

Arexx_PerfectPaint

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Chapter 1

Arexx_PerfectPaint

1.1 Arexx Commands

IMPORTANT: Do not use spaces in arguments to Arexx functions. Use "*" instead.

Example: `pp_Warn 'Make*an*anim*first.'`
and not
`pp_Warn 'Make an Anim first.'`

AREXX COMMANDS IN ALPHABETICAL ORDER

Arexx commands by category

A

`pp_AddPoly`
`pp_Airbrush`
`pp_AliasOff`
`pp_AliasOn`
`pp_Asay`
`pp_AskFile`
`pp_AskMultiFile`

B

`pp_BevelMosaic` V2.7
`pp_Box`
`pp_BoxF`
`pp_Bload`
`pp_BrushEffect` V2
`pp_BrushOpacity`
`pp_Bsave`
`pp_BufferGui` V2.6
`pp_BumpMapping` V2.3
`pp_Button`

C

`pp_CheckBox`
`pp_Circle`
`pp_CircleF`

pp_ClearCurrentBuffer V2.5
pp_ClearRange V2
pp_CloseAsay
pp_ClosestColor
pp_ClosestColorD
pp_ClosestColorL
pp_Cls
pp_ColorBalance V2.3
pp_Compose
pp_ComposeReqOff
pp_ComposeReqOn
pp_Conv
pp_ConvInit
pp_CountFrames
pp_Cycle

D

pp_Dialog
pp_DialogInit
pp_Displace
pp_Dissolve V2.6

E

pp_EffectOff
pp_EffectOn
pp_Ellipse
pp_EllipseF
pp_EndPoint
pp_EndPoly
pp_EndPolyF
pp_EndPolyS
pp_EndPolySF

F

pp_False
pp_Fill
pp_FindEmptyBuffer V2.5
pp_FindEmptyBrush V2.5
pp_FishEyesLens V2
pp_FlipX
pp_FlipY
pp_FlipBrushX
pp_FlipBrushY
pp_FreeBrush

G

pp_Gamma v2.3
pp_GaussianBlur V2.3
pp_GetAlias
pp_GetApen
pp_GetBlueApen V2
pp_GetBlueBpen V2
pp_GetBpen
pp_GetCurrentBuffer V2.5
pp_GetCurrentBrush V2.5
pp_GetCurrentFrame V2.5
pp_GetDepth

pp_GetDepthB
pp_GetDialog
pp_GetFile
pp_GetGreenApen V2
pp_GetGreenBpen V2
pp_GetHeight
pp_GetHeightB
pp_GetHeightT
pp_GetJiffies
pp_GetPath V2.6
pp_GetPenSize
pp_GetPenType
pp_GetRedApen V2
pp_GetRedBpen V2
pp_GetSizeText
pp_GetWidth
pp_GetWidthB
pp_GetWidthT
pp_GotoFrame
pp_Gradient V2
pp_Grey

I

pp_InnerBevel V2.3
pp_Inv
pp_InvStencil V2.6
pp_Integer

L

pp_Light
pp_Line
pp_LineArt V2.3
pp_Liquid V2.6
pp_Load
pp_LockPfPaint V2.7
pp_LongRequest

M

pp_MakeAnim
pp_MaskOff
pp_MaskOn
pp_Maximum V2.7
pp_Median V2.7
pp_Minimum V2.7
pp_Mosaic V2.6
pp_MultiRequest

N

pp_NextFrame
pp_New

P

pp_PenSize
pp_PenType
pp_PicttoSpare
pp_PickBrush
pp_Pload

pp_Plot
pp_PolarC V2.7
pp_PointCellular V2.7
pp_PreviousFrame
pp_Progress V2.7
pp_Progressclr V2.7
pp_Progresstext V2.7
pp_Psave

R

pp_RainbowMosaic V2.7
pp_Refresh
pp_Render
pp_RenderReq
pp_Request
pp_RestoreBrush V2
pp_Ripple V2
pp_Rot90
pp_Rotate

S

pp_Save
pp_SavePPM V2.6
pp_SavePrefs
pp_ScaleBrush
pp_SetApen
pp_SetBpen
pp_SetBrush
pp_SetBuffer V2.5
pp_SetJiffies
pp_SetPath V2.6
pp_SetRange V2
pp_Shade
pp_ShowScreen
pp_Sin V2
pp_Slider
pp_SLoad V2.6
pp_SparetoPict
pp_SparetoSten V2.3
pp_Spare
pp_SpareOnOff
pp_Spline
pp_SplineF
pp_SSave V2.6
pp_Spray
pp_StartPoly
pp_StencilOff V2.6
pp_StencilOn V2.6
pp_StenToSpare V2.3
pp_Straw V2
pp_String

T

pp_Text
pp_TextAntialiasing
pp_TextColorMake
pp_TextDraw

```

pp_TextEffect
pp_TextFontName
pp_TextForceType
pp_TextItalic
pp_TextMake
pp_TextRotate
pp_TextSize
pp_TextStyle
pp_TextXDPI
pp_TextYDPI
pp_Threshold
pp_Trans
pp_Twirl          V2

```

U

```

pp_UlockPfPaint  V2.7
pp_Undo
pp_UpdateUndo
pp_UpdateUndoBox

```

W

```

pp_Warn
pp_Warp
pp_Wave          V2

```

1.2 Arexx Commands by Category

IMPORTANT: Do not use spaces in arguments to Arexx functions. Use "*" instead.

