



# Bmp Wizard

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## Run/Stop

Pressing this buttons execute current script language or stop the running one.

### Shortcuts

Toolbar:   
Keys: CTRL+R

## Introduction:

As a graphic programs user I often need to modify/filter bitmap accessing pixel data at low level. BmpWiz accomplish this need, using a Basic like language to modify BMP. To obtain better performance script instructions are semicompiled.

There are some base filter ready to run, but it is easy to creating or derive new one.

This is a shareware software, you must register to use it , with registration you obtain new releases notification and bug-fixing, the registration cost is 40\$.

This is the 32 bit version of BmpWiz that could be used in Windows NT or Windows '95 and Windows 3.1x or Windows for Workgroup with Win32s extensions.

## Script language:

BmpWiz script (BWL) is a basic like language.

There are two main difference from basic, BWL accept only one instruction each row (except expression) and variables must be declared.

### Remark:

Allows explanatory remarks to be inserted in a program preceding them with a single quotation mark ['].

### Variables & constants:

Variables must be defined before their use with the syntax:

```
var_type var_name[,var_name]
```

es:

```
float x,y
```

Characters allowed in a variable name are only letters.

There are two family of variables type:

Simple:

<b>float</b>	floating point number
<b>string</b>	character string

Structured:

<b>DevCon</b>	image
<b>Width</b>	image width
<b>Height</b>	image height
<b>BitCount</b>	bit number per pixel
<b>RGB</b>	color info in <b>RedGreenBlue</b> format
<b>Lum</b>	luminosity (0-255) or (Red+Green+Blue)/3
<b>Red</b>	red component (0-255)
<b>Green</b>	green component (0-255)
<b>Blue</b>	blue component (0-255)
<b>HBS</b>	color info in <b>HueBrightSaturation</b> format
<b>Hue</b>	color (0-240)
<b>Bri</b>	bright (0-240)
<b>Sat</b>	saturation (0-240)

Structured variables could receive data using assignment.

To access single components you must specify component name after variable name separated by a dot.

es:

define a color variable

```
RGB pix
```

set pix red component to max:

```
pix.Red=255
```

**HBS struct cannot be used with graphical instructions, the color information must be assigned to a RGB variable before its use.**

Costants could be numbers or string, numbers must be in the n[.n] form, strings must be enclosed in double quotation marks.

### Statement & functions:

## Graphics commands:

### **DevCon=LoadImage(string Name):**

Reads a bitmap from disk returning a DevCon value.

**Name** could be a variable or a constant that point to a file in the Windows BMP format, 1/4/8/24 bits.

Memory bitmap pointed by DevCon have the same width lenght and color limits of the BMP file.

To get a bitmap from clipboard you must specify its name as file to read (es:

lbmp=LoadImage("CLIPBOARD" ), then program flow stop waiting a bitmap in the clipboard.

Reading/writing to clipboard allow to build macro like script that operate inside other graphic programs, ClpBrd.Bas demotrte this use.

### **DevCon=CreateImage(float Xdim,float Ydim,float bit)**

Creates a bitmap in memory with the specified limits.

Return a DevCon value that must be used as reference.

In the 1/4/8 bit format a gray palette will be associated to the image.

### **Savelmage(DevCon img,string Name)**

Saves the img memory bitmap in a file.

If file name is "CLIPBOARD" destination will be the clipboard.

### **RGB=GetPalette(DevCon img,float enum)**

Obtains the RGB value of the **enum** element from palette associated to the img bitmap.

### **SetPalette(DevCon img,float enum,RGB pix)**

Sets the RGB value of the **enum** element in the palette associated to the img bitmap.

## Pixel access:

### **RGB=GetPixel(DevCon img,float x,float y)**

Reads the RGB value of the x,y pixel inside img bitmap.

### **SetPixel(DevCon img,float x,float y, RGB pix)**

Sets the RGB value of the x,y pixel inside img bitmap.

## Flow:

### **If (cond)**

...

**[else**

...]

**endif**

If **cond** is TRUE (TRUE <> 0) execute following commands until **else**, if **cond** is FALSE program flow skip to the command following **else**.

