Luminus

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Contents

Chapter 1

Luminus

1.1   Luminus: Table of Contents

Luminus

Version 1.0

Written by Paul A. Schifferer

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SO THERE.

1.4 Luminus: Introduction

Introduction

I got to writing Luminus as a request from my wife, who enjoys designing ANSI pictures and animations, and after using TheDraw on her MS-DOS machine, found no suitable alternative for the Amiga. The few programs we ran across were sorely lacking in features and/or friendly operating interfaces. As I have recently learned, there are actually quite a few available, but alas, none that suit her particular tastes. And so was born Luminus.

Luminus' features include:

- Operates in any display environment (supports any screen display available

in the display database).

- Amiga User Interface Style Guide compliant.

- On-line help (requires AmigaGuide).

- Built-in ARexx(tm) and Workbench App support.

- Supports all ANSI BBS codes.

- Ability to load and save IFF and ASCII (ANSI) files.

1.5   Luminus: System requirements

System requirements

Luminus requires version 2.04 or higher of the Amiga OS. It is designed to take advantage of some features available in higher versions, if they are available.

Luminus requires the use of Olaf Barthel's gtlayout.library V32.3 or higher, which is included in the archive.

Luminus also requires a stack size of at least 16,000 bytes.

1.6   Luminus: Setting the stack size

From the Workbench

You can check that the icon's stack size is set properly by clicking once on the icon, then selecting Information from the Workbench's Icon menu. In the upper left corner of the Information window is an integer gadget marked "Stack:". If the value in this gadget is less than 16,000, click in it, change it to 16000, press Return, and click the button marked Save. Now you may run Luminus.

From the Shell

You can check this by entering

stack

at the prompt. This will tell you the size of your Shell's stack. If it's less than 16,000, then enter

stack 16000

This will change the stack size so it's large enough for Luminus to run.

1.7   Luminus: Registration

Registration

Luminus is shareware. Unlike some shareware programs, though, the essential features of Luminus are not crippled or disabled. You can doodle around and actually save and load your work. Some of the nicer features of Luminus have been disabled, and require a keyfile to work.

The registration fee for Luminus is $20(US). To register Luminus, please fill out this form:

-->cut here<--

Luminus Registration Form

Name _____

Address _____

_____

City _____

State/Province _____

Country _____

Phone _____

E-mail _____

The registration fee for Luminus is $20 (U.S. currency only). I have enclosed

payment with this registration form.

I would like my keyfile:

__ E-mailed to me. I will be sending my PGP public key to 'gandalf@hughes.net'.

(A PGP public key is required for this kind of transfer.)

__ Sent regular post.

-->cut here<--

Mail this form to:

Isengard Developments

515 11th Street

Edwards AFB, CA 93523

USA

1.8   Luminus: My address(es)

The address to which you can send me money, postcards, a spare Amiga, or anything else is:

Paul A. Schifferer

515 11th Street

Edwards AFB, CA 93523

USA

I can also be contacted via Internet at:

gandalf@hughes.net

1.9   Luminus: Undocumented features

Undocumented Features

Some people call these things 'bugs'. If you happen to notice one of these little critters, let me know, please! I've done my best to make sure all the bugs were discovered and removed, but I can't find them all. If finances are favorable, I may send you the next release at my cost. (See Beta-Testers' Note.)

Please, if you send me bug reports, make sure to let me know the type of system you're running it on (CPU, RAM, etc.), which executable you were using, what other programs were running with it (especially commodities and system enhancers, since they tend to gum up the works sometimes), and what you were doing at the time of the bug occurrence/system crash. If a bug is visual in nature, a screen snapshot would be just peachy, as well.

If you send me Enforcer output, please be sure it contains Hunk and Offset readings.

Thanks.

1.10   Luminus: Beta-testers' note

Beta-Testers' Note

If you wish to be a beta-tester for future versions of this program, or for any other program I may release, drop me a postcard or e-mail. I will put you on the list of beta-testers, for which you will receive test-releases via e-mail, Snail mail, FidoNet or the most cost-effective means for me to get the program to you.

1.11   Luminus: Acknowledgements

Acknowledgements

I'd like to thank the following people:

My wife, Michelle, who gave me the idea for this program, provided constructive critique during its development and pre-release testing and encouragement to continue when things got frustrating or bleak, and listened to hours of blithering on Intuition, IDCMP, gadgets, ANSI specifications, etc.

The authors of the Amiga ROM Kernel Reference Manual: Libraries. This was one of the most useful books I've ever picked up, and taught me a lot about programming the Amiga.

Stephen Provencher and Andrew Toth, who provided a lot of insight into programming in C, and always had another point of view.

The current owners of the Amiga, whoever you may be this week, for (attempting to) breathing new life back into our beloved computer. May it prosper for another 10 glorious years!

My beta-testers...

- Patrick Gern

- Alex May

- Pete Moston

- Federico Pomi

- Jay Ruyle

- Remco van Hooff

- Jarkko Vatjus-Anttila

- Michelle

Olaf Barthel, for the 'gtlayout.library' kit.

Celso Martinho, for comments, bug reports and suggestions.

Marco Negri, for Blacks Editor, a fantastic text editor!

Steve Register and Jeff Harris, for the free Amigas!

King's X, Jeff Johnson, the Choir, Tool, Sugar, Toad the Wet Sprocket, Live, for musical support.

1.12   Luminus: Using Luminus from the Workbench

Using Luminus from the Workbench

Luminus requires a stack size of at least 16,000 bytes to run.

To start Luminus from the Workbench environment, simply double-click on its icon. Luminus' behavior can be modified by using ToolTypes. The following ToolTypes are supported:

SETTINGS=file

Lets you specify a particular settings file to use. You can supply the complete pathname here, or Luminus will use 'PROGDIR:Support/' to find the file. If this file cannot be found or loaded, Luminus will resort to its stored internal defaults. The default file is 'Luminus.prefs'.

LAYOUT=file

Lets you specify the file to use for the window layout settings. You can supply the complete pathname here, or Luminus will use 'PROGDIR:Support/' to find the file. If this file cannot be found or loaded, Luminus will resort to its stored internal defaults. The default file is 'Luminus.layout'.

NOTE: Any of the following ToolTypes will override the corresponding default loaded from the settings file.

CUSTOMSCREEN=name

This ToolType will signal Luminus to open on a custom screen (the default behavior). You must provide a screen name when using this ToolType. The custom screen opened will be a public screen, for use by other programs and identified by the name given. The default name is LUMINUS.

PUBSCREEN=name

Use this ToolType when you want to open Luminus on another program's existing public screen. The name you supply is the name of the screen on which to open. This ToolType may be specified in a project icon, and will be effective only for that document.

PORTNAME=name

Lets you specify an alternate basename for Luminus' ARexx port. Each document that you open in this invocation of Luminus will use this basename plus a numeric suffix, i.e., the first document opened will be called 'LUMINUS.0'. The default name is 'LUMINUS'. This ToolType, if specified in a project icon, will completely override the naming convention, and will be effective only for that document.

STARTUP=script

Specifying this ToolType tells Luminus to attempt to start execution of the specified ARexx script following its initialization. By default, no script will be started.

NOSHANGHAI

This ToolType tells Luminus (if it's using a custom screen) to not turn on the global SHANGHAI flag.

NOPOPPUB

This ToolType tells Luminus (if it's using a custom screen) to not turn on the global POPPUBSCREEN flag.

UNIT=number

This will specify the default Clipboard unit to use for cut, copy and paste operations. All documents opened will use this unit. The default unit is 0. This ToolType may be specified in a project icon, and will be effective only for that document.

IOBUFFER=size

This ToolType sets the size (in Kilobytes) of Luminus' internal input/output buffer. This buffer speeds access to and from disk. Setting this to 0 will disable the buffer. The default size is 16.

1.13 Luminus: Using Luminus from the Shell

The Shell

Before you start Luminus, you must make sure your Shell's stack size is at least 16,000 bytes or greater.

To start Luminus from the Shell, simply enter its name at the command line, and the program will begin execution. The following options are available from the Shell:

files

Anything typed on the command line that does not correspond to a supported command line option will be taken to be a file to be loaded. You may enter as many as you like that will fit into memory.

SETTINGS file

This option allows you to specify the settings file to use for this invocation of Luminus. You may enter a complete path specification with the filename.

LAYOUT file

Lets you specify the file to use for the window layout settings. You can supply the complete pathname here, or Luminus will use 'PROGDIR:Support/' to find the file. If this file cannot be found or loaded, Luminus will resort to its stored internal defaults. The default file is 'Luminus.layout'.

NOTE: Any of the following ToolTypes will override the corresponding default loaded from the settings file.

CUSTOMSCREEN name

Lets you set the name of the custom screen which Luminus is to open. When using this option, you must specify a name for the screen.

PUBSCREEN name

Use this option when you want to open Luminus on another program's existing public screen. The name you supply is the name of the screen on which to open.

PORT[NAME] name

Lets you specify an alternate basename for Luminus' ARexx port. Each document that you open in this invocation of Luminus will use this basename plus a numeric suffix, i.e., the first document opened will be called 'LUMINUS.0'. The default name is 'LUMINUS'.

STARTUP script

Specifying this option tells Luminus to attempt to start execution of the specified ARexx script following its initialization. By default, no script will be started.

NOS[HANGHAI]

This switch tells Luminus (if it's using a custom screen) to not turn on the global SHANGHAI flag.

NOP[OPPUB]

This switch tells Luminus (if it's using a custom screen) to not turn on the global POPPUBSCREEN flag.

UNIT number

This will specify the default Clipboard unit to use for cut, copy and paste operations. All documents opened will use this unit. The default unit is 0.

IOBUF[FER] size

This option sets the size (in Kilobytes) of Luminus' internal input/output buffer. This buffer speeds access to and from disk. Setting this to 0 will disable the buffer. The default size is 16.

NOGUI

Specify this option if you want Luminus to start without opening up its interface, i.e., no screens or windows. This option is useful if you are running an ARexx script that starts Luminus, modifies one or more documents, and exits without user intervention.

QUIET

Using this option tells Luminus not to present its initial copyright banner. This option would most likely be used in conjunction with NOGUI.

1.14 Luminus: Operations

Operations

This chapter deals with various aspects of Luminus, like its modes of oper- ation, basic editing information and general behavior of the software.

Editing modes

Drawing modes

Line types

Cursor directioning

AppIcon, AppMenuItem, & AppWindows

General editing

1.15   Luminus: Operations/Editing modes

Editing Modes

Currently, there are two editing modes available in Luminus. The modes are fairly versatile, and allow switching between them "on-the-fly." Their attributes and details are discussed below.

Page Mode

Page Mode is an editing mode that is used for editing static ANSI images of one or more pages. Subsequent pages in the document are generally images in a later stage, much like a flipped-page cartoon is made up of a series of static images that when moved through rapidly simulate animation. This allows page mode to have a crude, page-sized animation.

Cels edited on the page are directly overwritten, replacing the old cel on that page.

You can have as many pages in your documents as can fit in memory.

When Page mode documents are saved, the cels are saved in displayed-order.

Animation Mode

Animation Mode is an editing mode that allows you to create fine-tuned anim- ations using ANSI escape sequences for cursor positioning and screen control.

When you type characters in, or insert cels, everything is saved in the se- quence in which it is entered.

There are no pages in this mode. Overwritten cels are not replaced in the document, but are remembered and simply hidden behind the newer cels. A way exists to edit existing cels, though, so if you do make a mistake, it is possible to correct it without having to waste additional cels to "hide" it.

1.16   Luminus: Operations/Drawing modes

Drawing Modes

While Editing Modes affect the way cels are stored in the document and later saved to disk files, Drawing Modes affect how they are created and placed into the document. There are two Drawing Modes available at this time. (I have two more under development right now.) These are discussed below.

Text Mode

This mode is pretty much the "standard" drawing mode. Typed text is placed into the document (according to the Editing Mode), and cursor movements are simply that. You can change the colors and text attributes and all that during your editing.

Attribute Mode

This mode acts basically the same as Text Drawing Mode as far as typing in text is concerned. Where this one differs is in the way cursor movement is handled. The cursor keys still move the cursor around the same as normal, except that the cel at the destination position of the cursor is changed. A set of Attribute Mode Flags are available that determine how the cel is changed. Currently, there are three flags:

Change foreground? - this flag, if set, means that the foreground color of the affected cel is changed to the current fore- ground color.

Change background? - this flag, if set, means that the background color of the affected cel is changed to the current back- ground color.

Change attributes? - this flag, if set, means that the text attributes of the affected cel are changed to the current text attributes.

If in Animation Editing Mode, the cel isn't actually changed, but a copy is made with the new colors and/or attributes and placed in that position.

1.17   Luminus: Operations/Line types

Line Types

Luminus supports the use of several line types that assume an IBM-style font is being used. The line types are known as Single, Double, Single-Double and Double-Single. (Pretty descriptive, eh?) The Single line type is a collection of line pieces that are single width lines both horizontally and vertically. The Double line type is the same except that the line pieces are double parallel lines. The Single-Double and Double-Single line types use combined single and double-parallel lines. The first part of the their name is the type of vertical line, the second part is the type of horizontal line.