Example: pp_Warn 'Make*an*anim*first.'
 and not
 pp_Warn 'Make an Anim first.'

AREXX COMMANDS BY CATEGORY

Arexx commands in alphabetical order

Drawing

```

pp_AddPoly
pp_Box
pp_BoxF
pp_Circle
pp_CircleF
pp_ClearCurrentBuffer  V2.5
pp_Cls
pp_ColorBalance  V2.3
pp_Ellipse
pp_EllipseF
pp_EndPoint
pp_EndPoly
pp_EndPolyF

```

pp_EndPolyS
pp_EndPolySF
pp_Fill
pp_FindEmptyBuffer V2.5
pp_FindEmptyBrush V2.5
pp_FreeBrush
pp_Gamma v2.3
pp_GetApen
pp_GetBlueApen V2
pp_GetBlueBpen V2
pp_GetBpen
pp_GetCurrentBuffer V2.5
pp_GetCurrentBrush V2.5
pp_GetDepth
pp_GetDepthB
pp_GetGreenApen V2
pp_GetGreenBpen V2
pp_GetHeight
pp_GetHeightB
pp_GetHeightT
pp_GetPenSize
pp_GetPenType
pp_GetWidth
pp_GetWidthB
pp_GetWidthT
pp_Line
pp_PenSize
pp_PenType
pp_PicttoSpare
pp_PickBrush
pp_Plot
pp_GetRedApen V2
pp_GetRedBpen V2
pp_SetApen
pp_SetBpen
pp_SetBrush
pp_SetBuffer V2.5
pp_SparetoPict
pp_Spline
pp_SplineF
pp_StartPoly

Text

pp_TextAntialiasing
pp_TextColorMake
pp_TextDraw
pp_TextEffect
pp_TextFontName
pp_TextForceType
pp_TextItalic
pp_TextMake
pp_TextRotate
pp_GetSizeText
pp_TextSize
pp_TextStyle
pp_TextXDPI
pp_TextYDPI

GUI

pp_Asay
pp_AskFile
pp_AskMultiFile
pp_BufferGui V2.6
pp_Button
pp_CheckBox
pp_CloseAsay
pp_Cycle
pp_Dialog
pp_DialogInit
pp_GetDialog
pp_GetFile
pp_Integer
pp_LockPfPaint V2.7
pp_LongRequest
pp_MultiRequest
pp_Progress V2.7
pp_Progressclr V2.7
pp_Progresstext V2.7
pp_Request
pp_Slider
pp_String
pp_Text
pp_UlockPfPaint V2.7
pp_Warn

File

pp_Bload
pp_Bsave
pp_Load
pp_New
pp_Pload
pp_Psave
pp_Render
pp_RenderReq
pp_Save
pp_SavePPM V2.6
pp_SavePrefs
pp_SLoad V2.6
pp_SSave V2.6

Misc

pp_AliasOff
pp_AliasOn
pp_BrushEffect V2
pp_BrushOpacity
pp_ClosestColor
pp_ClosestColorD
pp_ClosestColorL
pp_FlipX
pp_FlipY
pp_FlipBrushX
pp_FlipBrushY
pp_GetPath V2.6
pp_InvStencil V2.6

pp_RestoreBrush V2
pp_GetAlias
pp_MaskOff
pp_MaskOn
pp_PicttoSpare
pp_Refresh
pp_Rot90
pp_ScaleBrush
pp_SetPath V2.6
pp_ShowScreen
pp_SpareOnOff
pp_SparetoPict
pp_SparetoSten V2.3
pp_SetPath V2.6
pp_StencilOff V2.6
pp_StencilOn V2.6
pp_StentoSpare V2.3
pp_Undo
pp_UpdateUndo
pp_UpdateUndoBox

Animation

pp_CountFrames
pp_GetCurrentFrame V2.5
pp_GetJiffies
pp_GotoFrame
pp_MakeAnim
pp_NextFrame
pp_PreviousFrame
pp_SetJiffies

Effects

pp_Airbrush
pp_BevelMosaic V2.7
pp_BumpMapping V2.3
pp_ClearRange V2
pp_Compose
pp_ComposeReqOff
pp_ComposeReqOn
pp_Conv
pp_ConvInit
pp_Displace
pp_Dissolve V2.6
pp_EffectOff
pp_EffectOn
pp_False
pp_FishEyesLens V2
pp_GaussianBlur V2.3
pp_Gradient V2
pp_Grey
pp_InnerBevel V2.3
pp_Inv
pp_Light
pp_LineArt V2.3
pp_Liquid V2.6
pp_Maximum V2.7
pp_Median V2.7

pp_Minimum	V2.7
pp_Mosaic	V2.6
pp_PolarC	V2.7
pp_PointCellular	V2.7
pp_RainbowMosaic	V2.7
pp_Ripple	V2
pp_Rotate	
pp_SetRange	V2
pp_Shade	
pp_Sin	V2
pp_Spare	
pp_Spray	
pp_Straw	V2
pp_Threshold	
pp_Trans	
pp_Twirl	V2
pp_Warp	
pp_Wave	V2

1.3 GetCurrentBuffer

pp_GetCurrentBuffer

Returns the number of the current buffer

1.4 GetCurrentFrame

pp_GetCurrentFrame

Returns the number of the current frame (if you have an animation).

