

ImageFX

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COLLABORATORS

	<i>TITLE :</i> ImageFX		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

ImageFX

1.1 ImageFX Commands

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RollScreenUp
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Rx
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Rxs
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SetPalette
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SortPalette
SpreadColors
Subtract
Swap
SwapAlpha
Swap2Brush
SwapColors
SwapRegions
Text
Transparency
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Undo
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Uniconify
Units
UnlockGui
UnlockInput
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VersionDump
VertFlip
VertMirror
VirtualBox
VirtualLine
VisibleColors
WaitFor
WBToFront
Wedge
Window
WritePixels
Xor
Yellow
Zoom

1.2 Information

IMAGEFX AREXX COMMANDS
RELEASE 2.0

This document assumes that you are familiar with programming in the Arexx language, and only describes the commands specific to ImageFX.

All commands, unless otherwise noted, return a non-zero error code if something went wrong. This includes cancelling the operation. If the return code is 0, then a result string may be provided.

Those commands marked with (Arexx Only) may only be used properly from an Arexx macro. All other commands may be used in scripts, key definitions, toolbox definitions, the command shell, or Arexx macros at will.

When a command is invoked from the shell, any result string returned will be printed to the console. Arexx errors will also be displayed on the console.

Commands and arguments marked with (2.0) are new for ImageFX 2.0.

HOW TO READ THIS DOCUMENT

FORMAT

This gives the command name followed by its argument template. The argument template follows the standard AmigaDOS CLI command format. Each keyword (separated by commas) represents a possible argument. Here are the types of arguments:

- /A Always required (cumulative with other modifiers).
- /F Final argument (rest of line).
- /K Keyword required.
- /N Number argument.
- /S Switch keyword.

Example:

FORMAT

RequestFile Title/A,Path,File,Pattern

There are four possible arguments to this command. The first one MUST be specified. The remaining three are optional. All are text arguments. This template can be filled in any of the following ways:

```
/* the complete longhand format: */
RequestFile TITLE "Load Image" PATH "DH0:" FILE "Image" PATTERN
"#?.pic"
```

```
/* the abbreviated format (if the keywords are not specified, the
arguments are filled in in order.) */
RequestFile "Load Image" "DH0:" "Image" "#?.pic"
```

```
/* only the first argument is required: */
RequestFile "Load Image"
```

```
/* to skip arguments... you MUST use the "pattern" keyword in this
case otherwise the "#?.pic" will go into the "path" argument: */
RequestFile "Load Image" PATTERN "#?.pic"
```

```
/* quotation marks around arguments are only necessary if there are
spaces in the argument. */
```

FUNCTION

Describes what this command actually does.

INPUTS

Describes in detail all of the possible arguments to the command.

RESULT

Describes the result string returned from the command, if one is in fact returned. If the command is used from Arexx, this result string will be found in the RESULT variable. If the command is typed in the command shell, then the result string is just printed out to the console. The result string is lost when invoked from a key, script, or the toolbox.

All commands will return a result code in the Arexx variable RC regardless of whether they return a result string or not. A result code of zero indicates success.

SEE ALSO

Possible related commands.

1.3 ActiveColor

ACTIVECOLOR

FORMAT

ActiveColor Register/N,Next/S,Prev/S

FUNCTION

Select the "active" color register in the palette. The active color is used for all drawing functions.

INPUTS

Register

Specific color register to activate. Should be in the range of 0 - 255.

Next

Activate the next higher color register.

Prev

Activate the next lower (previous) color register.

RESULT

Returns the previous active color register, before the change.

EXAMPLES

```
/* activate fourth color register: */
ActiveColor 4
/* jump to next higher color register: */
ActiveColor NEXT
```

1.4 ActiveRange

ACTIVERANGE

FORMAT

ActiveRange Range/N,Next/S,Prev/S

FUNCTION

Set the active palette range.

INPUTS

Range

Palette range to make active directly (0-8). Range 0 is taken to mean the ALL range.

Next

Cycle up through the ranges.

Prev

Cycle down through the ranges.

Note: If no arguments are given, no change is made.

RESULT

Returns the current active range number, before any changes are made.

EXAMPLES

```
/* activate the "all" range */
ActiveRange 0
/* activate color range 4 */
ActiveRange 4
```

1.5 Add

ADD (OBSOLETE)

FORMAT

Add Alpha/S,Scale/S

FUNCTION

Perform a composite add operation to the main and swap buffers. For backwards compatibility, this command uses the old-style Add routine. See the Composite hook for details on the new-style compositing functions.

INPUTS

Alpha

If specified, the alpha channel will be used as a blend control image during the composite.

Scale

If specified, the swap buffer will be scaled to fit the region processed.

RESULT

None.

EXAMPLES

```
/* composite add the main and swap buffers */
Add
/* composite add, using alpha channel */
Add ALPHA
/* composite add, scaling swap into region */
Add SCALE
```

1.6 AddArea

ADDAREA

FORMAT

AddArea X/N/A,Y/N/A

FUNCTION

Add a point to the current area definition.

INPUTS

X,Y

Coordinates of the new point, in buffer pixels.

RESULT

None.

EXAMPLES

```
/* add point 100,50 to current area */
AddArea 100 50
```

SEE ALSO

NewArea,Poly,FilledPoly,Airbrush,FreeDraw,
FreeLine,FilledFree,PolyRegion

1.7 Airbrush

AIRBRUSH

FORMAT

Airbrush

FUNCTION

Draw into the main buffer using the airbrush. The path the airbrush follows is defined by calls to NewArea/AddArea.

INPUTS

None.

RESULT

None.

EXAMPLES

Airbrush

SEE ALSO

NewArea, AddArea

1.8 AirbrushSettings

AIRBRUSHSETTINGS

FORMAT

AirbrushSettings

Radius/N, Nozzle/N, Spray/S, Smudge/S, Paint/S, Realtime/S

FUNCTION

Define the airbrush state.

INPUTS

Radius

Radius of the airbrush, in pixels (1-255).

Nozzle

Nozzle size of the airbrush (1-100).

Spray, Smudge, Paint

Airbrush operation mode.

Realtime

Enable realtime airbrush. (2.0)

RESULT

Returns the state of the airbrush before any changes are made, in the form "radius nozzle mode [REALTIME]".

EXAMPLES

```
/* radius=10, nozzle=50, smudge */  
AirbrushSettings 10 50 SMUDGE
```

1.9 AllowPainting

ALLOWPAINTING (2.0)

FORMAT

AllowPainting On/S, Off/S, Toggle/S

FUNCTION

Set the state of the "Allow Painting" flag in the region window. When enabled, you can use the painting tools and draw while a region is defined. The drawing will be constrained to the region.

INPUTS

On

Allow painting with regions.

Off

Do not allow painting – drawing will affect the region mask.

Toggle

Toggle the state of the flag.

RESULT

Returns the previous state of the flag in RESULT.

1.10 Alpha2Buffer

ALPHA2BUFFER

FORMAT

Alpha2Buffer Force/S

CopyFromAlpha Force/S

AlphaToBuffer Force/S (1.50)

FUNCTION

Copy the contents of the alpha channel into the main image buffer, destroying the previous contents.

INPUTS

Force

Bypass the normal "Are you sure?" requester.

RESULT

None.

EXAMPLES

```
/* copy alpha to main, disable "okay" req */
```

```
Alpha2Buffer FORCE
```

1.11 AlphaChannel

ALPHACHANNEL

FORMAT

AlphaChannel Off/S,Frisket/S,Texture/S,Toggle/S

FUNCTION

Select the role of the alpha channel during drawing operations.

INPUTS

Off

Alpha channel is not used at all.

Frisket

Alpha channel is used as a frisket.

Texture

Alpha channel is used to texturize the drawing.

Toggle

The state is toggled between either Frisket or Texture.

RESULT

Returns the state of the alpha channel before any change is made, either "Off", "Frisket", or "Texture".

1.12 AntiAlias

ANTIALIAS (OBSOLETE)

FORMAT

AntiAlias Threshold/N

FUNCTION

Perform an anti-aliasing effect on the current image or region. For backwards compatibility, this command uses the old-style (1.5) anti-alias routine. See the AntiAlias hook for details on the new anti-alias routine.

INPUTS

Threshold

Threshold to control how heavy the anti-aliasing is (0-255).

RESULT

None.

1.13 Bar

BAR

FORMAT

Bar Iteration/N/A

FUNCTION

Advance the status bar to show the completion of the given number of iterations.

INPUTS

Iteration

Number of iterations completed.

RESULT

None.

SEE ALSO

BeginBar, EndBar

1.14 BeginBar

BEGINBAR

FORMAT

BeginBar Title/A,Max/N/A

FUNCTION

Start a status bar operation. Locks out user input to the menus, initializes the status bar area, and displays a "busy" pointer.

You should ALWAYS remember to follow any calls to BeginBar with an eventual call to EndBar. The user will not be able to click on any gadgets until you do.

INPUTS

Title

Title to put in the status area, should be short enough to fit (around 10 characters or so).

Max

Total number of iterations expected in the operation.

RESULT

None.

SEE ALSO

EndBar, Bar

1.15 Bezier

BEZIER

FORMAT

Bezier X1/N,Y1/N,X2/N,Y2/N,X3/N,Y3/N,X4/N,Y4/N

FUNCTION

Draw a bezier curve in the main buffer, using the supplied coordinates to define the curve.

INPUTS

X1,Y1

Starting point of the curve.

X2,Y2

Ending point of the curve.

X3,Y3

Control point #1.

X4,Y4

Control point #2.

Note: A three-point curve may be simulated by making X3,Y3 and

X4,Y4 the same spot.

RESULT

None.

1.16 Blend

BLEND

FORMAT

Blend Percent/N

FUNCTION

Change and/or retrieve the current blending percentage.

INPUTS

Percent

New blend percentage, in the range of 1 - 100. If not specified, no change is made.

RESULT

Old blend percentage, before the change.

1.17 Blue

BLUE

FORMAT

Blue Adjust/N

FUNCTION

Adjust the blue content of the current image or region.

INPUTS

Adjust

Amount to adjust the blue (-127 to +127). This number is added directly to each blue value.

RESULT

None.

1.18 Blur

BLUR

FORMAT

Blur Amount/N

FUNCTION

Perform a blur effect on the current image or region.

INPUTS

Amount

Intensity of the blur effect, should be 1 - 16. If not given, a requester will be presented.

RESULT

None.

1.19 Box

BOX

FORMAT

Box Left/N,Top/N,Width/N,Height/N

FUNCTION

Draw a box into the current buffer at the given location, using the current pen or brush, and all of the current drawing settings. If Scissors or MagicScissors has been turned on, this will cut the area defined by the box out as a brush.

INPUTS

Left,Top

Upper left corner of the box, in pixels.

Width,Height

Width and height of the box, in pixels.

RESULT

None.

1.20 BoxRegion

BOXREGION

FORMAT

BoxRegion Add/S,Subtract/S,X1/N,Y1/N,X2/N,Y2/N

FUNCTION

Define a rectangular region in the main buffer. Subsequent image processing operations will be constrained to this region.

INPUTS

Add

If specified, this region is to be merged in with the existing region. Otherwise the new region supercedes any existing regions.

Subtract (2.0)

If specified, this region will be subtracted from the existing region.

X1,Y1
Upper left corner of the region, in buffer pixels.

X2,Y2
Lower right corner of the region, in buffer pixels.

RESULT
None.

1.21 Brightness

BRIGHTNESS

FORMAT
Brightness Adjust/N

FUNCTION
Adjust the brightness of the current image or region.

INPUTS
Adjust
Amount to adjust the brightness (-127 to +127).

RESULT
None.

1.22 BrushHandle

BRUSHHANDLE

FORMAT
BrushHandle XOffset/N,YOffset/N

FUNCTION
Modify the position of the current brush's handle. The handle is the position where the mouse pointer appears over the brush, by default it is the middle of the brush. You can modify the position with this command.

INPUTS
XOffset
X coordinate of the new brush handle, in pixels.

YOffset
Y coordinate of the new brush handle, in pixels.

Note: If no arguments are given, the program will allow you to interactively adjust the brush handle.

RESULT
None.

1.23 Brush2Swap

BRUSH2SWAP

FORMAT

Brush2Swap
BrushToSwap (1.50)

FUNCTION

Copy the current brush into the swap buffer, destroying whatever was there previously.

INPUTS

None.

RESULT

None.

1.24 BrushToBack

BRUSH2BACK (2.0)

FORMAT

BrushToBack
Brush2Back

FUNCTION

Push the current brush into the "background", to make room for another one.

INPUTS

None.

RESULT

None.

SEE ALSO

SelectBrush, NextBrush, PrevBrush

1.25 Buffer2Alpha

BUFFER2ALPHA

FORMAT

Buffer2Alpha
CopyToAlpha
BufferToAlpha (1.50)

FUNCTION

Copy the contents of the main image buffer into the alpha channel. Even though the alpha channel may be color, only the first plane is used for alpha channel operations.

INPUTS
None.

RESULT
None.

1.26 Buffer2Swap

BUFFER2SWAP

FORMAT
Buffer2Swap
BufferToSwap (1.50)
CopyToSwap (1.50)
Copy2Swap (1.50)

FUNCTION
Copy the main image buffer into the swap buffer, destroying whatever may have been in the swap buffer.

INPUTS
None.

RESULT
None.

1.27 BufferToBack

BUFFER2BACK (2.0)

FORMAT
BufferToBack
Buffer2Back

FUNCTION
Pushes the main buffer into the "background". This puts the buffer into the multiple buffer list and allows a new buffer to be loaded while keeping the old one.

INPUTS
None.

RESULT
None.

SEE ALSO
SelectBuffer, NextBuffer, PrevBuffer

1.28 Channel

CHANNEL

FORMAT

Channel ChanSpec

FUNCTION

Define the channel mask for subsequent image processing and drawing operations.

