AGAiff

COLLABORATORS			
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Contents

Chapter 1

AGAiff

1.1 AGAiff Docs

```
                ++************************************************************************
++                      ++
++      A G A i f f Version 2.60        ++
++           by Michael Krause          ++
++             (Raw Style/Lego)                              ++
++        © 1993-1997          ++
++
                What's new, then?
                                            ++

++       Join the Mekka & Symposium 1998 Easter party in Germany!!!       ++
++          http://ms.demo.org/                               ++

++                      ++
++                        This Production is FreeWare!        ++
++                      ++
++************************************************************************++


          This is the low-level image converter used by famous
                       demo scene guys such as:

                              Azure/Artwork
                              Tron/Artwork
                           Crash/Polka Brothers
                              Copper/DSW ;)


 After half a year of pessimism and depression concerning this program, I
                    have finally restarted working on it!


    01.
                  Introduction
                What is this AGAiff?
    02.
                  Installation
```

Note to the very experienced ones..:

Don't try to find out all functions of this program on your own, because there are too much of them being badly named.
At least skim this doc through to get an impression of what it is able to do.

1.2 AGAiff Introduction

AGAiff is the type of program which (in the beginnings of the Amiga demo scene) was called "IFF-Converter". These programs could load IFF (the standard Amiga graphics file format) files and save them as unpacked raw data which is necessary for demo and game coders. There are lots of "IFF-Converters" out there but AGAiff is probably the most advanced program of this type (because of animation and the unique ARexx support and many output formats) and it was one of the first ones to support the AGA graphics chipset which was introduced in 1992 (therefore it's name). The only competitor in business worth thinking of is Morten Eriksen's PicCon,

which has even more save formats, but no ARexx port.

These are some of AGAiff's features:

- Running entirely under OS
- Coded as a Commodity
- Coded completely in fast Assembler, thus divinely short.
- Font-sensitive User Interface
- <MANY> different save formats:
  the ones worth mentioning are e.g. all aga sprite types, some
  chunky save modes, converting of HAM pictures into pure color
  data etc., and -- 9 -- different color save formats.
- Can convert big pictures from fast memory
- Animation support, loading frames directly from disk and saving
  memory!
- Powerful ARexx-Port, supporting all stuff from the GUI and more
- AutoScanning and GridSaving of Pictures (see ARexx chapter)
- Can load pictures via datatypes.library
- ... and more !

1.3 AGAiff Installation

AGAiff requires:

- MC68020
- ECS (big blitter), if you want to save blitter masks.
- Kickstart 3.0 (Version 39)
- LIBS:asl.library
- Some display data base entries (at least one monitor activated)

Making life much easier:

- LIBS:commodities.library
- LIBS:rexxsyslib.library
- RexxMaster running
- Provided ARexx-Scripts in REXX:
- HardDisk

Note:
  To enable AA-ChipSet don't forget 'SetPatch' in your startup-sequence.
  Nevertheless, AGAiff runs even on the old ChipSet !

1.4 AGAiff Using AGAiff

AGAiff can be started from both Workbench or CLI. Only one copy of AGAiff
can be run.

Workbench Tooltypes

CX_POPUP Standard commodity tooltype.

```
    If ARexx is active, the CX_POPUP specification has no
    direct meaning. The opening of the window must be done
    in the Startup script via 'SHOWGUI'. This is because
    otherwise you would see on the GUI how the presets are built
    etc., which would slow down the initialization. If this
    flag was set to TRUE, STATUS 7 returns a 1.

CX_POPKEY Standard commodity tooltype.

PUBSCREEN =name. Open AGAiff windows on public screen called 'name'.
    If this screen doesn't exist, AGAiff falls back to
    'Workbench'.


Shell Template
----------------------

CX_POPKEY/K
CX_POPUP/T
PUBSCREEN/K e.g. PUBSCREEN CygnusEdScreen1


Preferences must be put into the ARexx startup script!
```

1.5 AGAiff Main Window

```
                Close Window
------------------------
Hides the GUI. Use hotkey to get it back.

Screen Mode Selection
------------------------
The  listview gadget shows all available monitors and displaymodes.  If the
program  can't  find  any  entries  for  this  list  - that's the case when
Workbench is not running - a default list is used.

Selecting  'RESHOW'  when a picture is in memory forces AGAiff to redisplay
it with the new display mode.  'RESTORE' restores the old one.

Save Range Selection
------------------------
If  you  don't want to save the whole picture, you can select a range here.
After  loading  a  picture,  the range is set to include the whole picture.
This  is  ofcourse  not  the  case  if  range  locking  is activated.  (see
<Preferences>)

Save Format Settings
------------------------
This  button opens the save format presets window.  The entries are created
in the 'Startup.agaiff' ARexx Script.

Save Format
------------------------
See
                Save Format
```

.