1.5 GetCurrentBrush

pp_GetCurrentBrush

Returns the number of the current brush.

1.6 FindEmptyBuffer

pp_FindEmptyBuffer

Find an empty buffer and returns its number.

1.7 FindEmptyBrush

`pp_FindEmptyBrush`

Find an empty brush and returns its number.

1.8 SetBuffer

`pp_SetBuffer a`

`a:` (0-9)

Activates the Buffer nb a.

1.9 ClearCurrentBuffer

`pp_ClearCurrentBuffer`

Erase current buffer

1.10 Inverse

`pp_Inv`

Activates the colour inversion effect

1.11 New

`pp_New width height bits`

Creates a new picture of size width x height x bits

1.12 Rot90

`pp_Rot90`

Rotates the current picture by 90\textdegree{}

1.13 pp_Rotate

`pp_Rotate x`

Activates the rotation effect

`x:` (-180\textdegree{};180\textdegree{})

1.14 FlipBrushX

`pp_FlipBrushX`

Flips the brush about the X-axis

1.15 FlipBrushY

`pp_FlipBrushY`

Flips the brush about the Y-axis

1.16 FlipX

`pp_FlipX`

Flips the current picture about the X-axis

1.17 pp_AliasOff

`pp_AliasOff`

Turns off antialiasing

1.18 pp_AliasOn

`pp_AliasOn`

Turns on antialiasing

1.19 pp_SparetoSten

`pp_SparetoSten`

Copy Green value of the spare picture over Stencil

1.20 pp_StentoSpare

`pp_StentoSpare`

Copy Grey value of the stencil over Spare picture

1.21 pp_GetAlias

pp_GetAlias

Returns 1 if antialiasing is active, 0 otherwise

1.22 pp_GetPenSize

pp_GetPenSize

Returns the size of the current pen

1.23 GetSizeText

pp_GetSizeText

Returns the current font size.

1.24 pp_GetPenType

pp_GetPenType

Returns the current pen type

1.25 FlipY

pp_FlipY

Flips the current picture about the Y-axis

1.26 Cycle

pp_Cycle N\textdegree{} x y w h text\$ flags options default

Initialises a cycle gadget

N\textdegree{}: gadget number (max 10)

x: X position

y: Y position

w: gadget width

h: gadget height

text\$: gadget title

flags: flags

options

default

Dialog example

See also:

pp_CheckBox
pp_Cycle
pp_Dialog
pp_DialogInit
pp_GetDialog
pp_GetFile
pp_Integer
pp_Slider
pp_String
pp_Text

1.27 Integer

pp_Integer N\textdegree{} x y w h text\$ flags default

Initialises an integer gadget

N\textdegree{}: gadget number (max 10)
x: X position
y: Y position
w: gadget width
h: gadget height
text\$: gadget title
flags: flags
default

Dialog example

See also:

pp_CheckBox
pp_Cycle
pp_Dialog
pp_DialogInit
pp_GetDialog
pp_GetFile
pp_Integer
pp_Slider
pp_String
pp_Text

1.28 CheckBox

```
pp_CheckBox N\textdegree{} x y w h text$ flags
```

Initialises a checkbox gadget

```
N\textdegree{}: gadget number (max 10)
```

```
x: X position
```

```
y: Y position
```

```
w: gadget width
```

```
h: gadget height
```

```
text$: gadget title
```

```
flags: 0 ou 1 (disactivated/activated)
```

Dialog example

See also:

```
pp_CheckBox
```

```
pp_Cycle
```

```
pp_Dialog
```

```
pp_DialogInit
```

```
pp_GetDialog
```

```
pp_GetFile
```

```
pp_Integer
```

```
pp_Slider
```

```
pp_String
```

```
pp_Text
```

1.29 Button

```
pp_Button N\textdegree{} x y w h text$
```

Initialises a button gadget

```
N\textdegree{}: gadget number (max 10)
```

```
x: X position
```

```
y: Y position
```

```
w: gadget width
```

```
h: gadget height
```

```
text$: gadget title
```

Dialog example

See also:

```
pp_CheckBox
```

```
pp_Cycle
```

```
pp_Dialog
```

```
pp_DialogInit
```

```
pp_GetDialog
```

```
pp_GetFile
```

```
pp_Integer
```

```
pp_Slider
```

```
pp_String
```

pp_Text

1.30 Slider

pp_Slider N\textdegree{} x y w h text\$ flags min max default

Initialises a slider gadget

N\textdegree{}: gadget number (max 10)
x: X position
y: Y position
w: gadget width
h: gadget height
text\$: gadget title
flags: flags
min: minimum value
max: maximum value
default

Dialog example

See also:

pp_CheckBox
pp_Cycle
pp_Dialog
pp_DialogInit
pp_GetDialog
pp_GetFile
pp_Integer
pp_Slider
pp_String
pp_Text

1.31 String

pp_String N\textdegree{} x y w h text\$ flags max default

Initialises a string gadget

N\textdegree{}: gadget number (max 10)
x: X position
y: Y position
w: gadget width
h: gadget height
text\$: gadget title
flags: flags
max: maximum string length
default

Dialog example

See also:

```
pp_CheckBox
pp_Cycle
pp_Dialog
pp_DialogInit
pp_GetDialog
pp_GetFile
pp_Integer
pp_Slider
pp_String
pp_Text
```