INPUTS

ChanSpec

A string indicating which channels are to be active. The string consists of the letters R, G, and B in varying combinations. For example, a channel spec of RG would turn on the Red and Green channels, while turning off the Blue channel. B would turn on only the Blue channel. RGB enables all channels (the normal default).

Note: If no arguments are given, no change is made.

RESULT

Returns the channel state before any changes are made.

1.29 ClearBuffer

CLEARBUFFER

FORMAT

ClearBuffer Force/S,Red/N,Green/N,Blue/N

FUNCTION

Clear the current image buffer to a certain color, usually black.

INPUTS

Force

If specified, the normal "Are you sure?" requester will be bypassed.

Red

Red value (0 - 255) of new buffer color.

Green

Green value (0 - 255) of new buffer color.

Blue

Blue value (0 - 255) of new buffer color.

RESULT

None.

1.30 CmdShell

CMDSHELL

FORMAT

CmdShell Console

FUNCTION

Enters the ImageFX command shell window. Within this window, you can enter commands directly for ImageFX to execute. This is a handy way to experiment with the ImageFX command language. To exit the command shell, press RETURN on a blank line by itself.

The command shell detaches from the program, so you can leave it open and continue to use program features.

INPUTS

Console

A standard console specification used for the command shell window.

RESULT

None.

1.31 Color2Grey

COLOR2GREY

FORMAT

Color2Grey RWgt/N,GWgt/N,BWgt/N,Luma/S,Grey/S
Color2Gray RWgt/N,GWgt/N,BWgt/N,Luma/S,Grey/S (1.50)
ColorToGrey RWgt/N,GWgt/N,BWgt/N,Luma/S,Grey/S (1.50)
ColorToGray RWgt/N,GWgt/N,BWgt/N,Luma/S,Grey/S (1.50)

FUNCTION

Convert a 24-bit color image to 8-bit greyscale, using a specified weighting.

INPUTS

RWgt,GWgt,BWgt

The weights to assign to each of the red, green, and blue components respectively. Each weight is expressed as a percentage, where 1000 represents 100%. The total of the weights should normally add to 100%, but certain interesting effects can be achieved with non-unity weight dispersions.

Luma

Uses a preset "lumascale" weight distribution (R=299,G=587,B=114).

Grey

Uses a preset "average" weight distribution (R=333,G=334,B=333).

Note: If no arguments are given, the standard Color To Grey window is presented.

RESULT

None.

1.32 ColorLimit

COLORLIMIT

FORMAT

ColorLimit RLo/N,RHi/N,GLo/N,GHi/N,BLo/N,BHi/N

FUNCTION

Perform a color limiting effect on the current image or region.

INPUTS

RLo,RHi

Lower and upper clipping points of red channel.

GLo,GHi

Lower and upper clipping points of green channel.

BLo,BHi

Lower and upper clipping points of blue channel.

Note: For greyscale images, only the red channel is used.

Note: If no arguments are given, the standard Color Limit window is presented.

RESULT

None.

1.33 ColorSpace

COLORSPACE

FORMAT

ColorSpace RGB/S,HSV/S,CMY/S,YIQ/S,YUV/S,Next/S,Prev/S

FUNCTION

Set the colorspace used by the palette display, updating the palette sliders and such if appropriate.

INPUTS

RGB,HSV,CMY,YIQ,YUV

Color space to set the palette to directly.

Next

Cycle up through the color space choices.

Prev

Cycle down through the color space choices.

Note: If no arguments are given, no change is made.

RESULT

Returns the name of the current colorspace, before any changes.

1.34 ColorTransform

COLORTRANSFORM**FORMAT**

ColorTransform File

FUNCTION

Perform a user color transformation on the current image or region, using the table found in the given file.

INPUTS**File**

Name of a transformation file. If not given, the standard Color Transform editor will be presented. If a full path is not given, the file is assumed to reside in the current Transform path (as set in prefs).

RESULT

None.

1.35 ComplexRequest

COMPLEXREQUEST**FORMAT**

ComplexRequest Title/A,NumGads/N/A,Stem/A,Width/N,Height/N

FUNCTION

Build a complex requester to present to the user, consisting of a number of types of gadgets.

INPUTS**Title**

Title of the requester, to appear at its top.

NumGads

Number of gadgets defined for the requester, not including "Okay" and "Cancel", which are always present.

Stem

Stem variable where the gadgets are defined. Each element in the stem array contains an encoded string defining a type of gadget. The array starts at Stem.1 and goes through Stem.N. The strings are generally encoded as follows:

Type/LeftEdge/TopEdge[/Argument(s)]

Some gadget types may have more than one argument; each argument is separated by a slash (/).

Here is a list of all the gadget types available:

B/x/y/Label/ReturnCode (2.0)

Button gadget. The X,Y coordinates define the upper left corner of the gadget. Label is the text to put inside of the button. ReturnCode is the value returned to Arexx if this button is pressed (defaults to 1000) - you should use values higher than 1000 to avoid confusion with regular error codes.

F/x/y/Label/Title/Path/Pattern/File (1.50)

File Request button. The X,Y coordinates define the upper left corner of the gadget. Label is the text to put inside of the button. Title is the title for the file requester that appears after hitting the button, Path is the initial path for the file requester, Pattern is the initial file pattern for the file requester, and File is the initial file.

G/x/y/Label/Title/Path/Pattern/File (2.0)

File Request image button. The X,Y coordinates define the upper left corner of the gadget. Label is the text to put inside of the button. Title is the title for the file requester that appears after hitting the button, Path is the initial path for the file requester, Pattern is the initial file pattern for the file requester, and File is the initial file. Same as F but uses a disk image in the button.

I/x/y/Label/Default

Integer string gadget. The X,Y coordinates define the upper left corner of the gadget. Label is the text to appear to the left of the gadget. Default indicates the initial contents of the gadget.

J/x/y/w/Label/Default (1.50)

Variable-width Integer string gadget. The X,Y coordinates define the upper left corner of the gadget. W is the width of the integer gadget in pixels. Label is the text to appear to the left of the gadget. Default indicates the initial contents of the gadget.

S/x/y/Label/Default

String gadget. The X,Y coordinates define the upper left corner of the gadget. Label is the text to appear to the left of the gadget. Default indicates the initial contents of the gadget.

T/x/y/w/Just/Label/Default (1.50)

Variable-width String gadget. The X,Y coordinates define the upper left corner of the gadget. W is the width of the string gadget in pixels. Just is the justification of the text within the gadget; 0 = left justified, 1 = right justified, 2 = center justified. Label is the text to appear to the left of the gadget. Default indicates the initial contents of the gadget.

X/x/y/Label/Default

Checkbox gadget. The X,Y coordinates define the upper left corner of the gadget. Label is the text that is to appear to the right

side of the gadget. Default indicates the initial state of the checkbox (0 or 1).

C/x/y/Label/Count/Choice1/Choice2/.../ChoiceN

Cycler gadget. The X,Y coordinates define the upper left corner of the gadget. Label is the text to appear to the left of the gadget. Count indicates how many choices there are in this cycle gadget. Following the count is the actual text of the choices, each separated by a slash (/). There must be the indicated number of choice labels.

D/x/y/w/Label/Count/Choice1/Choice2/.../ChoiceN/Initial (2.0)

Variable-width Cycler gadget. The X,Y coordinates define the upper left corner of the gadget. W is the width of the string gadget in pixels. Label is the text to appear to the left of the gadget. Count indicates how many choices there are in this cycle gadget. Following the count is the actual text of the choices, each separated by a slash (/). There must be the indicated number of choice labels. Initial is the initially selected choice.

L/x/y/pen/just/Label (1.50)

Label "gadget". Defines a text element to be placed in the complex requester, not an actual gadget. The X,Y coordinates normally define the upper left corner of the text. Pen is the pen number to use in rendering the text (in the default ImageFX palette, 0=grey, 1=black, 2=white, 3=blue). Just is the justification to use in rendering the text; 0 = left justify, 1 = right justify (ie. the X coordinate is really the right edge of the text), and 2 = center justify (ie. the X coordinate is really the center of the text). Label is the text to render.

Width,Height

Optional width and height of the requester. Defaults to 400 width and 65 height.

Note: In ImageFX 2.0, a new recessed border is placed around the Complex requester, which may affect your gadget placement slightly.

RESULT

Returns the user's selection for each gadget in a stem variable called RESULT. Thus, RESULT.1 is the user's choice for the first gadget, RESULT.2 is the choice for the second gadget, etc.

1.36 Contrast

CONTRAST

FORMAT

Contrast Adjust/N

FUNCTION

Adjust the contrast of the current image or region.

INPUTS

Adjust
Amount to adjust the contrast (-127 to +127).

RESULT
None.

1.37 Convolve

CONVOLVE

FORMAT
Convolve File

FUNCTION
Perform a user convolution effect on the current image or region,
using a specified matrix file.

INPUTS
File
Filename containing the convolution matrix definition. If not
given, then the standard User Convolve editor window will be
presented. If a full path is not given, the file is assumed to
reside in the current Convolve path.

RESULT
None.

1.38 CopyColor

COPYCOLOR

FORMAT
CopyColor From/N,To/N

FUNCTION
Copy one color region over another in the palette.

INPUTS
From
Source color register (0-255).

To
Destination color register (0-255).

Note: If no arguments are given, the program goes into
interactive "Copy Color" mode, requiring the user to select
the destination color register.

RESULT
None.

1.39 CountColors

COUNTCOLORS

FORMAT

CountColors Quiet/S

FUNCTION

Count the number of unique colors in the main image buffer.

INPUTS

Quiet

If specified, the number of colors will not be displayed onscreen to the user but instead be returned in the result string.

RESULT

If "Quiet" is specified, the number of colors will be returned in the result variable.

1.40 CreateAlpha

CREATEALPHA

FORMAT

CreateAlpha
Black/S,Matte/S,Region/S,Brush/S,Waves/S,Length/N,CenterX/N,CenterY/N,Angle/N,Dampen/N

FUNCTION

Create a particular type of alpha channel.

INPUTS

Black

Create a black alpha channel.

Matte

Create an alpha channel matte based on the main image buffer.

Region

Create an alpha channel based on the currently defined region.

Brush (2.0)

Create an alpha channel composed of the current brush.

Waves

Invoke the wave generator to create the alpha channel. The following parameters deal with the type of waves to generate.

Length

Wavelength in pixels (distance between waves).

CenterX,CenterY

Center point of the waves, in buffer pixels. Need not be visible.

Angle

Angle of the waves. By varying the angle over a series of frames, you create moving waves.

Dampen

Wave dampening, expressed as a percentage of wave force reduction per wavelength distance from the center. Thus, a dampening of 50% would have the waves losing 50% of their size every wavelength.

Note: Better waves can be produced with the new Wave hook.

RESULT

None.

1.41 CreateBuffer

CREATEBUFFER

FORMAT

CreateBuffer

Width/N,Height/N,Grey/S,VMem/S,Force/S,Red/N,Green/N,Blue/N,AspectX/N,AspectY/N,DPIX/N,DPIY/N

FUNCTION

Create a new empty image buffer, replacing any existing one.

INPUTS

Width

Width of the new buffer in pixels.

Height

Height of the new buffer in pixels.

Grey

If specified, the new buffer will be greyscale (8-bit). Otherwise it will be color (24-bit).

VMem

If specified, the new buffer will use virtual memory. Normally, the program will attempt to allocate the buffer from RAM before resorting to virtual memory.

Force

If specified, this will bypass the normal "Are you sure?" requester that normally appears.

Red,Green,Blue (2.0)

Specifies the background color of the new buffer.

AspectX,AspectY (2.0)

Specifies the pixel aspect ratio of the new buffer.

DPIX,DPIY (2.0)

Specifies the DPI of the new buffer.

Note: If no arguments are specified, the standard Create Buffer window will be presented.

RESULT

None.

1.42 CreateNailFile

CREATENAILFILE (2.0)

FORMAT

CreateNailFile File/A,Depth/N,Path

FUNCTION

Create a thumbnail file from the main buffer and save to the given file.

Note: If thumbnail.library is not installed properly, this function does nothing.

INPUTS

File

Name of the file to associate the thumbnail with. Note that ".nail" will be appended to the filename. Presumably, there is already a 'real' image file that exists under the name "File".

Depth

Depth of the thumbnails, either 12 or 24. Defaults to 24.

Path (2.1a)

Selects the path where the thumbnail file is actually saved. This is used when you cannot physically save a thumbnail in the same directory with the image, eg. on a CD-ROM.

RESULT

None.

1.43 Crop

CROP

FORMAT

Crop Left/N,Top/N,Width/N,Height/N,ToSwap/S,Auto/S

FUNCTION

Crop the main image buffer to the specified size.

INPUTS

Left,Top

Upper left corner of the cropped region, given in pixel coordinates.

Width,Height

Width and height of the cropped region, in pixels.

ToSwap

If specified, the cropped region will be placed into the swap buffer instead of replacing the main buffer.

Auto (2.0)

Does an autocrop.

Note: If no arguments are given, the standard Crop window will be presented.

RESULT

None.

1.44 Cyan

CYAN

FORMAT

Cyan Adjust/N

FUNCTION

Adjust the cyan content of the current image or region.

INPUTS

Adjust

Amount to adjust the cyan (-127 to +127).

RESULT

None.

1.45 Disperse

DISPERSE

FORMAT

Disperse Count/N

FUNCTION

Perform a disperse effect on the current image or region.

INPUTS

Count

Number of times to apply the dispersion (1-8). High iterations take longer to process.

RESULT

None.

1.46 Distort

DISTORT

FORMAT

Distort Amount/N

FUNCTION

Perform a distortion effect on the current image or region. Note that this command requires an alpha channel.