Two additional line types are available that can be used with just about any font. They are Custom and Select. The Custom line pieces are defined in the Box & Line Settings panel. This allows you to define the pieces used in all parts of line drawing. The Select line type is a single character that is used to draw all parts of a line, whether horizontal, vertical, intersecting or whatever. Generally, when the line should be drawn, a requester is presented asking for the character to use for the line. There are some exceptions to this, such as ARexx commands for line or box drawing.

1.18   Luminus: Operations/Cursor directioning

Cursor Directioning

This is an interesting little feature, I think. Most text editors and word processors (or just about any kind of editor) process input text from left to right (or right to left, if the font is designed that way). But since Luminus is basically a ANSI text-based drawing program, it can come in handy to have the cursor move in other directions during a drawing function or whatever.

So Luminus supports flexible cursor directions. You can specify (separately) the desired vertical and horizontal directions of the cursor. The available directions for movement are:

Vertical dir. Result

-- --

None The cursor doesn't move vertically.

Up The cursor moves upwards one character position.

Down The cursor moves downwards one character position.

Horizontal dir. Result

-- -----

None The cursor doesn't move horizontally.

Left The cursors move to the left one character position.

Right The cursor moves to the right one character position.

Vertical and horizontal directions can be combined to make angled cursor movement. And it's actually even possible to specify both as None and have the cursor not move at all!

1.19   Luminus: Operations/AppIcons, AppMenuItem & AppWindows

AppIcon, AppMenuItem & AppWindows

Luminus supports two of three of Workbench library's App features. Each feature's implementation in Luminus will be discussed here.

AppIcon

By default, Luminus will display an AppIcon on the Workbench window upon start-up. This behavior can be changed via menu item or through the Operations Settings panel and saved in the settings file. Luminus' AppIcon has two behaviors.

Should you double-click on it, Luminus' screen will be brought to the front, and the current document's window will be brought to the front and activated.

You may also drop icons onto the AppIcon. Luminus will attempt to open a new document for each icon and load it. These are usually icons for documents, but Luminus will take anything and try to make sense of it.

AppMenuItem

This App feature places an item on the Tools menu in the Workbench's menu structure. Selecting this menu item will cause Luminus' screen to pop to the front, and the current document's window to be brought to the front and activated.

AppWindow

Currently, the AppWindow is not supported. This is due to change in the near future.

1.20 Luminus: Operations/General editing

General Editing

This section covers the miscellaneous editing commands and keystrokes, such as cursor keys with qualifiers, the Help key, and the numeric keypad.

The numeric keypad

Just about all the programs I've used on the Amiga, if they've made use of the numeric keypad, have used it in one mode only. (The only exception to this has been WordPerfect(tm) for the Amiga.) It's either used just for numbers (its default behavior), or for cursor movement (like SAS/C's editor), but never for both. Luminus doesn't suffer from this oversight. The status line of each document may reflect the current state of the numeric keypad. If it is in "number mode", 'Num' shows in the status line. If it's in "cursor mode", nothing shows. You can switch between these modes by pressing they NumL key (marked on the front of the '(' key on the numeric keypad) in combination with either Shift key.

Number mode In this mode, the keys act as they are labelled on the top, i.e., numbers, the symbols '(', ')', '/', '*', '-', '+', '.', and the Enter key.

Cursor mode In this mode, the keys act as key are labelled on their fronts, while the Enter key works as in "number mode." See the section below, Cursor keys, for information on the behavior of the cursor keys. The key marked 'Ins' (keypad 0) toggles Insert mode on and off. The key marked 'Del' (keypad .) acts like the Delete key (next to Help). The '+' and '-' keys act normally. The keys marked '5', 'NumL' (execpt when Shifted), 'ScrL', and 'PrtSc' do nothing.

Help key

The Help key is active in Luminus. Pressing it tells Luminus to execute the AmigaGuide on-line help system. Luminus' help system is context-sensitive, so pressing the Help key within a subwindow will bring up the help file at the appropriate place.

Cursor keys

The arrow keys (and their counterparts on the numeric keypad, when not NumLocked), when unqualified, do normal cursor movement, i.e., left, right, up, down. When Shifted, the keys still behave as normal, but will extend an existing block in the appropriate direction. Following is a chart on the behavior of the keys with and without qualifiers.

Keystroke What it does

-- -----

Up arrow Moves up one line

Down arrow Moves down one line

Left arrow Moves left one column

Right arrow Moves right one column

Home Move to the beginning of the line

End Move to the end of the line

PgUp Move up one windowful

PgDn Move down one windowful

Control + Up arrow Moves to the top of the document

Control + Down arrow Moves to the bottom of the document

Control + Left arrow Move to the absolute beginning of line

Control + Right arrow Move to the absolute end of the line

Control + Home Move to the top-left corner of the document

Control + End Move to the bottom-right corner of the document

Control + PgUp Move to the top line of the document

Control + PgDn Move to the bottom line of the document

Alt + Up arrow Delete the current line, move all lower lines up

Alt + Down arrow Insert a blank line

Alt + Left arrow Delete the current column, move all right columns over

Alt + Right arrow Insert a blank column

Alt + Home Move to the top of the window

Alt + End Move to the bottom of the window

Alt + PgUp Move up one windowful, cursor doesn't move

Alt + PgDn Move down one windowful, cursor doesn't move

1.21   Luminus: Menus

Menus

This chapter deals with Luminus' menu structure and operation.

Project

Edit

Document

Text/Graphics

Page

Animation

Window

Settings

Help

1.22   Luminus: Menus/Project

Project Menu

New

Selecting this menu item causes Luminus to open a new document, complete with its own window.

Holding down either Shift key while selecting this item tells Luminus that you want to specify the screen on which the new document is opened.

Open...

Open new...

This menu item lets you open up an existing document for editing. The ASL file requester is opened for you to select a file or files to open. Multi-selection is enabled in the file requester, so you can choose as many files as you like to open, provided there is enough available memory for them all!

Holding down either Shift key while selecting this item tells Luminus that you want to specify the screen on which the document(s) is (are) opened.

'Open new...' is different from 'Open...' in that all documents will be opened in their own windows, whereas 'Open...' will open the first in the current window.

Re-open...

This menu item allows you to reload from disk the current document. This is useful if you have made numerous changes to the document and just want to go back to your original starting point.

You will be prompted to make sure this is really what you want to do, since you can't recover any changes that were made once the document is reloaded.

Overlay...

This menu item allows you to choose a file or files to overlay onto the existing document using the ASL file requester. Multi-selection is enabled in the requester, and all files selected will be appended to the current document.

This menu item is unavailable in the unregistered version.

Save

This menu item allows you to save the current document to disk. If there is no current filename of the filename is "Untitled", you will be prompted for one via the ASL file requester. Otherwise, the document is just saved.

Holding down either Shift key will bring up the Save Panel, so you may alter the save parameters before saving the file. You can have the Save Panel come up automatically for every save attempt by enabling the Save Prompt gadget in the File Settings Panel.

This item is ghosted if no changes have been made since the last save.

Save as...

This menu item allows you to save the current document to disk under a different name than its current one. An ASL file requester is presented for you to choose the directory and filename.

Holding down either Shift key will bring up the Save Panel, so you may alter the save parameters before saving the file. You can have the Save Panel come up automatically for every save attempt by enabling the Save Prompt gadget in the File Settings Panel.

Close

Selecting this item causes the current document to close, shutting down its window and freeing all memory associated with it. If the document was modified since its last save, you will prompted for verification to close the document.

If the last document open is closed, Luminus will ask you if you wich to shut down. Selecting yes with terminate the program. Selecting no will open a new blank document

Quit

You want to completely shut down Luminus. This item causes that to happen, no matter how many documents are open. Holding either Shift key while selecting this item will suppress the 'are you sure?' requester.

Luminus will normally inform you if any opened documents have been modified since their last save, and give you a chance to save them. Holding either Alt key will suppress this requester.

1.23 Luminus: Menus/Edit

Edit Menu

Cut

Cut grabs from the currently blocked area of the document, removing its cels to the clipboard you have specified for the document. Luminus will store the data to the clipboard in IFF format, according to the type you specify, either FTXT CHRS, which can usually be read by text editors and the console device, and ANSI CEL, a compact proprietary format that Luminus uses.

The blocked data is removed from the document in the same manner as Erase.

This item is only enabled when a block is selected in the document.

Copy

Copy grabs from the currently blocked area of the document, duplicating its cels to the clipboard you have specified for the document. Luminus will store the data to the clipboard in IFF format, according to the type you specify, either FTXT CHRS, which can usually be read by text editors and the console device, and ANSI CEL, a compact proprietary format that Luminus uses.

The blocked data is left in the document and the block is deselected when the copy is complete.

This item is only enabled when a block is selected in the document.

Paste

Choosing this item will cause Luminus to grab whatever is in the specified clipboard for the current document (each document may specify a different clipboard unit number), and paste it at the cursor position. Luminus under- stands IFF clips of type FTXT CHRS and ANSI CEL. No other types are supported.

Erase

Selecting Erase will removed all blocked cels from the document without pushing them onto the clipboard. The rest of the document is left intact (see Delete below).

This item is only enabled when a block is selected in the document.

Delete

Delete does somewhat the same as Erase, removing all blocked cels from the document without pushing them onto the clipboard. The difference is that anything to the right of the deleted block is moved over to fill in the space vacated by the removed cels. Erase simply leaves the area blank, Delete attempts to fill it in.

This item is only enabled when a block is selected in the document.

Clear

This sub-menu allows you to do global clears in the document.

Current page

This sub-item will remove all cels from the current page, rendering it blank. You will be asked to verify your choice.

This item is ghosted in Animation Editing Mode.

Document

This sub-item removes every cel from the entire document. You must verify your choice.

Select all

This item allows you to select the entire document. It's a lot easier this way than selecting the whole thing by hand.

Last selection

Some functions in Luminus will deselect a block after they are through doing their thing. Or you may have accidentally unselected a block you wanted to do something with. Luminus remembers what the last selected block was, so selecting this item reselects that block.

Column

This sub-menu provides you with items for manipulating columns, i.e., inserting and deleting.

Insert

This sub-item causes Luminus to insert a blank column at the current cursor position for the entire height of the document. All columns to the right are moved over.

Note that any columns that are moved beyond the boundaries of the document are not lost, but may not be saved with the file, and are not displayed until they are moved back into the document's boundaries.

Delete

This sub-item causes the column at the cursor to be irretrievably removed from the document, and all columns to the right are moved over to fill its space.

Line

This sub-menu provides you with items for manipulating lines, i.e., inserting and deleting.

Insert

This sub-item causes Luminus to insert a blank line at the current cursor position for the entire width of the document. All lines below are moved up.

Note that any lines that are moved beyond the boundaries of the document are not lost, but may not be saved with the file, and are not displayed until they are moved back into the document's boundaries.

Delete

This sub-item causes the column at the cursor to be irretrievably removed from the document, and all columns to the right are moved over to fill its space.

Replace...

This menu item brings up the Replace panel so that you can search for and replace cels in the document.

1.24   Luminus: Menus/Document

Document Menu

Use border?

This is a toggle item that determines if the current document's window will be drawn with the standard Intuition border (and all appropriate gadgets, including scroll bars). When the state of this item is changed, the document's window is closed and reopened accordingly.

Show status line?

This is another toggle item, which determines whether the document's status line will be rendered. If so, it is placed at the top or bottom according to the Status line at top? option in the Document Settings panel.

This menu item is unavailable in the unregistered version.

Ruler

This sub-menu controls the ruler and its display aspects.

Display?

When this item is checked, two lines, one vertical, one horizontal, are displayed, intersecting at the current mouse position. The ruler is automatically and temporarily disabled when the mouse pointer is outside the boundaries of the drawing area of the active document window.

Hash marks?

With this item checked, the ruler is displayed with vertical or horizontal hash marks along each of its beams, placed at character intervals so they would intersect the midpoint of each character row or column. If the ruler Display? item is not checked, this item will be ghosted.

Numbers?

With this item checked, the ruler is displayed with position numbers drawn at a user-specified interval (which can be set in the Document Settings Panel). Each number is drawn either above or to the left of its respective hash mark. Should the ruler come close to the left or top drawing boundaries of the window, numbers may not be displayed that won't fit into the display wholly. If the ruler Display? and Hash marks? items are not checked, this item will be ghosted.

These menu items are unavailable in the unregistered version.

Clipboard unit

This item allows you to change the clipboard unit the current document will use for cut and paste operations. Clipboard unit numbers available are 0 (the normal one) through 255.

Edit mode

This sub-menu's items are the available editing modes in Luminus. Each mode is discussed below. For details on Luminus' editing modes chapter.

Page

This sub-item causes Luminus to revert to Page Editing Mode. Since an existing animation can get severely damaged, i.e., certain portions of the animation may be lost, by switching to this mode, your choice is verified before any real action is taken.

Animation

This sub-item causes Luminus to revert to Animation Editing Mode. Since switching to this mode makes no changes to the document's contents, as switching to Page Mode might do, no verification is necessary.

Draw mode

This sub-menu's items are the available drawing modes in Luminus. Each mode is discussed below.

Text

This is the normal drawing mode. Text is rendered normally and cursor

movements are treated as only that.

