.agaiiff.info
  SaveRawAndCopper.agaiiff
  SaveRawAndCopper.agaiiff.info
  SaveSprites.agaiiff
  SaveSprites.agaiiff.info
  Startup.agaiiff
  Startup.agaiiff.info
  GridSave.agaiiff
  GridSave.agaiiff.info
  AutoScan.agaiiff
  AutoScan.agaiiff.info
REXX.info
AGAiiff
AGAiiff.info
AGAiiff.guide
AGAiiff.guide.info
```

YOU MAY DO ANYTHING WITH THIS PROGRAM AS LONG AS ALL FILES ARE SPREAD TOGETHER [E X C E P T :]

[ charging larger amounts of money when distributing this ]  
[ modifying this program without sending the modified version to me ]

- \* If you have suggestions or bug reports or just want to say you love my code, then write an EMail to

[ { < RawStyle@ONLINE.sh.sub.de > } ] <- preferred one!

or try

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

You can ask me for ANY improvements; if you want new save formats, don't hesitate to contact me. This program has to become the best converter ever ! DON'T ask me to include loading of RAW pictures. Try to write adequate ARexx Scripts for that purpose.

- \* Send any ARexx scripts you wrote to above mentioned address. If they are useful, i'll include them in further releases.

### \* Future Plans:

- Never coding in C  
(actually i quite like it, but code is long & slow)
- Datatypes loading
- Animation support
- Localisation

These features can take some time to be implemented, because i'm working on some other projects, too. It would be quite interesting

for me to know if the last 2 features are useful at all, so contact me please ! Yet i just know one person that finds animation support useful (i don't..)

## 1.55 AGAiiff Comprehensive Contents

Contents of this manual:

- Introduction
- Installation
- Using AGAiiff
- Main Window
  - Screen Mode
  - Picture Size
  - Save Range
  - Load Format
  - Save Format
  - Colors Format
- Picture Screen
- Preferences
- ARexx Port:
  - How To Run ARexx Scripts
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  - USETOPAZ
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  - NOSHOW
  - RESTORE
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  - DISPMODE
  - RANGE

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GETPIXEL  
SEARCHPIXEL  
ARexx Scripts provided with this package  
Startup  
AutoScan  
GridSave  
SaveRawAndCopper  
SaveSprites  
Info  
History  
The Rest

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