

BME.MDE

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Contents

1	BME.MDE	1
1.1	BME2 ALPHABETICAL COMMAND INDEX	1
1.2	clone	2
1.3	close	2
1.4	colorpalette	3
1.5	convert	3
1.6	copy	4
1.7	crop	4
1.8	cut	5
1.9	effect	5
1.10	erase	5
1.11	eyedrop	6
1.12	fill	6
1.13	flip	7
1.14	getpicture	7
1.15	getportname	8
1.16	getscreendpi	8
1.17	getscreename	8
1.18	loadsettings	9
1.19	scriptpalette	9
1.20	moveselection	10
1.21	new	10
1.22	open	10
1.23	paint	11
1.24	paste	11
1.25	quit	12
1.26	redo	12
1.27	remap	12
1.28	resize	13
1.29	revert	13

1.30 rotate	14
1.31 rx	14
1.32 save	14
1.33 savesettings	15
1.34 screentoback	15
1.35 screentofront	15
1.36 select	16
1.37 setbrushsize	16
1.38 setcolor	17
1.39 setscripthpath	17
1.40 setmagnify	17
1.41 setpicturepath	18
1.42 setsmartmap	18
1.43 setundolevels	19
1.44 undo	19

Chapter 1

BME.MDE

1.1 BME2 ALPHABETICAL COMMAND INDEX

- C -
 - clone
 - close
 - colorpalette
 - convert
 - copy
 - crop
 - cut
- E -
 - effect
 - erase
 - eyedrop
- F -
 - fill
 - flip
- G -
 - getpicture
 - getportname
 - getscreendpi
 - getscreenname
- L -
 - loadsettings
- M -
 - moveselection
- N -
 - new
- O -
 - open
- P -
 - paint

```
paste

- Q -
quit

- R -
redo
remap
resize
revert
rotate
rx

- S -
save
savesettings
screentoback
screentofront
scriptpalette
select
setbrushsize
setcolor
setscriptpath
setmagnify
setpicturepath
setsmartmap
setundolevels

- U -
undo
```

1.2 clone

CLONE

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

```
clone [NAME name]
```

NAME/s The picture name. Default=current.

Examples:

```
clone
```

```
clone name 'Macintosh HD:Graphics:Tiger'
```

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

1.3 close

CLOSE

Close a picture.

close [NAME name] [mode]

NAME/s The picture name. Default=current.
mode/k The user prompt mode for unsaved
 pictures. Options: FORCE|ALERT|QUIET
 (default). Force ignores the saved status,
 alert opens an alert box if it has been
 changed, and quiet ignores the saved
 status but returns an error if the
 picture had not been saved.

Examples:

close

close name 'Macintosh HD:Graphics:Tiger'

close name 'Graphics:Tiger.IIbm'

1.4 colorpalette

COLORPALETTE

Displays the color palette.

colorpalette [status] [AT pointx pointy]
[SIZE width height] [SAVE]

status/k The palette's display status. Options:
 SHOW|HIDE|TOGGLE.
AT/i The palette position in pixels.
SIZE/i The palette size in pixels.
SAVE Saves the size, position and display status
 to the BME Preferences file.

Notes:

TOGGLE may not be used in conjunction with SAVE.

Examples:

colorpalette toggle

colorpalette show at 500 300

1.5 convert

CONVERT

Converts a picture to a different type.

`convert [TYPE type] [NAME name]`

TYPE/k The picture type. Options: BW|GRAYSCALE|
PALETTE|PALETTE16|RGB|CMYK. Default=
current.

NAME/s The picture name. Default=current.

Examples:

`convert type rgb`

`convert type palettel6 name 'RAM Disk:Tiger'`

`convert type palette name 'Graphics:Tiger.ILBM'`

1.6 copy

COPY

Copies the selected area to the clipboard.

`copy [NAME name]`

NAME/s The picture name. Default=current.

Examples:

`copy`

`copy name 'Macintosh HD:Graphics:Tiger'`

`copy name 'Graphics:Tiger.ILBM'`

1.7 crop

CROP

Crops the picture to the selected area.

`crop [NAME name]`

NAME/s The picture name. Default=current.

Examples:

`crop`

```
crop name 'Macintosh HD:Graphics:Tiger'
```

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

1.8 cut

CUT

Cuts the selected area to the clipboard.

```
cut [NAME name]
```

NAME/s The picture name. Default=current.

Examples:

```
cut
```

```
cut name 'Macintosh HD:Graphics:Tiger'
```

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

1.9 effect

EFFECT

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.

```
effect <EFFECT name> [NAME name]
```

EFFECT/s The name of the effect module.