INPUTS

Amount

Amount of distortion to apply (1-255). If not given, a requester will be presented.

RESULT

None.

1.47 Dither

DITHER

FORMAT

Dither Command,Args/F

FUNCTION

Send a command to the current Dither module. It is entirely up to the module to interpret and act upon the command.

Note: There are no Arexx arguments for the standard Dither module.

INPUTS

Depends on the module.

RESULT

Depends on the module.

1.48 DrawMode

DRAWMODE (2.0)

FORMAT

DrawMode Name,Options/S,Args/F

FUNCTION

Change or set arguments for the current drawmode.

INPUTS

Name

Name of the new drawmode to change to. If not provided, the

drawmode is not changed.

Options

Show the options window for the current drawmode, if the current drawmode has any options.

Args

Arguments to be passed to the new drawmode.

RESULT

Returns the name of the previous drawmode.

1.49 DrawStyle

DRAWSTYLE (2.0)

FORMAT

DrawStyle Name,Options/S,Args/F

FUNCTION

Change or set the parameters for the current drawstyle.

INPUTS

Name

Name of the new drawstyle to change to. If not provided, the drawstyle is not changed.

Options

Show the options window for the current drawstyle, if the current drawstyle has any options.

Args

Arguments to be passed to the new drawstyle.

RESULT

Returns the name of the previous drawstyle.

1.50 DrawTool

DRAWTOOL

FORMAT

DrawTool Tool

FUNCTION

Set the current drawing tool. Updates the display if appropriate.

INPUTS

Tool

Name of the drawing tool to activate. Should be one of the following choices:

Airbrush Bezier Box FilledBox FilledFree FilledOval FilledPoly
Flood FreeDraw FreeLine Line Oval Poly
Note: If no arguments are specified, no change is made.

RESULT

Returns the name of the active drawing tool before any changes are made.

1.51 DynamicRange

DYNAMICRANGE

FORMAT

DynamicRange Lower/N,Upper/N

FUNCTION

Perform a dynamic range effect on the current image or region.

INPUTS

Lower
Lower color limit (0-255).

Upper
Upper color limit (0-255).

Note: If no arguments are given, the standard dynamic range requester is presented.

RESULT

None.

1.52 EdgeDetect

EDGEDETECT

FORMAT

EdgeDetect Threshold/N

FUNCTION

Perform an edge detect function on the current image or region.

INPUTS

Threshold
Detection threshold (1-255). The smaller the number, the more pronounced the edges.

RESULT

None.

1.53 EdgeMode

EDGEMODE

FORMAT

EdgeMode Mode,Radius/N

FUNCTION

Change and/or get information on the current the edge mode.

INPUTS

Mode

New edge mode. Should be a single case-insensitive word:

Normal AntiAlias FeatherIn FeatherOut

Radius

For "FeatherIn" and "FeatherOut" modes, this describes the radius of the effect, in pixels.

Note: If no arguments are given, no change is made.

RESULT

Previous edge mode and radius, before the change, in the form of "EdgeMode Radius".

1.54 EndBar

ENDBAR

FORMAT

EndBar

FUNCTION

Complete a status bar operation. Returns control of the program to the user, clears the "busy" pointer.

You should ALWAYS remember to follow any calls to BeginBar with an eventual call to EndBar. The user will not be able to click on any gadgets until you do.

INPUTS

None.

RESULT

None.

SEE ALSO

BeginBar,Bar

1.55 ExpandRegion

EXPANDREGION

FORMAT

ExpandRegion

FUNCTION

Expand the current region area by a pixel on all sides.

INPUTS

None.

RESULT

None.

SEE ALSO

ShrinkRegion

1.56 ExportBuffer

EXPORTBUFFER

FORMAT

ExportBuffer

FUNCTION

Indicate that you are finished using a buffer that was created using the ImportBuffer command. You MUST call this when you are done, otherwise bad things may happen.

WARNING: This is a very dangerous command. Don't use it lightly.

INPUTS

None.

RESULT

None.

SEE ALSO

ImportBuffer

1.57 FalseColor

FALSECOLOR

FORMAT

FalseColor Standard/S,Palette/S

FUNCTION

Perform a false color effect on the current image or region.

INPUTS

Standard

Uses the standard table for creating false color images.

Palette

Uses the current palette for generating the false color image.

Note: If no option is specified, a requester will be presented to ask for standard or palette.

RESULT

None.

1.58 FilledBox

FILLEDBOX

FORMAT

FilledBox Left/N,Top/N,Width/N,Height/N

FUNCTION

Draw a filled box into the current image buffer at the given location, using the current fill settings. If Scissors or MagicScissors has been activated, this will cut out the area defined by the box as a brush.

INPUTS

Left,Top

Upper left corner of the box, in pixels.

Width,Height

Width and height of the box, in pixels.

RESULT

None.

1.59 FilledFree

FILLEDFREE

FORMAT

FilledFree

FUNCTION

Draw a filled freehand polygon into the main buffer, using the current fill settings. The points defining the freehand outline is set by calls to NewArea/AddArea.

INPUTS

None.

RESULT

None.

SEE ALSO

NewArea, AddArea

1.60 FilledOval

FILLEDOVAL

FORMAT

FilledOval XC/N, YC/N, XRadius/N, YRadius/N

FUNCTION

Draw a filled oval into the current image buffer, using the current fill settings. If Scissors or MagicScissors has been specified, the area defined by the oval will be picked up as a brush.

INPUTS

XC, YC

Coordinates of the center point of the oval, in pixels.

XRadius, YRadius

Major and minor radii of the oval, in pixels.

RESULT

None.

1.61 FilledPoly

FILLEDPOLY

FORMAT

FilledPoly

FUNCTION

Draw a filled polygon into the main buffer, using the current drawing color and fill settings. The points of the polygon are defined by calls to NewArea/AddArea.

INPUTS

None.

RESULT

None.

SEE ALSO

NewArea, AddArea

1.62 FillMode

FILLMODE

FORMAT

FillMode Mode,Range/N,Skew/N,Rough/N,Smooth/S

FUNCTION

Select the current fill settings, which are used for all subsequent filling operations.

INPUTS

Mode

New fill type. Should be one of the following choices:

Solid Vert Horiz Radial DiagLR DiagRL Tile Warp Brick Wheel

Range

For gradient fill types, this specifies the range number from which to take the colors for the gradient. Should be 0-8, with range 0 being taken as the ALL range (the entire palette).

Skew

Amount of skew to apply to gradient fills (-50 to +50).

Rough

Roughness to add to any fill operation (1-31).

Smooth

If selected, gradient fills will automatically smooth between the colors in the selected range. Otherwise, the colors in the range are used literally with no smoothing between them (resulting in bands of color).

Note: If no arguments are given, no changes are made.

RESULT

Returns the current fill settings before any changes are made, in the form "mode range skew rough smooth".

1.63 FloodFill

FLOODFILL

FORMAT

FloodFill X/N/A,Y/N/A,Close/N

FUNCTION

Flood fill an area using the current drawing color, starting at the given buffer coordinates.

INPUTS

X,Y

Coordinates at which to begin the flood fill.

Close

Optional flood closeness (1-255).

RESULT

None.

1.64 FloodRegion

FLOODREGION

FORMAT

FloodRegion Add/S, Subtract/S, X/N/A, Y/N/A, Close/N

FUNCTION

Define a region in the main buffer by doing a flood fill at a given location. Subsequent image processing operations will be constrained to this region.

INPUTS

Add

If specified, this region is to be merged in with the existing region. Otherwise the new region supercedes any existing regions.

Subtract (2.0)

If specified, this region will be subtracted from the existing region.

X, Y

Location from which to do the flood fill.

Close

Optional closeness value to use in the flood fill operation. If not specified, the current default will be used.

RESULT

None.

1.65 FreeDraw

FREEDRAW

FORMAT

FreeDraw

FUNCTION

Draw into the main buffer using the freehand drawing tool. The path the drawing follows is defined by calls to NewArea/AddArea.

INPUTS

None.

RESULT

None.

SEE ALSO

NewArea, AddArea

1.66 FreeLine

FREELINE

FORMAT

FreeLine

FUNCTION

Draw into the main buffer using the freehand line tool. The path the drawing follows is defined by calls to NewArea/AddArea.

INPUTS

None.

RESULT

None.

SEE ALSO

NewArea, AddArea

1.67 Gamma

GAMMA

FORMAT

Gamma Adjust/N

FUNCTION

Adjust the gamma of the current image or region.

INPUTS

Adjust

Amount to adjust the gamma (-127 to +127).

RESULT

None.

1.68 GetAlpha

GETALPHA

FORMAT

GetAlpha

FUNCTION

Return information about the alpha channel.

INPUTS

None.

RESULT

Returns a string containing information about the alpha channel, in

the following format:

```
name width height depth aspectx aspecty dpix dpiy rp gp bp
```

A null string is returned if the alpha channel is empty.

1.69 GetBrush

GETBRUSH

FORMAT

GetBrush

FUNCTION

Return information about the current brush.

INPUTS

None.

RESULT

Returns a string containing information about the brush, in the following format:

```
name width height depth aspectx aspecty dpix dpiy redp greenp
bluep
```

A null string is returned if there is no brush.

1.70 GetMain

GETMAIN

FORMAT

GetMain

FUNCTION

Return information about the main buffer.

INPUTS

None.

RESULT

Returns a string containing information about the current buffer, in the following format:

```
name width height depth aspectx aspecty dpix dpiy redp greenp
bluep
```

A null string is returned if the buffer is empty.

1.71 GetPalette

GETPALETTE

FORMAT

GetPalette Register/N/A

FUNCTION

Retrieve the color value of a specified color register in the current palette.

INPUTS

Register

Register to look at, should be in the range 0 - 255 or '-1', to get the color of the current active register.

RESULT

Color value of the register, in the form "R G B" where each component is an integer in the range of 0 - 255.

1.72 GetPixel

GETPIXEL

FORMAT

GetPixel X/N/A,Y/N/A

FUNCTION

Read the color value of a pixel at a given location.

INPUTS

X,Y

Coordinates of the pixel to read, in buffer pixels.

RESULT

Returns the RGB value of the given pixel, in the form "Red Green Blue", where each component is an integer from 0-255. In the case of a greyscale buffer, all three components will be the same.

SEE ALSO

PutPixel

1.73 GetPointList

GETPOINTLIST

FORMAT

GetPointList

FUNCTION

Returns in a stem variable the points in the currently defined area as set by calls to NewArea/AddArea. The points may also be set by

the user's use of certain drawing tools (FreeDraw, FreeLine, etc.).

INPUTS

None.

RESULT

Returns the list of points in RESULT.1 through RESULT.N. RESULT.0 is set to the number of points. Each point is given as integers in the form "X Y".

1.74 GetPrefs

GETPREFS

FORMAT

GetPrefs Object/A

FUNCTION

Retrieve the state of a certain preferences object.

INPUTS

Object

Which preference item you want to get information on. It should be a single case-sensitive word.

For a list of the available preferences objects, see the description of the SETPREFS command.

RESULT

Depends on the preference object; for flags the result will be either "On" or "Off", for path objects, the result string will contain the path.

SEE ALSO

SetPrefs

1.75 GetPreview

GETPREVIEW

FORMAT

GetPreview

FUNCTION

Returns the current preview module.

INPUTS

None.

RESULT

Returns the name of the current preview module.

1.76 GetPrinter

GETPRINTER

FORMAT

GetPrinter

FUNCTION

Returns the current printer module.

INPUTS

None.

RESULT

Returns the name of the current printer module.

1.77 GetRange

GETRANGE

FORMAT

GetRange Range/N/A

FUNCTION

Retrieve the upper and lower register boundaries of a given color range.

INPUTS

Range

Range number to examine, 1 - 8.

RESULT

Lower and upper registers in the range, expressed as integers in the form "Low High".

SEE ALSO

SetRange

1.78 GetRegionArea

GETREGIONAREA

FORMAT

GetRegionArea

FUNCTION

Returns the area covered by the currently defined region.

INPUTS

None.

RESULT

Returns the region in the following form: "leftedge topedge width height"

1.79 GetRender

GETRENDER

FORMAT
GetRender

FUNCTION
Return the current render module.

INPUTS
None.

RESULT
Returns the name of the current render module.

1.80 GetScanner

GETSCANNER

FORMAT
GetScanner

FUNCTION
Return the current scanner module.

INPUTS
None.

RESULT
Returns the name of the current scanner module.

1.81 GetStatus

GETSTATUS (2.0)

FORMAT
GetStatus Object/A

FUNCTION
Return information about the current status of ImageFX.

INPUTS
Object
The name of an ImageFX attribute to obtain information about. The following attributes are defined:

ProgramDir	Full pathname of ImageFXs current directory.
HelpDir	Full pathname of the directory where help text is stored.
TextDir	Full pathname of the directory where localization text is stored.
EnvDir	Directory in ENV: where ImageFXs environment variables are stored.
PubScrName	Name of ImageFXs public screen (if open on a screen).
HostName	Name of ImageFXs Arexx port (if available).
AssignDir	Assign name of the ImageFX directory.

RESULT

Returns a text string as described above.

1.82 GetSwap

GETSWAP**FORMAT**

GetSwap

FUNCTION

Return information about the swap buffer.

INPUTS

None.

RESULT

Returns a string containing information about the swap buffer, in the following format:

```
name width height depth aspectx aspecty dpix dpiy redp greenp
bluep
```

A null string is returned if the buffer is empty.

1.83 GetVersion

GETVERSION**FORMAT**

GetVersion

FUNCTION

Return the version string for the program.

INPUTS

None.

RESULT

Version string in the standard 2.0 version string format.