Attribute

This mode is a unique drawing mode. Text can entered as in Text Drawing Mode, but cursor movements are handled in an entirely different manner. Depending on the attribute mode flags set, moving the cursor over cels can change their colors or attributes.

Line type

This sub-menu contains the various line types with which Luminus may render boxes and lines. Each line type is briefly discusses below.

Single

This line type is a single vertical or horizontal line, including corners and intersecting pieces. This type assumes an IBM-style font.

Double

This line type is a double vertical or horizontal line, including corners and intersecting pieces. This type assumes an IBM-style font.

Single-Double

This line type is rendered using single vertical and double horizontal lines. Corners and intersecting pieces are drawn with respect to these types. This type assumes an IBM-style font.

Double-Single

This line type is rendered using double vertical and single horizontal lines. Corners and intersecting pieces are drawn with respect to these types. This type assumes an IBM-style font.

Custom

This line type's pieces are rendered according the ASCII codes set up in the Box & Line settings panel. This type assumes no particular font, but may be set up according to any font.

Select

This line type's pieces are rendered using a single ASCII code, which is requested at the time of the line drawing. This type assumes no particular font.

Attribute mode flags

This sub-menus contains some toggle-items that control how Attribute Drawing Mode will affect existing character during cursor movement.

Change foreground?

If this item is checked, Attribute Drawing Mode will affect the foreground color of all cels the cursor passes over during cursor movement.

Change background?

If this item is checked, Attribute Drawing Mode will affect the background color of all cels the cursor passes over during cursor movement.

Change attribute?

If this item is checked, Attribute Drawing Mode will affect the character attribute of all cels the cursor passes over during cursor movement.

Vertical movement

This sub-menu controls the vertical movement of the cursor during text entry. This movement is in conjunction with the horizontal movement (below), thus allowing such really cool effects as angled cursor movement.

None

When this item is enabled, the cursor makes no vertical movement during text entry. This is the default behavior.

Up

This item causes the cursor to move upward after each character is entered.

Down

This item causes the cursor to move down after each character is entered.

Horizontal movement

This sub-menu controls the horizontal movement of the cursor during text entry. This movement is in conjunction with the vertical movement (above), thus allowing such neat-o dog effects as angled cursor movement.

None

With this item checked, the cursor makes no horizontal movement after text entry.

Left

This item cause the cursor to move to the left after each character entered.

Right

This item causes the cursor to move to the right after each character entered. This is the default behavior.

1.25   Luminus: Menus/Text Graphics

Text/Graphics Menu

Attribute

This sub-menu affects the current drawing colors and attributes.

Foreground color...

Background color...

Selecting one of these two menu items brings up a requester that prompts for the desired color to which to change.

Plain

Bold

Italics

Underline

Blink

Inverse

Concealed

These items toggle the various text attributes on and off, with the exception of Plain, which clears all other attributes. A checked item is enabled.

At cursor

This menu item grabs the colors and attributes of the cel underneath the cursor and makes them the current values.

Cycle colors

Color cycling is the ability for Luminus to change foreground and/or back- ground colors 'on-the-fly', as you are entering text, making for some very interesting (and psychedelic) effects. Luminus cycles forward through the available colors, looping around to the first color when it reaches the end of the list.

Foreground

This item toggles the state of foreground color cycling. A checked item indicates that cycling is enabled. Luminus will affect the Bold attribute during color cycling, in order to take advantage of the full range of ANSI colors, shutting the attribute off or turning it on as needed.

Background

This item toggles the state of background color cycling. A checked item indicates that cycling is enabled. Background color cycling only cycles through the first eight background colors, keeping within the ANSI specification.

These menu items are unavailable in the unregistered version.

Draw box

This item causes a box to be drawn using the currently selected block as its dimensions. The box is drawn using the current colors (including color cycling) and attributes.

This item is ghosted if a block is not selected.

Draw bevel box

This sub-menu causes a bevelled box to be drawn using the currently selected block as its dimensions. The box is drawn using the current background color (including color cycling) and attributes. Its foreground color is rendered to give it a raised or recessed appearance, according to the sub-item chosen.

Raised

This sub-item specifies that the bevel box should have a raised appearance.

Recessed

This sub-item specifies that the bevel box should have a recessed appearance.

Insert

This sub-menu allows you to insert ANSI codes into the document that are not possible directly from the keyboard.

Custom ANSI code...

This sub-item brings up a string requester that allows you to enter the guts of an ANSI code. As the requester indicates, do not type in the escape character and opening bracket ([), as these are assumed and added for you when the file is saved. Custom codes are ignored during normal display.

Clear screen...

This sub-item presents a color requester from which you pick a background color with which to clear the screen.

1.26 Luminus: Menus/Page

Page Menu

This menu and its items are only available in Page Editing Mode.

New page

This sub-menu lets you add pages to your document, thus allowing a static image multiple pages. There is no limit (other than available memory) to the number of pages you can add to the document.

Append

Selecting this item causes Luminus to create a new empty page at the end of the document.

Insert

This menu item inserts a new empty page at the current page, moving all subsequent pages back.

Delete page

This item allows you to delete an entire page of an image. This data will be irretrievably lost, so Luminus will verify your desire to delete the page. If there is only one page in the document, this item will be ghosted, as you cannot delete the last remaining page (you may as well close the document!).

Previous page

This item moves to the previous page in the document. If there is no previous page, this item will be ghosted.

Next page

This menu item moves to the next page in the document. If there is no next page, this item will be ghosted.

1.27 Luminus: Menus/Animation

Animation Menu

This menu and its items are only available in Animation Editing Mode.

Display...

Selecting this menu item tells Luminus to re-display the current animation sequence from the first entered cel to the last. You will be prompted for a delay time. Delay values are in 100ths of a second, i.e., a value of 100 is 1 second delay between each cel displayed.

Any input events (such as keystrokes, mouse-clicks, etc.) encountered during the animation display are considered interruptions, and cause the animation to stop its sequential display. The finished image is then calculated and drawn on the screen. This is useful for interrupting long animation sequences, or inadvertently long delay times.

Insert pause

This sub-menu allows you to insert a pause into the animation sequence (so that you can stop and admire your work). Two different types of pauses are available.

Key

This flavor of pause waits for a keystroke or mouse-click before continuing with the animation sequence. If the document's window is bordered, even clicking on the close gadget counts toward it. Note that only one input event is consumed when this pause executes, and any events before or after are considered interruption events (as discussed above under the Display... menu item).

Timed

This pause, when executed, wait for a specified length of time before continuing with the animation sequence. You are prompted for a delay time Delay times are in 100ths of a second, i.e., 100 is a 1 second delay.

Edit cel...

This item brings up the Edit Cel panel. From this panel you may edit individual aspects of existing cels in the animation sequence.

1.28 Luminus: Menus/Window

Windows Menu

Attribute

Selecting this menu item tells Luminus to open up the Attributes interactive support window. If the window is already opened, but is partially or wholly covered by other windows, it will be moved to the front. If the window is opened on another screen, it will be closed and reopened on the screen on which the summoning window is opened.

This window provides a convenient method by which you may edit the current colors and text attributes of your documents. This window always reflects the current settings of the currently active document.

Switches

Selecting this menu item tells Luminus to open up the Switches interactive support window. If the window is already opened, but is partially or wholly covered by other windows, it will be moved to the front. If the window is opened on another screen, it will be closed and reopened on the screen on which the summoning window is opened.

This window provides a convenient method by which you may edit the modes and miscellaneous attributes of your documents. This window always reflects the current settings of the currently active document.

Character set

Selecting this menu item tells Luminus to open up the Character Set interactive support window. If the window is already opened, but is partially or wholly covered by other windows, it will be moved to the front. If the window is opened on another screen, it will be closed and reopened on the screen on which the summoning window is opened.

This window provides a convenient method by which you may enter character not directly available from the keyboard, or characters for which you may not remember the keystrokes, into your documents.

Refresh

This menu item causes Luminus to do a total refresh of the currently active window. Its border, gadgets, status line and other miscellaneous items, as well as the actual display, are completely redrawn. This item can come in handy if one of your windows is graphically damaged, and the Amiga's display refresh routines or Luminus' internal refresh routines don't catch it.

Jump screen...

This menu item brings up a scrolling list requester with all the available, open public screens. From this list you may select a public screen on which you wish the current window to be reopened. If you click the 'Move all windows' checkbox so it is checked, then all windows, no matter what screen, will be reopened on the desired screen.

Selecting this item while holding either Shift key will cause the current window to reopen on the next screen in the public screen list, whichever that may be. No requester is presented.

This menu item is unavailable in the unregistered version.

To front

This item will move the current window in front of all other windows on the screen. It is available for when the document's window doesn't have a depth gadget (which is the default) or it is obscured.

To back

This item will move the current window behind all other windows on the screen, except backdrop windows (see your AmigaDOS manual for information on backdrop windows). It is available for when the document's window doesn't have a depth gadget (which is the default) or it is obscured.

Zoom window

Selecting this menu item causes the window to behave as if its zoom gadget had been selected, switching between its zoomed size and position and its regular size and position. It is available for when the document's window doesn't have a zoom gadget (as when the window is rendered borderless) or it is obscured.

1.29   Luminus: Menus/Settings

Settings Menu

Create icons?

This item's state determines whether document's will be saved with icons or not. It is a global flag and affects all documents opened in this invocation of Luminus.

Use AppIcon?

This item's state determines whether Luminus' AppIcon will be presented on the Workbench window or not. It is a global flag and affects all documents opened in this invocation of Luminus.

Use preset color

This sub-menu allows you to choose from predefined color sets. These color sets are only available if you are using a custom screen in Luminus, and will only affect that screen. This entire sub-menu is disabled if no custom screen is being used. This entire menu is unavailable in the unregistered version.

A2024

Selecting this sub-item changes the custom screen colors to a color set optimized for the A2024 monitor. This color set assumes an 8-color screen. A screen of fewer colors will not look right, and a screen of more colors will only have the first 8 changed.

Amiga

Selecting this sub-item changes the custom screen colors to the standard Amiga-style colors. This color set assumes an 8-color screen. A screen of fewer colors will not look right, and a screen of more colors will only have the first 8 changed.

ANSI

Selecting this sub-item changes the custom screen colors to the standard ANSI colors. This color set assumes a 16-color screen. A screen of fewer colors will not look right, and a screen of more colors will only have the first 16 changed.

EGA

Selecting this sub-item changes the custom screen colors to the standard EGA colors. This color set assumes a 16-color screen. A screen of fewer colors will not look right, and a screen of more colors will only have the first 16 changed.

From Workbench

Selecting this sub-item grabs the current colors from the Workbench screen and plugs them into the custom screen.

Configuration

Selecting this menu item tells Luminus to attempt to start the program LuminusPrefs. Luminus will assume that LuminusPrefs is somewhere in the current path. LuminusPrefs will allow you to change Luminus' settings to your heart's content.

Restore defaults

This menu item tells Luminus to disregard the currently loaded settings and revert to its internal defaults. These are the same defaults used if no settings file is located upon program start-up.

Save settings

Selecting this menu item saves the current settings to disk. The settings file will be saved in the directory from which it was loaded. If the file wasn't loaded, it will be saved into the program's directory. If the file can't be saved there, it will saved in the ENVARC: and ENV: directories.

Save settings as...

This menu item prompts for a path and file name for the settings file, and saves the current settings to disk.

Load settings...

This menu item brings up an ASL requester for you to select a settings file to be loaded.

Save window layout...

This menu item allows you to save the current window layout of the active document as well as the Attributes, Switches and Character Set windows. An ASL requester will brought up for you to choose the filename.

1.30   Luminus: Menus/Help

Help Menu

About...

This menu item brings up an informational window, giving you the low-down on Luminus. It also informs you of the ARexx port name of the current document.

Help...

Selecting this item tells Luminus to activate its on-line-help feature. In order for on-line-help to work, the AmigaGuide file (a file of the same name as the program ending with the extension '.guide') must be in either the same directory as the program, or the logical directory HELP:. Pressing the Help key on the keyboard has the same effect.

1.31   Luminus: Control Panels & Windows

Control Panels & Windows

The purpose of this chapter is to explain the operation of various windows that may pop up during certain activities in Luminus. The general purpose of these windows is examined, followed by a description of each window's gadgets and their purpose. There are three different types of windows in Luminus, not counting document windows.

The first kind are called interactive support windows. What this means is that, unlike other windows, this window does not block input into the document window from which it was summoned, but remains open in conjunction with all document windows, and reflects the current settings of the active document. As the active document is changed, usually by clicking in its window, all interactive support windows are updated to reflect the settings of that newly active document. Interactive support windows' positions are saved in the settings file.

The second type of window is the control panel. These are windows that open up, usually with several gadgets, that allow you to change, control, and in some cases, 'fine-tune' the action that you have chosen. Input to the document window that summoned the control panel is not blocked (exceptions will be noted) while the window is opened.

The final type of window is the requester, of which there are two sub-types. The first is the standard informational/query requester. These are basically the same as standard Intuition requesters. They provide you with some (essential) information or prompt you for a response, and have one or more button gadgets at the bottom of the window to respond to the query. The second sub-type are specialized, each kind asking for information that cannot be gathered using a few sentences and some buttons. These are discussed in detail.