NAME/s The picture name. Default=current.

Notes:

Some effect filters have additional options. Record the execution of an effect to see its options.

Examples:

```
effect effect 'Contrast'
```

```
effect effect 'Pixelize' name 'Graphics:Tiger.ILBM'
```

1.10 erase

ERASE

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

erase [NAME name]

NAME/s The picture name. Default=current.

Examples:

erase

erase name 'Macintosh HD:Graphics:Tiger'

erase name 'Graphics:Tiger.ILBM'

1.11 eyedrop

EYEDROP

Selects the color from a pixel in a picture.

eyedrop <horz vert> [mode] [NAME name]

horz/i The pixel's horizontal coordinate.

vert/i The pixel's vertical coordinate.

mode/k The color to set. Options: FORE (default)
|BACK.

NAME/s The picture name. Default=current.

Examples:

eyedrop 50 50 back

eyedrop 100 78 name 'Macintosh HD:Graphics:Tiger'

eyedrop 100 78 name 'Graphics:Tiger.ILBM'

1.12 fill

FILL

Fills the selected area.

fill [mode] [NAME name]

mode/k The color to fill with. Options: FORE
(default)|BACK.

NAME/s The picture name. Default=current.

Examples:

```
fill back
```

```
fill name 'Macintosh HD:Graphics:Tiger'
```

```
fill name 'Graphics:Tiger.ILBM'
```

1.13 flip

FLIP

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

```
flip [mode] [NAME name]
```

mode/k The direction to flip. Options: HORZ (default) | VERT.

NAME/s The picture name. Default=current.

Examples:

```
flip vert
```

```
flip name 'Macintosh HD:Graphics:Tiger'
```

```
flip name 'Graphics:Tiger.ILBM'
```

1.14 getpicture

GETPICTURE

Queries BME to find if a picture is open.

```
getpicture <name>
```

NAME/s The picture name. Default=current.

ARexx Errors:

Returns 10 to RC if the picture is not open.

ARexx Examples:

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

1.15 getportname

GETPORTNAME

Gets the name of BME's ARexx port.

getportname (no parameters)

Results:

The number is returned to RESULT.

ARexx Examples:

```
getportname
  name=result
```

1.16 getscreendpi

GETSCREENDPI

Gets the display resolution of the current screen.

getscreendpi <stem>

stem/a Gets the display dpi.

Results:

```
stem
x/i          The horizontal display dpi.
y/i          The vertical display dpi.
```

ARexx Examples:

```
getscreendpi rez
say rez.x
say rez.y
```

1.17 getscreenname

GETSCREENNAME

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

getscreenname (no parameters)

Results:

The name is returned to RESULT.

ARexx Examples:

```
getscreenname  
    screen=result
```

1.18 loadsettings

LOADSETTINGS

This loads program settings from a saved preferences file.

```
loadsettings [DEFAULT | FILE filepath]
```

DEFAULT Loads the BME Preferences file.
FILE/s The filename and path of the preferences file to load.

Examples:

```
loadsettings default
```

```
loadsettings file 'Macintosh HD:PageStream3:MyPrefs'
```

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

1.19 scriptpalette

SCRIPTPALETTE

Displays the script palette.

```
scriptpalette [status] [AT pointx pointy]  
[SIZE width height] [SAVE]
```

status/k The palette's display status. Options:
SHOW|HIDE|TOGGLE.
AT/i The palette position in pixels.
SIZE/i The palette size in pixels.
SAVE Saves the size, position and display status to the BME Preferences file.

Notes:

TOGGLE may not be used in conjunction with SAVE.

Examples:

```
scriptpalette toggle
```

```
scriptpalette show at 500 300 size 180 172
```

```
scriptpalette hide
```

1.20 moveselection

MOVESELECTION

Moves a selected area.

```
moveselection <horz vert> [COPY] [NAME name]
```

horz/i The horizontal movement amount.
vert/i The vertical movement amount.
COPY Move a copy rather than moving the
 selection.
NAME/s The picture name. Default=current.

Examples:

```
moveselection 25 30
```

```
moveselection 130 45 name 'Macintosh HD:Art:Tiger'
```

```
moveselection 130 45 copy name 'Graphics:Tiger.ILBM'
```

1.21 new

NEW

Creates a new picture.

```
new [TYPE type] [SIZE width height]  
[DPI horz vert] [NAME name]
```

TYPE/k The picture type. Options: BW|GRAYSCALE|
 PALETTE (default)|PALETTE16|RGB|CMYK.
SIZE/i The size of the picture. Amiga default=
 320x200, MacOS default=100x100.
DPI/i The resolution of the picture. Amiga
 default=display dpi, MacOS default=72dpi.
NAME/s The picture name. Default=current.