1.84 GhostBrush

GHOSTBRUSH

FORMAT

GhostBrush On/S,Off/S

FUNCTION

Enable or disable the "ghost brush" feature on the current brush.

INPUTS

On

Enable ghost brush; the current brush will be made semi-transparent.

Off

Disable ghost brush; the current brush will be shown normally.

RESULT

None.

1.85 GrabBrush

GRABBRUSH

FORMAT

GrabBrush ScreenName

FUNCTION

Capture an Amiga screen as the current brush.

INPUTS

ScreenName

If specified, indicates the name of a screen to grab. You do not have to specify the entire screen name, just enough to distinguish it from other screens.

Note: If no arguments are specified, the standard Grab Screen requester is presented.

RESULT

None.

1.86 GrabBuffer

GRABBUFFER

FORMAT

GrabBuffer ScreenName,Force/S

FUNCTION

Capture an Amiga screen and convert into an image buffer. The screen image will become the new main buffer, destroying whatever may have been there.

INPUTS

ScreenName

If specified, indicates the name of a screen to grab. You do not have to specify the entire screen name, just enough to distinguish it from other screens.

Force

Bypass the normal "Are you sure?" requester.

Note: If no arguments are specified, the standard "Grab Screen" requester will be presented.

RESULT

None.

1.87 GrabPalette

GRABPALETTE

FORMAT

GrabPalette ScreenName

FUNCTION

Grab the colors from an Amiga screen in memory, storing it into the first entries of the current palette.

INPUTS

ScreenName

Name of the screen to examine. If not given, the standard Grab Screen requester will be presented.

RESULT

None.

1.88 Green

GREEN

FORMAT

Green Adjust/N

FUNCTION

Adjust the green content of the current image or region.

INPUTS

Adjust

Amount to adjust the green (-127 to +127). This number is added directly to each green value.

RESULT

None.

1.89 Grey2Color

GREY2COLOR

FORMAT

Grey2Color
Gray2Color (1.50)
GreyToColor (1.50)
GrayToColor (1.50)

FUNCTION

Convert an 8-bit grey image to 24-bit color.

INPUTS

None.

RESULT

None.

1.90 Grid

GRID

FORMAT

Grid On/S,Off/S,OffsetX/N,OffsetY/N,Width/N,Height/N

FUNCTION

Enable or disable the grid, and set the size of the grid in pixels.

INPUTS

On

Turn on the grid. (2.0)

Off

Turn off the grid.

OffsetX,OffsetY

Grid offset from the upper left corner of the display, given in pixels.

Width,Height

Grid block size in pixels.

RESULT

Returns the state of the grid before any changes are made, as

integers in the form "offsetx offsety width height ON|OFF".

1.91 Halftone

HALFTONE

FORMAT

Halftone Type/N

FUNCTION

Apply one of several types of halftone dithering algorithms to the current image or region.

INPUTS

Type

Type of halftone to apply. Should be one of the following values:

0	45 degree cluster
1	0 degree cluster
2	Spiral cluster
3	Line cluster
4	(Unused)
5	4x4 dispersed
6	6x6 dispersed
7	Use brush as pattern
8	Use alpha channel as pattern
9	50% threshold

Note: If no arguments are given, a requester will be presented.

RESULT

None.

1.92 Help

HELP

FORMAT

Help Command/A,Quiet/S

FUNCTION

Obtain the argument template for a specified command.

INPUTS

Command

The name of the command to retrieve help on.

Quiet (2.0)

When specified, simply prints the template for the command to the console (or returns it in RESULT). Otherwise, an AmigaGuide node containing the command will be searched for.

RESULT

Returns the argument template string for the specified command.

1.93 HidePanel

HIDEPANEL**FORMAT**

HidePanel

FUNCTION

Hide the ImageFX menu panel screen.

INPUTS

None.

RESULT

None.

SEE ALSO

ShowPanel

1.94 Hook

HOOK**FORMAT**

Hook File,Args/F

FUNCTION

Call an external hook program. This command will not return until the hook program has finished. Consult the documentation for the hook program in question to find out the appropriate arguments and possible result strings.

INPUTS

File

Filename of the hook program to run. If not specified, a file requester will be presented.

Args

Optional arguments to pass to the hook program.

RESULT

Depends on the hook program.

1.95 HorizFlip

HORIZFLIP

FORMAT

HorizFlip

FUNCTION

Perform a horizontal flip on the current image or region.

INPUTS

None.

RESULT

None.

SEE ALSO

VertFlip

1.96 HorizMirror

HORIZMIRROR

FORMAT

HorizMirror

FUNCTION

Perform a horizontal mirror effect on the current image or region.

INPUTS

None.

RESULT

None.

1.97 Hue

HUE

FORMAT

Hue Adjust/N

FUNCTION

Adjust the hue of the current image or region.

INPUTS

Adjust

Amount to adjust the hue (-127 to +127).

RESULT

None.

1.98 Iconify

ICONIFY

FORMAT

Iconify

FUNCTION

Iconify the program. All buffers remain intact.

INPUTS

None.

RESULT

None.

SEE ALSO

Uniconify

1.99 ImageMap

IMAGEMAP (OBSOLETE)

FORMAT

ImageMap Blend/N,Alpha/S,Scale/S

FUNCTION

Perform an image mapping composition process between the main and swap buffers. This function is still provided for backwards compatibility; see the Composite hook for greater image composition control.

INPUTS

Blend

Percentage of image mapping applied to the main buffer (1-100).

Alpha

If given, uses the alpha channel as an extra blend control plane.

Scale

If given, the swap buffer is scaled to fit within the region being processed.

RESULT

None.

1.100 ImportBuffer

IMPORTBUFFER

FORMAT

ImportBuffer Width/N/A,Height/N/A,Red/N/A,Green/N/A,Blue/N/A

FUNCTION

Directly import a block of image data memory into the program as an image buffer. Basically sets up an image buffer in the program which points to the block of memory you indicate. A copy is NOT made of the image data. This would (theoretically) allow one to use ImageFXs image processing features on image data from other programs.

WARNING: This is a very dangerous command. Don't use it lightly.

INPUTS

Width, Height
Size of the image data in pixels.

Red, Green, Blue
Red, green, and blue plane pointers. Each should be an integer representing the address in memory of where the particular pointer is.

RESULT

None.

SEE ALSO

ExportBuffer

1.101 InvertRegion

INVERTREGION**FORMAT**

InvertRegion

FUNCTION

Inverts the currently defined region mask.

INPUTS

None.

RESULT

None.

1.102 KillAll

KILLALL (2.1)**FORMAT**

KillAll

FUNCTION

Erase all image buffers from memory. This is identical to selecting

the Delete All Buffers from the Buffers menu.

INPUTS

None.

RESULT

None.

1.103 KillAlpha

KILLALPHA

FORMAT

KillAlpha

FUNCTION

Erase the alpha channel, freeing all memory associated with it.

INPUTS

None.

RESULT

None.

1.104 KillBrush

KILLBRUSH

FORMAT

KillBrush Name

FUNCTION

Erase the current brush, freeing all memory associated with it.

INPUTS

Name (2.1)

Specifies the name of the brush you want to delete. If not provided, the current brush is deleted.

RESULT

None.

1.105 KillBuffer

KILLBUFFER

FORMAT

KillBuffer Name,Force/S

FUNCTION

Erase the main image buffer, freeing all memory associated with it.
You cannot get it back after doing this.

INPUTS

Name (2.1)

Specifies the name of the image buffer you want to delete. If not provided, the main image buffer is deleted.

Force

If specified, the normal "Are you sure?" requester is bypassed.

RESULT

None.

1.106 KillMapped

KILLMAPPED (2.0)

FORMAT

KillMapped

FUNCTION

Free the memory used by any colormapped images loaded with LoadMapped.

INPUTS

None.

RESULT

None.

1.107 KillSwap

KILLSWAP

FORMAT

KillSwap Force/S

FUNCTION

Erase the swap buffer, freeing all memory associated with it.

INPUTS

Force

If given, bypasses the "are you sure?" requester.

RESULT

None.

1.108 KillUndo

KILLUNDO**FORMAT**

KillUndo

FUNCTION

Free the memory associated with the current undo buffer.

INPUTS

None.

RESULT

None.

1.109 Learn

LEARN**FORMAT**

Learn File,Stop/S,NoHeader/S,Header/S,Quiet/S,Force/S

FUNCTION

Control ImageFXs macro recording feature (aka. learning).

INPUTS**File**

The name of an Arexx program to generate. If no name is given, a file requester will be presented. The extension of .ifx is automatically appended if not provided.

Stop

Stop recording and close the Arexx program file.

NoHeader, Header

Specify whether or not to write the current drawing information. If neither is specified, then a requester is presented to the user.

Quiet

Specify this to disable the macro recording stopped requester.

Force

Specify this to force overwriting existing files without prompting the user.

RESULT

None.

1.110 LightTable

LIGHTTABLE

FORMAT

LightTable On/S,Off/S,Toggle/S

FUNCTION

Enable or disable the light table mode. Light table mode allows you to see the swap buffer through the main buffer. Both buffers must be the same size for this to work.

INPUTS

On,Off

Enable or disable the light table mode.

Toggle

Toggle the state of the light table mode.

Note: If no arguments are given, then no change is made.

RESULT

Returns the state of the light table mode before any changes are made.

1.111 LightTableView

LIGHTTABLEVIEW**FORMAT**

LightTableView Swap/S,Alpha/S,Toggle/S

FUNCTION

Select the buffer that the light table shows through.

INPUTS

Swap

When selected, the light table will show the swap buffer.

Alpha

When selected, the light table will show the alpha channel.

Toggle

Toggles between the two views.

RESULT

Returns the former light table view, "Swap" or "Alpha".

SEE ALSO

LightTable

1.112 Line

LINE

FORMAT

Line X1/N,Y1/N,X2/N,Y2/N

FUNCTION

Draw a line at the given location in the current image buffer, using the current drawing pen or brush, and all of the current drawing settings.

INPUTS

X1,Y1

Starting coordinates of the line.

X2,Y2

Ending coordinates of the line.

RESULT

None.

1.113 ListRequest

LISTREQUEST**FORMAT**

ListRequest Count/N/A,Stem/A

FUNCTION

Present a pop-up vertical list requester to the user, similar to the type that the program uses in the toolbox. The user must choose one of the selections before proceeding, or hit cancel.

INPUTS

Count

Number of gadgets to appear in the requester, plus one for the title entry.

Stem

Stem variable where the gadget labels are stored. The first label is taken to be the title for the requester, thus the first gadget's label should be in Stem.2, the second label in Stem.3, the third in Stem.4, and so on.

RESULT

Returns the number of the gadget the user chose, from 1 - N, if successful.

1.114 LoadAlpha

LOADALPHA**FORMAT**

LoadAlpha File,Args/F

FUNCTION

INPUTS

File

Filename of the image to load. If not specified, a file requester will be presented.

Args

Optional arguments passed to the Loader module.

RESULT

None.

1.115 LoadBrush

LOADBRUSH

FORMAT

LoadBrush File,Args/F

FUNCTION

Load an image as a brush, destroying the old brush. The program will automatically determine the format of the file being loaded and call the appropriate Loader module.

INPUTS

File

Filename of the image to load. If not specified, a file requester will be presented. If a full pathname is not given, the file is assumed to be in the current brush load path (as set in prefs).

Args

Passed to the Loader module that gets called.

RESULT

None.

1.116 LoadBrushClip

LOADBRUSHCLIP

FORMAT

LoadBrushClip

FUNCTION

Load the image in the clipboard in as the current brush, destroying the previous brush.

INPUTS

None.

RESULT
None.

1.117 LoadBuffer

LOADBUFFER

FORMAT
LoadBuffer File,Force/S,Args/F

FUNCTION
Load an image into the main buffer, destroying the old contents. ImageFX will automatically determine the format of the file being loaded and call the appropriate Loader module.

INPUTS
File
Pathname of the image to load. If a full path is not given, then the file is assumed to reside in the current Load path (as set in prefs).

Force
Bypass the normal "Are you sure?" requester.

Args
Passed to the loader module that gets used. For example, you can pass the exact frame number you want to load to the ANIM loader.

RESULT
None.

1.118 LoadBufferAs

LOADBUFFERAS

FORMAT
LoadBufferAs Format,File,Force/S,Args/F

FUNCTION
Force the program to load a file using a specified file format. This can be used if a particular file format (such as the Sculpt RGB format) cannot be automatically detected for some reason.

INPUTS
Format
File format to load as. If not specified, a file format requester will be presented.

File
Name of the file to load. If not specified, a file requester will be presented. If a full path is not given, the file is assumed to reside in the current load path (as set in prefs).

Force

If specified, bypass the normal "are you sure?" requester.

Args

Arguments passed to the loader module. See the documentation for the particular loader module.

RESULT

None.

1.119 LoadBufferClip

LOADBUFFERCLIP

FORMAT

LoadBufferClip Force/S

FUNCTION

Load the image in the clipboard into the main image buffer.

INPUTS

Force

If specified, bypasses the normal "are you sure?" requester.

RESULT

None.

1.120 LoadMapped

LOADMAPPED (2.0)

FORMAT

LoadMapped File,Args/F

FUNCTION

Load a file from disk directly as a colormapped image. The image may then be saved immediately using the SaveRenderedAs command, without having to render. This command is ideally suited for converting colormapped images from one format to another.

Note that you should follow any LoadMapped commands with an eventual call to KillMapped to free the memory used by the colormapped image.

INPUTS

File

Name of the file to load. If not specified, a file requester will be presented.

Args

Arguments to be passed to the loader module.

RESULT
None.

1.121 LoadMask

LOADMASK (2.0)

FORMAT
LoadMask File,Add/S,Subtract/S

FUNCTION
Load a mask file from disk and make it the current region.

INPUTS
File
Name of the file to load. If not provided, a file requester will be presented.

