

**BME.MDE**

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| <b>COLLABORATORS</b> |
|----------------------|

|               |                           |                |                  |
|---------------|---------------------------|----------------|------------------|
|               | <i>TITLE :</i><br>BME.MDE |                |                  |
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# Chapter 1

## BME.MDE

### 1.1 BME2 ALPHABETICAL MACRO INDEX

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setsmartmap
setundolevels

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undo
```

## 1.2 Picture Names

### Picture Names

The NAME parameter is used in many BME macro commands to specify to which open picture window the command is directed. The picture name is the complete path of the picture as shown in the title bar of the picture.

For example, if you open a picture titled "Tiger.ILBM" from your "PageStream3:Graphics" directory, the picture name will be "PageStream3:Graphics/Tiger.ILBM". This name cannot be abbreviated, although the NAME parameter is usually optional and will default to the current picture window.

## 1.3 clone

### CLONE

**Purpose:** Opens a new picture window containing just the selected area, without affecting the original picture.

**Syntax:** clone [NAME name/F]

**Format:** Parameter Values to enter

---

NAME is the picture name to modify. (Default=current)

Example: clone  
clone name 'Graphics:Tiger.ILBM'

Command Format  
Picture Names

## 1.4 close

CLOSE

Purpose: Close a picture.

Syntax: close [NAME name/F] [FORCE | ALERT | QUIET]

|         |           |   |
|---------|-----------|---|
| Format: | Parameter | Values to enter   |
|         | FORCE     | ignores the saved status of the picture.  |
|         | ALERT     | opens an alert requester if the picture has been changed.   |
|         | QUIET     | ignores the saved status of the picture but returns an error if the picture has been changed. (Default) |
|         | NAME      | is the picture name to close. (Default=current)   |

Example: close name 'Graphics:Tiger.ILBM'

Command Format  
Picture Names

## 1.5 colorpalette

COLORPALETTE

Purpose: Displays the color palette.

Syntax: colorpalette [SHOW | HIDE | TOGGLE] [AT pointx/I pointy/I]  
[SAVE]

|         |           |  |
|---------|-----------|--|
| Format: | Parameter | Values to enter                        |
|         | SHOW      | toggles on the palette.                |
|         | HIDE      | toggles off the palette.               |
|         | TOGGLE    | toggles the palette on and off.        |
|         | AT        | sets the palette position.             |
|         | SAVE      | saves the value to the BME.prefs file. |

Note: The TOGGLE parameter may not be used in conjunction with the SAVE parameter.

Example: colorpalette toggle  
colorpalette show at 500 300

Command Format



## 1.6 convert

CONVERT

Purpose: Converts a picture to a different type.

Syntax: `convert [TYPE type/S] [DEPTH depth/I] [NAME name/F]`

| Format: | Parameter | Values to enter                                  |
|---------|-----------|--|
|         | TYPE      | is the picture type. (Default=current)           |
|         | DEPTH     | is the picture depth. (Default=current)          |
|         | NAME      | is the picture name to modify. (Default=current) |

Notes: Valid options for the TYPE parameter are:  
<BW|GRAYSCALE|PALETTE|RGB|CMYK>

Example: `convert type rgb depth 12`  
`convert type palette name 'Graphics:Tiger.ILBM'`

| Command | Format |
|---------|--------|
| Picture | Names  |

## 1.7 copy

COPY

Purpose: Copies the selected area to the clipboard.

Syntax: `copy [NAME name/F]`

| Format: | Parameter | Values to enter                                  |
|---------|-----------|--|
|         | NAME      | is the picture name to modify. (Default=current) |