1.32 Dialog Example

```
/**/

options results
parse ARG Port b

ADDRESS value Port

/* Initialise a dialog box consisting of 2 gadgets */
pp_DialogInit 320 200 "*TEST*" 2

/* Initialise the slider gadget */
pp_Slider 0 100 5 100 16 "Slider" 1 10 200 50

/* Initialise the cycle gadget */
pp_Cycle 1 100 25 100 16 "Cycle" 1 "1|2|3|4|5|6" 2

/* Open the dialog box */
pp_Dialog

rc=result
if rc=0 then          /* the "Cancel" button has been selected, so */
do                    /* quit the script */
    EXIT
end

pp_GetDialog 0        /* find the value of gadget 0 */
S=result

pp_GetDialog 1        /* find the value of gadget 1 */
C=result

/* ..... */
```

1.33 Gamma Correction

```
pp_Gamma Gamma
```

```
Gamma: -99,99
```

1.34 Color Balance

```
pp_ColorBalance R G B S Br C
```

```
R: Red -255,255  
G: Green -255,255  
B: Blue -255,255  
S: Saturation -255,255  
Br: Brightness -127,127  
C: Contrast -255,255
```

1.35 Getfile

```
pp_Getfile N\textdegree{} x y gt title$ type path$
```

Initialises a getfile gadget

```
N\textdegree{}: gadget number (max 10)  
x: X position  
y: Y position  
gt: number of associated string gadget  
title$  
type: 0=File requester  
     1=Path requester  
path$: default path
```

Dialog example

See also:

```
pp_CheckBox  
pp_Cycle  
pp_Dialog  
pp_DialogInit  
pp_GetDialog  
pp_GetFile  
pp_Integer  
pp_Slider  
pp_String  
pp_Text
```

1.36 Text

```
pp_Text N\textdegree{ } x y text$
```

Initialises a text gadget

```
N\textdegree{ }: gadget number (max 10)
```

```
x: X position
```

```
y: Y position
```

```
text$: gadget title
```

Dialog example

See also:

```
pp_CheckBox
```

```
pp_Cycle
```

```
pp_Dialog
```

```
pp_DialogInit
```

```
pp_GetDialog
```

```
pp_GetFile
```

```
pp_Integer
```

```
pp_Slider
```

```
pp_String
```

```
pp_Text
```

1.37 DialogInit

```
pp_DialogInit w h title$ Nb
```

Initialises a dialog box

Two buttons will be added, "Ok" and "Cancel", as well as PerfectPaint's own design

```
w: box width
```

```
h: box height
```

```
title$
```

```
Nb: gadget number to initialise
```

Dialog Example

See also:

```
pp_CheckBox
```

```
pp_Cycle
```

```
pp_Dialog
```

```
pp_DialogInit
```

```
pp_GetDialog
```

```
pp_GetFile
```

```
pp_Integer
```

```
pp_Slider
```

```
pp_String
```

```
pp_Text
```

1.38 Dialog

pp_Dialog

Opens the dialog window along with all the initialised gadgets

Values returned:

0: 'Cancel' has been pressed

1: 'Ok' has been pressed

Dialog Example

See also:

pp_CheckBox
pp_Cycle
pp_Dialog
pp_DialogInit
pp_GetDialog
pp_GetFile
pp_Integer
pp_Slider
pp_String
pp_Text

1.39 GetDialog

pp_GetDialog gt

Returns the value of the gadget numbered gt

Dialog Example

See also:

pp_CheckBox
pp_Cycle
pp_Dialog
pp_DialogInit
pp_GetDialog
pp_GetFile
pp_Integer
pp_Slider
pp_String
pp_Text

1.40 False Colours

pp_False

Activates the false colours effect

1.41 Transparency

pp_Trans x

Activates the transparency effect
x: 0-100%

1.42 Displace

pp_Displace x

Activates the Displace effect
x: 0-20

1.43 Greyscale

pp_Grey

Activates the grey effect

1.44 Threshold

pp_Threshold x

Activates the threshold effect
x: 0-255

1.45 Spray

pp_Spray Colour x

Activates the spray effect

Colour: 0 current colour
1 Mixe between Fg and Bg
2 spare page

x: (Amplitude) 1-100%

1.46 Airbrush

pp_Airbrush Opacity Flow

Activates the airbrush effect

Opacity: 0-100%

Flow: 0-30

1.47 NextFrame

pp_NextFrame

Moves to the following frame
(if an animation has been created)

1.48 PreviousFrame

pp_PreviousFrame

Moves to the previous frame
(if an animation has been created)

1.49 GotoFrame

pp_GotoFrame n

Moves to frame number n
(if an animation has been created)

1.50 CountFrames

pp_CountFrames

Returns the number of frames in the current animation
0: no animation has been created

1.51 MakeAnim

pp_MakeAnim n

Creates an animation of n frames
If an animation is already present, it will be destroyed.

1.52 GetApen

```
pp_GetApen
```

Returns the number of the current foreground colour

1.53 GetBpen

```
pp_GetBpen
```

Returns the number of the current background colour

1.54 Plot

```
pp_Plot x y
```

Places the current object at the position (x,y) on the current picture (brush, pen etc...)

1.55 MultiRequest

```
pp_MultiRequest n1$ n2$ n3$
```

Opens a requester in the centre of the screen
This requester may contain one or more buttons and will return the number of the selected button

```
n1$: requester title  
n2$: body text  
n3$: button(s) separated by "|"
```

The rightmost button will always return the value 0 (it is normally used for 'Cancel'). The numbering of the other buttons is as usual (1,2,...) from left to right.