Add
If specified, the new mask will be added to the current region to combine the two masks.

Subtract
If specified, the new mask will be subtracted from the current region.

RESULT
None.

SEE ALSO
SaveMaskAs

1.122 LoadPalette

LOADPALETTE

FORMAT
LoadPalette File,Number/N

FUNCTION
Load colors from the given file into the current palette. May also load range definitions, depending on the file format.

INPUTS
File
Name of the file to read colors from. If not given, a file requester will be presented. If a full path is not given, the file is assumed to be in the current Palette path (as set by prefs).

Number (1.50)
Palette number to load into. -1 to load into the currently

displayed palette, or a palette number from 1 - 8. (Palette number 8 is the render palette.)

RESULT

None.

1.123 LockGui

LOCKGUI

FORMAT

LockGui

FUNCTION

Prevents the program from drawing or refreshing anything on the menu display, including gadgets, mode indicators, etc. This is extremely useful when performing a long series of operations which would normally update corresponding gadgets on the display at each step. Disabling the gadget refreshing can considerably speed up the operation in question. This command will also disable the status bar completely, as well as preview redrawing.

You are wise to follow this command with an eventual call to UnlockGui, to return things to normal.

INPUTS

None.

RESULT

None.

1.124 LockInput

LOCKINPUT

FORMAT

LockInput

FUNCTION

Prevent the user from clicking on any gadgets. This is useful if you don't want the user messing with things while your Arexx script is running. Be sure to eventually follow this with a call to UnlockInput to restore things to normal.

INPUTS

None.

RESULT

None.

SEE ALSO

UnlockInput

1.125 LockRange

LOCKRANGE

FORMAT

LockRange Range/N/A,On/S,Off/S

FUNCTION

Lock or unlock the given palette range.

INPUTS

Range

Palette range to affect (0-8). Range 0 indicates you want to affect the entire palette.

On

Lock the given range.

Off

Unlock the given range.

RESULT

None.

1.126 Magenta

MAGENTA

FORMAT

Magenta Adjust/N

FUNCTION

Adjust the magenta content of the current image or region.

INPUTS

Adjust

Amount to adjust the magenta (-127 to +127).

RESULT

None.

1.127 MagicCycle

MAGICCYCLE

FORMAT

MagicCycle

FUNCTION

Cycles to the next application that has opened the MAGIC image in the main buffer.

INPUTS

None.

RESULT

None.

1.128 MagicOpen

MAGICOPEN

FORMAT

MagicOpen Name,Force/S

FUNCTION

Open a selected MAGIC image for processing within ImageFX.

INPUTS

Name

Name of the MAGIC image to open. If not specified, a requester will be presented from which the user can choose one of the current MAGIC images in memory.

Force/S

Disables the "are you sure you want to overwrite the current buffer" requester.

RESULT

None.

1.129 MagicScissors

MAGICSCISSORS

FORMAT

MagicScissors

FUNCTION

Initiate a brush cut operation. Issuing this command places the program into brush cut mode; you must then follow with a standard drawing command to cut out a brush in that shape. This command differs from Scissors in that it uses the special magic scissors mode which will attempt to trim the background area from the brush as it is picked up.

INPUTS

None.

RESULT

None.

1.130 Matte

MATTE

FORMAT

Matte Red/N,Green/N,Blue/N,Alpha/S,Scale/S

FUNCTION

Perform a composite matte operation between the main and swap buffers.

INPUTS

Red,Green,Blue

The color value to be taken as transparent in the main buffer.

Alpha

If specified, the alpha channel will be used as extra control in the composite operation.

Scale

If specified, the swap buffer will be scaled to the size of the main buffer region affected.

RESULT

None.

1.131 Menu

MENU

FORMAT

Menu Name

FUNCTION

Jump to the specified action menu.

INPUTS

Name

Name of the action menu to enter, must be one of the following:

Scanner Palette Toolbox Render Printer

Note: If no menu is specified, no change is made.

RESULT

Returns the name of the current action menu, before the change.

1.132 Merge

MERGE

FORMAT

Merge Blend/N,Alpha/S,Scale/S

FUNCTION

Perform a composite merge operation between the main and swap buffers.

INPUTS**Blend**

Percentage of blend (1-100). Higher percentages will blend in more of the swap buffer.

Alpha

If specified, the alpha channel will be used in the composite operation.

Scale

If specified, the swap buffer will be scaled to the size of the main buffer's region.

RESULT

None.

1.133 Message

MESSAGE**FORMAT**

Message Text/F

FUNCTION

Display a message in the Arexx status window. If the macro was launched asynchronously or without the status window, then this command has no effect.

INPUTS**Text**

Text of the message.

RESULT

None.

1.134 Mono2Grey

MONO2GREY**FORMAT**

Mono2Grey Area/N

Mono2Gray Area/N (1.50)

MonoToGrey Area/N (1.50)

MonoToGray Area/N (1.50)

FUNCTION

Convert monochrome image data to 8-bit greyscale.

INPUTS

Area

Area to use in the translation, should be one of 2, 4, or 8. The higher the number, the longer the process takes, but the more color depth in the resulting image.

RESULT

None.

1.135 MotionBlur

MOTIONBLUR

FORMAT

MotionBlur Angle/N,Length/N

FUNCTION

Perform a motion blur effect on the current image or region.

INPUTS

Angle

Angle of the motion blur, in degrees (0-360).

Length

Length of the blur, in pixels.

RESULT

None.

1.136 Negative

NEGATIVE

FORMAT

Negative

FUNCTION

Perform a negative effect on the current image or region.

INPUTS

None.

RESULT

None.

1.137 NewArea

NEWAREA

FORMAT

NewArea

FUNCTION

Clear the current area definition, in preparation for defining a new area. Subsequent AddArea commands will define points in the new area.

INPUTS

None.

RESULT

None.

SEE ALSO

AddArea

1.138 NewComplexRequest

NEWCOMPLEXREQUEST (2.0)

FORMAT

NewComplexRequest Title/A,Stem/A,Width/N,Height/N

FUNCTION

Updated version of the ComplexRequest command, supporting many new features with a little easier syntax.

INPUTS

Title

Title of the requester, to appear at its top.

Stem

Stem variable where the gadgets are defined. Each element in the stem array contains an encoded string defining a type of gadget. The array starts at Stem.1 and goes through Stem.N. The last stem gadget type MUST be "END" to define the end of the list.

The following gadget types are supported:

BUTTON LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,LB=Label,RC=Return/N

FILEREQ LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,HL=Hail,PA=Path,PT= ↵
Pattern,FL=File,AT=Attach/N,DO=DirOnly/S

INTEGER LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,LB=Label,IN=Initial/ ↵
N,JU=Justify/N,LO=Low/N,HI=High/N

STRING LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,LB=Label,IN=Initial, ↵
JU=Justify/N

CHECK LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,LB=Label,IN=Initial/N

CYCLE LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,LB=Label,IN=Initial/N, ↔
CH=Choices/A

TEXT LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,LB=Label,PN=Pen/N,JU= ↔
Justify/N

BORDER LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,Double/S,Recessed/S

The following gadget types were added in ImageFX 2.6:

SLIDER LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,LB=Label,IN=Initial/N ↔
,LO=Low/N,HI=High/N,LV=Level

Width,Height

Optional width and height of the requester. Defaults to 400 width and 65 height.

RESULT

Returns the user's selection for each gadget in a stem variable called RESULT. Thus, RESULT.1 is the user's choice for the first gadget, RESULT.2 is the choice for the second gadget, etc.

SEE ALSO

ComplexRequest

1.139 NextBrush

NEXTBRUSH

FORMAT

NextBrush

FUNCTION

Select the next available brush as the current brush. The previous brush is shuffled into the "background".

INPUTS

None.

RESULT

None.

SEE ALSO

PrevBrush,SelectBrush,BrushToBack

1.140 NextBuffer

NEXTBUFFER

FORMAT

NextBuffer

FUNCTION

Select the next available image buffer as the main buffer. The previous main buffer is shuffled into the "background".

INPUTS

None.

RESULT

None.

SEE ALSO

PrevBuffer, SelectBuffer, BufferToBack

1.141 OilTransfer

OILTRANSFER (OBSOLETE)

FORMAT

OilTransfer

FUNCTION

Perform an oil transfer effect on the current image or region.

Note: The new hook OilPaint provides better and faster oil effects.

INPUTS

None.

RESULT

None.

1.142 OtherToRGB

OTHERTORGB (2.0)

FORMAT

OtherToRGB Mode/N/A,V1/N/A,V2/N/A,V3/N/A,V4/N
Other2RGB Mode/N/A,V1/N/A,V2/N/A,V3/N/A,V4/N

FUNCTION

Convert from a foreign colorspace back to RGB.

INPUTS

Mode

Colorspace to convert from:

0 = RGB	(3 args)
1 = HSV	(3 args)
2 = CMY	(3 args)
3 = CMYK	(4 args)

4 = YIQ (3 args)
5 = YUV (3 args)

V1,V2,V3,V4

The values of the color components that are being converted.

RESULT

Returns the converted color in RESULT in the form:

<red:0-255> <green:0-255> <blue:0-255>

SEE ALSO

RGBToOther

1.143 OutlineBrush

OUTLINEBRUSH

FORMAT

OutlineBrush

FUNCTION

Outline the current brush with a pixel's worth of the current drawing color.

INPUTS

None.

RESULT

None.

SEE ALSO

TrimBrush

1.144 Oval

OVAL

FORMAT

Oval XC/N,YC/N,XRadius/N,YRadius/N

FUNCTION

Draw an oval into the current image buffer, using the current pen or brush, and the current drawing settings. If Scissors or MagicScissors has been specified, the area defined by the oval will be picked up as a brush.

INPUTS

XC,YC

Coordinates of the center point of the oval, in pixels.

XRadius,YRadius

Major and minor radii of the oval, in pixels.

RESULT
None.

1.145 Palette

PALETTE

FORMAT
Palette Number/N

FUNCTION
Activate either the drawing or render palette. All subsequent palette operations will affect the palette selected with this command.

INPUTS
Number (1.50)
Palette number to switch to. Should range from 1 - 8, representing one of the eight palettes. Palette number 8 is the render palette.

RESULT
None.

1.146 Pan

PAN

FORMAT
Pan Direction/A,Distance/N

FUNCTION
Pan around in the preview display (presumably a zoomed preview display).

INPUTS
Direction
Direction to pan the display; should be one of "Up", "Down", "Left", or "Right".

Distance
Optional distance to move the display, expressed as a percentage of the current width of the display. Thus a value of 50 will move half the size of display each time it pans.

RESULT
None.

1.147 PantoCenter

PANTOCENTER (OBSOLETE)

FORMAT

PantoCenter XC/N/A,YC/N/A

FUNCTION

Selects the pantograph center point.

Note: This command is no longer supported in 2.0. You can set the pantograph center by sending commands to the new Pantograph drawing style.

INPUTS

XC,YC

Center coordinates, in buffer pixels.

RESULT

None.

1.148 Pen

PEN

FORMAT

Pen Type,Size/N

FUNCTION

Select the type and size of drawing pen to use in all subsequent drawing operations.

INPUTS

Type

Type of pen; a number representing one of the following choices:

0 = Circular

1 = Square

2 = Diagonal Right

3 = Diagonal Left

4 = Random

Size

Size of the drawing pen, in pixels (1-255).

Note: If no arguments are given, no change is made.

RESULT

Returns the state of the drawing pen before any change is made, in the form "petype size".

1.149 Pick

PICK

FORMAT

Pick

FUNCTION

Initiate the pick color function. The pointer will change to "pick" pointer, and the user will be able to select a color from the display. The current palette will be changed to reflect the color at the location chosen.

INPUTS

None.

RESULT

None.

1.150 PickupRegion

PICKUPREGION (2.1a)

FORMAT

PickupRegion

FUNCTION

Picks up the currently selected region as a brush.

INPUTS

None.

RESULT

None.

1.151 Point

POINT

FORMAT

Point X/N,Y/N

FUNCTION

Draw a point at the selected location, using the current drawing pen or brush, and all the current drawing settings.

INPUTS

X,Y

Coordinates of the point, in buffer pixels.

RESULT

None.

1.152 Poly

POLY

FORMAT
Poly

FUNCTION
Draw an unfilled polygon into the main buffer, using the current drawing mode settings and drawing color. The points of the polygon are defined by calls to NewArea/AddArea.

INPUTS
None.

RESULT
None.

SEE ALSO
NewArea, AddArea

1.153 PolyRegion

POLYREGION

FORMAT
PolyRegion Add/S, Subtract/S

FUNCTION
Define a polygon region for the main buffer, using the points defined by calls to NewArea/AddArea. Subsequent image processing operations will be constrained to this region.

INPUTS
Add
If specified, this region is to be merged in with the existing region. Otherwise the new region supercedes any existing regions.

Subtract (2.0)
If specified, this region will be subtracted from the existing region.

RESULT
None.

1.154 Posterize

POSTERIZE

FORMAT
Posterize Levels/N

FUNCTION

Perform a posterize effect on the current image or region.

INPUTS**Levels**

Number of color levels to posterize to. If not given, a requester will be presented.

RESULT

None.

1.155 PrevBrush

PREVBRUSH (2.0)

FORMAT

PrevBrush

FUNCTION

Select the previous brush as the current brush. The previous brush is shuffled into the "background".

INPUTS

None.

RESULT

None.

SEE ALSO

NextBrush, SelectBrush, BrushToBack

1.156 PrevBuffer

PREVBUFFER (2.0)

FORMAT

PrevBuffer

FUNCTION

Select the previous buffer as the main buffer. The previous main buffer is shuffled into the "background".

INPUTS

None.

RESULT

None.