Example: `copy`  
`copy name 'Graphics:Tiger.ILBM'`

| Command | Format |
|---------|--------|
| Picture | Names  |

## 1.8 crop

CROP

Purpose: Crops the picture to the selected area.

Syntax: `crop [NAME name/F]`

| Format: | Parameter | Values to enter                                  |
|---------|-----------|--|
|         | NAME      | is the picture name to modify. (Default=current) |

Example: `crop`  
`crop name 'Graphics:Tiger.ILBM'`

---

Command Format  
Picture Names

## 1.9 cut

CUT

Purpose: Cuts the selected area to the clipboard.

Syntax: cut [NAME name/F]

Format: Parameter Values to enter  
NAME is the picture name to modify. (Default=current)

Example: cut  
cut name 'Graphics:Tiger.ILBM'

Command Format  
Picture Names

## 1.10 effect

EFFECT

Purpose: Performs the specified effect. If an area is selected and the command can be applicable to an area, it will be applied to the area. If an area is not selected and the command is not applicable to an entire picture, the command will do nothing.

Syntax: effect <EFFECT name/S> [NAME name/F]

Format: Parameter Values to enter  
EFFECT is the name of the effect module.  
NAME is the picture name to modify. (Default=current)

Example: effect effect 'Contrast'  
effect effect 'Pixelize' name 'Graphics:Tiger.ILBM'

Command Format  
Picture Names

## 1.11 erase

ERASE

Purpose: Removes the selected area from the picture without copying it to the clipboard.

Syntax: erase [NAME name/F]

---

Format: Parameter Values to enter  
NAME is the picture name to modify. (Default=current)

Example: erase  
erase name 'Graphics:Tiger.ILBM'

Command Format  
Picture Names

## 1.12 eyedrop

EYEDROP

Purpose: Selects the color from a pixel in a picture.

Syntax: eyedrop <horz/I vert/I> [FORE | BACK] [NAME name/F]

Format: Parameter Values to enter  
horz is the horizontal coordinate of the pixel.  
vert is the vertical coordinate of the pixel.  
FORE picks up the foreground color.  
BACK picks up the background color.  
NAME is the picture name to modify. (Default=current)

Example: eyedrop 50 50 back  
eyedrop 100 78 name 'Graphics:Tiger.ILBM'

Command Format  
Picture Names

## 1.13 fill

FILL

Purpose: Fills the selected area.

Syntax: fill [FORE | BACK] [NAME name/F]

Format: Parameter Values to enter  
FORE fills with the foreground color. (Default)  
BACK fills with the background color.  
NAME is the picture name to modify. (Default=current)

Example: fill back  
fill name 'Graphics:Tiger.ILBM'

Command Format  
Picture Names

---

## 1.14 flip

FLIP

**Purpose:** Flips the selected area horizontally or vertically. If an area is not selected, the entire picture will be affected.

**Syntax:** flip [HORZ | VERT] [NAME name/F]

| Format: | Parameter | Values to enter                                  |
|---------|-----------|--|
|         | HORZ      | flips horizontally. (Default)                    |
|         | VERT      | flips vertically.                                |
|         | NAME      | is the picture name to modify. (Default=current) |

**Example:** flip vert  
flip name 'Graphics:Tiger.ILBM'

Command Format  
Picture Names

## 1.15 getpicture

GETPICTURE

External macros only!

**Purpose:** Queries BME to find if a picture is open.

**Syntax:** getpicture <name/S>

| Format: | Parameter | Values to enter                      |
|---------|-----------|--------------------------------------|
|         | name      | is the name of the picture to check. |

**Errors:** Returns 10 to RC if the picture is not open.

**Example:** getpicture 'pagestream3:graphics/mygraphic.ilbm'  
if rc~=0 then say 'Picture is open.'  
else say 'Picture is not open!'

Command Format

## 1.16 getportname

GETPORTNAME

External macros only!

**Purpose:** Gets the name of BME's ARexx port.

**Syntax:** getportname (no parameters)

**Result:** The name is returned to RESULT.

---