1.32   Luminus: Control Panels & Windows/Interactive support windows

Interactive support windows

Attributes

Switches

Character set

1.33   Luminus: Control Panels & Windows/Interactive support windows (Attributes)

Attributes Window

The Attributes window allows you to control current drawing colors and attributes as an alternative to using the menu system. The following gadgets are available in the Attributes window:

Foreground This palette gadget reflects the current foreground color of the active document. Clicking on a color will change the active foreground color of that document to the color chosen. This gadget only allows access to the first eight colors of the screen

palette. This is due the way ANSI foreground colors are displayed. To access the bright equivalents, simply click the Bold gadget so it is checked.

Background This palette gadget reflects the current background color of the active document. Clicking on a color will change the active background color of that document to the color chosen. This gadget only allows access to the first eight colors of the screen palette. This is due to the fact that the ANSI specification only supports the eight dark colors for background display.

Cycle? A checkbox gadget labelled 'Cycle?' is located beneath each palette gadget. Each corresponds to the color cycling facility of the fore/background colors. If the box is checked, color cycling is enabled. Enabling color cycling causes Luminus to move through the available spectrum of colors, circling back around to the beginning when the end is reached. Colors are cycled during text-entry, whether interactive or ARexx-induced, during attribute drawing, and is respected by the box and line drawing routines. These gadgets will be ghosted in the unregistered version.

Plain Pressing this button causes the currently set attributes to be cleared. It is basically provided as a convenience to having to deselect each attribute.

Bold/Italics/Underline/Blink/Inverse/Concealed These checkboxes control the various attributes available in the ANSI specification for text display. A checked box indicates an active attribute.

NOTE Some attributes may not be displayable on some computers. For instance, the ANSI blinking attribute cannot be displayed on the Amiga, while underline and italics are normally not displayed on MS-DOS machine standard text displays.

1.34   Luminus: Control Panels & Windows/Interactive support windows (Switches)

Switches window

The Switches window allows you to control current editing and drawing modes, line types and cursor movement as an alternative to using the menu system. The following gadgets are available in the Switches window:

Edit mode This cycle gadget allows you to choose from the available editing modes, which are currently Page and Animation. Switching from Animation mode to Page mode can ruin a perfectly good animation, so your choice is verified before any real action is taken.

Draw mode This cycle gadget allows you to choose from the available drawing modes, which are currently Text and Attribute.

Line type This cycle gadget allows you to choose from the available line types.

Vertical This cycle gadget selects the vertical direction the cursor will move during text entry.

Horizontal This cycle gadget selects the horizontal direction the cursor will move during text entry.

Change fgnd. This checkbox gadget's state determines whether foreground colors will be affected during Attribute mode drawing.

Change bgnd. This checkbox gadget's state determines whether background colors will be affected during Attribute mode drawing.

Change attr. This checkbox gadget's state determines whether character attributes will be affected during Attribute mode drawing.

1.35   Luminus: Control Panels & Windows/Interactive support windows (Character Set)

Character Set window

The Character Set window allows you to view and access the entire character set for the font you have chosen for text editing. This font is distinctly difference from the screen font. Program-related stuff is displayed in the screen font, while the actual document text is displayed in the text font, which is shown here.

Since many of the characters in a font are not accessible from the keyboard, this window allows you to simply click on one of those characters and insert it in the document at the cursor position. A scroll bar is located at the far right of the window, allowing you to peruse the available characters.

You'll notice that ten consecutive characters in the set are set off in a different color. These characters are also accessible via the function keys F1 through F10. You can press the F-keys while either the Character Set or the current document window is active; they will have the same effect. To change the active set, hold down either Shift key and click with the mouse on the character you wish to be first in the set.

1.36 Luminus: Control Panels & Windows/Control panels

Control Panels

Save

Edit cel

Replace

1.37 Luminus: Control Panels & Windows/Control panels (Save)

Save Panel

This panel allows you to specify the save parameters of a file before actually saving it.

Save type This cycle gadget allows you to change the type of file that will be saved. The choices available are ANSI, IFF, and ASCII. Note that the ASCII type is not available when saving a file in Animation Editing Mode.

The ANSI type indicates that Luminus will save the file in standard ASCII format with embedded ANSI codes for color, cursor movement, etc., as appro- priate.

The IFF type indicates that the file will be saved in IFF format, as specified by (the late) Commodore and Electronic Arts. There are two different IFF formats that Luminus understands. See the 'IFF type' gadget below for more details.

The ASCII type indicates that the file will be saved in standard ASCII format. ANSI codes will not be saved with the file. Again, this type is not available in Animation Editing Mode.

IFF type This cycle gadget allows you to choose from the IFF formats that Luminus understands. The IFF formats currently supported are FTXT CHRS and ANSI CEL.

Line length Specifies the maximum line length of a single line. Luminus will not exceed this value when saving to the file. Some BBS software only allow a message's lines to be a certain length, and since each character of an ANSI code generally counts toward this, Luminus will start a new line if the ANSI code would extend beyond this value. This prevents ANSI codes from being obliterated by a BBS's display routines. This gadget is ghosted (not available) in IFF save mode.

Video preparation You may want the screen cleared before your animation in drawn, or the cursor to be placed at the top-left corner of the screen. This gadget allows you to pick from certain types of codes that may be saved with your file before the actual animation.

The video prep 'None' indicates that no codes should be saved first. The v.p. 'Home' will place a code that positions the cursor at the top-left corner ('home' position). The v.p. 'Clear screen' places a clear screen code before the animation.

End-of-line type Since Amigas, DOS machines, Macintoshes and UN*X machines handle newlines differently, you can indicate that type of newline that will be saved in the file. The available types are 'CR only', 'CR + LF', and 'LF only'.

Use alt. escape? This checkbox indicates whether you would like ANSI codes, which begin with an escape character (ASCII code 27), saved with an alternate escape character, which some BBS software use instead of the escape character. The string gadget next to the checkbox is where you indicate the alternate escape character. These gadgets are only available in ANSI save mode.

Filter solid spaces? This checkbox tells Luminus whether or not to treat solid spaces (ASCII code 160) as normal spaces or leave them as they are.

Save This button tells Luminus that you are satisfied with the current settings and want to proceed with the save operation.

Cancel This button tells Luminus that you've changed your mind and don't want to save the file after all. Clicking on the window's close gadget is equivalent to clicking the Cancel button.

1.38   Luminus: Control Panels & Windows/Control panels (Edit cel)

Edit Cel Panel

This panel allows you to edit individual aspects of a cel. It provides finer control and the ability to edit existing cels in an animation sequence. Note that when this window is first summoned, the cel being editing is the topmost available cel in the animation sequence at that cursor position. There may be cels hidden beneath it. See the description below of the Prev and Next buttons for information on how to get to those cels.

This panel is only available in Animation Editing Mode.

Character This string gadget shows the character at the current position. This gadget's character is shown in the screen font, as opposed to the text font, so the character may look different. Next to the string gadget is a display box that shows the actual character, given colors and attributes in the text font.

Foreground Background These two palette gadgets allow you to change the foreground and background colors of the cel.

Plain Bold Italics Underline Blink Inverse Concealed The Plain button and all the attribute checkboxes here are the same functionally as the corresponding gadgets in the Attributes interactive support window.

Change When you edit the colors and attributes of the cel in this window, you are only affecting a copy of the cel contents. Clicking on this button makes the changes take effect.

Prev Next Clicking on one of these two buttons causes Luminus to search further through the animation sequence for underlying cels at the cursor position. Next moves deeper into the layer, Prev shallower.

Done Clicking on this button tells Luminus that you are done editing cels. The window will close, and any changes made to the animation will take effect.

1.39   Luminus: Control Panels & Windows/Control panels (Text)

Text Panel

This panel window comes up when you select 'Text...' from the Text/Graphics menu. It allows you to input one or more lines of text that may be justified in some manner and/or outlined. The following sections provide detail on the Text panel's gadgets.

Text This scrolling list gadget allows you to enter the text that you wish to have displayed. Click on any line of text to edit it. When the panel is first opened, there will be no text in this list. You can enter new text by clicking on the 'Add' gadget (see below).

The string input gadget at the bottom of the list is where you actually enter the text. Press Enter when you are finished with that line, and the text will be placed in the list.

Add Clicking on this button creates a new blank line at the bottom of the list of text and activates the string gadget.

Delete Clicking this button causes the currently selected line of text to be deleted from the list. Once deleted, the test is irretrievably gone. If this list is empty, this button will be ghosted.

Clear Clicking on this button will clear the entire list of text. You will be asked to confirm this, since once the text is gone, you can't get it back (except by retyping all of it!).

Line type This cycle gadget allows you to select the type of line that you would like to have surrounding your text. If you don't want a line, click this gadget 'til it reads 'None'.

Bevel If you would like the line around your text to have a bevelled appearance, use this cycle gadget to select the bevel type. The two types available are 'Raised' and 'Recessed'. If you want a normal line, select a bevel type of 'None'. This gadget is ghosted if the line type is set to 'None'.

Justification If you would like your text justified in the document, use this cycle gadget to specify the type of justification. The available types are 'None', 'Left', 'Center', and 'Right'. All the justification types obey the margin values on the Left and Right Margin gadgets (discussed below), except for 'None', which places the text at the current cursor position.

Left margin Right margin These two integer gadgets let you specify the margin values to use when using justification. They default to the left and right edges of the document, but you can change them to have text placed according to different settings. The margin values are bounds-checked against the document, and the left margin cannot exceed the right margin value.

For example, you have an ANSI image that takes up the left side of an 80-column wide document. If you want your text centered on the right hand side, you would set the justification to 'Center' and the margins to 41 for the left, and 80 for the right.

These gadgets are ghosted if the justification is set to 'None'.

Okay When you click this button, Luminus will first check to see that the text you specified, taking into account line type, justification and margin values, will fit into the visible portion of the document. (The 'visible portion' is the total document size, not the part that is only displayed in the window. Luminus preserves cels that extend beyond the boundaries of the document's specified width and height.) If your specified text would go beyond the boundaries, you have the option of returning to the Text panel to make changes or to just tell Luminus to put it in the document anyway. This button is ghosted if the text list is empty.

Cancel Clicking this button will abort the Text panel and return you to your document with no changes made.

1.40   Luminus: Control Panels & Windows/Control panels (Replace)

Replace Panel

This panel allows you to search for specific cels in the document, according to their character, colors, and/or attributes, and replace specific parts of said cels. This panel is divided into two sections, both with exactly the same gadgets. These gadgets will be discussed together.

This panel is non-blocking, and will remain open after a replace operation is completed, so that other documents may be affected. Also, the search/replace criteria are remembered even when the window is closed (only for the current session), and will be reinstated if the panel is opened again during the same editing session.

Character

This is the character to search for/replace. Only one character is allowed. The checkbox gadget to left of this gadget, when checked, indicates that the search should check for a character matching this one (Search for), and/or replace it with this character (Replace with). If you have this one checked, make sure you have a valid character in the string gadget, otherwise you'll be searching for a NULL, which you'll never find!

Note that you don't have to have the corresponding gadget checked to use one of these, i.e., you can have it search for a character, but you don't have to replace it, or vice versa. For example, you can set it up to search for all cels that have a blue foreground, and tell it change their characters to '+'.

Foreground/Background These two sets of gadgets control whether you want the search criteria to include the foreground/background color of the cel, and/or replace the cel's foreground/background color. Checking the checkbox to the left of these gadgets adds that aspect to the search/replace criteria. Search/replace gadget correspondence, as noted above, applies to these gadgets as well.

Attribute These six checkbox gadgets correspond to the appropriate text attributes of the cel. Checking the checkbox to the left includes attribute checking in the search/replace criteria.

Note that at present, the search/replace is exclusive, i.e., cel attributes must match EXACTLY for the search, and are replaced completely by the replace attributes specified. This may change in the future.

All cels? This checkbox determines whether Luminus will search/replace cels only in the top visible layer of the document, or all cels. This can be tricky, depending on the Editing mode you're in. For Animation mode, it affects all cels, buried or visible, in the document when checked, only the top layer when not. For Page mode, it affects all cels on all pages in the document when checked, only the current page when not.

Replace This button starts off the search/replace operation.

Close Use this button (or the close gadget) to close this window, since it will remain open between operations.

1.41   Luminus: Control Panels & Windows/Control panels (Display Settings)

Display Settings Panel

This panel deals with the basic Intuition display aspects of Luminus, such as screenmode, colors, etc. Each of the gadgets used in this panel are discussed below.

Screenmode list This scrolling list gadget presents the available screenmodes with which you may open a custom screen. Simply click on the desired mode for the custom screen. The standard dimensions for that mode will be plugged into the Width, and Height gadgets (discussed below). Luminus will always attempt to set the screen depth at 4 bitplanes (16 colors). If the specified screenmode doesn't allow it, Luminus will choose the maximum allowable. The selected screenmode is only valid if the Custom Screen? checkbox is checked.

Custom screen? This checkbox determines whether or not Luminus will attempt to open a custom screen of type PUBLIC-SCREEN upon start-up. All documents, unless otherwise specified, will open on this screen. This is the default behavior.

Width Height These two integer gadgets control the width and height of the custom screen. They are bounds-checked with the dimensions in the display database. These gadgets are ghosted if Custom screen? is not checked.