By the way, better have Cycle2Menu installed if you want your left mousebutton to live for some more years...

Colors Format

The format of the color data which is appended to the picture file. See

Colors Format
.

Frame

This field contains information about the currently loaded picture. "ilbm0" is uncompressed IFF data, "ilbm1" means byte-run-1-compressed IFF data, "dlta5" is an ANIM-5-DLTA-crunched frame of an animation. It can also contain the base name of a datatypes picture subclass.

Next

This button only works when AGAiff is in animation mode, that means you have loaded a valid animation. Then, by pressing this button or the right cursor key, you can load the next frame.

Exit

Quits AGAiff. Everything will be cleared up, the commodity will be removed.

Use the right mousebutton or the 'Return' key to switch between main window and picture screen.

The 'Load' function supports IFF-ILBM, datatypes and IFF-ANIM-5 loading. If there is not enough chip memory available, the loader will automatically fall back to a fast mem buffer, but then AGAiff can't display the picture on its screen. The internal ILBM loader ignores mask planes.

1.6 AGAiff Main Window - Save Format Gadgets

Upper gadget:

IFF-ILBM

Hmm, saves IFF-ILBM data I think..
Saving doesn't depend on color format gadgets.
The BODY chunk is crunched if the picture is big enough.

RAW Standard

Saves raw, uncrunched data, one bitplane after the previous one, beginning with the lowest-order plane.

RAW Interleaved
('RAW-BLIT', Modulo)

The planes are interleaved, that means e.g. when you have a 3 planes picture:

- 1. Line / 1. Plane
- 1. Line / 2. Plane
- 1. Line / 3. Plane
- 2. Line / 1. Plane
- 2. Line / 2. Plane
- etc.

[no picture data]

Saves no bitplane data and enables you to save pure color data.

Copperlist

Saves a copperlist according to the lower color gadget (12Bit or 24Bit), initializing the color values.

Note: No color data else is attached - the "top/bottom" gadget has no meaning.

Sprite

Saves sprite data which is the same as RAW Interleaved data, but with Control data at the top and at the bottom. The control data's length corresponds to the width of one line. Sprites must have a width of 16, 32 or 64 pixels and a depth of 2 or 4 planes ! 4-planed Sprites must be displayed using the attaching of two Sprite channels, so it is divided into two sprites with each 2 planes. The sprite with the lower two planes is saved first.

Mask

Saves mask data, where one pixel represents a pixel with a color different than 0 in the original picture. Saves the same plane copied for each other plane in RAW Interleaved format. Note: No color data else is attached (Top/Bottom gadget) !

This mode requires an ECS blitter and doesn't work when the picture resides in FastMem.

Mask (1 plane)

Same as "Mask", but saves only 1 plane.

This mode requires an ECS blitter and doesn't work when the picture resides in FastMem.

Unpacked Chunky

Instead of saving bitplanes, this mode looks at the pixels and saves the number of the color the pixel has as a byte. You can append color data using the color format gadgets. The selected range will not be rounded up to 16-pixel boundaries.

Chunky Colors

It’s quite similar to the previous mode, but instead of saving the number of the color register, it inserts the real color value ($f00, $2cb399 etc). You can choose the format of the color values using the lower color format gadget. No extra color data will be appended. The selected range will not be rounded up to 16-pixel boundaries.

SPECIAL FEATURE: This mode also converts HAM and EHB pictures into the right colors !!

Lower gadget:

File

Saves data directly into a file

dc.w

Saves an ASCII Assembler dump using the dc.w directive. In the preferences you can specify what data width to use (dc.b, dc.w or dc.l)!

dc (PC)

Saves a PC Assembler dump using the db directive. The data will always be saved as bytes.

1.7 AGAiff Main Window - Color Format Gadgets

Upper gadget:

No Colors

Don’t append any color data.

Top

Attach color data at the top of the file.

Bottom

Append color data.

Lower gadget:

12 Bit

Only 12 Bit word data, good old A500 style ($000,$f00,$aaa etc.)

24 Bit 0RGB

24 Bit data, one longword per color, e.g.
$00ff0000 for red
$00ff8800 for brown etc.

This is the mode which was called "24 Bit" prior to V2.10.

24 Bit RGB0

  $rrggbb00

24 Bit RGB

3 Bytes per color: red, green and blue.

24 Bit HL

24 Bit data, saves higher and lower nibble of the RGB values separately (as words); first all higher parts of all colors, then all lower parts of them.

24 Bit HLi

Works like the one before, but 'interleaves' the High / Low data of each color, that means: higher part of first color, lower part of first color, higher part of second color, lower part of second color etc.

24 Bit LH

Works like 24 Bit HL, but first saves lower part, then the higher one.