```
Example: getportname    /* will return the portname */
        name=result
```

Command Format

## 1.17 getscreenname

GETSCREENNAME

External macros only!

Purpose: Gets the name of the screen on which BME is opened.

Syntax: getscreenname (no parameters)

Result: The name is returned to RESULT.

```
Example: getscreenname  /* will return the screenname */
        screen=result
```

Command Format

## 1.18 loadsettings

LOADSETTINGS

Purpose: This loads the program settings from a preferences file.

Syntax: loadsettings [DEFAULT | FILE filepath/F]

| Format: | Parameter | Values to enter  |
|---------|-----------|--|
|         | DEFAULT   | loads the BME.prefs file.                              |
|         | FILE      | is the filename and path of the settings file to load. |

```
Example: loadsettings file 'PageStream3:bme.specialprefs'
```

Command Format

## 1.19 macropalette

MACROPALETTE

Purpose: Displays the macro palette.

Syntax: macropalette [SHOW | HIDE | TOGGLE] [AT pointx/I pointy/I]  
[SIZE width/I height/I] [SAVE]

| Format: | Parameter | Values to enter         |
|---------|-----------|-------------------------|
|         | SHOW      | toggles on the palette. |

HIDE toggles off the palette.  
 TOGGLE toggles the palette on and off.  
 AT sets the palette position.  
 SIZE sets the palette size in pixels. (Min=160x50)  
 SAVE saves the value to the BME.prefs file.

Note: The TOGGLE parameter may not be used in conjunction with the SAVE parameter.

Example: macropalette toggle  
 macropalette show at 500 300 size 180 172  
 macropalette hide

Command Format

## 1.20 moveselection

MOVESELECTION

Purpose: Moves a selected area.

Syntax: moveselection <horz/I vert/I> [COPY] [NAME name/F]

Format: Parameter Values to enter  
 horz is the horizontal movement amount.  
 vert is the vertical movement amount.  
 COPY will leave a copy of the selection at the current position.  
 NAME is the picture name to modify. (Default=current)

Example: moveselection 25 30  
 moveselection 130 45 copy name 'Graphics:Tiger.ILBM'

Command Format  
 Picture Names

## 1.21 new

NEW

Purpose: Creates a new picture.

Syntax: new [TYPE type/S] [DEPTH depth/I] [SIZE width/I height/I]  
 [DPI horz/I vert/I] [NAME name/F]

Format: Parameter Values to enter  
 TYPE is the picture type. (Default=Palette)  
 DEPTH is the picture depth. (Default=RGB:6; others:8)  
 SIZE is the size of the picture. (Default=320x200)  
 DPI is the resolution of the picture. (Default=displaydpi)  
 NAME is the picture name.

Notes: Valid options for the TYPE parameter are:  
<BW|GRAYSCALE|PALETTE|RGB|CMYK>

Example: new type rgb depth 9 size 640 400

Command Format  
Picture Names

## 1.22 open

OPEN

Purpose: Opens a picture.

Syntax: open [FILE filepath/F]

| Format: | Parameter | Values to enter                                  |
|---------|-----------|--|
|         | FILE      | is the filepath and name of the picture to open. |

Example: open file 'Graphics:Tiger.ILBM'

Command Format  
Picture Names  
filepath

## 1.23 paint

PAINT

Purpose: Paints with the brush.

Syntax: paint <horz/I vert/I> [FORE | BACK] [NAME name/F]

| Format: | Parameter | Values to enter  |
|---------|-----------|--|
|         | horz      | is the horizontal coordinate of the position to paint. |
|         | vert      | is the vertical coordinate of the position to paint.   |
|         | FORE      | paints with the foreground color. (Default)            |
|         | BACK      | paints with the background color.                      |
|         | NAME      | is the picture name to modify. (Default=current)       |

Example: paint 15 18  
paint 137 43 back name 'Graphics:Tiger.ILBM'

Command Format  
Picture Names

## 1.24 paste

---

## PASTE

Purpose: Pastes the contents of the clipboard into a picture as an area.

Syntax: paste [NAME name/F]

| Format: | Parameter | Values to enter                                  |
|---------|-----------|--|
|         | NAME      | is the picture name to modify. (Default=current) |

Example: paste  
          paste name 'Graphics:Tiger.ILBM'

| Command | Format |
|---------|--------|
| Picture | Names  |

## 1.25 quit

### QUIT

Purpose: Quit BME.

Syntax: quit [FORCE | ALERT | QUIET]

| Format: | Parameter | Values to enter  |
|---------|-----------|--|
|         | FORCE     | ignores the saved status of the pictures.  |
|         | ALERT     | opens an alert requester if the picture has been changed.  |
