# BREXXLIB

Conversion program

| COLLABORATORS | | | |
|---|---|---|---|
| | *TITLE* :  BREXXLIB | | |
| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
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| NUMBER | DATE | DESCRIPTION | NAME |
| | | | |

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# Chapter 1

# BREXXLIB

## 1.1   Overview of BREXXLIB

                              Overview


                        An Acid Software Library

                        Converted to AmigaGuide by

                          Red When Excited Ltd

                  Used with the permission of Acid Software

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## 1.2   BREXXLIB

Statement: Record
--------------------------------------------------------------------------------
Modes  :
Syntax : Record [Tape#]

Record allows you to create a tape object. Tape objects are sequences
of mouse and/or keyboard events which may be played back at any
time.

When a tape# parameter is supplied to the Record command, recording
will begin. From that point on, all mouse and keyboard activity will be
recorded onto the specified tape.

The Record command with no parameters will cause any recording to
finish.

## 1.3  BREXXLIB

```
Statement: PlayBack
-------------------------------------------------------------------------
Modes  :
Syntax : PlayBack [Tape#]
```

PlayBack begins playback of a previously created tape object. When a
Tape# parameter is supplied, playback of the specified tape will
commence. If no parameter is supplied, any tape which may be in the
process of being played back will finish.

## 1.4  BREXXLIB

```
Statement: SaveTape
-------------------------------------------------------------------------
Modes  :
Syntax : SaveTape Tape#,Filename$
```

SaveTape allows you to save a previously created tape object out to
disk. This tape may later be reloaded using LoadTape.

## 1.5  BREXXLIB

```
Statement: LoadTape
-------------------------------------------------------------------------
Modes  :
Syntax : LoadTape Tape#,filename$
```

 LoadTape allows you to load a tape object previously saved with
SaveTape for use with the PlayBack command.

## 1.6  BREXXLIB

```
Statement: AbsMouse
-------------------------------------------------------------------------
Modes  :
Syntax : AbsMouse X,Y
```

AbsMouse allows you to position the mouse pointer at an absolute
display location. The X parameter specifies how far across the display

the pointer is to be positioned, while the Y parameter specifies how
far down the display. X must be in the range zero through 639. Y must
be in the range zero through 399 for NTSC machines, or zero through 511
for PAL machines.

## 1.7  BREXXLIB

Statement: RelMouse
--------------------------------------------------------------------------------
Modes  :
Syntax : RelMouse X Offset,Y Offset

RelMouse allows you to move the mouse pointer a relative distance from
it's current location. Positive offset parameters will move the pointer
rightwards and downwards, while negative offset parameters will move
the pointer leftwards and upwards.

## 1.8  BREXXLIB

Statement: MouseButton
--------------------------------------------------------------------------------
Modes  :
Syntax : MouseButton Button,On|Off : 0=Left

MouseButton allows you to alter the status of the Amiga's left or right
mouse buttons. Button should be set to zero to alter the left mouse
button, or one to alter the right mouse button. On/Off refers to
whether the mouse button should be pressed (On) or released
(Off).

## 1.9  BREXXLIB

Statement: ClickButton
--------------------------------------------------------------------------------
Modes  :
Syntax : ClickButton Button : 0=Left

ClickButton is identical to executing two MouseButton commands – one
for pressing the mouse button down, and one for releasing it. This can
be used for such things as gadget selection.

## 1.10  BREXXLIB

```
Statement: MacroKey
--------------------------------------------------------------------------------
Modes  :
Syntax : MacroKey Tape#,Rawkey,Qualifier
```

MacroKey causes a previously defined tape object to be attached to a
particular keyboard key.
RawKey and Qualifier define the key the tape should be attached
to.

## 1.11  BREXXLIB

```
Statement: TapeTrap
--------------------------------------------------------------------------------
Modes  :
Syntax : TapeTrap [Tape#]
```

TapeTrap allows you to record a sequence of AbsMouse, RelMouse,
MouseButton and ClickButton events to a tape object.

TapeTrap works similarly to Record, in that both commands are used to
create a tape. However, whereas Record receives information from the
actual mouse and keyboard, TapeTrap receives information from any
AbsMouse, RelMouse, MouseButton and ClickButton commands which may be
executed.

TapeTrap with no parameter will finish tape creation.

## 1.12  BREXXLIB

```
Statement: QuietTrap
--------------------------------------------------------------------------------
Modes  :
Syntax : QuietTrap On|Off
```

QuietTrap determines the way in which any TapeTrapping will be
executed.

QuietTrap On will cause any AbsMouse, RelMouse, MouseButton and
ClickButton commands to be recorded to tape, but not to actually have
any effect on the porgram currently running.

QuietTrap Off will cause any AbsMouse, RelMouse, MouseButton and
ClickButton commands to be recorded to tape, AND to cause their usual
effects.

QuietTrap Off is the default mode.

## 1.13 BREXXLIB

```
Statement: Type
------------------------------------------------------------------------
Modes  :
Syntax : Type String$
```

Type causes Intution to behave exactly as if a certain series of
keyboard characters had been entered. These are normally sent to the
currently active window.

## 1.14 BREXXLIB

```
Statement: QuickPlay
------------------------------------------------------------------------
Modes  :
Syntax : QuickPlay On|Off
```

QuickPlay will alter the way tapes are played using the PlayBack
command. If QuickPlay is enabled by use of an On parameter, then all
PlayBack commands will cause tapes to be played with no delays between
actions. This means any pauses which may be present in a tape (for
instance, delays between mouse movements) will be ignored when it is
played back. QuickPlay Off will return PlayBack to it's default mode of
including all tape pauses. This is sometimes necessary when playing
back tapes which must at some point wait for disk access to finish
before continuing.

## 1.15 BREXXLIB

```
Statement: XStatus
------------------------------------------------------------------------
Modes  :
Syntax : XStatus
```

0  BRexx is currently inactive. No tapes are either being recorded or
    played back.

1  BRexx is currently in the process of recording a tape.
    This may be due to either the Record or TapeTrap commands.

2  BRexx is currently playing a tape back.

## 1.16 BREXXLIB

```
Statement: PlayWait
--------------------------------------------------------------------------------
Modes  :
Syntax : PlayWait
```

PlayWait may be used to halt program flow until a PlayBack of a tape
has finished.

## 1.17  BREXXLIB

```
Statement: Tape
--------------------------------------------------------------------------------
Modes  :
Syntax : Tape A BREXX Macro
```

## 1.18  BREXXLIB

```
Statement: FreeMacroKey
--------------------------------------------------------------------------------
Modes  :
Syntax : FreeMacroKey Rawkey,Qualifier
```

FreeMacroKey causes a previously defined macro key to be removed so
that a BRex tape is no longer attatched to it.

## 1.19  BREXXLIB

```
             .---------------------------------------------------------------
|                                   BREXXLIB                                 |
`---------------------------------------------------------------------------'
```

Overview

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