

**AGAiff**

**COLLABORATORS**

	<i>TITLE :</i> AGAiiff		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## AGAiiff

### 1.1 AGAiiff Docs

```

++*****
++
++          ++
++    A G A i f f Version 1.0          ++
++          ++
++      by Michael Krause          ++
++          ++
++*****++

```

```

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    Introduction
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```

```

-----
YOU MAY DO ANYTHING WITH THIS PROGRAM AS LONG AS
ALL FILES ARE SPREAD TOGETHER !
      (also see <What's left ?>)
-----

```

## 1.2 AGAiiff Introduction

AGAiiff is an IFF-to-RAW converter which can load all IILBM 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
- Font-sensitive User Interface
- <MANY> different save formats
- Powerful ARexx-Port, supporting all stuff from the GUI
- Runs even from small Assembler Workdisks if you don't need ARexx, Hotkey and all Displaymodes
- ... and more !

## 1.3 AGAiiff Installation

AGAiiff 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, AGAiiff runs even on the old ChipSet !

## 1.4 AGAiiff Using AGAiiff

AGAiiff 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 AGAiiff running, it's window is opened and brought to front - no second copy is run.

## 1.5 AGAiiff 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.

## 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 adjusted. And because you can't load RAWs, these gadgets are disabled. Sorry again.

## 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. Yes, that's all.

## 1.9 AGAiff Main Window - Load Format Gadget

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

## 1.10 AGAiff Main Window - Save Format Gadgets

Upper gadget:

IFF-ILBM

Not implemented yet.

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.

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.

---

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.

Pheew. So that's that.

## 1.12 AGAiiff Picture Screen

When you've loaded a picture, AGAiiff 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.

## 1.13 AGAiiff Preferences

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).

Use Activates the new selections.

Close-Gadget Cancels the new selections.

## 1.14 AGAiiff - ARexx Port

Control Functions

USETOPAZ

DCSIZE

VERSION

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QUIT

User Communication Functions

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REQUEST

TYPETEXT

Graphical User Interface Control Functions

LOCKGUI

---

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DEPTH

DISPMODE

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ARexx Scripts provided with this package

Startup

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 !

## 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.l)
```

### RESULTS

```
RESULT =  
RC = 0, or 10 if error
```

### BUGS

### SEE ALSO

## 1.17 AGAiiff - ARexx Commands

### SYNTAX

```
Version
```

### FUNCTION

Returns a versionstring.

---

## INPUTS

None

## RESULTS

RESULT = [versionstring]  
RC = 0

## BUGS

## SEE ALSO

## 1.18 AGAiiff - ARexx Commands

## SYNTAX

Status <n>

## FUNCTION

Returns information about AGAiiff's status.

## INPUTS

n: 0 returns pathname of actual 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>)

## RESULTS

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

## BUGS

## SEE ALSO

## 1.19 AGAiiff - ARexx Commands

## SYNTAX

Quit

## FUNCTION

Exit AGAiiff and free all system resources.

## INPUTS

None

## RESULTS

RESULT =  
RC = 0

---

## BUGS

Doesn't work.

SEE ALSO

## 1.20 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

## 1.21 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

## 1.22 AGAiiff - 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**

## 1.23 AGAiiff - 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**

## 1.24 AGAiiff - ARexx Commands

**SYNTAX**

UnlockGUI

**FUNCTION**

Unlocks the GUI.

**INPUTS**

None

**RESULTS**

RESULT =  
RC = 0

---

BUGS

SEE ALSO

LOCKGUI

## 1.25 AGAiiff - ARexx Commands

SYNTAX

ShowGUI

FUNCTION

Opens the Main Window.

INPUTS

None

RESULTS

RESULT =

RC = 0 if success, 10 if error.

BUGS

SEE ALSO

HIDEGUI

## 1.26 AGAiiff - 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

## 1.27 AGAiiff - ARexx Commands

---

## SYNTAX

```
ClearPresets
```

## FUNCTION

Clears the save format preset list.