Name This string gadget specifies the name of the custom public screen which Luminus will attempt to open. This name is used as identification for other windows, possibly from other programs, so they may open on it. This gadget is ghosted if Custom screen? is not checked.

Text font This display gadget shows the currently selected text display font, which is used in all of Luminus' document windows. The accompanying button, when clicked, will bring up the ASL font requester, from which you may choose a new font. This font must be a monospaced font. The font type is checked upon return from the font requester, and if a proportional font is selected, it will be ignored, and the old font will remain in place.

Screen font This display gadget shows the currently selected screen font, which will be used on the custom screen which Luminus will attempt to open, if specified. The accompanying button, when clicked, will bring up the ASL font requester, from which you may choose a new font. This setting is ignored if Custom screen? is not checked.

Public screen This string gadget lets you specify the name of the public screen on which Luminus will attempt to open its documents. This can be overridden (see New and Open in the Menus chapter).

Colors This set of gadgets affects the color settings of the custom screen as well as the pens that will be used when drawing certain things, such as the cursor, blocked text and the status line.

The first gadget is a cycle gadget. This tells what item will be affected by any color changes. The first item, 'None', indicates that no item will be changed, and using the accompanying palette gadget and red, green and blue slider will only affect the palette. The subsequent items are 'Status line foreground', 'Status line background', 'Block foreground' and 'Block background'. Clicking to one of these items changes the palette gadget and sliders to reflect that setting's current pen.

Selecting a color from the palette gadget makes that color available for editing with the sliders. If the cycle gadget indicates anything other than 'None', the color selected becomes the current pen for that setting as well.

The sliders allow you to change the red, green and blue content of a color. Changes made are immediately apparent, but don't take effect unless the 'Use' button is selected.

Use When you click this button, Luminus checks to see if the screenmode, width, height, depth or screen font have changed. If any of them differ from the current setting, Luminus will close its custom screen (if opened), and attempt to reopen it (if set). Should the text font differ from the current setting, all document windows will be immediately refreshed to reflect the new font.

Cancel Clicking this button will tell Luminus to ignore any and all changes made to the display settings in the Display Settings panel, and will exit out of the panel.

1.42   Luminus: Control Panels & Windows/Requesters

Requesters

Select Public Screen

Choose Color

String/Integer Input

1.43   Luminus: Control Panels & Windows/Requesters (Select Public Screen)

Select Public Screen

This requester presents you with a scrolling list of all the currently opened public screens. From this list you may select a screen name and click the Use button, or double-click the desired screen name. Selecting Cancel or the window's close gadget backs out of the requester with no action being taken.

If the Select Public Screen requester is called as a result of a screen jump request, an additional gadget is available. This is the Move all windows gadget. If this checkbox is checked when a public screen is chosen, then all windows, not just the initiating window, will be affected. This gadget is not available if the requester is called from a New or Open Document request.

1.44 Luminus: Control Panels & Windows/Requesters (Choose Color)

Choose Color

This requester presents you with a palette gadget from which to choose the desired color, such as changing the foreground or background color. Click Use to make the change take effect, Cancel to back out.

1.45 Luminus: Control Panels & Windows/Requesters (String/Integer Input)

String/Integer Input

This requester presents a string or integer gadget, with appropriate prompt- ing, for user input. Clicking the Use button or pressing carriage return from the gadget effect the change, which clicking the close gadget or the Cancel button back out with no action taken.

1.46 Luminus: ARexx

ARexx

This chapter discusses the ARexx(tm) commands available to you via Luminus' ARexx interface.

Each document in Luminus has its own ARexx port, and may receive any command, including commands that affect global settings. The port name for any document can be found by selecting the About item in the Project menu.

Some commands return results in the ARexx variable result, so you must be sure to set OPTIONS RESULTS in your scripts. If you do not, you will get an OPTIONS_RESULTS_NOT_SET returned in rc, and you don't want that, now do you?

Some command are also only available in certain editing or drawing modes, or when a block is selected, so please be sure to read the command's description. Commands used while not in a certain mode usually return COMMAND_NOT_AVAILABLE in rc.

Command conventions

Command summary

ActivateWindow

AtCursor

Attribute

AttrMode

BackgroundPen

BevelBox

Border

Box

ChangeWindow

Clear

Close

CloseAttributes

CloseCharSet

CloseSwitches

CmdShell

Column

Copy

CreateIcons

Cursor

Cut

Delete

DeletePage

DeselectBlock

DrawMode

EditCel

EditMode

Erase

ExecuteScript

Font

GetCel

GetColumn

GetLine

GotoColumn

GotoLine

HorizDir

Insert

JumpScreen

Line

LineType

LoadSettings

LockGUI

MoveWindow

New

NewPage

NextPage

Open

OpenAttributes

OpenCharSet

OpenSwitches

1.47 Luminus: ARexx/Command conventions

Command Conventions

The following convention is used for each ARexx command discussed in this chapter:

Command

Synopsis Arguments and options for the command. The command name is shown

first, followed by any required and/or optional parameters.

Parameters in all lower-case, such as

SaveSettings file

are substituted with something, like a filename. Some parameters

can be supplied multiple times, such as filenames in the Open

command. These parameters are followed by ellipses, like so:

Open file...

If the parameter has square brackets around it, like this

Save [file]

then it is optional. Parameter with no brackets, like the first

two above, are required, and must be supplied for the command to

work as documented. Keywords, which must be supplied as typed

(except for case), are shown in all capitals, like this:

Ruler ON|OFF

Also, the vertical bar that separates ON and OFF in the above

command means that you can choose from any of the items there for

that parameter. So the above command could be Ruler ON, or Ruler

OFF. Simple, eh?

Purpose A brief description of the command.

Description A detailed explanation of the command and its options, with

examples as necessary. If a command is usable in a certain mode,

this is discussed here as well. Some commands return results in

result; the format is also described here.

See Also One or more references to other ARexx commands or sections in

the manual for further explanation.

1.48   Luminus: ARexx/ActivateWindow

ActivateWindow

Synopsis ActivateWindow

Purpose Make this document's window active.

Description This command causes the window associated with the document from

whose ARexx port this command is received to become the input

focus, or active window.

See Also None

1.49   Luminus: ARexx/AtCursor

AtCursor

Synopsis AtCursor

Purpose Grab the attributes at the current cursor position.

Description AtCursor grabs the foreground and background colors and character

attributes at the cursor position. This command obeys the

current Attribute Mode flags, so if a particular flag is not set,

such as foreground color, that attribute will be ignored. This

way you can grab only the attributes you want.

See Also AttrMode

1.50 Luminus: ARexx/Attribute

Attribute

Synopsis Attribute [PLAIN] [BOLD] [ITALICS] [UNDERLINE] [BLINK] [INVERSE]

[CONCEALED]

Purpose Inquire about or change the current attributes.

Description Specify any of the parameters to toggle that state of that

attribute. The PLAIN parameter is a switch (as opposed to the

others, which are toggles). Using plain in combination with the

other parameters allows you to completely reset the attributes

without having to check on their current state and toggle the

appropriate ones on or off. For example, the current attributes

are BOLD and UNDERLINE. You want to change them to ITALICS.

Simply issue the following command:

Attribute PLAIN ITALICS

This will turn off all the attributes, and then turn on italics.

Issuing this command without any of the parameters specified

returns the currently set attributes as a text string in result.

For example, if Italics and underlining were active, Attribute

(with no parameters) would return:

"ITALICS UNDERLINE"

See Also None

1.51 Luminus: ARexx/AttrMode

AttrMode

Synopsis AttrMode [[NO]FORE[GROUND]] [[NO]BACK[GROUND]] [[NO]ATTR[IBUTE]]

Purpose Change the attribute mode flags.

Description This command sets the Attribute mode flags. These flags affect

what attributes of cels are affected during Attribute Mode

Drawing, as well as filtering which attributes are taken upon

execution of the AtCursor command.

Specifying any of the parameters prefixed with NO shuts that

attribute off. Otherwise, it is turned on.

AttrMode returns the current Attribute mode flags in result as

follows:

"foregnd-flag backgnd-flag attr-flag"

where each -flag is either ON or OFF.

See Also DrawMode, AtCursor

1.52   Luminus: ARexx/BackgroundPen

BackgroundPen

Synopsis BackgroundPen [pen] [[NO]CYCLE]

Purpose Change the background drawing pen.

Description This command changes the background color used for text and

drawing. The pen parameter accepts a color register number as

its argument, starting at pen 0 to the maximum pen usable on the

screen. If the CYCLE keyword is supplied, the background color

cycling flag is turned on. NOCYCLE turns it off.

Note that the CYCLE switch is disabled in the unregistered

version.

BackgroundPen returns the current background pen and cycle flag

in result as follows:

"pen-number cycle-flag"

where pen-number is the numeric color register, and cycle-flag

is either CYCLE or NOCYCLE.

See Also TextPen

1.53   Luminus: ARexx/BevelBox

BevelBox

Synopsis BevelBox left top width height bevel [line-type [character]]

Purpose Draw a box with a beveled appearance.

Description The first five parameters are required, and specify the dim-

ensions of the box to be drawn, and the bevel type. Valid bevel

types are RAISED and RECESSED. The line-type parameter is the

line type with which to draw the box. Valid line types are

SINGLE, DOUBLE, SINGLEDOUBLE, DOUBLESINGLE, CUSTOM and SELECT.

If the SELECT line type is used, you must specify the character

to use in character.

See Also Box, TextBox

1.54   Luminus: ARexx/Border

Border

Synopsis Border [ON|OFF]

Purpose Turn on or off the document window's border.

Description This command tells Luminus to open the document's window with or

without a standard Intuition window border, complete with close

gadget, title/drag bar, zoom, depth and sizing gadgets, and

vertical and horizontal scrollers. If the current state of the

window differs from the desired one, the window will be closed

and reopened in the requested state. The parameters are quite

obvious, I hope.

Border returns the current state (ON or OFF) in result.

See Also None

1.55   Luminus: ARexx/Box

Box

Synopsis Box left top width height [line-type [character]]

Purpose Draw a box.

Description The first four parameters are required, and specify the dim-

ensions of the box to be drawn. The line-type parameter is the

line type with which to draw the box. Valid line types are

SINGLE, DOUBLE, SINGLEDOUBLE, DOUBLESINGLE, CUSTOM and SELECT.

If the SELECT line type is used, you must specify the character

to use in character.

See Also BevelBox, TextBox

1.56   Luminus: ARexx/ChangeWindow

ChangeWindow

Synopsis ChangeWindow left top width height

Purpose Change the current window's size and position.

Description This command's parameters any value of zero or greater for left

or top, and any positive value greater than or equal to 100 for

width, and 75 for height. The window, if its ultimate size and

position would extend beyond the screen's boundaries, will first

be moved and then resized to fit into the screen.

See Also ZoomWindow, UnZoomWindow, MoveWindow, SizeWindow

1.57   Luminus: ARexx/Clear

Clear

Synopsis Clear PAGE|DOCUMENT [FORCE]

Purpose Clear part or all of the current document.

Description This command will clear larger portions of the document than are

normally handles by Cut, Erase and their ilk. The first para-

meter can be either PAGE or DOCUMENT. Specifying PAGE (which is

only available in Page Editing mode), clears the current page.

If this parameter is used in any other mode, INVALID_PARAMETER is

returned in rc. If DOCUMENT is specified, the entire document is

cleared. The second parameter, FORCE, suppressed the 'are you

sure?' requester that normally comes up.

See Also None

1.58   Luminus: ARexx/Close

Close

Synopsis Close [FORCE]

Purpose Close the current document.

Description This command tells Luminus to shut the current document's window

and free all associated memory for that document. The FORCE

parameter tells Luminus to suppress the requester that would

appear if you had made changes to the document since its last

save.

See Also None

1.59   Luminus: ARexx/CloseAttributes

CloseAttributes

Synopsis CloseAttributes

Purpose Close the Attributes interactive support window.

Description This command closes the Attributes interactive support window if

it is open. If it isn't, nothing happens.

See Also OpenAttributes, OpenCharSet, CloseCharSet, OpenSwitches,

CloseSwitches

1.60   Luminus: ARexx/CloseCharSet

CloseCharSet

Synopsis CloseCharSet

Purpose Close the Character Set interactive support window.

Description This command closes the Character Set interactive support window

if it is open. If it isn't, nothing happens.

See Also OpenAttributes, OpenCharSet, OpenSwitches, CloseAttributes

CloseSwitches

1.61   Luminus: ARexx/CloseSwitches

CloseSwitches

Synopsis CloseSwitches

Purpose Close the Switches interactive support window.

Description This command closes the Switches interactive support window if it

is open. If it isn't, nothing happens.

See Also OpenAttributes, OpenCharSet, CloseAttributes, OpenSwitches,

CloseCharSet

1.62   Luminus: ARexx/CmdShell

CmdShell

Synopsis CmdShell [console-specification] [STARTUP[=]startup-file]

Purpose Start an AmigaDOS shell process.

Description This command starts a new AmigaDOS shell process. If the

console-specification is provided, that will be used, otherwise

the console specification in the Operations Settings panel is

used. You can specify a start-up file using the STARTUP para-

meter. If this is not provided, 's:Shell-Startup' is assumed.

