BME.MDE

COLLABORATORS

	TITLE : BME.MDE		
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BME.MDE

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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