

Arexx_Renders

COLLABORATORS

	<i>TITLE :</i> Arexx_Renders		
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Chapter 1

Arexx_Renders

1.1 ImageFX Render Module Commands

Select a Render Module:

```
Amiga
Amiga1.3
DCTV
EGS
Firecracker
Foreign
HAME
IV-24
OpalVision
Retina
SAGE
Toaster
```

1.2 Amiga Render Module Commands

```
Close
Colors
Dither
Go
Mode
ModeID
ModeName
```

1.3 Amiga1.3 Render Module Commands

```
Close
Colors
Dither
Go
Mode
```

1.4 DCTV Render Module Commands

Close
Go
Mode

1.5 EGS Render Module Commands

Close
Go

1.6 Firecracker Render Module Commands

Area
Close
Go
Show

1.7 Foreign Render Module Commands

Close
Colors
Dither
Go
Mode
Monitor

1.8 HAME Render Module Commands

Close
Dither
Go
Mode

1.9 IV-24 Render Module Commands

Dither
Go
Mode

1.10 OpalVision Render Module Commands

Close
Go
Mode

1.11 Retina Render Module Commands

Board
Close
Go
Mode

1.12 SAGE Render Module Commands

Area
Board
Close
Dither
Go
Mode

1.13 Toaster Render Module Commands

Auto
Go
Take

1.14 Amiga: Close

RENDER CLOSE

FORMAT
Render Close

FUNCTION
Close the currently rendered image, freeing its memory.

INPUTS
None.

RESULT
None.

1.15 Amiga: Colors

RENDER COLORS

FORMAT

Render Colors Count/N/A

FUNCTION

Select the number of colors in rendered images.

INPUTS

Count

Count of colors. This should be a power of two (eg. 2, 4, 8, etc.). If you select more colors than are available for the particular mode in use, the colors will be reduced to the maximum available.

RESULT

None.

1.16 Amiga: Dither

RENDER DITHER

FORMAT

Render Dither Type/N,Direction/N,Limit/N

FUNCTION

Select dithering method for subsequent renders.

INPUTS

Type

Type of dithering. 0=None, 1=Floyd, 2=FloydR, 3=EDD, 4=Order.

Direction

Direction of dithering. 0=LtoR, 1=RtoL, 2=ZigZag.

Limit

Error limiting. 0=None, 1=Low, 2=Medium, 3=High.

RESULT

None.

1.17 Amiga: Go

RENDER GO

FORMAT

Render Go

FUNCTION

Begin rendering the main buffer using the current render

settings.

INPUTS

None.

RESULT

None.

1.18 Amiga: Mode

RENDER MODE

FORMAT

Render Mode Lores/S,Hires/S,HAM/S,EHB/S,Lace/S,NTSC/S,PAL/S

FUNCTION

Select a rendering mode.

INPUTS

Lores, Hires, HAM, EHB

Standard viewmode selection.

Lace

Select interlaced.

NTSC, PAL

Select NTSC or PAL rendering.

RESULT

None.

1.19 Amiga: ModeID

RENDER MODEID

FORMAT

Render ModeID ID/N/A

FUNCTION

Select a rendering mode by providing a display ID value that appears in the display database.

INPUTS

ID

Display ID value (see <graphics/modeid.h>) given in decimal.

RESULT

None.

1.20 Amiga: ModeName

RENDER MODENAME

FORMAT

Render ModeName Name/F/A

FUNCTION

Select a rendering mode, given the name of a display database entry.

INPUTS

Name
Name of a display mode. Must be exact.

RESULT

None.

1.21 Amiga1.3: Close

RENDER CLOSE

FORMAT

Render Close

FUNCTION

Close the currently rendered image, freeing its memory.

INPUTS

None.

RESULT

None.

1.22 Amiga1.3: Colors

RENDER COLORS

FORMAT

Render Colors Count/N/A

FUNCTION

Select the number of colors in rendered images.