## INPUTS

None

## RESULTS

```
RESULT =  
RC = 0
```

## BUGS

## SEE ALSO

```
ADDPRESET
```

```
,
```

```
SETPRESET
```

## 1.28 AGAiiff - ARexx Commands

## SYNTAX

```
AddPreset [name]
```

## FUNCTION

Adds a preset to the save format preset list. The actual 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
```

## 1.29 AGAiiff - 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

### 1.30 AGAiiff - ARexx Commands

**SYNTAX**

ClearARexxMenu

**FUNCTION**

Clears ARexx Menu List.

**INPUTS**

None

**RESULTS**

RESULT =  
RC = 0

**BUGS****SEE ALSO**

ADDAREXXMENUITEM

### 1.31 AGAiiff - ARexx Commands

**SYNTAX**

AddARexxMenuItem [title] SCRIPT [scriptname without .agaiff]

**FUNCTION**

Adds the item to the ARexx List.

**INPUTS**

title: Title to appear under in the ARexx List.  
scriptname: Corresponding script.  
Note: 'SCRIPT' must be specified.

---

## RESULTS

RESULT =  
RC = 0, or 10 if error

## BUGS

## SEE ALSO

CLEARAREXXMENU

## 1.32 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

## 1.33 AGAiiff - ARexx Commands

## SYNTAX

SFormat [sformatstring]

## FUNCTION

Sets the save format

## INPUTS

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

## RESULTS

RESULT =  
RC = 0

---

BUGS

SEE ALSO

LFORMAT  
,  
CFORMAT

## 1.34 AGAiiff - ARexx Commands

SYNTAX

CFormat [cformatstring]

FUNCTION

Sets the colors format.

INPUTS

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

RESULTS

RESULT =  
RC = 0

BUGS

SEE ALSO

LFORMAT  
,  
SFORMAT

## 1.35 AGAiiff - 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

## 1.36 AGAiiff - 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

## 1.37 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

## 1.38 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

## 1.39 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

## 1.40 AGAiiff - ARexx Commands

## NOTE

Not implemented yet.

## SYNTAX

PicSize <x> <y>

---

## FUNCTION

Change Picture Size

## INPUTS

x: X Size in pixels  
y: Y Size in pixels

## RESULTS

RESULT =  
RC = 0

## BUGS

## SEE ALSO

DEPTH  
,  
DISPMODE

## 1.41 AGAiiff - ARexx Commands

## SYNTAX

Depth <a>

## FUNCTION

Set depth of the picture.

## INPUTS

a: Depth.

## RESULTS

RESULT =  
RC = 0

## BUGS

## SEE ALSO

PICSIZE  
,  
DISPMODE

## 1.42 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

DEPTH  
,  
PICSIZE

## 1.43 AGAiiff - 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

## 1.44 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.

## 1.45 AGAiiff - ARexx Script 'SaveRawAndCopper.agaiff'

This is an example of how easy AGAiiff 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.

---

## 1.46 AGAiiff - 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 !

## 1.47 rxs\_info

Simply shows how to use the STATUS command.

## 1.48 AGAiiff - Running ARexx Scripts

```
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.

## 1.49 AGAiiff Development History

Version 1.0 Release A (01-Mar-94)

First public release.

## 1.50 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.agaiff
  Info.agaiff.info
  SaveRawAndCopper.agaiff
  SaveRawAndCopper.agaiff.info
  SaveSprites.agaiff
  SaveSprites.agaiff.info
  Startup.agaiff
  Startup.agaiff.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 !

- \* I hope this code supports all future extensions on the graphics chipset, because all handling is done via the graphics.library's 'DisplayInfoDataBase'. According to Commodore Frankfurt, the AAA chipset is going to be out in Autumn 1994, so we'll see...
- \* And this is the To-Do-List:
  - IFF Saving
  - Loading of RAW pictures

## 1.51 AGAiiff Comprehensive Contents

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---