1.56 LongRequest

```
pp_LongRequest n1$ n2$
```

Opens a requester in the centre of the screen
This requester will wait until a number has been entered

```
n1$: requester title  
n2$: body text
```

1.57 AddPoly

```
pp_AddPoly x/N y/N
```

Adds a point (x,y) in the construction of a polygon

Example

1.58 Example

```
pp_StartPoly
pp_AddPoly x y
pp_AddPoly x1 y1
...
pp_EndPoly
/* for an empty polygon */
ou
pp_EndPolyF
/* for a filled polygon */
ou
PP_EndPolyS
/* Bezier algo */
ou
PP_EndPolyS
/* Bezier algo with filling */
ou
PP_EndPoint
/* just draw the points */
```

1.59 Asay

```
pp_Asay message$
```

Opens an asynchronous message window

This window must be closed with pp_CloseAsay

1.60 AskFile

```
pp_AskFile name$
```

Opens a file requester and returns the name of the selected file

1.61 Box

```
pp_Box x y x1 y1
```

Draws an empty box whose top-left corner is at (x,y) and bottom-right corner is at (x1,y1)

Example: `pp_Box 10 10 150 30`

1.62 BoxF

```
pp_BoxF x y x1 y1
```

Draws a filled box whose top-left corner is at (x,y) and bottom-right corner is at (x1,y1)

Example: `pp_BoxF 10 10 150 30`

1.63 Circle

```
pp_Circle x y r
```

Draws an empty circle

x,y: co-ordinates of the circle's centre
r: circle radius

1.64 CircleF

```
pp_CircleF x y r
```

Draws a filled circle

x,y: co-ordinates of the circle's centre
r: circle radius

1.65 CloseAsay

```
pp_CloseAsay
```

Closes an asynchronous message window

1.66 ClosestColor


```
pp_ClosestColor r g b
```

Returns the number of the colour in the current palette which most closely matches the supplied rgb values

r,g,b must be between 0 and 255.

1.67 ClosestColorL

```
pp_ClosestColorL r d
```

r: number of the colour

d: darkness (0-100%)

Returns the number of the colour in the current palette which most closely matches the supplied colour r with the supplied darkness.

1.68 ClosestColorD

```
pp_ClosestColorD r b
```

r: number of the colour

d: brightness (0-100%)

Returns the number of the colour in the current palette which most closely matches the supplied colour r with the supplied brightness.

1.69 Cls

```
pp_Cls
```

Clears the current picture (takes the current colour and stencil into account)

1.70 EffectOn

```
pp_EffectOn
```

Activates 'Effect' mode

1.71 EffectOff

```
pp_EffectOff
```

Disactivates 'Effect' mode

1.72 Ellipse

```
pp_Ellipse x y r1 r2
```

Draws an empty ellipse

x,y:Co-ordinates of ellipse centre
r1: x-radius of ellipse
r2: y-radius of ellipse

1.73 EllipseF

```
pp_EllipseF x y r1 r2
```

Draws a filled ellipse

x,y:Co-ordinates of ellipse centre
r1: x-radius of ellipse
r2: y-radius of ellipse

1.74 pp_BrushEffect

```
pp_BrushEffect type x y z A
```

type: 0 perspective/Rotation
 1 Shear x
 2 Shear y

x, y, z :rotation

A: 0 no antialiasing
 1 Low antialiasing
 2 high antialiasing

1.75 pp_ClearRange

```
pp_ClearRange r
```

r: Number of the range (1-3)

Clear Range number r

Gradient example

1.76 pp_FishEyesLens

```
pp_FishEyesLens x
```

Activate the Fish eyes lens effect

```
x: -60,60
```

1.77 Get color value

```
pp_GetRedApen  
pp_GetGreenApen  
pp_GetBlueApen
```

```
pp_GetRedBpen  
pp_GetGreenBpen  
pp_GetBlueBpen
```

Return the Red, Blue or green value of the foreground (Apen) or Background (Bpen) color.

1.78 pp_Gradient

```
pp_Gradient Nb Type x y
```

Nb: Number of the range

Type: 0 Horizontal
1 Vertical
2 Radial Sun
3 Warp H
4 Warp V
5 Radial Warp

x and y: center of the radial effect

Gradient example

1.79 pp_RestoreBrush

```
pp_RestoreBrush
```

1.80 pp_Ripple

```
pp_Ripple x
```

Activate the Ripple effect

```
x: 1-50
```

1.81 pp_SetRange

```
pp_SetRange r p Red Green Blue
```

Make the range number r (0-2) and place the RGB color on position p (0-19)

Gradient example

1.82 Gradient example

```
pp_EffectOn
/* Activate Effect mode */

pp_Gradient 0 2 100 100
/* Activate Gradient effect
   range=0
   Type=2 (Radian sun)
   100, 100: center of the sun */

pp_ClearRange 0
/* Clear Range=0 */

pp_setRange 0 4 0 0 0
/* Fill range 0
   at position=4, put rgb color (0,0,0) */

pp_setRange 0 19 255 255 255
/* Fill range 0
   at position=19, put rgb color (255,255,255) */

pp_CircleF 100 100 100
/* Draw a circle */
```

1.83 pp_Sin

```
pp_Sin m Ay Fx Ax Fy

Activate the Sin effect

m: mode (0-1)

Ay (-200,200)
Fx (100-3000)

Ax (-200,200)
Fy (100-3000)
```

1.84 pp_Straw

pp_Straw a b

Activate the Straw effect

a:(1-50) Space between Straw

b:(2-50) Size of the Straw

1.85 pp_Twirl

pp_Twirl a

Activate the Twirl effect

a:(-720,720) angle

1.86 pp_Wave

pp_Wave a n

Activate the Wave effect

a:(-300,300) Amplitude

b:(1-300) number of waves

1.87 EndPoly

pp_EndPoly

Creates an empty polygon

Example

1.88 EndPolyS

pp_EndPolyS

Creates an empty polygon with a bezier algo.