See Also None

1.63   Luminus: ARexx/Column

Column

Synopsis Column INSERT|DELETE

Purpose Insert or delete columns.

Description Using the INSERT switch, you can insert a blank column at the

cursor position, moving all columns on the right over to the

right to accommodate the new column. Columns that get moved

outside the bounds of the document are not lost.

The DELETE switch eliminates the column under the cursor and

moves everything to the right over to fill its space.

See Also Line

1.64   Luminus: ARexx/Copy

Copy

Synopsis Copy

Purpose Copy blocked text to the clipboard.

Description Copy, as opposed to Cut, grabs the currently blocked text and

puts it in the clipboard, but does not remove it from the

document. The block is deselected upon completion of the copy.

The selected clipboard unit for the current document is used.

COMMAND_NOT_AVAILABLE is returned in rc if this command is used

when no block is active.

See Also Cut, Paste, Erase, Delete

1.65   Luminus: ARexx/CreateIcons

CreateIcons

Synopsis CreateIcons [ON|OFF]

Purpose Inquire about or alter the CreateIcons flag.

Description If you specify either the ON or OFF parameter with this command,

the CreateIcons flag will be changed to that state.

This command returns the current state in result.

See Also None

1.66   Luminus: ARexx/Cursor

Cursor

Synopsis Cursor UP|DOWN|LEFT|RIGHT [amount] [SHIFT] [ALT] [CONTROL]

Purpose Move the cursor around.

Description The first parameter specifies the direction in which to move the

cursor. If the amount parameter is specified, the cursor will be

moved that many positions in the specified direction. Any of the

switches, SHIFT, ALT or CONTROL, alter the effects of the cursor

key just as if you had the appropriate key pressed. See the

Operations chapter on the effects of qualifier keys on cursor

movement.

See Also Position

1.67 Luminus: ARexx/Cut

Cut

Synopsis Cut

Purpose Remove blocked text to the clipboard.

Description This command grabs the currently blocked text (cels), puts them

in the clipboard, and removes them from the document. The

selected clipboard unit for the current document is used.

COMMAND_NOT_AVAILABLE is returned in rc if this command is used

when no block is active.

See Also Copy, Paste, Erase, Delete

1.68 Luminus: ARexx/Delete

Delete

Synopsis Delete

Purpose Deletes a block from the current document.

Description This command acts like Cut, removing blocked text from the

document, except that it does not copy anything to the clipboard;

the text is just removed. Note that this command differs from

Erase only in that it creates a "vacuum" that pulls anything to

the right of the block in to fill the vacated space, whereas

Erase leaves empty space where the removed text was previously.

COMMAND_NOT_AVAILABLE is returned in rc if this command is used

when no block is active.

See Also Cut, Erase

1.69 Luminus: ARexx/DeletePage

DeletePage

Synopsis DeletePage [FORCE]

Purpose Remove a page from the document.

Description This command completely removes the current page from the

document. You will be prompted for confirmation of this. Using

the FORCE parameter suppresses this requester.

This command is only available in Page Editing Mode. Issuing it

in any other mode results in a COMMAND_NOT_AVAILABLE error being

returned in rc.

See Also NewPage

1.70 Luminus: ARexx/DeselectBlock

DeselectBlock

Synopsis DeselectBlock

Purpose Unmark the current block.

Description This command unmarks the currently selected block and takes the

document out of Block mode.

See Also SelectBlock

1.71 Luminus: ARexx/DrawMode

DrawMode

Synopsis DrawMode [TEXT|ATTR]

Purpose Change the current Drawing Mode.

Description This command changes to the desired Drawing Mode. Currently,

TEXT and ATTR modes are the only ones available. Future versions

of Luminus may support additional modes. See the Operations

chapter for details on each of the Drawing Modes.

DrawMode returns the current Drawing Mode in result.

See Also EditMode

1.72 Luminus: ARexx/EditCel

EditCel

Synopsis EditCel [CHAR[ACTER]][=]c] [ASCII[=]num] [FORE[GROUND]][=]pen]

[BACK[GROUND]][=]pen] [PLAIN] [BOLD] [ITALICS] [UNDERLINE]

[BLINK] [INVERSE] [CONCEALED]

Purpose Change the parts of a cel.

Description Using this command, you can change the attributes of the cel over

which the cursor is lying. Underlying cels are not affected.

The CHARACTER parameter lets you specify a new character to place

in the cel. This is a single character. If you wish to specify

the character using its ASCII code, use the ASCII parameter

instead.

The FOREGROUND and BACKGROUND parameters accept color register

values as their arguments. This is the color register to which

you wish to change the foreground or background color.

The rest of the parameters affect the text attributes of the

cel's character. The PLAIN parameter is a switch. Specifying it

resets all of the text attributes. The others are toggles. So

for example, if Bold is on in the current cel, and you enter

EditCel BOLD

the Bold attribute will be toggled to off. Using PLAIN in

combination with the others allows you to set all new attributes

without having to worry which ones to toggle on or off to get the

desired settings.

EditCel returns the attributes of the cel in result as follows:

"character foregnd backgnd attributes..."

where character is the character in the cel, foregnd is the

foreground pen value, backgnd is the background pen value, and

attributes... are the text names of whichever attributes are set.

This command is only available in Animation Editing Mode. Its

use in any other mode causes a COMMAND_NOT_AVAILABLE to be

returned in rc.

See Also None

1.73 Luminus: ARexx/EditMode

EditMode

Synopsis EditMode [PAGE|ANIM] [FORCE]

Purpose Change the current Editing Mode.

Description This command changes to the desired Editing Mode. Currently,

PAGE and ANIM modes are the only ones available. Future versions

of Luminus may support additional modes. See the Operations

chapter for details on each of the Editing Modes.

When switching from ANIM mode to PAGE, you may lose some cels,

potentially ruining your image. You are presented with a

requester that allows you to abort. Using the FORCE parameter

suppresses this requester.

EditMode returns the current Editing Mode in result.

See Also DrawMode

1.74 Luminus: ARexx/Erase

Erase

Synopsis Erase

Purpose Erase a block from the current document.

Description This command acts like Cut, removing blocked text from the

document, except that it does not copy anything to the clipboard;

the text is just removed. Note that this command differs from

Delete only in that it leaves empty space where the removed text

was previously, whereas Delete creates a "vacuum" that pulls

anything to the right of the block in to fill the vacated space.

COMMAND_NOT_AVAILABLE is returned in rc if this command is used

when no block is active.

See Also Cut, Delete

1.75   Luminus: ARexx/ExecuteScript

ExecuteScript

Synopsis ExecuteScript AmigaDOS-script

Purpose Execute an AmigaDOS script.

Description This command allows you to asynchronously execute an AmigaDOS

script.

See Also Rx

1.76   Luminus: ARexx/Font

Font

Synopsis Font [fontname size]

Purpose Change the display's font and point-size.

Description This command only changes the font used for the images; it does

not change the screen's font. The fontname parameter is the

filename of the font. You must include the '.font' extension.

The size parameter is the desired point size (height) of the font

that you want.

This command returns the font name and size in result.

See Also None

1.77   Luminus: ARexx/GetCel

GetCel

Synopsis GetCel

Purpose Get the attributes of the cel under the cursor.

Description GetCel returns the attributes of the cel located directly under-

neath the cursor in result as follows:

"character foregnd backgnd attributes..."

where character is the character in the cel, foregnd is the

foreground pen value, backgnd is the background pen value, and

attributes... are the text names of whichever attributes are set.

This command returns the same result as EditCel, but is included

since EditCel is only available in Animation Editing Mode.

See Also None

1.78 Luminus: ARexx/GetColumn

GetColumn

Synopsis GetColumn

Purpose Get the current column.

Description This command returns the current cursor column in the ARexx

variable result.

See Also GetLine

1.79 Luminus: ARexx/GetLine

GetLine

Synopsis GetLine

Purpose Get the current line.

Description This command returns the current cursor line in the ARexx

variable result.

See Also GetColumn

1.80 Luminus: ARexx/GotoColumn

GotoColumn

Synopsis GotoColumn column

Purpose Move to a specific column.

Description The column parameter specifies the absolute column number to

which Luminus should move the cursor.

See Also GotoLine

1.81 Luminus: ARexx/GotoLine

GotoLine

Synopsis GotoLine line

Purpose Move to a specific line.

Description The line parameter specifies the absolute line number to which

Luminus should move the cursor.

See Also GotoColumn

1.82   Luminus: ARexx/HorizDir

HorizDir

Synopsis HorizDir [NONE|LEFT|RIGHT]

Purpose Change the horizontal cursor direction.

Description This command allows you to set the horizontal direction of the

cursor. HorizDir returns the current horizontal direction in

result.

See Also VertDir

1.83   Luminus: ARexx/Insert

Insert

Synopsis Insert CODE[=]code|CLEARSCREEN [COLOR[=]num]

Purpose Insert a code into the animation.

Description Use this command to insert non-typeable codes into your anim-

ation. If it is a custom ANSI code, use the CODE parameter. Do

not enter the escape character and opening bracket ([) for the

code. This is automatically done, since all ANSI codes begin

with them. If you want a clear screen code, use CLEARSCREEN. If

you don't specify a color, via COLOR, the current background

color is used. The num parameter is the color register number.

This command is only available in Animation Editing Mode. If it

is issued in any other editing mode, a COMMAND_NOT_AVAILABLE

error is returned in rc.

See Also None

1.84   Luminus: ARexx/JumpScreen

JumpScreen

Synopsis JumpScreen screen-name|NEXT [ALL]

Purpose Jump the current window to a new screen.

Description The JumpScreen command allows you to move an existing document's

window to another screen. The first parameter is either a

screen-name or the keyword NEXT. The screen-name must match an

existing public screen's name exactly, and the destination screen

must be a public screen. Using NEXT will move to the next screen

in Intuition's public screen list.

The keyword ALL indicates that all document windows should be

moved to the desired screen.

If there are no public screens available, or the screen-name

specified doesn't exist or can't be locked, the command drops

result. Otherwise, the screen on which the window is opened is

returned.

Note that is command is only available in the registered version.

See Also None

1.85 Luminus: ARexx/Line

Line

Synopsis Line INSERT|DELETE

Purpose Insert or delete lines.

Description Using the INSERT switch, you can insert a blank line at the

cursor position, moving all lines below down to accommodate the

new line. Lines that get moved outside the bounds of the

document are not lost.

The DELETE switch eliminates the line under the cursor and moves

everything below up to fill its space.

See Also Column

1.86 Luminus: ARexx/LineType

LineType

Synopsis LineType [SINGLE|DOUBLE|SINGLEDOUBLE|DOUBLESINGLE|CUSTOM|SELECT]

Purpose Change the current line type.

Description This command changes to the desired line type. The first four

line types assumed an IBM-style font. The line type CUSTOM

allows for any font that may have complex box parts. See the

Operations chapter for details on each of the line types.

LineType returns the current line type in result.

See Also None

1.87 Luminus: ARexx/LoadSettings

LoadSettings

Synopsis LoadSettings file

Purpose Load a file of saved settings.

Description The file parameter specifies the settings file to load. You can

specify a path with the filename.

See Also SaveSettings

1.88   Luminus: ARexx/LockGUI

LockGUI

Synopsis LockGUI

Purpose Locks the user interface, disabling display updates.

Description Issue this command when you want to keep Luminus from updating

its displays. All window redrawing (with the exception of

Intuition-mandated refreshes) is disabled, as well as menu

updates. You may still access the menus, but checkmarked items,

for instance, may not reflect their proper state. This is useful

if you are going to issue a lot of display-intensive commands and

don't want the system bogged down doing refreshes. Updates do

not get queued during a LockGUI.

See Also UnlockGUI

1.89   Luminus: ARexx/MoveWindow

MoveWindow

Synopsis MoveWindow left top

Purpose Move the current window to a new position.

Description This command's parameters accept any zero or positive coordinate

values to which to move the current window. This command does

not affect the window's size, and will always keep the window

within the screen's borders.

See Also ZoomWindow, UnZoomWindow, SizeWindow, ChangeWindow

1.90   Luminus: ARexx/New

New

Synopsis New [PORTNAME[=]ARexx-port] [SCREEN[=]public-screen]

Purpose Open a new, blank document.

Description This command opens a new empty document and its accompanying

window. If the PORTNAME parameter is specified, the document's

ARexx port will have the name given, instead of using the

standard naming convention, which is to use the base name

specified in the Operations Settings panel plus a unique numeric

identifier. For example, If the base name is 'LUMINUS', and you

have two documents opened, with ARexx ports called 'LUMINUS.0'

and 'LUMINUS.1', the next document will be called 'LUMINUS.2'.

Using PORTNAME, you can say:

New PORTNAME MYDOC

which will open the new document with an ARexx port named

'MYDOC'. If the portname specified cannot be opened, the

document will open without an ARexx port.

Using the SCREEN parameter, you can specify the public screen on

which to open the document. If the public screen specified is

not available, or no public screen is specified, the name

specified in the Public Screen setting in the Display Settings

panel will be used. If that doesn't work, the default public

screen will be used.

See Also Open

1.91   Luminus: ARexx/NewPage

NewPage

Synopsis NewPage APPEND|INSERT

Purpose Add a new page to the document.