INPUTS

Count
Count of colors. This should be a power of two (eg. 2, 4, 8, etc.). If you select more colors than are available for the particular mode in use, the colors will be reduced to the maximum available.

RESULT

None.

1.23 Amiga1.3: Dither

RENDER DITHER

FORMAT

Render Dither Type/N,Direction/N,Limit/N

FUNCTION

Select dithering method for subsequent renders.

INPUTS

Type

Type of dithering. 0=None, 1=Floyd, 2=FloydR, 3=EDD, 4=Order.

Direction

Direction of dithering. 0=LtoR, 1=RtoL, 2=ZigZag.

Limit

Error limiting. 0=None, 1=Low, 2=Medium, 3=High.

RESULT

None.

1.24 Amiga1.3: Go

RENDER GO

FORMAT

Render Go

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

None.

RESULT

None.

1.25 Amiga1.3: Mode

RENDER MODE

FORMAT

Render Mode Mode/A,Lace/A

FUNCTION

Select a rendering mode.

INPUTS

Mode

Should be one of Lores, Hires, HAM, or EHB.

Lace

Should be one of Lace or NoLace.

RESULT

None.

1.26 DCTV: Close

RENDER CLOSE

FORMAT

Render Close

FUNCTION

Close the currently rendered image, freeing its memory.

INPUTS

None.

RESULT

None.

1.27 DCTV: Go

RENDER GO

FORMAT

Render Go

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

None.

RESULT

None.

1.28 DCTV: Mode

RENDER MODE

FORMAT

Render Mode Planes/N,Lace/S,NoLace/S

FUNCTION

Select a rendering mode.

INPUTS

Planes

Number of bitplanes for rendered image; must be 3 or 4.

Lace, NoLace

Select interlaced or non-interlaced renderings.

RESULT

None.

1.29 EGS: Close

RENDER CLOSE

FORMAT

Render Close

FUNCTION

Close the currently rendered image, freeing its memory.

INPUTS

None.

RESULT

None.

1.30 EGS: Go

RENDER GO

FORMAT

Render Go

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

None.

RESULT

None.

1.31 FC24: Area

RENDER AREA

FORMAT

Render Area Left/N,Top/N,Width/N,Height/N

FUNCTION

Render only the area of the main buffer specified.

INPUTS

Left, Top, Width, Height
Area to render, specified in pixels.

RESULT

None.

1.32 FC24: Close

RENDER CLOSE**FORMAT**

Render Close

FUNCTION

Turn off the Firecracker display. Equivalent to Render Show Off.

INPUTS

None.

RESULT

None.

1.33 FC24: Go

RENDER GO**FORMAT**

Render Go

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

None.

RESULT

None.

1.34 FC24: Show

RENDER SHOW**FORMAT**

Render Show On/S,Off/S

FUNCTION

Enable or disable the Firecracker display.

INPUTS

On, Off

Enable or disable the Firecracker output, respectively.

RESULT

None.

1.35 Foreign: Close

RENDER CLOSE

FORMAT

Render Close

FUNCTION

Close the currently rendered image, freeing its memory.

INPUTS

None.

RESULT

None.

1.36 Foreign: Colors

RENDER COLORS

FORMAT

Render Colors Count/N/A,HAM/S,HAM8/S

FUNCTION

Select the number of colors in rendered images.

INPUTS

Count

Count of colors. This should be a power of two (eg. 2, 4, 8, etc.). If you select more colors than are available for the particular mode in use, the colors will be reduced to the maximum available.

HAM, HAM8

Select HAM or HAM8 renderings, respectively.

RESULT

None.

1.37 Foreign: Dither

RENDER DITHER

FORMAT

Render Dither Type/N,Direction/N,Limit/N

FUNCTION

Select dithering method for subsequent renders.

INPUTS

Type

Type of dithering. 0=None, 1=Floyd, 2=FloydR, 3=EDD, 4=Order.