Example

1.89 EndPolySF

pp_EndPolySF

Creates a filled polygon with a bezier algo.

Example

1.90 EndPoint

pp_EndPoint

just draw the points.

Example

1.91 EndPolyF

pp_EndPolyF

Creates a filled polygon

Example

1.92 Fill

pp_Fill x y

Flood fill starting from (x,y)

1.93 GetDepth

pp_GetDepth

Returns the depth of the current picture
0: No picture in memory

1.94 GetHeight

pp_GetHeight

Returns the height of the current picture
0: No picture in memory

1.95 GetWidth

pp_GetWidth

Returns the width of the current picture
0: No picture in memory

1.96 GetDepthB

pp_GetDepthB

Returns the depth of the current brush
0: No picture in memory

1.97 GetHeightB

pp_GetHeightB

Returns the height of the current brush
0: No picture in memory

1.98 GetWidthB

pp_GetWidthB

Returns the width of the current brush
0: No picture in memory

1.99 Light

pp_Light x

Activates the light effect
x: 0-100%

1.100 Line

pp_Line x y x1 y1

Draws a line from A(x,y) to B(x1,y1)

1.101 Load

pp_Load name\$

Loads a picture

name\$: name of the picture, with path

1.102 Bload

pp_Bload name\$

Loads a brush

name\$: name of the brush, with path

1.103 MaskOn

pp_MaskOn

Activates 'Mask' mode

1.104 MaskOff

pp_MaskOff

Disactivates 'Mask' mode

1.105 PenSize

pp_PenSize n

Returns the current pen size

1.106 PenType

pp_PenType n

Selects the type of pen

0: single point
1: filled circle
2: filled square
3: AntiSlash
4: reserved
5: reserved
6: brush

1.107 Refresh

pp_Refresh

Refreshes the window containing the current image

1.108 Request

pp_Request message\$

Opens a message window containing two buttons: 'Yes' and 'No', returning 1 if 'Yes' is selected and 0 otherwise.

1.109 Save

pp_Save name\$ a

Saves the current picture

a: 0=save without icon
1=save with icon

1.110 Bsave

pp_Bsave name\$ a b

Saves the current brush

a: 0=save without icon
1=save with icon

b: 0 1-8Bits
1 24Bits without Mask
2 24Bits with Mask
3 Deep brush (with alpha-channel)

1.111 Psave

pp_Psave name\$ a

Saves the current palette

a: 0=save without icon
1=save with icon

1.112 SetApen

pp_SetApen a

Sets the foreground colour to a

1.113 SetBpen

pp_SetBpen a

Sets the background colour to a

1.114 Shade

pp_Shade x

Activates the shade effect

x: 0-100%

1.115 ShowScreen

pp_ShowScreen

Brings the PerfectPaint screen to the front

1.116 SareOnOff

pp_SpareOnOff

Activates or disactivates the spare page

1.117 Spline

pp_Spline x y x1 y1 x2 y2

Draws an empty curve from A(x,y) to B(x1,y1), passing through C(x2,y2)

1.118 SetBrush

pp_SetBrush n

Activates brush number n

n: (0-9)

1.119 Pload

```
pp_Pload name$
```

Loads the palette name\$

1.120 SplineF

```
pp_SplineF x y x1 y1 x2 y2
```

Draws a filled curve from A(x,y) to B(x1,y1), passing through C(x2,y2)

1.121 StartPoly

```
pp_StartPoly
```

Tell PerfectPaint that we're going to start drawing a polygon

Example

1.122 UpdateUndo

```
pp_UpdateUndo
```

Stores the current image in the undo buffer

(The undo facility is always deactivated during execution of Arexx scripts)

1.123 Undo

```
pp_Undo
```

Same as pressing 'undo'

1.124 Warn

```
pp_Warn message$
```

Opens an alert window with an 'OK' button

1.125 Warp

```
pp_Warp X Y r Dx Dy
```

Performs a warp on the current picture

X: centre x of warp

Y: centre y of warp

r: radius of warp

Dx: x offset from centre

Dy: y offset from centre

1.126 PicttoSpare

```
pp_PicttoSpare
```

Copy current picture over the spare page

1.127 SparetoPict

```
pp_SparetoPict
```

Copy page spare over the current picture.

1.128 Spare

```
pp_Spare
```

Activates the Spare effect.

1.129 TextAntialiasing

```
pp_TextAntialiasing x
```

x: 0 -> No antialiasing

1 -> Antialiasing low

2 -> Antialiasing High

Activates Antialiasing.