**Cond** could be any sequence of operator evaluated from left to right, operator inside bracket are evaluated first.

### **For var=(exp1) To (exp2) [Step (exp3)]**

**Next var**

Executes a loop from **exp1** to **exp2** counting in **var**, increment is **exp3** or 1 if not specified.

## Return

Terminates the program execution.

## Display:

### **string=GetFileName(string Title)**

Asks a file name using the Windows common dialog, return a string value.

### **DspMes(...)**

Displays a sequence of variable and constants in any order.

### **[if]/[val=] DspWhile(string text,float perc)**

Displays a dialog with a message and a cursor with a percentage value.

Value returned is TRUE if stop button has been pressed.

### **Preview(DevCon img,string title,float x, float y [, float xdim,float ydim])**

Displays the img bitmap in a window with the specified characteristics.

## Operators:

Operators are evaluated in expression from the left to the right, operator inside bracket are evaluated first.

### Arithmetic operators:

<b>+</b>	sum
<b>-</b>	subtract
<b>*</b>	multiply
<b>/</b>	divide
<b>%</b>	module
<b>Sin(exp)</b>	sin
<b>Cos(exp)</b>	cosin
<b>Rand(exp)</b>	random number in 0-exp range
<b>Min(a,b)</b>	minimum between <b>a e b</b>
<b>Max(a,b)</b>	maximum between <b>a e b</b>
<b>Int(a)</b>	integral part of <b>a</b>

### Logical:

<b>&gt;</b>	greater
<b>&lt;</b>	less
<b>=</b>	equal
<b>&gt;=</b>	greater or equal
<b>&lt;=</b>	less or equal
<b>&lt;&gt;</b>	not equal
<b>&amp;</b>	and
<b> </b>	or
<b>^</b>	xor

## **File menu**

<u>N</u> <u>e</u> <u>w</u>	Create a new script.
<u>O</u> <u>p</u> <u>e</u> <u>n</u>	Load a script from disk.
<u>S</u> <u>a</u> <u>v</u> <u>e</u>	Save current script.
<u>S</u> <u>a</u> <u>v</u> <u>e</u> <u>A</u> <u>s</u>	Save current script with a different name.
<u>P</u> <u>r</u> <u>i</u> <u>n</u> <u>t</u>	Print current script.
<u>P</u> <u>r</u> <u>i</u> <u>n</u> <u>t</u> <u>P</u> <u>r</u> <u>e</u> <u>v</u> <u>i</u> <u>e</u> <u>w</u>	Print preview.
<u>P</u> <u>r</u> <u>i</u> <u>n</u> <u>t</u> <u>S</u> <u>e</u> <u>t</u> <u>u</u> <u>p</u>	Select printer.
<u>E</u> <u>x</u> <u>i</u> <u>t</u>	Exit.

## **Edit menu**

<u>U</u> <u>n</u> <u>d</u> <u>o</u>	Undo last editing.
<u>C</u> <u>u</u> <u>t</u>	Cut current selection.
<u>C</u> <u>o</u> <u>p</u> <u>y</u>	Copy current selection.
<u>P</u> <u>a</u> <u>s</u> <u>t</u> <u>e</u>	Paste data in clipboard.

## **View menu**

<u>T</u> <u>o</u> <u>o</u> <u>l</u> <u>b</u> <u>a</u> <u>r</u>	Display the Toolbar.
<u>S</u> <u>t</u> <u>a</u> <u>t</u> <u>u</u> <u>s</u> <u>B</u> <u>a</u> <u>r</u>	Hide the Status Bar.

## **Help menu**

<u>I</u> <u>n</u> <u>d</u> <u>e</u> <u>x</u>	Help index.
<u>U</u> <u>s</u> <u>i</u> <u>n</u> <u>g</u> <u>H</u> <u>e</u> <u>l</u> <u>p</u>	Help on help.
<u>A</u> <u>b</u> <u>o</u> <u>u</u> <u>t</u>	About program.

## **New (File menu)**

Clear editing window and display a base script.


## **Shortcuts**

Toolbar:   
Keys: CTRL+N

## **Open (File menu)**

Load a script (\*.bas) file from disk.

## **Shortcuts**

Toolbar:   
Keys: CTRL+O




## **File Open dialog box**

Permit to specify input file.

