

**BME.MDE**

Copyright © 1995 Soft-Logik Publishing Corporation

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

	<i>TITLE :</i> BME.MDE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 22, 2024	

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

NUMBER	DATE	DESCRIPTION	NAME

# Contents

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

---

---

1.30	save . . . . .	13
1.31	savesettings . . . . .	13
1.32	screenback . . . . .	13
1.33	screenfront . . . . .	14
1.34	select . . . . .	14
1.35	setbrushsize . . . . .	14
1.36	setcolor . . . . .	15
1.37	setmacropath . . . . .	15
1.38	setmagnify . . . . .	15
1.39	setpicturepath . . . . .	16
1.40	setsmartmap . . . . .	16
1.41	setundolevels . . . . .	17
1.42	undo . . . . .	17

---

# Chapter 1

## BME.MDE

### 1.1 BME2 ALPHABETICAL MACRO INDEX

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

---

```
- Q -
quit

- R -
redo
remap
resize
rotate
rx

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

- U -
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 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

## 1.16 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

## 1.17 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

## 1.18 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

## 1.19 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

## 1.20 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

## 1.21 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

## 1.22 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

## 1.23 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

## 1.24 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

## 1.25 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

## 1.26 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

## 1.27 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

## 1.28 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

## 1.29 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

## 1.30 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

## 1.31 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

## 1.32 screentoback

## SCREENTOBACK

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

Syntax: `screenotoback` (no parameters)

Example: `screenotoback`

Command Format

## 1.33 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

## 1.34 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

## 1.35 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

## 1.36 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

## 1.37 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

## 1.38 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

**1.39 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

**1.40 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

## 1.41 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

## 1.42 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.IILBM'

Command Format  
Picture Names