Text example

1.130 TextColorMake

```
pp_TextColorMake a$ R

a$: Texte, if a$="", current text is used
R : 0 use palette font
    1 Remap with the current palette
    2 Colorize the font

Build a text brush with a color font.

Text example
```

1.131 TextSize

```
pp_TextSize x

x: font size

Text example
```

1.132 TextStyle

```
pp_TextStyle x

x: font style (B=bold,I=italique,U=underline)
0 -> B=0 I=0 U=0
1 -> B=0 I=0 U=1
2 -> B=1 I=0 U=0
3 -> B=1 I=0 U=1
4 -> B=0 I=1 U=0
5 -> B=0 I=1 U=1
6 -> B=1 I=1 U=0
7 -> B=1 I=1 U=1

Text example
```

1.133 TextMake

```
pp_TextMake a$

a$: Text, if a$="", current text is used

Make a text brush with a bitmap or outline font.

Text example
```

1.134 TextDraw

```
pp_TextDraw x y

draw text brush on the current picture.

Text example
```

1.135 TextEffect

```
pp_TextEffect Effect x

Effect: 0 No effect
        1 Outline
        2 Bevel

x: Amplitude

Text example
```

1.136 TextFontName

```
pp_TextFontName fonte$

fonte$: font name

Text example
```

1.137 Text example

```
/* example */

.....

pp_TextAntialiasing 2
/* antialiasing High */
/* without this command, current antialiasing is used */

pp_TextEffect 1 2
/* effect Outline */
/* without this command, current effect is used */

pp_TextFontName 'CGTimes.font'
/* without this command, current font is used */

pp_TextSize 50
/* without this command, current size is used */

pp_TextStyle 0
```

```
/* No Style */
/* without this command, current style is used */

pp_TextMake 'Hello*everybody'
/* Build text brush: Hello everybody */
/* with pp_TextMake "", current text is used */

pp_TextDraw 100 100
/* draw text on the current picture */

.....
```

1.138 TextRotate

```
pp_TextRotate x

x: Rotation of the current font. (Outline font only)

Text example
```

1.139 TextItalic

```
pp_TextItalic x

x (-45\textdegree{},45\textdegree{}): Italicize the current font. (Outline ↵
font only)

Text example
```

1.140 TextXDPI

```
pp_TextXDPI x

x : DPI (X) of the current font. (Outline font only)
default=72

Text example
```

1.141 TextYDPI

```
pp_TextYDPI x

x : DPI (Y) of the current font. (Outline font only)
default=72

Text example
```

1.142 Askmultifile

```
pp_AskMultiFile Title
    Title: Title of the requester
```

This command let you select multiple file.
It writes in ram: a file name 'MultiFile' which content all the selected file
This command return the number of file selected

ex:

```
pp_AskMultiFile 'Load*Pictures'
count=result

file="Ram:MultiFile"
IF OPEN("g",file,"read") then DO
    DO i=1 to count
        file=READLN("g")
        say file
    END
    CALL close(file)
END
```

1.143 BrushOpacity

```
pp_BrushOpacity x
x: 0-100%
```

1.144 Compose

```
pp_Compose Mode Opacity Alpha
    Mode: 0 Opacity
        1 Add
        2 Sub
        3 Darken
        4 Alpha
        5 Inv Alpha
    Opacity: 0-100%
    Alpha: -255 -> 255
```

This compose between the current effect and the current picture.

1.145 ComposeReqOff

With this command, the compose requester will not appear after each effect

1.146 ComposeReqOn

With this command, the compose requester will appear after each effect

1.147 ConvInit

```
pp_ConvInit Dim Div Bias
  Dim: 0 3x3
      1 5x5
```

This command initialise a convolution
Use pp_Conv to fill this convolution.

Ex:

```
C=-2
pp_ConvInit 0 1 0 ;initialise the convolution
```

```
pp_Conv 0 0 0 0 0 0 ;fill the convolution
pp_Conv 1 0 C 0 0 0
pp_Conv 2 0 0 5 0 0
pp_Conv 3 0 0 0 C 0
pp_Conv 4 0 0 0 0 0
```

pp_BoxF x1 y1 x2 y2 ; draw a box on the picture with the current convolution

1.148 Conv

```
pp_Conv y C1 C2 C3 C4 C5
  y: current line
  C1-C5: convolution
```

Use pp_Conv to initialise the convolution

Ex:

```
C=-2
pp_ConvInit 0 1 0 ;initialise the convolution
```

```
pp_Conv 0 0 0 0 0 0 ;fill the convolution
pp_Conv 1 0 C 0 0 0
pp_Conv 2 0 0 5 0 0
pp_Conv 3 0 0 0 C 0
pp_Conv 4 0 0 0 0 0
```

pp_BoxF x1 y1 x2 y2 ; draw a box on the picture with the current convolution

1.149 FreeBrush

pp_FreeBrush

1.150 GetWidthT

pp_GetWidthT

Return the current width of the text

1.151 GetHeightT

pp_GetHeightT

Return the current height of the text

1.152 PickBrush

pp_PickBrush x y width height

1.153 Render

pp_Render type file

Type: 0 Picture
1 Brush
2 Animation

file: name of the file to be save

This Command will reduce the number of color of your brush, picture or animation and will save it.