24 Bit LHi

Works like 24 Bit HLi, but first saves lower part, then the higher one.

96 Bit

Internally, AGAiff handles all colors in 96Bit like OS3.0, perhaps this mode is a bit useful in future. Save format is 32r,32g,32b.

1.8 AGAiff Picture Screen

Once you've loaded a picture, AGAiff tries to open a screen of the desired resolution and depth. The resolution is changed to a default resolution if necessary. When this Screen is active, you can switch between there and the Main Window using the right mousebutton.

Using the left mouse button, you can select a range the save functions will operate on. Pressing it a single time, i.e. selecting a 1x1 range, resets the range to the whole picture.

Pressing SPACE opens a small color editor which should be self-explaining...

If you are using AGAiff with CyberGFX, you might discover that sometimes the colors are not set correctly on the picture screen. This is because CyberGFX can't share colors of the picture screen and the coordinates screen. Switch off the latter one if it disturbs you.

1.9 AGAiff Animation Support

Just click on the 'Load' button. AGAiff will recognize an IFF-ANIM file and automatically load it.

The first thing that happens while loading is that AGAiff scans the whole file, trying to figure out how many frames it has. Then the first picture is initialized and displayed on the normal picture screen. You can treat the frame as if it was a single picture -- no reduction of editing possibilities!

To jump to the next frame, press 'Next' in the main window or use the right cursor key in either the main window or the picture screen.

The animation loader completely supports the ANIM-5 format, even with multiple CMAP chunks.

1.10 AGAiff Preferences

dc.X Size

Specifies the kind of data files written as 'dc.w'-Data will have (dc.b / dc.w / dc.l). Default is long.

PC assembler dumps are always written in bytes.

Use Topaz/8

When this switch is on, the program uses topaz/8 instead of the standard screen font. Default is off.

Lock Range

Locking the save range means that the current range is stored and automatically activated for the next picture that is loaded. Default is off.

ScreenPromotion

When this switch is activated, the current monitor ID selected in ListView-Gadget of the Main Window is stored and automatically used for every new picture that is loaded. Default is off.

Picture NoShow

If you don't want AGAiff to show all pictures you load, then select this switch. Default is off.

Note to ARexx programmers:
This has not the same effect as setting the NOSHOW flag when LOADing files.

The NOSHOW flag is only valid for the one loading action. There is a special ARexx-Command for the 'global' NoShow.

Range W/H

This switch changes the range display in the main window in that the range is not chosen by setting two points (upper left and lower right one), but merely by setting one point and the width and height of the range from there. That simplifies e.g. selecting of ranges sized 128x128 from a larger picture. Just click on a specific point in the picture and then type 128 in the last two range gadgets. Default is two-points-range-selection (switch off).

Activate Window

On every load and save the window is brought to front, being activated. This can be disturbing when operating on huge amounts of pictures via ARexx. Deactivate this switch to get your environment a bit more comfortable.. Default is on.

Save=ClosePic

While saving, the picture screen can be closed in order to save memory. This is rather disturbing when operating on huge amounts of pictures via ARexx. Activate this switch if you really want the picture to be closed. Default is off = no closing.

Show Coords

This switch is on by default and gives you a line attached to the picture screen containing the current mouse coordinates, range size and frame number. When using CyberGFX, you can disable this function and the screen colors will always be correct.

Use Activates the new selections.

Close-Gadget Cancels the new selections.

If you want to make the changes resident, you have to edit the ARexx startup script!

1.11 AGAiff - ARexx Port

This is AGAiff's big advantage to all the other low-level image converters.
Enjoy it!

Please note that arguments containing spaces must be quoted using the " character. This is new for 1.99beta, but was not mentioned in the docs, which confused some users. See the Startup.agaiff script for an example.

Control Functions / Preferences

USETOPAZ

DCSIZE

GLOBALNOSHOW

SCREENPROMO

LOCKRANGE

VERSION

STATUS

ACTIVEWIN

SAVECLOSE

COORDS
User Communication Functions

REQUESTFILE

REQUEST

TYPETEXT
Graphical User Interface Control Functions

LOCKGUI

UNLOCKGUI

SHOWGUI

HIDEGUI

SHOWPIC
Preset List Control Functions

CLEARPRESETS

ADDPRESET

SETPRESET
I/O Functions

SFORMAT

CFORMAT

LOAD

SAVE

RESHOW

NOSHOW

RESTORE
Picture Functions

DISPMODE

RANGE

GETPIXEL

SEARCHPIXEL
Animation Functions

ANEXT
ARexx Scripts provided with this package

Startup

AutoScan

GridSave

SplitAnim

Info

How To Run Scripts
Note:
Parameters in <>'s are decimal unsigned integer numbers !
Parameters in []'s are strings !
Parameters in {}'s don't need to be specified !

