

**Arexx\_Loaders**

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	<i>TITLE :</i> Arexx_Loaders		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		March 30, 2025	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# Arexx\_Loaders

### 1.1 ImageFX Loader Module Arguments

Select A Loader Module:

```
ABEKAS
ANIM
FLI
FLYERCLIP          (2.1a)
GRASPD
* JPEG
PNG                (2.1a)
SOFTIMAGE
TARGA
```

Loaders not listed have no Arexx arguments.

### 1.2 ABEKAS Module Arguments

ABEKAS

FORMAT

Width/N,Height/N

INPUTS

Width,Height

Specify the dimensions of the image to load, in pixels.

EXAMPLE

LoadBuffer DH0:MyAbekasFile 1280 1024

### 1.3 ANIM Module Arguments

ANIM

FORMAT

---

```
Frame/N

INPUTS
  Frame
    Frame number to load, starting from 1.

EXAMPLE
  LoadBuffer DH0:MyAnim.anim 14
```

## 1.4 FLI Module Arguments

```
FLI

FORMAT
  Frame/N

INPUTS
  Frame
    Frame number to load, starting from 1.

EXAMPLE
  LoadBuffer DH0:MyFlic.fli 12
```

## 1.5 FLYERCLIP Module Arguments

```
FLYERCLIP (2.1a)

FORMAT
  Frame/N

INPUTS
  Frame
    Frame number to load, starting from 1. Each frame consists of two 1/60th
    second fields. An error code will be returned if attempting to read past
    the end of the clip.

EXAMPLE
  LoadBuffer DH0:MyClip 12
```

## 1.6 GRASPD L Module Arguments

```
GRASPD L

FORMAT
  Frame/N

INPUTS
  Frame
    Frame number to load, starting from 1.
```

---

## EXAMPLE

```
LoadBuffer DH0:MyGrasp.gl 5
```

## 1.7 JPEG Module Arguments

## JPEG

## FORMAT

Smooth/S, NoSmooth/S, Worst/S, Best/S

## INPUTS

Smooth, NoSmooth

Select whether to enable the smoothing option when decoding the JPEG.

Worst (2.5)

Uses a slightly faster, but less accurate method of loading.

Best (2.5)

Uses a slightly slower, but more accurate method of loading.

## EXAMPLE

```
LoadBuffer DH0:MyPicture.jpg NoSmooth
```

## 1.8 PNG Module Arguments

## PNG (2.1a)

## FORMAT

NoGamma/S, NoAlpha/S, Alpha/S

## INPUTS

NoGamma/S

Disables applying the gamma curve of the input file to the image.

NoAlpha/S, Alpha/S

Loads or does not load the alpha channel of an image without prompting the user.

## EXAMPLE

```
LoadBuffer DH0:MyPicture.png NoAlpha NoGamma
```

## 1.9 SOFTIMAGE Module Arguments

## SOFTIMAGE (2.0)

## FORMAT

Alpha/S, NoAlpha/S, Force/S

## INPUTS

#### Alpha, NoAlpha

If an alpha channel is detected in the file being loaded, specifying one of these options will bypass the "Load alpha channel" requester.

#### Force

If an alpha channel is to loaded, specifying this option will force the loader to overwrite any existing alpha channel without prompting the user.

#### EXAMPLE

```
LoadBuffer DH0:MyPict.sof NoAlpha
```

## 1.10 TARGA Module Arguments

### TARGA (2.0)

#### FORMAT

Alpha/S,NoAlpha/S,Force/S

#### INPUTS

##### Alpha, NoAlpha

If an alpha channel is detected in the file being loaded, specifying one of these options will bypass the Load alpha channel requester.

##### Force

If an alpha channel is to loaded, specifying this option will force the loader to overwrite any existing alpha channel without prompting the user.

#### EXAMPLE

```
LoadBuffer DH0:MyTarga.tga Alpha Force
```