See also pp_RenderReq

1.154 RenderReq

pp_RenderReq Type

Type: 0 Picture
1 Brush
2 Animation

Will open then Render requester

Return '0' if 'Cancel' was selected

See also pp_Render

1.155 SavePrefs

```
pp_SavePrefs Format ILBMtype JpegQuality JpegSmooth JpegColor
```

```
Format: 0 iff24  
        1 Jpeg
```

```
ILBMtype: 0 Uncompressed  
          1 Compressed  
          2 8bit gray
```

```
JpegQuality 1-100%
```

```
JpegSmooth 0-100%
```

```
JpegColor: 0 RGB  
           1 Gray
```

Use this command before saving your picture with `pp_Save`

1.156 ScaleBrush

```
pp_ScaleBrush Width Height
```

This command will scale the current brush.

1.157 UpdateUndoBox

```
pp_UpdateUndoBox x y x1 y1
```

Stores a part of the current image in the undo buffer
(The undo facility is always deactivated during execution of Arexx scripts)

1.158 LineArt

```
pp_LineArt Density
```

Activates the LineArt effect

```
Density: 1-3
```

1.159 GaussianBlur

```
pp_GaussianBlur Power
```

Activates the GaussianBlur effect

Power: 1-100

1.160 BumpMapping

```
pp_BumpMapping Lsize Lx Ly Depth Glossiness Fg
```

Activates the BumpMapping effect

Lsize: Size of the Light 1-255

Lx: Position x of the Light

Ly: Position y of the Light

Depth: 1-32

Glossiness: 1-255

Fg: 0 or 1

(set it to 1 if you want to use Foreground color
for Diffuse color)

Also you have to set Ambient color, Diffuse color and Specular color.

```
pp_Diffuse R G B
```

```
pp_Specular R G B
```

```
pp_Ambient R G B
```

1.161 InnerBevel

```
pp_InnerBevel Lsize Lx Ly Depth Smooth Glossiness Fg
```

Activates the InnerBevel effect

Lsize: Size of the Light 1-255

Lx: Position x of the Light

Ly: Position y of the Light

Depth: 1-32

Smooth: 1-32

Glossiness: 1-255

Fg: 0 or 1

(set it to 1 if you want to use Foreground color
for Diffuse color)

Also you have to set Ambient color, Diffuse color and Specular color.

```
pp_Diffuse R G B
```

```
pp_Specular R G B
```

```
pp_Ambient R G B
```

1.162 SavePPM

```
pp_SavePPM Name$
```

Save the current picture in PPM format

1.163 SSave

```
pp_SSave Name$
```

Save the current Stencil

1.164 SLoad

```
pp_SLoad Name$
```

Load Stencil

1.165 StencilOn

```
pp_StencilOn
```

Activates the Stencil

1.166 StencilOff

```
pp_StencilOff
```

Desactivates the Stencil

1.167 BufferGui

```
pp_BufferGui Title$
```

Open a requester which displays in the form of thumbnail all the available buffers.

Result: -1 if no buffer was selected
0-9: the selected buffer

1.168 Liquid

pp_Liquid Type Time Zoom Turbulence Color

Type: (1-4)

Time: (1-150)

Zoom: (2-30)

Turbulence: (1-100)

Color: 0 Grey

1-3: Range 1-3

Activates the Liquid effect

1.169 Mosaic

pp_Mosaic Size

Activates the Mosaic effect

1.170 Dissolve

pp_Dissolve Color Opacity

Activates the Dissolve effect

Color: 0-255

Opacity: 0-100 (Only 24 bits)

This effect will use the Spare picture and the current mask to dissolve the current picture.

1.171 GetPath

pp_GetPath Object

Object: 0 Picture

1 Brush

2 Palette

3 Anim

Result: The path of the selected object.

1.172 SetPath

```
pp_SetPath Object Path$
```

```
Object: 0 Picture  
        1 Brush  
        2 Palette  
        3 Anim
```

This command will change the path of the selected object

1.173 InvStencil

```
pp_InvStencil
```

Inverse the current Mask

1.174 RainbowMosaic

```
pp_RainbowMosaic Size
```

Size: Size of the Mosaic

Activates the Rainbow Mosaic effect

1.175 PointCellular

```
pp_PointCellular Size Smooth
```

Size: Size of the Mosaic

Smooth: 1-20

Activates the PointCellular effect

1.176 BevelMosaic

```
pp_BevelMosaic Size BevelSize
```

Size: Size of the Mosaic

BevelSize: 0-20

Activates the BevelMosaic effect

1.177 Maximum

pp_Maximum Size

Size: Size of the Brush

Activates the Maximum effect

1.178 Minimum

pp_Minimum Size

Size: Size of the Brush

Activates the Minimum effect

1.179 Median

pp_Median Size

Size: Size of the Brush 1-4

Activates the Median effect

1.180 PolarC

pp_PolarC

Activates the Polar Coordinates effect

1.181 Progresstext

pp_Progresstext text\$

Displays the specified text in the progress indicator

1.182 Progress

pp_Progress Current Max

Current: The number currently processed

Max: The number of all datas items

Displays a progress bar

1.183 Progressclr

```
pp_Progressclr
```

Clear the progress bar

1.184 LockPfPaint

```
pp_LockPfPaint
```

Locks the Toolbox window

1.185 UlockPfPaint

```
pp_UlockPfPaint
```

Unlocks the Toolbox window

1.186 TextForceType

```
pp_TextForceType x
```

```
x -> 0 : Bitmap font  
x -> 2 : Color font  
x -> 3 : Outline font
```

Force PerfectPaint to use this type of font.

Text example