Examples:

```
new type rgb size 640 400
```

1.22 open

OPEN

Opens a picture.

```
open [FILE filepath]
```

FILE/s The filename and path of the picture to open.

Examples:

```
open file 'Macintosh HD:Documents:Panda Bear'
```

```
open file 'Graphics:Tiger.ILBM'
```

1.23 paint

PAINT

Paints with the brush.

```
paint <horz vert> [mode] [NAME name]
```

horz/i The horizontal coordinate of the pixel to paint.

vert/i The vertical coordinate of the pixel to paint.

mode/k The color to paint with. Options: FORE (default) | BACK.

NAME/s The picture name. Default=current.

Examples:

```
paint 15 18
```

```
paint 32 61 name 'Macintosh HD:Graphics:Tiger'
```

```
paint 137 43 back name 'Graphics:Tiger.ILBM'
```

1.24 paste

PASTE

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

```
paste [NAME name]
```

NAME/s The picture name. Default=current.

Examples:

```
paste
```

```
paste name 'Macintosh HD:Graphics:Tiger'
```

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

1.25 quit

QUIT

Quit BME.

quit [mode]

mode/k The user prompt mode for unsaved pictures.
Options: FORCE|ALERT|QUIET (default). Force
ignores the saved status, alert opens an
alert box if it has been changed, and quiet
ignores the saved status but returns an error
if the picture had not been saved.

Examples:

quit force

1.26 redo

REDO

Redoes the last undone command or action.

redo [NAME name]

NAME/s The picture name. Default=current.

Examples:

redo

redo name 'Macintosh HD:Graphics:Tiger'

redo name 'Graphics:Tiger.IIIBM'

1.27 remap

REMAP

Remaps the palette of a palette picture.

remap [NAME name]

NAME/s The picture name. Default=current.

Examples:

remap

remap name 'Macintosh HD:Graphics:Tiger'

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

1.28 resize

RESIZE

Scales the selected area. If an area is not selected, it will scale the entire picture.

```
resize [SIZE width height] [DPI horz vert]  
[IMAGE option/I] [NAME name]
```

SIZE/i The size of the picture. Default=current.

DPI/i The resolution of the picture. Default=current.

IMAGE/k How to scale the picture. Options: CENTER|SCALE (default)|LOWERLEFT|LOWERRIGHT|UPPERLEFT|UPPERRIGHT.

NAME/s The picture name. Default=current.

Examples:

```
resize size 50 100 image upperleft
```

```
resize size 120 33 name 'Macintosh HD:Art:Tiger'
```

```
resize dpi 150 150 name 'Graphics:Tiger.ILBM'
```

1.29 revert

REVERT

This reopens the last saved version of a picture, cancelling changes that have been made.

```
revert [mode]
```

mode/k The user prompt mode for unsaved pictures. Options: FORCE|ALERT|QUIET (default). Force ignores the saved status, alert opens an alert box if it has been changed, and quiet ignores the saved status but returns an error if the picture had not been saved.

Examples:

```
revert force
```

1.30 rotate

ROTATE

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

rotate [mode] [NAME name]

mode/k The rotation amount and direction.
 Options: 90CW (default)|90CCW|180.

NAME/s The picture name. Default=current.

Examples:

rotate 90ccw

rotate name 'Macintosh HD:Graphics:Tiger'

rotate 180 name 'Graphics:Tiger.ILBM'

1.31 rx

RX

This executes an external ARexx or AppleScript
script, as applicable.

rx [filepath]

filepath/s The filename and path of the script to
 execute.

ARexx Examples:

rx 'PageStream3:Macros/Test.REXX'

1.32 save

SAVE

Saves an open picture.

save [DEFAULT | FILE filepath] [NAME name]
[FILTER name]

DEFAULT Saves the picture with the current
 filename. (Default)

FILE/s The filename and path of the file to
 export.

NAME/s The picture name. Default=current.

FILTER/s The filter to use. Options: PICT|IFFILBM|TIFF|GIF|BMP|PCX. Default=current.

Examples:

```
save default
```

```
save file 'Macintosh HD:Graphics:Tiger' filter PICT
```

```
save file 'ram:temp' name 'Graphics:House.ILBM' filter BMP
```

1.33 savesettings

SAVESETTINGS

This saves all of the program preferences.

savesettings [DEFAULT | FILE filepath]

DEFAULT Saves the settings to the BME Preferences file. (Default)

FILE/s The filename and path of the preferences file to save.