Description NewPage adds a new, blank page to the document. If you specify

APPEND, the new page is placed at the end of the document, after

all existing pages. If INSERT is used, the new page is inserted

at the current page, moving all subsequent pages back one to

accommodate.

This command may only be issued in Page Editing Mode. If it is

used in any other mode, a COMMAND_NOT_AVAILABLE error is returned

in rc.

See Also DeletePage

1.92   Luminus: ARexx/NextPage

NextPage

Synopsis NextPage

Purpose Move to the next page in the document.

Description Issuing this command moves to the next page in the document, if

there is one. If there isn't, nothing happens.

See Also PreviousPage

1.93 Luminus: ARexx/Open

Open

Synopsis Open file... [PORTNAME[=]ARexx-port] [SCREEN[=]public-screen]

Purpose Open one or more files.

Description The parameter file... specifies the file (with optional path) to

open. You can specify more than one file to open. Standard

AmigaDOS pattern-matching can be used for filenames. For

example:

Open Work:Pictures/ANSI/#?.ans

will open all files ending in '.ans' in the directory

"Work:Pictures/ANSI".

Each file will be opened in a separate document and window.

See the description of New for details on the parameters PORTNAME

and SCREEN.

See Also New

1.94 Luminus: ARexx/OpenAttributes

OpenAttributes

Synopsis OpenAttributes

Purpose Open the Attributes interactive support window.

Description Issuing this command tells Luminus to open the Attributes

interactive support window on the screen of the current document.

If the window is already open on that screen, it is moved to the

front. If it open on another screen, it will close and reopen on

the appropriate screen.

See Also OpenAttributes, CloseAttributes, OpenCharSet, CloseCharSet, OpenSwitches,

CloseSwitches

1.95 Luminus: ARexx/OpenCharSet

OpenCharSet

Synopsis OpenCharSet

Purpose Open the Character Set interactive support window.

Description Issuing this command tells Luminus to open the Character Set

interactive support window on the screen of the current document.

If the window is already open on that screen, it is moved to the

front. If it open on another screen, it will close and reopen on

the appropriate screen.

See Also OpenAttributes, CloseAttributes, CloseCharSet, OpenSwitches,

CloseSwitches

1.96 Luminus: ARexx/OpenSwitches

OpenSwitches

Synopsis OpenSwitches

Purpose Open the Switches interactive support window.

Description Issuing this command tells Luminus to open the Switches inter-

active support window on the screen of the current document. If

the window is already open on that screen, it is moved to the

front. If it open on another screen, it will close and reopen on

the appropriate screen.

See Also OpenAttributes, CloseAttributes, OpenCharSet, CloseCharSet,

CloseSwitches

1.97 Luminus: ARexx/Overlay

Overlay

Synopsis Overlay file...

Purpose Append one or more files onto the current document.

Description This command attempts to append the contents of file... onto the

current document. The file... parameter accepts multiple

filenames. AmigaDOS pattern-matching can also be used. For

example:

Overlay Work:Pictures/ANSI/#?.ans

will overlay all files ending in '.ans' in the directory

"Work:Pictures/ANSI" onto the current document.

All files that were overlaid, completely or partially, are

returned in result.

Note that is command is only available in the registered version.

See Also Open

1.98 Luminus: ARexx/Paste

Paste

Synopsis Paste

Purpose Paste text from the clipboard into the current document.

Description This command grabs any text available from the clipboard and

places it in the current document, using the current cursor

position as its anchor point (top-left corner). The selected

clipboard unit for the current document is used.

Paste will only grab chunks of types FTXT CHRS or ANSI CEL from

the clipboard; no other IFF form is supported.

COMMAND_NOT_AVAILABLE is returned in rc if this command is used

when no block is active.

See Also Cut, Copy, Erase, Delete

1.99   Luminus: ARexx/Pause

Pause

Synopsis Pause KEY|TIMED[=]val

Purpose Insert a pause in the animation.

Description This command allows you to insert a pause into the current

animation. The type of pause is specified by this command's

parameters. If a key-released pause is desired, use KEY. If you

want to use a pause that only stops for a length of time, use

TIMED with the number of clock-ticks in val (there are 50

clock-ticks per second).

See Also Insert

1.100   Luminus: ARexx/Position

Position

Synopsis Position SOD|EOD|SOV|EOV

Purpose Position the cursor at a predetermined point in the document.

Description Using the Position command, you can place the cursor at any of

the "framing points" of the document, namely the start or end of

the document or view. The parameters SOD or EOD move the cursor

to the start or end of the document, respectively. The para-

meters SOV or EOV move the cursor to the start or end of the

"view" (the portion of the document currently visible in the

document's window), respectively.

See Also Cursor

1.101   Luminus: ARexx/PresetColor

PresetColor

Synopsis PresetColor A2024|AMIGA|ANSI|EGA|FROMWB

Purpose Load a predefined color set in the custom screen's color

registers.

Description Specify one of the parameters above to load that color set into

the custom screen registers. This command only affects Luminus'

own custom screen. If this command is issued without Luminus

having opened its own screen, a COMMAND_NOT_AVAILABLE error is

returned.

Note that is command is only available in the registered version.

See Also None

1.102 Luminus: ARexx/PreviousPage

PreviousPage

Synopsis PreviousPage

Purpose Move to a previous page in the document.

Description This command moves to the previous page in the document, if there

is one. If there isn't, nothing happens.

This command is only available in Page Editing Mode. A

COMMAND_NOT_AVAILABLE is returned in rc if used in any other

mode.

See Also NextPage

1.103 Luminus: ARexx/Quit

Quit

Synopsis Quit [FORCE]

Purpose Shutdown Luminus.

Description This command tells Luminus to close all open documents and

shutdown, including closing its custom screen, if opened. The

FORCE parameter tells Luminus to suppress the requester that

would appear if you had made changes to any documents since their

last save. Otherwise, a requester will appear for each document

that has modifications.

See Also None

1.104 Luminus: ARexx/RedoDisplay

RedoDisplay

Synopsis RedoDisplay

Purpose Tell Luminus to do an entire refresh of the display.

Description This command causes Luminus to do an entire forced refresh of the

current document window. Some document information is recom-

piled, the animation is redrawn, and Intuition is requested to

update the window's imagery.

See Also None

1.105   Luminus: ARexx/Redraw

Redraw

Synopsis Redraw speed

Purpose Redraw the current ANSI animation.

Description This command causes the current animation to be redrawn from the
first cel to the last as input into the document. The speed
parameter is the delay factor used in drawing the animation.
This value is how long Luminus waits between each cel. The
higher the value, the longer the delay between cels, the slower
the animation is drawn. A value of 50 is equal to a 1 second
pause.

See Also None

1.106   Luminus: ARexx/RestoreDefaults

RestoreDefaults

Synopsis RestoreDefaults

Purpose Reset settings to internal defaults.

Description This command will discard the current settings and return Luminus
to its internally stored settings.

See Also None

1.107   Luminus: ARexx/Ruler

Ruler

Synopsis Ruler [ON|OFF] [[NO]HASHES] [[NO]NUMBERS] [INTERVAL[=]num]

Purpose Change the attributes of the Ruler.

Description This command's various parameters affect the state and attributes
of the Ruler. The Ruler is normally a pair of lines, one
vertical, one horizontal, that intersect in the document's window
at the mouse pointer. The parameter ON|OFF lets you turn on or
off the Ruler. The second parameter, HASHES, turns on the hash
marks that indicate character positions along the ruler's edges.
NOHASHES shuts them off. NUMBERS turns on hash numbering, which
places a position number at intervals next to hash marks. The
interval can be controlled using the INTERVAL parameter.
NONUMBERS turns numbering off. Ruler returns the current state
of the ruler in result as follows:

"state hash-state number-state interval"

where state is either ON or OFF, hash-state is HASHES or

NOHASHES, number-state is NUMBERS or NONUMBERS and interval is

the current interval value.

Note that this command is only available in the registered

version.

See Also None

1.108   Luminus: ARexx/Rx

Rx

Synopsis Rx ARexx-script

Purpose Start an ARexx script.

Description This command allows you to asynchronously start another ARexx

script.

See Also ExecuteScript

1.109   Luminus: ARexx/Save

Save

Synopsis Save [file] [MODE[=]mode] [LINE[=]num] [VIDEO[=]prep] [EOL[=]eol]

[ALTESC[=]code]

Purpose Save the current document to disk.

Description This command saves the current document's contents to a file.

The file parameter is the filename under which you wish to save

it, with optional pathname. If you want to change the way the

file is saved without resetting your File Settings, some

additional parameters are available.

MODE lets you change the file format by which your file will be

saved. The available modes are ASCII (only in Page Editing

mode), ANSI, and IFF.

The LINE parameter lets you set the maximum line length that will

be saved before a newline is placed. This parameter is ignore if

saving in IFF mode.

The VIDEO parameter lets you specify the type of preparation code

that will be prepended to the file during its save. Available

preps are NONE, HOME, CLEAR.

The EOL parameter lets you set the type of newline that will be

used. Available types are CR (carriage-return only), LF (line-

feed only), and CRLF (carriage-return and linefeed).

The ALTESC parameter tells Luminus to use an alternate escape

character instead of ASCII code 27. The character to be used is

specified after ALTESC.

See Also None

1.110 Luminus: ARexx/SaveLayout

SaveLayout

Synopsis SaveLayout [file]

Purpose Save the current window layout.

Description If the file parameter is specified, the current settings will be

saved to that file. A path can be specified with the filename.

If the file parameter is omitted, the settings will be saved

using the last known filename. If no filename is used,

'Luminus.layout' will be used.

See Also None

1.111 Luminus: ARexx/SaveSettings

SaveSettings

Synopsis SaveSettings [file]

Purpose Save the current settings.

Description If the file parameter is specified, the current settings will be

saved to that file. A path can be specified with the filename.

If the file parameter is omitted, the settings will be saved

using the last known filename. If no filename is used,

'Luminus.prefs' will be used.

See Also LoadSettings

1.112 Luminus: ARexx/SelectBlock

SelectBlock

Synopsis SelectBlock left top width height

Purpose Mark a block for use.

Description The parameters specify the starting position and dimensions of

the block.

See Also DeselectBlock

1.113   Luminus: ARexx/SizeWindow

SizeWindow

Synopsis SizeWindow width height

Purpose Change the current window's size

Description This command's parameters accept any positive value greater than

or equal to 100 for width, and 75 for height. This command does

not affect the window's position and will not size the window

larger than would fit on the current screen.

See Also ZoomWindow, UnZoomWindow, MoveWindow, ChangeWindow

1.114   Luminus: ARexx/StatusLine

StatusLine

Synopsis StatusLine [ON|OFF] [TOP|BOTTOM]

Purpose Change the state and/or position of the status line.

Description This command tells Luminus how and whether or not to display the

status line in the documents' windows. The parameter ON or OFF

turns on or off the status line in the current document only.

The parameter TOP (or BOTTOM) sets the global flag in Luminus

for where the status line should be displayed in all document

windows.

The ON/OFF and TOP/BOTTOM switches can only be used in the

registered version of Luminus.

StatusLine returns the current state of the status line in 'result'

as follows:

"state position"

where state is either ON or OFF, and position is either TOP or

BOTTOM.

See Also None

1.115   Luminus: ARexx/Text

Text

Synopsis Text text

Purpose Place text into the document.

Description The text parameter can be any ASCII characters starting at the

first non-whitespace character after the command until the end of

the line. Strings which contain spaces do not have to be sur-

rounded by quotes, and quotes are treated as literal text as

well. The Text command obeys the current directional settings.

See Also None

1.116   Luminus: ARexx/TextBox

TextBox

Synopsis TextBox text [LINETYPE[=]type] [SELECT[=]character]

[BEVEL[=]bevel] [JUST[IFICATION][=]justification]

[LEFT[MARGIN][=]num] [RIGHT[MARGIN][=]num]

Purpose Place outlined/justified text in the document.

Description The first parameter, text, is a quoted text string to place. It

may contain multiple lines, which should be separated by ASCII

code 10 (hex 0x0A, a linefeed). Be default, the text is left-

justified using the current cursor position as the origin. This

behavior can be modified (see below).

The LINETYPE parameter lets you specify the type of line that

should be used for a box drawn around the text. The line-types

available are: NONE, SINGLE, DOUBLE, SINGLEDOUBLE, DOUBLESINGLE,

CUSTOM, and SELECT. If you use the SELECT type, specify the

character to be used by using the SELECT parameter. The default

is NONE.

If you want the box to have a bevelled appearance, use the BEVEL

parameter. Valid bevel values are NONE, RAISED and RECESSED.

The default is NONE.

If the text should be justified, use JUSTIFICATION. Valid

justification values are NONE, LEFT, CENTER and RIGHT. If you

use justification, you should specify left and right margin

values, using LEFTMARGIN and RIGHTMARGIN. If either of these

parameters is missing, defaults values are used: 1 for the left

margin, the maximum document width for the right margin. Note

that when justification is used, the current column position is

ignored and not used, while the line position is.

See Also Box, BevelBox

1.117   Luminus: ARexx/TextPen

TextPen

Synopsis TextPen [pen] [[NO]CYCLE]

Purpose Change the text drawing pen.

