

# **fxPAINT\_Rexx**

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**COLLABORATORS**

	<i>TITLE :</i> fxPAINT_Rexx		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## fxPAINT\_Rexx

### 1.1 fxPAINT-ARexx-Commands

ARexx-Developer Information  
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The following commands are available in fxPAINT:

Syntax: [ID] = LOADIMAGE [FILE]  
Loads the image [FILE] and gives you back its window-ID.

Syntax: [ID] = LOADIMAGEREQ [FILE]  
Loads the image [FILE] and gives you back its window-ID.

Syntax: FREEIMAGE [ID]  
Closes the window with window-ID [ID].

Syntax: SAVEIMAGE [ID] [FORMAT (NAME OR PLUGIN-FILENAME)] [FILE]  
Saves the window [ID] in format [FORMAT] as file [FILE]. You can give the name of the format (if it is inbuilt in fxPAINT) or the name of the plugin (e.g. myformat.plugin).

Syntax: [ID] = GETACTIVEIMAGE  
Gives you the window-ID of the currently active image/window.

Syntax: [EXIST] = GETEXISTANCE [ID]  
Checks, whether the window with window-ID exists. Gives back 1 on existence, 0 at non-existence.

Syntax: DRAW\_LINE [ID] [X1] [Y1] [X2] [Y2] [MODE]

Syntax: DRAW\_ELLIPSE [ID] [X] [Y] [X-RADIUS] [Y-RADIUS] [MODE]

Syntax: DRAW\_BOX [ID] [X] [Y] [X-RADIUS] [Y-RADIUS] [MODE]

Syntax: DRAW\_DOT [ID] [X] [Y] [MODE]

Syntax: DRAW\_FILLEDBOX [ID] [X1] [Y1] [X2] [Y2] [MODE]

Syntax: DRAW\_FILLEDELLIPSE [ID] [X] [Y] [X-RAD] [Y-RAD] [MODE]

Syntax: DRAW\_FILL [ID] [X] [Y] [MODE]

Syntax: DRAW\_BEVELBOX [ID] [X1] [Y1] [X2] [Y2] [FBEV] [TBEV] [KIND] [MODE]  
Draws. [MODE]=1 adds to the layer, whereas [-1] subtracts.

Syntax: DRAW\_PRESSURE [PRESSURE]  
Sets the pressure. One more interface for tablett-drivers.

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Syntax: [DID] = DRAW\_CUT [SID] [X1] [Y1] [X2] [Y2]  
Cuts out the area from window-ID [SID] and gives you back the new window's ID as [DID].

Syntax: SETCOLOR [ID] [R] [G] [B]  
Sets the color of window-ID [ID] to the given values.

Syntax: NEWPROJECT [WIDTH] [HEIGHT] [R] [G] [B]  
Opens a new project with that width, height and filling.

Syntax: REFRESHDISPLAY [ID] [X1] [Y1] [X2] [Y2]  
Redraws the content of window-ID [ID].

Syntax: [WIDTH] = GETWIDTH [ID]  
Syntax: [HEIGHT] = GETHEIGHT [ID]  
Gives back width and height of the window-ID [ID].

Syntax: FIXIMAGE [ID]  
Fixes window-ID [ID].

Syntax: ZOOMIN [ID]  
Syntax: ZOOMOUT [ID]  
Zooms in and out of the window-ID [ID]. One possible interface for mousewheel-drivers.

Syntax: SETFXGROUPMEMBER [ID] [GROUP] [VERSION1ID]  
Sets the current effect of [ID] to the [GROUP] and the effect [VERSION1ID].

Syntax: SETEFFECTID [ID] [RAWVERSION1ID]  
Sets the current effect of [ID] to the effect [RAWVERSION1ID]. Note, that you have to include the group yourself into that ID.

Syntax: CALCFX [ID]  
(Re-)calculates the effect of window-ID [ID].

Syntax: [RAWVERSION1ID] = PLUGINFXID [name]  
Gives you back the [RAWVERSION1ID] of the effect-plugin of the name [name].

Syntax: SETFXREGOPTS [id] [reg] [sett]  
Sets the [id]-window's effect's register no. [reg] to [sett]

Syntax: REQUEST\_FILE [oldfile]  
Return the chosen file.

Syntax: REQUEST\_DIR [olddir]  
Return the chosen dir.

Syntax: ALBUM\_ADDDIR [file]  
Syntax: ALBUM\_ADDFILE [directory]  
Adds a file or directory to the current fxALBUM.

Syntax: QUITFXPAINT  
Quits fxPAINT.

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If you have any questions (if they're different from "What's ARexx BTW ?"), don't hesitate to contact us at [devsupport@innovative-web.de](mailto:devsupport@innovative-web.de)