SEE ALSO

NextBuffer, SelectBuffer, BufferToBack

1.157 Preview

PREVIEW

FORMAT

Preview Command,Args/F

FUNCTION

Send a command to the current Preview module. It is entirely up to the module to interpret and act upon the command.

INPUTS

Depends on the module.

RESULT

Depends on the module.

1.158 Printer

PRINTER

FORMAT

Printer Command,Args/F

FUNCTION

Send a command to the current Printer module. It is entirely up to the printer module to interpret and act upon the command.

INPUTS

Depends on the Printer module.

RESULT

Depends on the Printer module.

1.159 PutMsg

PUTMSG

FORMAT

PutMsg Port/A,Message/F

FUNCTION

Send a text command to a specified Arexx port. You will rarely (if ever) need to use this command.

INPUTS

Port
Name of the arexx port to send the message.

Message
Text of the message.

RESULT
None.

1.160 PutPixel

PUTPIXEL

FORMAT
PutPixel X/N/A,Y/N/A,Red/N/A,Green/N/A,Blue/N/A

FUNCTION
Set the color value of a pixel at the specified coordinates.

INPUTS
X,Y
Coordinates of the pixel to modify, in buffer pixels.

Red,Green,Blue
New color to store at that pixel location. Each component should be in the range of 0-255. For a greyscale buffer, all three components should be the same.

RESULT
None.

SEE ALSO
GetPixel

1.161 Quantize

QUANTIZE

FORMAT
Quantize Command,Args/F

FUNCTION
Send a command to the current Quantize module. It is entirely up to the module to interpret and act upon the command.

INPUTS
Depends on the module.

RESULT
Depends on the module.

1.162 Quit

QUIT

FORMAT

Quit Force/S

FUNCTION

Exit ImageFX, freeing all associated memory.

INPUTS

Force

If specified, the "Are you sure?" requester will not be shown; thus the program will exit quietly.

RESULT

None.

1.163 ReadPixels

READPIXELS (AREXX ONLY)

FORMAT

ReadPixels Var/A,Row/N/A,Width/N,LeftEdge/N

FUNCTION

This function will directly read a block of pixels from a specified scanline of the Main buffer. This can only be used from Arexx, as it requires a variable in which to store the results.

INPUTS

Var

Specifies the name of the Arexx variable in which to store the resulting pixel information. The information is stored as a byte-packed string of digits in the order RGBRGBRGB...; for example FF0000 00FF00 0000FFx would be three pixels of bright red, green, and blue respectively. When reading from a greyscale buffer, only one byte per pixel is stored; thus FF 00 40x would be 3 pixels of high, medium, and low intensity grey. Be careful that Arexx does not expand your variable name; you must enclose it in quotes within the Arexx program like this:

```
ReadPixels 'MYVAR' 0 320 0
    newpixels = REVERSE(myvar)
/* etc.... */
```

You should always specify the variable in upper case, as all variables are converted to upper case by Arexx.

Row

Scanline of the image from which to read pixel information. Scanlines are numbered starting with 0 at the top and going down to Height-1 at the bottom. An error will be returned if you try to read outside the bounds of the main buffer.

Width

Number of pixels to read from the specified scanline. If not specified, the entire width of the scanline is read.

LeftEdge

How far from the left edge of the image to start reading. This value should range from 0 (at the leftmost edge) to the width of the image minus 1. If not specified, a left offset of 0 is used.

RESULT

Pixel information will be returned in the variable specified, in the format detailed above.

1.164 Red

RED**FORMAT**

Red Adjust/N

FUNCTION

Adjust the red content of the current image or region.

INPUTS

Adjust

Amount to adjust the red (-127 to +127). This number is added directly to each red value.

RESULT

None.

1.165 Redo

REDO**FORMAT**

Redo

FUNCTION

Redo the last operation performed.

INPUTS

None.

RESULT

None.

1.166 Redraw

REDRAW**FORMAT**

Redraw On/S,Off/S,Left/N,Top/N,Width/N,Height/N

FUNCTION

Redraw some or all of the main image buffer. Also used to control the automatic redrawing function. Automatic redraw will redraw the portion of the screen that was affected by an operation as soon as the operation is completed. You may want to turn this feature off when performing a long series of functions to speed the operation up, the redraw the screen when the operations are finished.

Redrawing the screen includes re-rendering the current brush (if any).

INPUTS

On

Enable automatic redraw.

Off

Disable automatic redraw.

Left

Left edge (in buffer pixels) of area to redraw.

Top

Top Edge (in buffer pixels) of area to redraw.

Width

Width (in buffer pixels) of area to redraw.

Height

Height (in buffer pixels) of area to redraw.

Note: If no arguments are given, the entire screen is redrawn.

RESULT

None.

1.167 RedrawPalette

REDRAWPALETTE (2.1)

FORMAT

RedrawPalette

FUNCTION

Refresh the palette and color pots.

INPUTS

None.

RESULT

None.

1.168 Region

REGION

FORMAT

Region Type,Next/S,Prev/S

FUNCTION

Set the region selector tool.

INPUTS

Type

Set the region tool directly. Should be one of the following:

Full Box Oval Poly Free Flood Brush

Next

Cycle the region selector up one.

Prev

Cycle the region selector down one.

Note: If no arguments given, no change is made.

RESULT

Name of the previous region selection, before any changes.

1.169 ReliefMap

RELIEFMAP

FORMAT

ReliefMap

FUNCTION

Perform a relief map effect on the current image or region.

INPUTS

None.

RESULT

None.

1.170 RemoveFeature

REMOVEFEATURE

FORMAT

RemoveFeature

FUNCTION

Perform a remove feature effect on the current image or region.

INPUTS
None.

RESULT
None.

1.171 RenameBuffer

RENAMEBUFFER (2.0)

FORMAT
RenameBuffer Name

FUNCTION
Give the main buffer a new name.

INPUTS
Name
New name to give to the buffer. If not provided, a string entry requester will be presented.

RESULT
None.

1.172 Render

RENDER

FORMAT
Render Command,Args/F

FUNCTION
Send a command to the current Render module. It is entirely up to the render module to interpret the command and possibly act upon it. See the documentation for the individual modules for details of the available commands.

INPUTS
Command
Command for the render module.

Args
Arguments for the command.

RESULT
Depends on the command and render module.

1.173 RenderPalette

RENDERPALETTE**FORMAT**

RenderPalette

FUNCTION

Render a palette based on the current main buffer, using the current quantize module to choose a suitable palette. The entire visible palette will be filled with rendered colors.

INPUTS

None.

RESULT

None.

1.174 RenderToBack

RENDER2BACK (2.0)**FORMAT**

RenderToBack
Render2Back

FUNCTION

Pushes the current render screen to the back, if possible. If there is no render screen, nothing happens. Some render screens cannot be moved this way, such as OpalVision and IV24.

INPUTS

None.

RESULT

None.

SEE ALSO

RenderToFront

1.175 RenderToFront

RENDER2FRONT (2.0)**FORMAT**

RenderToFront
Render2Front

FUNCTION

Brings the current render screen to the front. If there is no render screen, nothing happens.

INPUTS

None.

RESULT

None.

SEE ALSO

RenderToBack

1.176 Requesters

REQUESTERS

FORMAT

Requesters On/S,Off/S,PubScreen/K

FUNCTION

Enable or disable error requesters. Also sets the public screen where requesters are shown.

INPUTS

On,Off

Enable or disable error requesters. If disabled, requesters will not be shown to notify the user of errors.

PubScreen (2.0)

Sets the name of the public screen where requesters are shown (includes boolean, string, integer, complex, and list requesters).

RESULT

None.

1.177 RequestFile

REQUESTFILE

FORMAT

RequestFile Title/A,Path,File,Pattern

FUNCTION

Display a file requester from which the user can select filename.

INPUTS

Title

Title to appear in the titlebar of the requester.

Path

Initial pathname to go in the path gadget.

File

Initial filename to go in the file gadget.

Pattern

Initial pattern to go in the pattern gadget.

RESULT

Full pathname of selected file, if not cancelled.

New for 2.0: The Arexx variables `FILEREQ.FILE`, `FILEREQ.PATH`, and `FILEREQ.PAT` are set to the selected file, path, and pattern of the requester if successful.

1.178 RequestNotify

REQUESTNOTIFY**FORMAT**

RequestNotify Prompt/A/F

FUNCTION

Display an information requester to the user. The user must click the Okay gadget to proceed.

INPUTS

Prompt
Text in the body of the requester.

RESULT

None.

1.179 RequestNumber

REQUESTNUMBER**FORMAT**

RequestNumber Prompt/A,Default/N

FUNCTION

Display a number requester to the user. The user must enter a number and hit Okay or Cancel to proceed.

INPUTS

Prompt
Title of the requester.

Default

Default starting value of the requester.

RESULT

Returns the number the user entered if successful.

1.180 RequestResponse

REQUESTRESPONSE**FORMAT**

RequestResponse Prompt/A/F

FUNCTION

Display a boolean (yes/No) requester to the user; Okay and Cancel gadgets will appear at the bottom of the requester. The user must click one of the gadgets to proceed.

INPUTS

Prompt

Text to appear in the body of the requester.

RESULT

Non-zero return code if the user chooses Cancel; zero if he chooses Okay.

1.181 RequestSlider**REQUESTSLIDER****FORMAT**

RequestSlider Prompt/A,Lowest/N,Highest/N,Default/N

FUNCTION

Display a slider requester to the user, allowing a choice of number within a distinct range.

INPUTS

Prompt

Prompt string; the title of the requester.

Lowest,Highest

Range of values allowed in the slider gadget.

Default

Initial starting value of the slider gadget.

RESULT

Returns the number selected by the user if successful.

1.182 RequestString**REQUESTSTRING****FORMAT**

RequestString Prompt/A,Default

FUNCTION

Display a string requester to the user, the user must enter a string

or press Cancel to proceed.

INPUTS

Prompt

Title of the string requester.

Default

Default starting string to go in the requester.

RESULT

Returns the string entered if successful.

1.183 RGBToOther

RGBTOOTHER (2.0)

FORMAT

RGBToOther Mode/N/A, Red/N/A, Green/N/A, Blue/N/A

RGB2Other Mode/N/A, Red/N/A, Green/N/A, Blue/N/A

FUNCTION

Convert an RGB color to a different colorspace.

INPUTS

Mode

Colorspace to convert to:

0 = RGB

1 = HSV

2 = CMY

3 = CMYK

4 = YIQ

5 = YUV

Red, Green, Blue

RGB color to convert. Values range from 0-255.

RESULT

Returns the converted color in RESULT in one of the following forms:

HSV: "<hue:0-359> <sat:0-255> <val:0-255>"

CMY: "<cya:0-255> <mag:0-255> <yel:0-255>"

CMYK: "<cya:0-100> <mag:0-100> <yel:0-100> <black:0-100>"

YIQ: "<luma> <i> <q>"

YUV: "<luma> <u> <v>"

SEE ALSO

OtherToRGB

1.184 RIP

RIP

FORMAT

RIP Threshold/N

FUNCTION

Perform a remove isolated pixels function on the current image or region.

INPUTS

Threshold

Isolation threshold (0-255).

RESULT

None.

1.185 Roll

ROLL

FORMAT

Roll DX/N,DY/N

FUNCTION

Perform a roll function on the current image or region.

INPUTS

DX,DY

Number of pixels to move in the horizontal and vertical directions, respectively. If not given, requesters will be presented.

RESULT

None.

1.186 RollScreenDown

ROLLSCREENDOWN

FORMAT

RollScreenDown

FUNCTION

Roll the screen back down into its normal position.

INPUTS

None.

RESULT

None.

1.187 RollScreenUp

ROLLSCREENUP

FORMAT

RollScreenUp Height/N/A

FUNCTION

Roll the menu screen upward to fit a new window on it.

INPUTS

Height

The height of the object that needs to fit on the screen, this indicates how far up to roll the screen.

RESULT

None.

1.188 Rotate

ROTATE

FORMAT

Rotate Angle/N, Red/N, Green/N, Blue/N

FUNCTION

Rotate the current image by a specified angle.

INPUTS

Angle

Number of degrees of clockwise rotation. Negative numbers indicate counter-clockwise rotation, positive numbers indicate clockwise rotation. The special case of -90, 90, and 180 are handled much faster than other arbitrary angles. Fractional values are accepted.

Red, Green, Blue (2.0)

Specifies the background color (defaults to 0 0 0).

Note: If no arguments are given, the standard Rotate window is presented.

RESULT

None.

1.189 Roughen

ROUGHEN

FORMAT

Roughen Amount/N

FUNCTION

Perform a roughening effect on the current image or region.

INPUTS**Amount**

Amount of roughening to apply (1-255). If not given, a requester will be presented.

RESULT

None.

1.190 Rx

RX**FORMAT**

Rx Async/S, Quiet/S, Command, Args/F

FUNCTION

Invoke an Arexx macro.

INPUTS**Async**

If specified, the macro will be run as separate task, and this command will return immediately. Most of the time you will not need to use this. Make sure that you stop the macro before exiting ImageFX. If the macro is not run asynchronously, the RX command will not return until the macro is finished.

Quiet

If specified, the "arexx macro in progress" window will not be shown.

Command

Arexx command to run. If not given, a file requester will be presented.

Args (2.1)

Arguments to be supplied to the command. As of ImageFX 2.1, the arguments are decoded separately from the command.

RESULT

None.

SEE ALSO

RXS

1.191 RxHalt

RXHALT**FORMAT**

RxHalt Global/S

FUNCTION

Halt any and all asynchronous Arexx programs launched by the program.

INPUTS

Global

If specified, the global Arexx HALT flag is set, which will stop ALL executing Arexx processes, no matter who started them. You generally shouldn't have to use this.

RESULT

None.