Examples:

```
savesettings default
```

```
savesettings file 'Macintosh HD:PageStream3:MyPrefs'
```

```
savesettings file 'PageStream3:BME.specialprefs'
```

1.34 screentoback

SCREENTOBACK

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

screentoback (no parameters)

Examples:

```
screentoback
```

1.35 screentofront

SCREENTOFRONT

Brings the screen on which BME is open to the front

of all screens.

screenToFront (no parameters)

Examples:

screenToFront

1.36 select

SELECT

Selects an area in a picture.

select <ALL | CLEAR | MARQUEE left top
width height> [NAME name]

ALL Selects the entire picture as an area.
CLEAR Deselects the area if one is selected.
MARQUEE/i Selects an area with of specified
 coordinates.
NAME/s The picture name. Default=current.

Examples:

select marquee 50 50 250 325

select all name 'Macintosh HD:Graphics:Tiger'

select clear name 'Graphics:Tiger.ILBM'

1.37 setbrushsize

SETBRUSHSIZE

Sets the size of the brush.

setbrushsize <width height> [NAME name]

width/i The width of the brush. Max=64.
height/i The height of the brush. Max=64.
NAME/s The picture name. Default=current.

Examples:

setbrushsize 16 16

setbrushsize 2 2 name 'Macintosh HD:Graphics:Tiger'

setbrushsize 5 7 name 'Graphics:Tiger.ILBM'

1.38 setcolor

SETCOLOR

Sets the brush color.

```
setcolor [FORE type color] [BACK type color]
[NAME name]
```

FORE	Sets the foreground color.
BACK	Sets the background color.
type/k	The color type. Options: GRAY PALETTE RGB CMYK.
color/i	The color values. Options: GRAYSCALE 0-255 PALETTE 0-15 or 0-255 RGB 0-255 0-255 0-255 CMYK 0-255 0-255 0-255 0-255
NAME/s	The picture name. Default=current.

Examples:

```
setcolor fore palette 5 name 'Graphics:Tiger.ILBM'
```

```
setcolor back grayscale 115
```

```
setcolor fore palette 3 back palette 255
```

```
setcolor fore rgb 100 73 192
```

```
setcolor back cmyk 0 0 55 200
```

1.39 setscriptpath

SETSCRIPTPATH

Sets the default file path for executing and exporting external ARExx scripts, and for loading and saving the BME Scripts file.

```
setscriptpath <filepath>
```

filepath/s The path for the files.

Examples:

```
setscriptpath 'Macintosh HD:PageStream3:Scripts'
```

```
setscriptpath 'Rexx:'
```

1.40 setmagnify

SETMAGNIFY

Changes the magnification of the picture.

```
setmagnify <horz vert> [SCALE custom | preset]
```

horz/i The horizontal zoom center point.
 (Default=center)
vert/i The vertical zoom center point. (Default=
 center)
SCALE/d The magnification level to use. Options:
 3.125|6.25|12.5|25|50|100|200|400|800|
 1600|3200.
preset/k The preset magnification to use. Options:
 ZOOMIN|ZOOMOUT|ACTUAL.
NAME/s The picture name. Default=current.

Examples:

```
setmagnify scale 25
```

```
setmagnify actual name 'Macintosh HD:Graphics:Tiger'
```

```
setmagnify zoomout name 'Graphics:Tiger.IIbm'
```

1.41 setpicturepath

SETPICTUREPATH

Sets the default file path for opening and saving pictures.

```
setpicturepath <filepath>
```

filepath/s The path for the files.

Examples:

```
setpicturepath 'Macintosh HD:PageStream3:Graphics'
```

```
setpicturepath 'Brilliance:Pictures'
```

1.42 setsmartmap

SETSMARTMAP

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

```
setsmartmap <status> [SAVE]
```

status/k The smart map status. Options: ON|OFF.
SAVE Saves the value to the BME Preferences
 file.

Examples:

setsmartmap on save

1.43 setundolevels

SETUNDOLEVELS

Changes the number of undo levels available.

setundolevels <levels> [SAVE]

levels/i The number of undo levels to permit.
SAVE Saves the value to the BME Preferences
 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.

Examples:

setundolevels 16 save

1.44 undo

UNDO

Undoes the last command or action.

undo [NAME name]

NAME/s The picture name. Default=current.

Examples:

undo

undo name 'Macintosh HD:Graphics:Tiger'

undo name 'Graphics:Tiger.ILBM'