Direction

Direction of dithering. 0=LtoR, 1=RtoL, 2=ZigZag.

Limit

Error limiting. 0=None, 1=Low, 2=Medium, 3=High.

RESULT

None.

1.38 Foreign: Go

RENDER GO

FORMAT

Render Go

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

None.

RESULT

None.

1.39 Foreign: Mode

RENDER MODE

FORMAT

Render Mode Lores/S,Hires/S,SuperHi/S,NoLace/S,Lace/S

FUNCTION

Select a rendering mode.

INPUTS

Lores, Hires, SuperHi

Standard viewmode selection.

NoLace, Lace

Select non-interlaced or interlaced rendering.

RESULT

None.

1.40 Foreign: Monitor

RENDER MONITOR

FORMAT

Render Monitor

Default/S,NTSC/S,PAL/S,VGA/S,Euro36/S,Euro72/S,Super72/S,DBLNTSC/S,DBLPAL/S

FUNCTION

Select a monitor type for rendering.

INPUTS

Default, NTSC, PAL, VGA, Euro36, Euro72, Super72, DBLNTSC, DBLPAL
Monitor type.

RESULT

None.

1.41 HAME: Close

RENDER CLOSE

FORMAT

Render Close

FUNCTION

Close the currently rendered image, freeing its memory.

INPUTS

None.

RESULT

None.

1.42 HAME: Dither

RENDER DITHER

FORMAT

Render Dither Type/N,Direction/N,Limit/N

FUNCTION

Select dithering method for subsequent renders.

INPUTS**Type**

Type of dithering. 0=None, 1=Floyd, 2=FloydR, 3=EDD, 4=Order.

Direction

Direction of dithering. 0=LtoR, 1=RtoL, 2=ZigZag.

Limit

Error limiting. 0=None, 1=Low, 2=Medium, 3=High.

RESULT

None.

1.43 HAME: Go

RENDER GO**FORMAT**

Render Go

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

None.

RESULT

None.

1.44 HAME: Mode

RENDER MODE**FORMAT**

Render Mode Register/S,Hame/S,Lace/S,NoLace/S

FUNCTION

Select a rendering mode.

INPUTS

Register, Hame

Select Register (256 color) or HAME rendering.

Lace, NoLace

Select interlaced or non-interlaced rendering.

RESULT

None.

1.45 IV24: Dither

RENDER DITHER

FORMAT

Render Dither Type/N,Direction/N,Limit/N

FUNCTION

Select dithering method for subsequent renders.

INPUTS

Type

Type of dithering. 0=None, 1=Floyd, 2=FloydR, 3=EDD, 4=Order.

Direction

Direction of dithering. 0=LtoR, 1=RtoL, 2=ZigZag.

Limit

Error limiting. 0=None, 1=Low, 2=Medium, 3=High.

RESULT

None.

1.46 IV24: Go

RENDER GO

FORMAT

Render Go

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

None.

RESULT

None.

1.47 IV24: Mode

RENDER MODE

FORMAT

Render Mode RGB/S,Comp/S,Depth/N

FUNCTION

Select a rendering mode.

INPUTS

RGB

Show output on RGB monitor.

Comp

Switch to video scan rate before showing the image, so it may be viewed properly on the composite output.

Depth

Image depth; must be either 12 or 24.

RESULT

None.

1.48 OpalVision: Close

RENDER CLOSE

FORMAT

Render Close

FUNCTION

Close the currently rendered image, freeing its memory.

INPUTS

None.

RESULT

None.

1.49 OpalVision: Go

RENDER GO

FORMAT

Render Go

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

None.

RESULT

None.