|         | QUIET     | ignores the saved status of the pictures but returns an error if the pictures have been changed. (Default) |

Example: quit force

| Command | Format |
|---------|--------|
|---------|--------|

## 1.26 redo

### REDO

Purpose: Redoes the last undone command or action.

Syntax: redo [NAME name/F]

| Format: | Parameter | Values to enter                                  |
|---------|-----------|--|
|         | NAME      | is the picture name to modify. (Default=current) |

Example: redo  
          redo name 'Graphics:Tiger.ILBM'

| Command | Format |
|---------|--------|
| Picture | Names  |



## 1.27 remap

REMAP

Purpose: Remaps the palette of a palette picture.

Syntax: remap [NAME name/F]

Format:   Parameter   Values to enter  
           NAME           is the picture name to modify. (Default=current)

Example: remap  
           remap name 'Graphics:Tiger.ILBM'

Command Format  
 Picture Names

## 1.28 resize

RESIZE

Purpose: Resizes the selected area. If an area is not selected, it will resize the entire picture.

Syntax: resize [SIZE width/I height/I] [DPI horz/I vert/I]  
           [IMAGE option/I] [NAME name/F]

Format:   Parameter   Values to enter  
           SIZE           is the size of the picture. (Default=current)  
           DPI            is the resolution of the picture. (Default=current)  
           IMAGE          is the existing image option. (Default=SCALE)  
           NAME           is the picture name to modify. (Default=current)

Notes:   Valid options for the IMAGE parameter are:  
           <CENTER|SCALE|LOWERLEFT|LOWERRIGHT|UPPERLEFT|UPPERRIGHT>

Example: resize size 50 100 image upperleft  
           resize dpi 150 150 name 'Graphics:Tiger.ILBM'

Command Format  
 Picture Names

## 1.29 rotate

ROTATE

Purpose: Rotates the selected area horizontally or vertically. If an area is not selected, the entire picture will be affected.

Syntax: rotate [90CW | 90CCW | 180] [NAME name/F]

Format:   Parameter   Values to enter

---

|       |  |
|-------|--|
| 90CW  | rotates 90\textdegree{} clockwise. (Default)     |
| 90CCW | rotates 90\textdegree{} counterclockwise.        |
| 180   | rotates 180\textdegree{}.                        |
| NAME  | is the picture name to modify. (Default=current) |

Example: rotate 90ccw  
 rotate name 'Graphics:Tiger.ILBM'

Command Format  
 Picture Names

## 1.30 rx

RX

Purpose: This executes an external ARexx macro.

Syntax: rx [filepath/F]

| Format: | Parameter | Values to enter                                   |
|---------|-----------|---|
|         | filepath  | is the filename and path of the macro to execute. |

Example: rx 'PageStream3:Macros/Test.REXX'

Command Format

## 1.31 save

SAVE

Purpose: Saves an open picture.

Syntax: save [DEFAULT | FILE filepath/F] [NAME name/F] [FILTER name/S]

| Format: | Parameter | Values to enter  |
|---------|-----------|--|
|         | DEFAULT   | saves the picture with the current filename. (Default) |
|         | FILE      | saves the picture with the specified name.             |
|         | NAME      | is the picture name to save. (Default=current)         |
|         | FILTER    | is the import/export filter to use. (Default=current)  |

Notes: Valid filter parameters at the date of this writing are:  
 IFFILBM, TIFF, GIF, MacPaint, BMP. The names of filters are normally  
 the same as the filename, less the '.filter' extension. You can  
 determine the filter name by typing 'version name.filter' in a  
 shell, where name is the filter to examine.

Example: saveas file 'ram:temp' name 'Graphics:House.ILBM' filter BMP

Command Format  
 Picture Names  
 filepath

## 1.32 savesettings

SAVESETTINGS

Purpose: This saves the current program settings.

Syntax: savesettings [DEFAULT | FILE filepath/F]

| Format: | Parameter | Values to enter  |
|---------|-----------|--|
|         | DEFAULT   | saves the settings to the BME.prefs file. (Default)    |
|         | FILE      | is the filename and path of the settings file to save. |

Example: savesettings file 'PageStream3:BME.specialprefs'

| Command | Format   |
|---------|----------|
|         | filepath |

## 1.33 screentoback

SCREENTOBACK

Purpose: Sends the screen on which BME is open to the back of all screens.

Syntax: screentoback (no parameters)

Example: screentoback

| Command | Format |
|---------|--------|