Description This command changes the foreground color used for text and

drawing. The pen parameter accepts a color register number as

its argument, starting at pen 0 to the maximum pen usable on the

screen. If the CYCLE keyword is supplied, the background color

cycling flag is turned on. NOCYCLE turns it off.

Note that the CYCLE switch only works in the registered version.

TextPen returns the current foreground pen and cycle flag in

result as follows:

"pen-number cycle-flag"

where pen-number is the numeric color register, and cycle-flag is

either CYCLE or NOCYCLE.

See Also BackgroundPen

1.118 Luminus: ARexx/UnlockGUI

UnlockGUI

Synopsis UnlockGUI

Purpose Unlocks the user interface, (re)enabling display updates

Description This command is the counterpart to the LockGUI command. It

clears the display-locking flag, allowing Luminus to update its

displays when called-for. When the UnlockGUI command is issued,

display will not immediately be refreshed and updated. To get

the displays up-to-date, issue a RedoDisplay command immediately

after issuing the UnlockGUI.

See Also LockGUI

1.119 Luminus: ARexx/UnZoomWindow

UnZoomWindow

Synopsis UnZoomWindow

Purpose Restore a window to its original size and position.

Description This will cause the current window to return to its original size

and position, becoming "unzoomed." If the window is already

unzoomed, nothing will happen.

See Also ZoomWindow

1.120 Luminus: ARexx/UseAppIcon

UseAppIcon

Synopsis UseAppIcon [ON|OFF]

Purpose Inquire about or alter the state of Luminus' AppIcon.

Description If you specify either the ON or OFF parameter with this command,

the AppIcon flag will be changed to that state.

This command returns the current state in result.

See Also None

1.121   Luminus: ARexx/VertDir

VertDir

Synopsis VertDir [NONE|UP|DOWN]

Purpose Change the vertical cursor direction.

Description This command allows you to set the vertical direction of the

cursor. VertDir returns the current vertical direction in

result.

See Also HorizDir

1.122   Luminus: ARexx/WindowToBack

WindowToBack

Synopsis WindowToBack

Purpose Move the current window to the back.

Description This command moves the currently active document's window behind

all other windows on its screen (except for backdrop windows).

See Also WindowToFront, ZoomWindow, UnZoomWindow

1.123   Luminus: ARexx/WindowToFront

WindowToFront

Synopsis WindowToFront

Purpose Move the current window to the front.

Description This command moves the currently active document's window to the

front of whatever screen it's on, and pops the screen to the

front of the display.

See Also WindowToBack, ZoomWindow, UnZoomWindow

1.124   Luminus: ARexx/ZoomWindow

ZoomWindow

Synopsis ZoomWindow

Purpose Resize a window to its "zoomed" size and position.

Description Every Intuition window has two different sets of the position and

size values. When a window opens initially, it's said to be in

its "unzoomed" state. Clicking its zoom gadget causes it to

revert to its "zoomed" state, which is generally smaller and off

to the side somewhere. Luminus's document windows default to a

"zoomed" size of about 100 x 75 pixels in the upper-left corner

of the screen.

Issuing this command will cause the window to revert to its

"zoomed" state. If the window is already zoomed, nothing will

happen.

See Also UnZoomWindow

1.125 Luminus: ARexx/Command summary

Command Summary

This sections provides a sort of quick-reference of all of Luminus' ARexx commands.

ActivateWindow

AtCursor

Attribute [PLAIN] [BOLD] [ITALICS] [UNDERLINE] [BLINK] [INVERSE] [CONCEALED]

AttrMode [FORE[GROUND]] [BACK[GROUND]] [ATTR[IBUTE]]

BackgroundPen [pen] [[NO]CYCLE]

BevelBox left top width height bevel [line-type [ascii-code]]

Border [ON|OFF]

Box left top width height [line-type [ascii-code]]

ChangeWindow left top width height

Clear PAGE|DOCUMENT [FORCE]

Close [FORCE]

CloseAttributes

CloseCharSet

CloseSwitches

CmdShell [console-specification] [STARTUP[=]startup-file]

Column INSERT|DELETE

Configuration

Copy

CreateIcons ON|OFF

Cursor UP|DOWN|LEFT|RIGHT [amount] [SHIFT] [ALT] [CONTROL]

Cut

Delete

DeletePage [FORCE]

DeselectBlock

DrawMode [TEXT|ATTR]

EditCel [CHAR[ACTER][=]c] [ASCII[=]num] [FORE[GROUND][=]pen]

[BACK[GROUND][=]pen] [PLAIN] [BOLD] [ITALICS] [UNDERLINE] [BLINK]

[INVERSE] [CONCEALED]

EditMode [PAGE|ANIM] [FORCE]

Erase

ExecuteScript AmigaDOS-script

Font [fontname size]

GetCel

GetColumn

GetLine

GotoColumn column

GotoLine line

HorizDir [NONE|LEFT|RIGHT]

Insert CODE[=]code|CLEARSCREEN [COLOR=num]

JumpScreen screen-name|NEXT [ALL]

Line INSERT|DELETE

LineType [SINGLE|DOUBLE|SINGLEDOUBLE|DOUBLESINGLE|CUSTOM|SELECT]

LoadSettings file

LockGUI

MoveWindow left top

New [PORTNAME[=]ARexx-port] [SCREEN[=]public-screen]

NewPage APPEND|INSERT

NextPage

Open file... [PORTNAME[=]ARexx-port] [SCREEN[=]public-screen]

OpenAttributes

OpenCharSet

OpenSwitches

Overlay file...

Paste

Pause KEY|TIMED[=]val

Position SOD|EOD|SOV|EOV

PresetColor A2024|AMIGA|ANSI|EGA|FROMWB

PreviousPage

Quit [FORCE]

RedoDisplay

Redraw speed

RestoreDefaults

Ruler [ON|OFF} [[NO]HASHES] [[NO]NUMBERS] [INTERVAL[=]num]

Rx ARexx-script

Save [file] [MODE[=]mode] [LINE[=]num] [VIDEO[=]prep] [EOL[=]eol]

[ALTESC[=]code]

SaveSettings [file]

SelectBlock left top width height

SizeWindow width height

StatusLine [ON|OFF] [TOP|BOTTOM]

Text text

TextPen [pen] [[NO]CYCLE]

UnlockGUI

UnZoomWindow

UseAppIcon [ON|OFF]

VertDir [NONE|UP|DOWN]

WindowToBack

WindowToFront

ZoomWindow

1.126 Luminus: Miscellaneous

Miscellaneous

This chapter basically covers, well, miscellaneous things that usually can't be place anywhere else, plus just some tidbits of information.

Caveats

The Amiga supports multiple menu selections during one menu event. If you are not familiar with this, what it does is allow you to click with the left mouse button on several menu items without having to re-access the menu with the right mouse button. Luminus is designed to respond to these "chained" menu events. Certain menu items allow you to close and re-open windows, such as screen jumping and changing the screen mode of the custom screen. When the window that generated the menu events is closed, its menu structure is temporarily "lost", and any chained menu selections with it. So beware when multi-selecting an item that may close your window.

The Future

The following items are on my to-do list for future versions of Luminus. If you think of an item that is not in this list, please feel free to drop me an e-mail or postcard.

- Scan modules. These would be mini-scripts that could instruct Luminus on how to "redesign" an animation.

- Line drawing mode.

- Fonts. Possibly an internal-format font set for large lettering, and support for drawing Amiga bitmapped fonts.

- Undo and Redo.

- Flood fill.

- RIP support.

Authenticity

If you want to be sure that the files in this archive are authentic, I have enclosed below my PGP public key. All binaries and documentations are accompanied by a PGP signature file, which can be used to verify the authenticity of each file.

Note that this key has changed since the earlier versions of Luminus. The old key is invalid and should not be used!

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: 2.6.2

mQBtAzFM4HgAAAEDAMrjdVJRvZT93v/e9lKPtEdNsnyFpC66+lJ3tcqy62dcbQKl

2kze/s3vpxDN8DBhs/WeoxPQFmMFekT8BdkxELznxLGPOil1ylPCaNQY2juwQfVP

AMYKGbTTzufh5uYGvQAFEbQnUGF1bCBBLiBTY2hpZmZlcmVyIDxnYW5kYWxmQGh1

Z2hlcy5uZXQ+

=gVLn

-----END PGP PUBLIC KEY BLOCK-----

1.127 Luminus: Program history

History

1.0 3 Oct 1996 - First non-beta public release.

Bugs fixed:

- There's way too much to document here. Let's just say that a lot of things that were very wrong are fixed now, and Luminus behaves the way it should have from the start.

Changes:

- Luminus is now fully multi-threaded! Each document runs as its own process, in addition to Luminus' main process and other subprocesses that control online help and the main ARexx server.

- Luminus is also now shareware. What this means is that some features are disabled without a keyfile. You can still save and load and all the good basic stuff.

Additions:

- There's a new menu item called 'Open new...'. This is separate from 'Open...' in that it will always open documents in new windows instead of the current one.

- The command-line switches (and ToolTypes) NOPOPPUB and NOSHANGHAI are back in. It just seems better this way.

Deletions:

- The 'Text...' menu item has been removed for the time being due to major buggage in the code. This is not permanent. I just want some time to rework that section but also get Luminus out and exposed.

0.3 20 Mar 1996 - Internal release.

0.21 08 Jan 1996 - Bug fix patch release.

Bugs fixed:

- The code that puts up the requesters was generating occasional Enforcer hits. Fixed. (Alex May)

- Sometimes the window title of the documents would be formatted incorrectly. Fixed.

- The Attribute window layout code was still screwing up. Fixed, take two. (Patrick Gern)

0.2 06 Jan 1996 - Second beta release.

Bugs fixed:

- 'Edit cel...' wasn't activating its window. Fixed.

- The settings gadgets in the Document settings panel for ruler hashes, numbers and interval stayed ghosted when 'Ruler?' was enabled via mouse click. Fixed.

- The ASL requester wasn't getting reset to ask for files after being used as a directory requester. Fixed.

- Closing the Attributes and Character Set windows would sometimes crash the computer. Fixed.

- Luminus would flash the screen on an error regardless of the 'Beep on error?' setting. Fixed.

- The Operations Settings panel was generating some Enforcer hits. Fixed, I hope. :) (Alex May)

- ARexx command TextBox was impotent, i.e., there was no code. I forgot to write it. Oops, silly me. :| Fixed.

- There was an insidious little bug in the gadget layout code for the Attribute window that caused the gadgets to be improperly sized when running under OS 3.0 or higher. Fixed. (Sorry 3.x users.) (Patrick Gern)

- The gadget layout code for the Switches window didn't account for font size in the cycle gadgets. Fixed.

Additions:

- Compiled date and time of program now shows in 'About...' window. (Big deal, right?)

- Header and Footer text can be specified that will be saved before and after, respectively, every file. (Alex May)

- There's a switch now to specify whether you want overlaid documents loaded using the top-left corner or the cursor position as origin. (Alex May)

- ARexx command for block selection: SelectBlock. Small oversight, don't you think?

- Ability to save to file a blocked area, via menu and ARexx. (Alex May)

- Reopen Document menu item.

Deletions:

- The ToolTypes (and command-line options) NOPOPPUB and NOSHANGHAI have been removed.

Changes:

- The Text panel and all the settings panels are now non-blocking windows.

- If a custom screen is opened, the global flags SHANGHAI and POPPUBSCREEN are automatically set.

- Fixed some typographical and spelling errors in the program, documenation, and AmigaGuide(tm) file. Also fixed some hypertext errors in the AmigaGuide file.

- Removed '%p' from default status line, since it doesn't do anything (it did in an alpha version).

- Luminus' online-help always attempted to open on the public screen "LUMINUS", whether it was open or not. It now will try to open on the public screen specified in Public Screen in the Document Settings panel.

- 'Overlay...' now works for all editing modes, not just Animation mode.

- Character Set window is now sizeable, so you can display any number of characters in the character set. (Patrick Gern)

- Compiled with the shiny new SAS/C 6.56 Compiler.

- Luminus is no longer compiled with optimization, since there was never a noticeable difference in size or speed between optimized and non-optimized executables. Besides, I think the optimized code was generating Enforcer hits, which is a bad thing.

0.1 23 Oct 1995 - First beta release. Wheeee! :)

1.128 Luminus: About the author

All About Me

I don't know that there's much to tell, so I'll just cover the basics...

Name Paul A. Schifferer

Sex Whenever possible (er, I mean, Male)

Age 27 (as of 4 Sep 1996)

Occupation Communications-Computer Systems Operations (USAF)

Hobbies Programming, playing guitar, volleyball, raquetball, model

rocketry, reading, writing, astronomy

Programs I've Written

Just a humble listing of other gems...

Luminus

Well, you're using it, aren't you? It's an ANSI editor. Found on the Aminet in 'text/edit/Luminus.lha'.

Ax

A database program that makes the Aminet INDEX into a manageable database, from which you can do searches and that sort of thing. Very handy, I think. :) It can be found on the Aminet in 'biz/dbase/Ax.lha'.

GetSize

A small shell utility (inspired by a button in Directory Opus) that basically relays disk usage of any directory. It can be found on the Aminet in 'util/cli/GetSize.lha'.

1.129 Luminus: nothing

Nothing!

What'd you think a button marked 'nothing' was going to do???