## **Save (File menu)**

Save current script.

## **Shortcuts**

Toolbar:   
Keys: CTRL+S

**Save As (File menu)**

Save current script with a different name, display the Save As Dialog.

## **File Save As dialog box**

Permit to specify output file.

## **Exit (File menu)**

Exit from the program.

## **Shortcuts**

Mouse: Double-click the application's Control menu button.

Keys: ALT+F4

## **Undo/Can't Undo command (Edit menu)**

Undo last editing.

### **Shortcuts**


Keys: CTRL+Z or  
ALT-BACKSPACE

**Redo (Edit menu)**

Replay editing.

## Cut (Edit menu)

### Shortcuts

Toolbar: 

Keys: CTRL+X



## Copy (Edit menu)


### Shortcuts

Toolbar: 

Keys: CTRL+C

## **Paste (Edit menu)**

### **Shortcuts**

Toolbar:   
Keys: CTRL+V

## Toolbar



New create a new script.



Open load a script from disk.



Save memorize a script on disk.



Print the active document.



Run/Stop current script.



Cut.



Copy.



Paste.

## Status Bar



## Codice Significato

CAP Caps lock.

NUM Num lock.

SCRL Scroll lock.

## **Index (Help menu)**

Help index.

## **Using Help (Help menu)**

Help on help.

## **About (Help menu)**

Program information.

## Context Help command



## Shortcut

Keys: SHIFT+F1




**No Help Available**



## **Print command (File menu)**

Use this command to print a document. This command presents a Print dialog box, where you may specify the range of pages to be printed, the number of copies, the destination printer, and other printer setup options.

## **Shortcuts**

Toolbar:   
Keys: CTRL+P

## **Print dialog box**

The following options allow you to specify how the document should be printed:

### **Printer**

This is the active printer and printer connection. Choose the Setup option to change the printer and printer connection.

### **Setup**

Displays a Print Setup dialog box, so you can select a printer and printer connection.

### **Print Range**

Specify the pages you want to print:

**All** Prints the entire document.

**Selectio** Prints the currently selected text.

**n**

**Pages** Prints the range of pages you specify in the From and To boxes.

### **Copies**

Specify the number of copies you want to print for the above page range.

### **Collate Copies**

Prints copies in page number order, instead of separated multiple copies of each page.

### **Print Quality**

Select the quality of the printing. Generally, lower quality printing takes less time to produce.

## **Print Progress Dialog**

The Printing dialog box is shown during the time that <<YourApp>> is sending output to the printer. The page number indicates the progress of the printing.

To abort printing, choose Cancel.

**Print Preview command (File menu)**

Use this command to display the active document as it would appear when printed. When you choose this command, the main window will be replaced with a print preview window in which one or two pages will be displayed in their printed format. The print preview toolbar offers you options to view either one or two pages at a time; move back and forth through the document; zoom in and out of pages; and initiate a print job.

## **Print Preview toolbar**

The print preview toolbar offers you the following options:

### **Print**

Bring up the print dialog box, to start a print job.

### **Next Page**

Preview the next printed page.

### **Prev Page**

Preview the previous printed page.

### **One Page / Two Page**

Preview one or two printed pages at a time.

### **Zoom In**

Take a closer look at the printed page.

### **Zoom Out**

Take a larger look at the printed page.

### **Close**

Return from print preview to the editing window.

**Print Setup command (File menu)**

Use this command to select a printer and a printer connection. This command presents a Print Setup dialog box, where you specify the printer and its connection.



## **Print Setup dialog box**

The following options allow you to select the destination printer and its connection.

### **Printer**

Select the printer you want to use. Choose the Default Printer; or choose the Specific Printer option and select one of the current installed printers shown in the box. You install printers and configure ports using the Windows Control Panel.

### **Orientation**

Choose Portrait or Landscape.

### **Paper Size**

Select the size of paper that the document is to be printed on.

### **Paper Source**

Some printers offer multiple trays for different paper sources. Specify the tray here.

### **Options**

Displays a dialog box where you can make additional choices about printing, specific to the type of printer you have selected.

### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.

**Page Setup command (File menu)**

<< Write application-specific help here. >>