|         |        |

## 1.34 screentofront

SCREENTOFRONT

Purpose: Brings the screen on which BME is open to the front of all screens.

Syntax: screentofront (no parameters)

Example: screentofront

| Command | Format |
|---------|--------|
|         |        |

## 1.35 select

SELECT

Purpose: Selects an area in a picture.

Syntax: select <ALL | CLEAR | MARQUEE left/I top/I width/I height/I>  
[NAME name/F]

---

Format: Parameter Values to enter  
ALL selects the entire picture as an area.  
CLEAR deselects the area if one is selected.  
MARQUEE selects an area with of specified coordinates.  
NAME is the picture name to modify. (Default=current)

Example: select marquee 50 50 250 325  
select clear name 'Graphics:Tiger.ILBM'

Command Format  
Picture Names

## 1.36 setbrushsize

SETBRUSHSIZE

Purpose: Sets the size of the brush.

Syntax: setbrushsize <width/I height/I> [NAME name/F]

Format: Parameter Values to enter  
width is the width of the brush. (Max=64)  
height is the height of the brush. (Max=64)  
NAME is the picture name to modify. (Default=current)

Example: setbrushsize 16 16  
setbrushsize 5 7 name 'Graphics:Tiger.ILBM'

Command Format  
Picture Names

## 1.37 setcolor

SETCOLOR

Purpose: Sets the brush color.

Syntax: setcolor [FORE color/I] [BACK color/I] [NAME name/F]

Format: Parameter Values to enter  
FORE sets the foreground color.  
BACK sets the background color.  
NAME is the picture name to modify. (Default=current)

Example: setcolor fore 5  
setcolor fore 3 back 255 name 'Graphics:Tiger.ILBM'

Command Format  
Picture Names

---

## 1.38 setmacropath

### SETMACROPATH

**Purpose:** To set the default file path for executing and exporting external ARexx macros, and for loading and saving the BME.macros file.

**Syntax:** setmacropath <filepath/F>

**Format:** Parameter Values to enter  
 filepath is the path for the files.

**Example:** setmacropath 'Rexx:'

Command Format

## 1.39 setmagnify

### SETMAGNIFY

**Purpose:** Changes the magnification of the picture.

**Syntax:** setmagnify <horz/I vert/I>  
 <SCALE custom/P | ZOOMIN | ZOOMOUT | ACTUAL> [NAME name/F]

**Format:** Parameter Values to enter  
 horz is the horizontal zoom center point. (Default=center)  
 vert is the vertical zoom center point. (Default=center)  
 SCALE is the magnification level to use.  
 ZOOMIN doubles the magnification.  
 ZOOMOUT halves the magnification.  
 ACTUAL sets the magnification to actual size (100%).  
 NAME is the picture name to modify. (Default=current)

**Notes:** Valid options for the SCALE parameter are:  
 <3.125 | 6.25 | 12.5 | 25 | 50 | 100 | 200 | 400 | 800 | 1600 | 3200>

**Example:** setmagnify scale 25  
 setmagnify zoomout name 'Graphics:Tiger.ILBM'

Command Format

Picture Names

## 1.40 setpicturepath

### SETPICTUREPATH

**Purpose:** To set the default file path for opening and saving pictures.

**Syntax:** setpicturepath <filepath/F>

**Format:** Parameter Values to enter

---

filepath is the path for the files.

Example: setpicturepath 'Brilliance:Pictures'

Command Format

## 1.41 setsmartmap

SETSMARTMAP

Purpose: Sets whether colors are sorted in the most used order before allocating them.

Syntax: setsmartmap <ON | OFF> [SAVE]

| Format: | Parameter | Values to enter                        |
|---------|-----------|--|
|         | ON        | toggles on smart map.                  |
|         | OFF       | toggles off smart map.                 |
|         | SAVE      | saves the value to the BME.prefs file. |

Example: setsmartmap on save

Command Format

## 1.42 setundolevels

SETUNDOLEVELS

Purpose: Changes the number of undo levels available.

Syntax: setundolevels <levels/I> [SAVE]

| Format: | Parameter | Values to enter                         |
|---------|-----------|---|
|         | levels    | is the number of undo levels to permit. |
|         | SAVE      | saves the value to the BME.prefs file.  |

Notes: The number of undo levels is limited only by memory. For unlimited levels of undo, set levels to -1. It is recommended that you restrict the number of levels of undo to conserve memory.

Example: setundolevels 16 save

Command Format

## 1.43 undo

UNDO

Purpose: Undoes the last command or action.

---

Syntax: undo [NAME name/F]

Format: Parameter Values to enter  
NAME is the picture name to modify. (Default=current)

Example: undo  
undo name 'Graphics:Tiger.ILBM'

Command Format  
Picture Names

---