1.50 OpalVision: Mode

RENDER MODE

FORMAT

```
Render Mode Lores/S,Hires/S,NoLace/S,Lace/S,NoOScan/S,Overscan/S

FUNCTION
    Select a rendering mode.

INPUTS
    Lores, Hires
        Select Lores or Hires rendering.

    NoLace, Lace
        Select non-interlaced or interlaced rendering.

    NoOScan, Overscan
        Select non-overscan or overscanned rendering.

RESULT
    None.
```

1.51 Retina: Board

```
RENDER BOARD

FORMAT
    Render Board LibName/A

FUNCTION
    Select the Retina board to render to by providing the name of its
    library.

INPUTS
    None.

RESULT
    None.
```

1.52 Retina: Close

```
RENDER CLOSE

FORMAT
    Render Close

FUNCTION
    Close the currently rendered image, freeing its memory.

INPUTS
    None.

RESULT
    None.
```

1.53 Retina: Go

RENDER GO

FORMAT

Render Go Wait/S,DoNotWait/S

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

Wait, DoNotWait

Specifies whether this command should wait for the user to click a mouse button or not before returning. If Wait is specified, then the user will be required to click a mouse button before control is returned to the caller. Otherwise, the image is left onscreen until you call Render Close.

RESULT

None.

1.54 Retina: Mode

RENDER MODE

FORMAT

Render Mode Default/S,ID/N

FUNCTION

Select a rendering mode.

INPUTS

Default

Select the default Retina screen mode.

ID

Select a screen mode by providing its screen mode ID, in decimal.

RESULT

None.

1.55 SAGE: Area

RENDER AREA

FORMAT

Render Area Left/N,Top/N,Width/N,Height/N

FUNCTION

Render only the area of the main buffer specified.

```
INPUTS
  Left, Top, Width, Height
  Area to render, specified in pixels.
```

```
RESULT
  None.
```

1.56 SAGE: Board

RENDER BOARD

```
FORMAT
  Render Board Num/N
```

```
FUNCTION
  Select the SAGE board number to render to.
```

```
INPUTS
  Num
  Board number to render to.
```

```
RESULT
  None.
```

1.57 SAGE: Close

RENDER CLOSE

```
FORMAT
  Render Close
```

```
FUNCTION
  Close the currently rendered image, freeing its memory.
```

```
INPUTS
  None.
```

```
RESULT
  None.
```

1.58 SAGE: Dither

RENDER DITHER

```
FORMAT
  Render Dither Type/N,Direction/N,Limit/N
```

```
FUNCTION
  Select dithering method for subsequent renders.
```

```
INPUTS
  Type
    Type of dithering.  0=None, 1=Floyd, 2=FloydR, 3=EDD, 4=Order.

  Direction
    Direction of dithering.  0=LtoR, 1=RtoL, 2=ZigZag.

  Limit
    Error limiting.  0=None, 1=Low, 2=Medium, 3=High.

RESULT
  None.
```

1.59 SAGE: Go

```
RENDER GO

FORMAT
  Render Go

FUNCTION
  Begin rendering the main buffer using the current render
  settings.

INPUTS
  None.

RESULT
  None.
```

1.60 SAGE: Mode

```
RENDER MODE

FORMAT
  Render Mode Mode/A

FUNCTION
  Select a rendering mode.

INPUTS
  Mode
    A SAGE screen mode.

RESULT
  None.
```

1.61 Toaster: Auto

RENDER AUTO

FORMAT

Render Auto

FUNCTION

Direct the Switcher to do an AUTO transition.

INPUTS

None.

RESULT

None.

1.62 Toaster: Go

RENDER GO

FORMAT

Render Go DV1/S,DV2/S,Take/S,Auto/S

FUNCTION

Transfer image to a Toaster framebuffer.

INPUTS

DV1,DV2

Select which framebuffer to send to. Defaults to whatever is selected by the interface.

Take,Auto

Select the type of transition to perform after the image is transferred. If neither is selected, no transition is performed.

RESULT

None.

1.63 Toaster: Take

RENDER TAKE

FORMAT

Render Take

FUNCTION

Direct the Switcher to do an TAKE transition.

INPUTS

None.

RESULT

None.