1.192 Rxs

RXS

FORMAT

Rxs Command/F/A

FUNCTION

Invoke an Arexx "string program".

INPUTS

Command

String program to run. The entire contents are taken as an Arexx program and are passed to the Arexx interpreter for processing. The string may contain any valid Arexx commands.

RESULT

None.

1.193 Saturation

SATURATION

FORMAT

Saturation Adjust/N

FUNCTION

Adjust the saturation of the current image or region.

INPUTS

Adjust

Amount to adjust the saturation (-127 to +127).

RESULT

None.

1.194 SaveAlphaAs

SAVEALPHAAS

FORMAT

SaveAlphaAs Format,File,Args/F

FUNCTION

Save the current alpha channel to a file using a specified file format.

INPUTS

Format

File format in which to save the alpha channel. If not given, a scrolling list of choices will be presented.

File

Name of the file to save the alpha channel as. If not given, a file requester will be presented. If a full path is not given, the file will be saved to the current alpha channel save path (as set in prefs).

Args

Arguments passed to the saver module. See the documentation of the particular saver module in question.

RESULT

None.

1.195 SaveBrushAs

SAVEBRUSHAS

FORMAT

SaveBrushAs Format,File,Args/F

FUNCTION

Save the current brush, using the requested file format.

INPUTS

Format

File format in which to save the brush. If not given, a scrolling list of choices will be presented.

File

Filename of the output image. If not given, a file requester will be presented to the user. If Create Icons? in Prefs is turned on, the default brush icon will also be saved with the image. If a full pathname is not given, then the file will be saved to the current Brush path (as set in Prefs).

Args

Arguments passed to the saver module.

RESULT
None.

1.196 SaveBufferAs

SAVEBUFFERAS

FORMAT
SaveBufferAs Format,File,Force/S,Args/F

FUNCTION
Save the current image buffer, using the requested file format.

INPUTS

Format
File format to save file in. If not given, a scrolling list of choices will be presented.

File
Name of the file in which to save the image. If Create Icons? in Prefs is on, an icon will be saved with the image. If no file is given, a file requester will be presented to the user. If a full path is not given, then the file will be saved in the current buffer save path (as set in Prefs).

Force
If given, this will overwrite existing files without prompting the user.

Args
Passed to the saver module that gets called. See the documentation for the various saver modules.

RESULT
None.

1.197 SaveMaskAs

SAVEMASKAS (2.0)

FORMAT
SaveMaskAs File

FUNCTION
Save the currently defined region to disk. Currently the region is always saved as an IFF ILBM file.

INPUTS

File
Name of the disk file to save to. If not provided, a requester is presented.

RESULT
None.

SEE ALSO
LoadMask

1.198 SavePaletteAs

SAVEPALETTEAS

FORMAT
SavePaletteAs File,Number/N

FUNCTION
Save the current palette to a file on disk, including range information if possible. Currently palettes may only be saved as ILBM files.

INPUTS
File
Name of the file to store the palette in. If not given, a file requester will be presented. If a full path is not given, the file will be saved to the current Palette path (as set in prefs).

Number (1.50)
Palette number to save. -1 to save the currently displayed palette, or a palette number ranging from 1 - 8. (Palette 8 is the render palette.)

RESULT
None.

1.199 SavePrefsAs

SAVEPREFSAS (2.0)

FORMAT
SavePrefsAs File

FUNCTION
Save the current preferences settings to a given disk file.

INPUTS
File
Name of the file to store the preferences in. If not given, a file requester will be presented.

RESULT
None.

1.200 SavePreviewAs

SAVEPREVIEWAS

FORMAT

SavePreviewAs Format,File,Args/F

FUNCTION

Save the current preview screen to a file, in the file format specified. This is basically just a screen grab of the preview screen.

INPUTS

Format

File format to save in; if not specified, a save format requester will be presented.

File

Filename to store the image in. If not specified, a file requester will be presented. If a full path is not given, the file will be saved in the current rendered image save path (as defined in prefs).

Args

Arguments passed to the Saver module. See the documentation for the various saver modules.

RESULT

None.

1.201 SaveRenderedAs

SAVERENDEREDAS

FORMAT

SaveRenderedAs Format,File,Args/F

FUNCTION

Save the current rendered image to a file, in the file format specified. Note that some render modules do support saveable files (Firecracker render, for example). In this case, nothing will be saved.

INPUTS

Format

File format to save in; if not specified, a save format requester will be presented to the user.

File

Filename to store the rendered image in. If not specified, a file requester will be presented. If a full path is not given, the file will be saved to the current rendered image path (as set in prefs).

Args

Passed to the saver module that gets called. See the documentation for the various saver modules.

RESULT

None.

1.202 SaveUndo

SAVEUNDO**FORMAT**

SaveUndo Left/N,Top/N,Width/N,Height/N

FUNCTION

Save an area of the main image buffer to the undo buffer, for later retrieval via. the Undo function.

Normally, functions that destroy the image automatically save the area affected to the undo buffer, but you might want to explicitly control when and where the undo gets saved. For example, if you do a long series of processes, the undo will be saved at each step, so that if the user does an undo after its all over hell only restore the last step done. But if you use SaveUndo at the beginning of the series and then turn the undo off during the series, you will have a copy of the original buffer in the undo buffer.

INPUTS**Left**

Left edge (in buffer pixels) of area to save.

Top

Top Edge (in buffer pixels) of area to save.

Width

Width (in buffer pixels) of area to save.

Height

Height (in buffer pixels) of area to save.

Note: If no arguments are given, the entire buffer is saved.

RESULT

None.

1.203 Scale

SCALE**FORMAT**

Scale Width/N,Height/N,Percent/S,Fast/S,Border/S

FUNCTION

Scale the current image buffer to a new size.

INPUTS

Width, Height

New size of the buffer in pixels.

Percent

Indicates that the width and height are given as percentages instead of absolute pixel sizes.

Fast

Use the fast scaling method, which does not do any anti-aliasing.

Border

Use the border scale method.

Note: If no arguments are given, the standard Scale window is presented.

RESULT

None.

1.204 Scanner

SCANNER**FORMAT**

Scanner Command/A,Args/F

FUNCTION

Send a command to the current Scanner module. It is entirely up to the module to interpret the command. See the documentation for the individual scanner modules for details of available commands and their results.

INPUTS

Depends on the command.

RESULT

Depends on the command.

1.205 Scissors

SCISSORS**FORMAT**

Scissors

FUNCTION

Initiate a brush cut operation. Issuing this command places the program into brush cut mode; you must then follow with a standard

drawing command to cut out a brush in that shape.

INPUTS

None.

RESULT

None.

SEE ALSO

MagicScissors

1.206 ScreenToBack

SCREENTOBACK

FORMAT

ScreenToBack
Screen2Back (1.50)

FUNCTION

Send the ImageFX screen(s) to the back.

INPUTS

None.

RESULT

None.

1.207 ScreenToFront

SCREENTOFRONT

FORMAT

ScreenToFront
Screen2Front (1.50)

FUNCTION

Bring the ImageFX screen(s) to the front.

INPUTS

None.

RESULT

None.

1.208 SelectBrush

SELECTBRUSH (2.0)

FORMAT

SelectBrush Name

FUNCTION

Select one of the multiple brushes in memory to be shown as the current brush. The previous brush is shuffled into the "background".

INPUTS

Name

Name of the brush to select. If not provided, a select brush requester will be presented from which the user can select a brush by name or thumbnail.

RESULT

None.

SEE ALSO

BrushToBack, NextBrush, PrevBrush

1.209 SelectBuffer

SELECTBUFFER

FORMAT

SelectBuffer Name

FUNCTION

Select one of the multiple image buffers in memory to be shown as the main buffer. The previous main buffer is shuffled into the "background".

INPUTS

Name

Name of the image buffer to select. If not provided, a select buffer requester will be presented from which the user can select a buffer by name or thumbnail.

RESULT

None.

SEE ALSO

NextBuffer, PrevBuffer, BufferToBack

1.210 SetAspect

SETASPECT

FORMAT

SetAspect AspectX/N, AspectY/N, DPIX/N, DPIY/N, ScaleX/S, ScaleY/S

FUNCTION

Set the pixel aspect ratio and/or the DPI of the main image buffer.

INPUTS

AspectX, AspectY

New pixel aspect ratio to assign to the buffer.

DPIX, DPIY

New DPI setting to assign to the buffer. DPI is always specified in dots-per-inch.

ScaleX

Scale the buffer's width such that it will remain the same size at the new aspect/dpi settings.

ScaleY

Scale the buffer's height such that it will remain the same size at the new aspect/dpi settings.

RESULT

None.

1.211 SetPalette

SETPALETTE

FORMAT

SetPalette Register/N/A, Red/N/A, Green/N/A, Blue/N/A

FUNCTION

Modify the color of a single palette entry. Also updates the palette display if applicable.

INPUTS

Register

Color register to modify. Should be in the range of 0 - 255. You may also specify register '-1', which is translated to mean the current active color.

Red, Green, Blue

The new color value. Each gun should be in the range 0 - 255.

RESULT

None.

1.212 SetPrefs

SETPREFS

FORMAT

SetPrefs Object/A, Setting/F

FUNCTION

Set the state one of a variety of preferences options.

INPUTS

Object

Which preference you want to modify. It is a single case-insensitive word.

Setting

The setting to apply to the preference object. The actual setting depends on the type of object. For flag objects, the setting should be either "On", "Off", or "Toggle". For path objects, the setting should be a complete pathname.

Here is a list of all the possible objects, with brief descriptions:

Coords	Use coordinates setting.
Undo	Undo buffer state.
Icons	Save Icons flag.
Metric	Metric Units flag.
Lace	Interlaced Panel flag.
CloseWB	Close Workbench flag.
ToolPalette	Toolbox Palette flag.
AutoRender	Enable post-redraw macro.
AreYouSure	"Are you sure?" requester enable.
RollScreen	Enable/disable the screen rolling.
OpaquePanel	Opaque panel setting.
AspectLock	Preview aspect lock setting.
Pressure	Pressure sensitivity setting.
UseNails (2.0)	Use preview thumbnails.
SaveNails (2.0)	Save thumbnails with files.
LoadPath	Buffer load path.
SavePath	Buffer save path.
RendPath	Rendered image save path.
BrushLoadPath	Brush load path.
BrushSavePath	Brush save path.
AlphaLoadPath	Alpha channel load path.
AlphaSavePath	Alpha channel save path.
ConvolvePath	Convolve matrix path.
TransformPath	Color Transform array path.
VmemPath	Virtual memory path.
ArexxPath	Arexx macro path.
HookPath	Hook program path.
FontPath	Fonts directory.
PalettePath	Palette load and save path.
SepPath	Color separations path.
TexturePath (2.0)	Texture path.
FileReq	File requester type (0=internal,1=asl,2=arp,3=req). (OBSOLETE)
VPageSize	Virtual memory page size (scanlines).
VMaxMem	Maximum memory to be used by vmem (in KB).
UseVmem	Use virtual memory type (Never, Ask, Quiet, or Always).

Palette	Screen palette (Four 3-digit hex values).
MaxUndo	Maximum levels of undo.
LoadReq (2.0)	Load image requester (0=asl, 1=thumbnail).
SaveReq (2.0)	Save image requester (0=asl, 1=thumbnail).
MiscReq (2.0)	Misc requester (0=asl, 1=thumbnail).
FontReq (2.0)	Font requester (0=font, 1=file).
BufReq (2.0)	Buffer requester (0=name, 1=thumbnail).

RESULT

None.

SEE ALSO

GetPrefs

1.213 SetPreview

SETPREVIEW

FORMAT

SetPreview Name

FUNCTION

Set the current preview module.

INPUTS

Name

Name of the preview module to change to. If not given, a file requester will be presented. If a full path is not given, the module is assumed to reside in the current Preview modules path.

RESULT

None.

1.214 SetPrinter

SETPRINTER

FORMAT

SetPrinter Name

FUNCTION

Set the current Printer module.

INPUTS

Name

Name of the printer module to change to. If not given, a file requester will be presented. If a full path is not given, the

module is assumed to reside in the current Printer modules path.

RESULT

None.

1.215 SetRange

SETRANGE

FORMAT

SetRange Range/N/A,Low/N/A,High/N/A

FUNCTION

Modify the upper and lower boundaries of a given color range.

INPUTS

Range

Color range to modify, 1 - 8.

Low

Lower register boundary of the range, 0 - 255.

High

Upper register boundary of the range, 0 - 255.

RESULT

None.

SEE ALSO

GetRange

1.216 SetRender

SETRENDER

FORMAT

SetRender Name

FUNCTION

Set the current Render module.

INPUTS

Name

Name of the render module to change to. If not given, a file requester will be presented. If a full path is not given, the module is assumed to reside in the current Render modules path.

RESULT

None.

1.217 SetScanner

SETSCANNER

FORMAT

SetScanner Name

FUNCTION

Set the current Scanner module.

INPUTS

Name

Name of the scanner module to change to. If not given, a file requester will be presented. If a full path is not given, the module is assumed to reside in the current Scanner modules path.

RESULT

None.

1.218 Sharpen

SHARPEN

FORMAT

Sharpen Amount/N

FUNCTION

Perform a sharpening effect on the current image or region.

INPUTS

Amount

Amount of sharpening to apply, should be 1 - 255. The higher the number, the more sharpening. If not specified, a requester will be presented.

RESULT

None.

1.219 ShowPanel

SHOWPANEL

FORMAT

ShowPanel

FUNCTION

Brings the ImageFX menu panel to the front.

INPUTS

None.

RESULT

None.

1.220 ShrinkRegion

SHRINKREGION

FORMAT

ShrinkRegion

FUNCTION

Reduce the current region area by a pixel on all sides.

INPUTS

None.

RESULT

None.

