

**BME.SET**

Copyright © 1995 Soft-Logik Publishing Corporation

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

	<i>TITLE :</i> BME.SET		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		March 29, 2025	

<b>REVISION HISTORY</b>
-------------------------

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>BME.SET</b>	<b>1</b>
1.1	Menus: Settings . . . . .	1
1.2	Settings/ Screen... . . . .	1
1.3	Settings/ General... . . . .	3
1.4	Settings/ Color Palette . . . . .	3
1.5	Settings/ Macro Palette . . . . .	4
1.6	Settings/ Load Settings... . . . .	4
1.7	Settings/ Save Settings, Save Settings As . . . . .	5
1.8	Settings/ Help... . . . .	5

## Chapter 1

# BME.SET

### 1.1 Menus: Settings

Settings:

Screen...	Choose the screen mode.
General...	Set miscellaneous program preferences.
Color Palette	Toggle the display of the Color palette.
Macro Palette	Toggle the display of the Macro palette.
Load Settings...	Load settings from a preferences file.
Save Settings	Save settings to the BME.Prefs file.
Save Settings As...	Save settings to a file.
Help...	Access this AmigaGuide help system.

### 1.2 Settings/ Screen...

Settings/ Screen...

This command sets the screen type, mode, menu font, display resolution and other screen options.

When you choose the Screen command, the Screen Preferences requester will open.

Screen	Description
Type	Choose the type of screen on which to open BME. Choose Workbench to run BME on the Workbench screen. Choose New Public to create a new, custom, public screen. Choose Existing Public to run BME on an existing public screen, and enter the name of the screen into the associated text gadget. New Public is the preferred screen for using BME because BME can use all of the

colors of the screen unless you open other applications on the screen.

Mode	Click to open the Screen Mode requester if New Public is chosen from the Type popup. Choose a screen mode from those available. Only screen modes in your Sys:Devs/Monitors directory will be listed. Move screen modes from Sys:Storage/Monitors to this directory to add other screen modes.) Set the screen size to the maximum supported by your Amiga. If you enter a size larger than the physical screen, BME will create an autoscrolling virtual screen. Set the number of colors to a value between 4 and the maximum supported by your Amiga. It is recommended that you work in 4 color mode for speed whenever possible. Switch to a higher number of colors when you need a more accurate representation of your document. The number of colors on screen does not affect how your documents will be printed.
Font	Click to open the Screen Font requester. Choose the AmigaDOS font to use for BME's menus, window titles, and requester titles; the font is only used for requester titles not requester gadget labels.
Display DPI	Enter the resolution of your monitor. Standard NTSC displays are 65x55 dpi (dots per inch), whereas standard PAL displays are 65x70 dpi. If you have modified your screen setup, use a large screen monitor, or have a graphic board in your Amiga, you may need to alter these values. To determine the values to use, measure the height and width of the visible display with a ruler, and convert this value to inches, if required. Divide the number of pixels horizontally and vertically by this value to find the display DPI. Enter the results into the X and Y text gadgets.
Center windows	Check this option to center requesters on the visible screen. If you use a graphic board such as the Picasso, you may need to uncheck this option. This checkbox exists to provide compatibility with the differing emulations of Workbench of third party graphic boards.
Show free memory	Check to display the total amount of free memory at the top of the BME screen. The memory, date and time display is a separate window which is always shown on top of other windows on the screen. You should not use these options if you run BME on a Workbench screen narrower than 800 pixels, because their display will conflict with the Workbench title display.
Show date	Check to display the date at the top of the BME screen.
Show time	Check to display the time at the top of the BME screen.

---

## 1.3 Settings/ General...

Settings/ General...

This command sets miscellaneous program defaults.

When you choose the General command, the General Preferences requester will open.

General Preferences	Description
Pictures*	Enter the default directory for opening and saving picture files.
Macro*	Enter the default directory for loading, appending and saving macro files, and for exporting ARexx macro scripts. If a macro file named BME.macros is present in this directory, it will be loaded when BME is started.
Smart Map	Check to have BME choose colors from a special index to improve the appearance of pictures. Turning this off will speed up the initial display of a picture (it eliminates the Choose Colors status requester) but can severely degrade the quality of the screen display.
Undo	Check to enable the Undo and Redo features. If this is unchecked, these commands will not be available for use. The Undo and Redo features consume memory which you may not be able to spare.
Levels	Enter the number of levels of undo and redo to permit. Use this option to restrict how many actions you can undo. You can conserve memory by setting the undo levels to a low value. A value between 1 and 15 is sufficient for most uses.

\* Note that each of the path text gadgets has a Browse (folder) gadget to its right. Click on this to open a file requester to choose the path, rather than typing it.

## 1.4 Settings/ Color Palette

Settings/ Color Palette

This command displays or hides the Color palette. This palette allows you to change the foreground and background colors.

The left side of the palette allows you to select whether to set the foreground or background color. Click in the top left color swatch to set the foreground color, or in the bottom right swatch to set the background color. After choosing the foreground or background color, you can use the gadgets on the right of the palette to change it.

---

The right side of the palette changes depending on the type of picture. If a CMYK or RGB picture is active, the palette will have sliders for the color components which you can drag to set the foreground or background color. If a grayscale or palette picture is active, the palette will have small boxes representing each color or grayscale. Click on a color or grayscale box to change the foreground or background color. Alternatively, drag the slider to cycle through the grayscales or colors, or enter the grayscale or palette color number into the text gadget.

If a black & white picture is active, the right of the Color palette will be blank.

Note that the colors shown in the Color palette are screen representations of the colors in the picture. More than one color may use the same screen color, depending on the number of colors in the picture and the number of colors available to BME.

## 1.5 Settings/ Macro Palette

Settings/ Macro Palette

This command displays or hides the Macro palette, which lists all internal BME macros. A checkmark will appear next to the command in the menu when the Macro palette is open.

You can use the Macro palette to execute internal BME macros. Select a macro and click on the Execute gadget to play back the macro. Hold down a Shift key and click on a macro name to modify it in the Edit Macro requester.

Only internal macros are listed in the Macro Palette. Use the Execute ARexx Macro command to execute external ARexx scripts.

Macro Palette	Description
Execute	Execute the selected macro.
Macro list	Choose the macro to execute. Shift click on a macro to edit it.

## 1.6 Settings/ Load Settings...

Settings/ Load Settings...

This command opens a file requester to select a settings file to load. Loading a settings file replaces the current program settings with those in the settings file.

The BME.prefs settings file is loaded automatically when you start BME. It is created or modified by choosing the Save Settings command. Use this file for your default settings; the options that you want set every time

---



you use BME. Create other settings files for specific tasks with the Save Settings As command. These can be loaded with the Load Settings command. You can also use Load Settings to restore your settings after changing them by loading the BME.prefs file.

Settings files are ASCII files which may be edited in a text editor. Only the options specified in the settings file will be reset when you load the file. Settings files can contain all of the options in the Settings menu.

## **1.7 Settings/ Save Settings, Save Settings As**

Settings/ Save Settings, Save Settings As

These commands save the current program settings to a preferences file. The Save Settings As command opens a file requester to enter a filename and path for the settings file. The Save Settings command saves the settings directly to the PageStream3:BME.prefs file without opening a file requester. Saved preferences files can be opened later with the Load Settings command.

## **1.8 Settings/ Help...**

This command displays this help system.