

STENCILLIB

Conversion program

COLLABORATORS

	<i>TITLE :</i> STENCILLIB		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Conversion program	October 9, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

STENCILLIB

1.1 Overview of STENCILLIB

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 STENCILLIB

Statement: Stencil

Modes :

Syntax : Stencil Stencil#,BitMap#

The Stencil command will create a stencil object based on the contents of a previously created bitmap. The stencil will contain information based on all graphics contained in the bitmap, and may be used with the SBlit and ShowStencil commands.

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Statement: SBlit

Modes :

Syntax : SBlit Stencil#,Shape#,X,Y[,Excessonoff]

SBlit works identically to the Blit command, and also updates the specified Stencil#. This is an easy way to render 'foreground' graphics to a bitmap.

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Statement: SBlitMode

Modes :

Syntax : SBlitMode BLTCON0

SBlitmode is used to determine how the SBlit command operates. Please refer to the BlitMode command for more information on blitting modes.

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Overview

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