SEE ALSO

ExpandRegion

1.221 Solarize

SOLARIZE

FORMAT

Solarize

FUNCTION

Perform a solarize effect on the current image or region.

INPUTS

None.

RESULT

None.

1.222 SortPalette

SORTPALETTE

FORMAT

SortPalette Up/S,Down/S

FUNCTION

Sort the colors in the active range of current palette.

INPUTS

Up,Down

Direction in which to sort the colors. Up is in order of

increasing brightness, and Down is in order of decreasing brightness. If neight is specified, the standard sort order choice requester is presented. Only the colors in the active range are affected.

RESULT

None.

1.223 SpreadColors

SPREADCOLORS

FORMAT

SpreadColors From/N,To/N

FUNCTION

Spread (generate smooth gradient) colors between two color registers in the current palette.

INPUTS

From

Source color register (0-255).

To

Destination color register (0-255).

Note: If no arguments are given, the program goes into interactive "spread colors" mode.

RESULT

None.

1.224 Subtract

SUBTRACT

FORMAT

Subtract Alpha/S,Scale/S

FUNCTION

Perform a composite subtract operation between the main and swap buffers.

INPUTS

Alpha

If specified, the alpha channel will be used as a blend control image.

Scale

If specified, the swap buffer will be scaled to fit the region processed.

RESULT
None.

1.225 Swap

SWAP

FORMAT
Swap

FUNCTION
Swap the secondary buffer and main buffers. The secondary buffer becomes the new main buffer and vice versa.

INPUTS
None.

RESULT
None.

1.226 SwapAlpha

SWAPALPHA

FORMAT
SwapAlpha

FUNCTION
Exchange the main image buffer with the alpha channel. The main buffer becomes the new alpha channel and vice versa.

INPUTS
None.

RESULT
None.

1.227 Swap2Brush

SWAP2BRUSH

FORMAT
Swap2Brush
PickupSwap
SwapToBrush (1.50)

FUNCTION
Pickup the entire swap buffer as the current brush.

INPUTS

None.

RESULT

None.

1.228 SwapColors

SWAPCOLORS

FORMAT

SwapColors From/N,To/N

FUNCTION

Swap two color registers in the current palette.

INPUTS

From

Source color register (0-255).

To

Destination color register (0-255).

Note: If no arguments are given, the program goes into interactive "swap colors" mode.

RESULT

None.

1.229 SwapRegions

SWAPREGIONS

FORMAT

SwapRegions

FUNCTION

Exchange the regions in the main and swap buffers. The region defined in the swap buffer becomes the new region in the main buffer, and vice versa.

INPUTS

None.

RESULT

None.

1.230 Text

TEXT (OBSOLETE)

FORMAT

Text Font,Size/N,Aspect/N,Text/F

FUNCTION

Create a text string, using the selected font name and size. The text is made into a brush. This command is provided for backwards compatibility reason; see the Text hook for more detailed text creation tools.

INPUTS

Font

Name of the font to use in building the text. If not given, it uses the last font used. Be sure to include the ".font" extension on the end of the font name, eg. "topaz.font".

Size

Height of the font in pixels. Under 2.0, the chosen font will be scaled to your chosen size. Under 1.3, the nearest existing size will be used.

Aspect

Under Kickstart 2.0, this controls the aspect ratio of the font. The value given is a percentage representing the amount to scale the width of the font. For example, a value of 100 is standard, 50 is half normal width, and 200 is twice normal width.

Text

The actual string of text to use in creating the brush.

Note: If no arguments are specified, the program will go into the Text menu.

RESULT

None.

1.231 Transparency

TRANSPARENCY

FORMAT

Transparency Include/N,Exclude/N,Closeness/N

FUNCTION

Select the current include and exclude transparency color ranges, along with the color closeness.

INPUTS

Include

Color range to be included in all subsequent processes. Should be in the range 0 - 8, where 0 disables the include range entirely.

Exclude

Color range to be excluded in all subsequent processes. Should be in the range of 0 - 8, where 0 disables the exclude range entirely.

Closeness

Color closeness to apply to the selected color ranges. Should be in the range 1 - 255.

Note: If no arguments are given, no change is made.

RESULT

Returns the previous transparency settings, before any changes, in the form "IncludeRange ExcludeRange Closeness".

1.232 TrimBrush

TRIMBRUSH

FORMAT

TrimBrush

FUNCTION

Trim a pixel off of the outside edge of the current brush.

INPUTS

None.

RESULT

None.

SEE ALSO

OutlineBrush

1.233 Undo

UNDO

FORMAT

Undo Quiet/S,On/S,Off/S,Back/S

FUNCTION

Restore the contents of the undo buffer into the main image buffer. Also used for enabling or disabling the undo buffer.

INPUTS

Quiet

If specified, the screen will not be redrawn after restoring the undo buffer.

On

Enable the undo buffer.

Off

Disable the undo buffer.

Back (1.5)

Un-undo - the equivalent of holding down shift and clicking the undo gadget.

RESULT

None.

1.234 UndoPalette

UNDOPALETTE

FORMAT

UndoPalette

FUNCTION

Undo the last changes made to the palette (if any).

INPUTS

None.

RESULT

None.

1.235 Uniconify

UNICONIFY

FORMAT

Uniconify

FUNCTION

Uniconify the program from its iconified state, restoring the display to normal.

INPUTS

None.

RESULT

None.

SEE ALSO

Iconify

1.236 Units

UNITS

FORMAT

Units Pixels/S,Ruled/S,Toggle/S

FUNCTION

Select the units in which to display the coordinates.

INPUTS

Pixels

Select pixel units.

Ruled

Select ruled units (inches or metric, depending on your prefs settings).

Toggle

Toggle between pixels and ruled units.

Note: If no arguments are given, then no change is made.

RESULT

Returns the state of the units, before any changes.

1.237 UnlockGui

UNLOCKGUI

FORMAT

UnlockGui Quiet/S

FUNCTION

Restore the locked state of the program, to allow gadgets and such to be updated and clicked on again. Normally all gadgets are refreshed to be sure they reflect the true state of the program.

INPUTS

Quiet

Do not refresh all the gadgets in the current menu. Normally you would only want to do this if you know you will be following soon after with another LockGui.

RESULT

None.

1.238 UnlockInput

UNLOCKINPUT

FORMAT

UnlockInput

FUNCTION

Restore normal operation of gadgets; allow the user to click on gadgets and such again. You should always follow any calls to LockInput with a call to UnlockInput to return things to normal.

INPUTS

None.

RESULT

None.

SEE ALSO

LockInput

1.239 UnsharpMask

UNSHARPMASK**FORMAT**

UnsharpMask Amount/N

FUNCTION

Perform an unsharp mask function on the current image or region.

INPUTS

Amount

Amount of masking to apply (1-16). If not given, a requester will be presented.

RESULT

None.

1.240 Value

VALUE**FORMAT**

Value Adjust/N

FUNCTION

Adjust the value (aka. brightness) of the current image or region.

INPUTS

Adjust

Amount to adjust the value (-127 to +127).

RESULT

None.

1.241 VersionDump

VERSIONDUMP

FORMAT

VersionDump

FUNCTION

Show the version numbers for all modules.

INPUTS

None.

RESULT

None.

1.242 VertFlip

VERTFLIP

FORMAT

VertFlip

FUNCTION

Perform a vertical flip on the current image or region.

INPUTS

None.

RESULT

None.

1.243 VertMirror

VERTMIRROR

FORMAT

VertMirror

FUNCTION

Perform a vertical mirror effect on the current image or region.

INPUTS

None.

RESULT

None.

1.244 VirtualBox

VIRTUALBOX

FORMAT

VirtualBox X1/N/A,Y1/N/A,X2/N/A,Y2/N/A

FUNCTION

Draw a box directly on the preview display. This does not affect the current buffer. The box is drawn in complement mode, so to erase it draw over the same location with another box.

INPUTS

X1,Y1

Upper left corner of the box, in buffer pixels.

X2,Y2

Lower right corner of the box, in buffer pixels.

RESULT

None.

1.245 VirtualLine

VIRTUALLINE

FORMAT

VirtualLine X1/N/A,Y1/N/A,X2/N/A,Y2/N/A

FUNCTION

Draw a line directly on the preview display. This does not affect the current buffer. The line is drawn in complement mode, so to erase it draw over the same location with another line.

INPUTS

X1,Y1

Starting coordinates of the line, in buffer pixels.

X2,Y2

Ending coordinates of the line, in buffer pixels.

RESULT

None.

SEE ALSO

VirtualBox

1.246 VisibleColors

VISIBLECOLORS

FORMAT

VisibleColors Count/N

FUNCTION

Set the number of visible colors in the palette display. This determines how far up the palette is scrolled.

INPUTS

Count

Number of colors to be visible on the palette display.

RESULT

Returns the current number of visible colors, before any change is made.

1.247 WaitFor

WAITFOR**FORMAT**

WaitFor Object/A

FUNCTION

Wait for a specific event to happen before proceeding with the current Arexx script. The events to wait for correspond to the available Wedge objects.

INPUTS

Object

Event to wait for. See the WEDGE command for descriptions of the available objects.

RESULT

None.

SEE ALSO

Wedge

1.248 WBToFront

WBTOFRONT**FORMAT**

WBToFront

WB2Front (1.50)

FUNCTION

Bring the Workbench screen to the front.

INPUTS

None.

RESULT

None.

1.249 Wedge

WEDGE

FORMAT

Wedge Object/A, Name/A, Remove/S, Port/S

FUNCTION

Port Wedges are generally only useful in asynchronous Arexx programs.

WARNING: Only use this if you know exactly what you are doing, especially port wedges.

INPUTS

Object

Wedge object. The following wedge types are defined:

SELECTDOWN

You will be notified whenever the left mouse button is pressed down in the preview window. The message will be in the form "SELECTDOWN x y".

SELECTUP

You will be notified whenever the left mouse button is released in the preview window. The message will be in the form "SELECTUP x y".

MOUSEMOVE

You will be notified whenever the mouse is moved with the left button pressed in the preview window. The message will be in the form "MOUSEMOVE x y".

TOOLUP

You will be notified whenever the user completes any of the drawing tools. The message will be in the form "TOOLUP toolnumber".

TOOLTRAP

Like TOOLUP, except the drawing operation will not be performed. Same format as TOOLUP.

Name

Name of an Arexx macro to execute when the wedge object occurs; wedge parameters will be passed as command line arguments.

Remove

If specified, the given wedge will be removed from the system. You should always remove your wedges when you are done with them.

Port

If specified, the Name argument is taken to be an Arexx port name, where a message will be sent when the wedge object occurs.

RESULT

None.

1.250 Window

WINDOW

FORMAT

Window Name/A

FUNCTION

Open the specified window, identified by name. The command does not return until the window is closed.

INPUTS

Name

Name of the window to open. Should be one of the following:

Prefs	Preferences window.
About	About window.
Modes	Drawing modes window.
Fill	Fill options window.
Scale	Scaling window.
Airbrush	Airbrush options window.
Balanc	Balanc window.
Composit	Composite window.
Rotate	Rotate window.
Buffer	Buffer menu window.
Brush	Brush menu window.
WaveGen	Wave generator window.
Wave	Save format window.
Pen	Pen/grid window.
Aspect	Set Aspect window.
Crop	Crop window.
Delete	Delete Buffer window.
Region (2.0)	Region window.

RESULT

None.

1.251 WritePixels

WRITEPIXELS (AREXX ONLY)

FORMAT

WritePixels Var/A,Row/N/A,Width/N,LeftEdge/N

FUNCTION

Write a block of pixels to a specified scanline of the main buffer. This can only be used from Arexx, as it requires a variable from which to read the pixel data.

INPUTS

Var

Specifies the name of the Arexx variable from which to read the pixel information. The information is stored as a byte-packed string of digits in the order RGBRGBRGB...; for example FF0000 00FF00 0000FFx would be three pixels of bright red, green, and blue respectively. When writing to a greyscale buffer, only one byte per pixel is used; thus FF 80 40x would be 3 pixels of high, medium, and low intensity grey. Be careful that Arexx does not expand your variable name; you must enclose it in quotes within the Arexx program like this:

```
newpixels = REVERSE(myvar)
  WritePixels 'NEWPIXELS' 0 320 0
  /* etc..... */
```

You should always specify the variable in upper case, as all variables are converted to upper case by Arexx.

Row

Scanline of the image where the pixel information is stored. Scanlines are numbered starting with 0 at the top and going down to Height-1 at the bottom. An error will be returned if you try to write outside the bounds of the main buffer.

Width

Number of pixels to write to the specified scanline. If not specified, the entire width of the scanline is assumed.

LeftEdge

How far from the left edge of the image to start writing. This value should range from 0 (at the leftmost edge) to the width of the image minus 1. If not specified, a left offset of 0 is assumed.

RESULT

None.

1.252 Xor

XOR**FORMAT**

Xor Alpha/S,Scale/S

FUNCTION

Perform a composite exclusive-or operation between the main and swap buffers.

INPUTS**Alpha**

If specified, the alpha channel will be used as a blend to control image during the composite.

Scale

If specified, the swap buffer will be scaled to the size of the region processed.

RESULT

None.

1.253 Yellow

YELLOW

FORMAT

Yellow Adjust/N

FUNCTION

Adjust the yellow content of the current image or region.

INPUTS

Adjust

Amount to adjust the yellow (-127 to +127).

RESULT

None.

1.254 Zoom

ZOOM

FORMAT

Zoom Direction/A,Mouse/S

FUNCTION

Zoom the preview display into or out of the current buffer.

INPUTS

Direction

Direction of zoom; should be one of "In", "Out", or "Full" (to zoom all the way back out to full screen).

Mouse

If specified, the zoom will be centered around the current mouse coordinates. Otherwise, it will be centered on the display.

RESULT

None.