Note for V1.60:
PICSIZE and DEPTH commands have been removed for reasons described in the main window description. Should not disturb compatibility 'coz it's never been used hopefully..
ARexx List Functions have been removed, too, because the ARexx Window has been replaced by an ASL Requester.

In Version 2.00, I have reworked the design a bit - the commands work like before, but some side effects with the GUI have been removed, such as automatic window reactivation when saving a picture etc., which could be disturbing when processing large amounts of pictures.

Besides that, V2.00 doesn't provide the QUIT command because it has not been working a single time :)

1.12 AGAiff - ARexx Commands

SYNTAX
UseTopaz {OFF}

FUNCTION
Switches on / off fontsensitivity.

INPUTS

```
  If 'off' is specified, AGAiff uses the Workbench's Screen Font.
  Else it uses topaz/8.

RESULTS
  RESULT  =
  RC  = 0

BUGS

SEE ALSO
```

1.13 AGAiff - ARexx Commands

```
SYNTAX
  DCSize <n>

FUNCTION
  Selects dc.x data size

INPUTS
  n:    0 Byte  (dc.b)
        1 Word  (dc.w)
        2 Long  (dc.l)

RESULTS
  RESULT  =
  RC  = 0, or 10 if error

BUGS

SEE ALSO
```

1.14 AGAiff - ARexx Commands

```
SYNTAX
  GLOBALNOSHOW {OFF}

FUNCTION
  Disables/Enables picture showing until the next call
  of this function.

BUGS

SEE ALSO
```

1.15 AGAiff - ARexx Commands

```
SYNTAX
  SCREENPROMO {OFF}
```

```
FUNCTION
  Disables/Enables screen promotion (--> Description of Prefs Window)

BUGS

SEE ALSO
```

1.16 AGAiff - ARexx Commands

```
SYNTAX
  LOCKRANGE {OFF}

FUNCTION
  Disables/Enables range locking (--> Description of Prefs Window)

BUGS

SEE ALSO
```

1.17 AGAiff - ARexx Commands

```
SYNTAX
  Version

FUNCTION
  Returns a versionstring.

INPUTS
  None

RESULTS
  RESULT  = [versionstring]
  RC  = 0

BUGS

SEE ALSO
```

1.18 AGAiff - ARexx Commands

```
SYNTAX
  Status <n>

FUNCTION
  Returns information about AGAiff's status.

INPUTS
  n:  returns:

  0 pathname of current picture or empty string.
```

```
  1 picture size (<X> <Y>)
  2 depth
  3 selected save range (<X1> <Y1> <X2> <Y2>)
  4 DisplayMode (decimal number)
  5 "1" if GUI is hidden, else "0"
  6 address and length of the original decrunched
    ILBM data (RAW-Modulo) as (<address> <length>)
  7 0 if the user selected CX_POPUP=NO, else 1
  8 data about currently loaded animation
    as (<totalframes> <currentframe>). In single-picture mode,
    <totalframes> is "0".


RESULTS
  RESULT  = [result as described above]
  RC  = 0, or 10 in case of error (wrong <n>)

BUGS

SEE ALSO
```

1.19 AGAiff - ARexx Commands

```
SYNTAX
  ACTIVEWIN {OFF}

FUNCTION
  Preferences/Activate Window
BUGS

SEE ALSO
```

1.20 AGAiff - ARexx Commands

```
SYNTAX
  SAVECLOSE {OFF}

FUNCTION
  Preferences/Save=ClosePic
BUGS

SEE ALSO
```

1.21 AGAiff - ARexx Commands

```
SYNTAX
  COORDS {OFF}

FUNCTION
  Preferences/Show coords
```

```
BUGS

SEE ALSO
```

1.22 AGAiff - ARexx Commands

```
SYNTAX
  Requestfile [windowtitle]

FUNCTION
  Displays an ASL-Filerequester with the desired windowtitle

INPUTS
  windowtitle:  Title of the requesterwindow

RESULTS
  RESULT  = [pathname] or empty string
  RC  = 0

BUGS

SEE ALSO
```

1.23 AGAiff - ARexx Commands

```
SYNTAX
  Request [text]

FUNCTION
  Displays a normal requester with OK / Cancel gadgets using the
  Intuition/EasyRequestArgs function.

INPUTS
  text:   Requester text.

RESULTS
  RESULT  =
  RC  = 1 for OK, 0 for Cancel

BUGS

SEE ALSO
```

1.24 AGAiff - ARexx Commands

```
SYNTAX
  TypeText [text]

FUNCTION
  Prints a text into the Main Window's message line.
```

```
INPUTS
  text:   Textline to be printed. No LF's or similar.

RESULTS
  RESULT  =
  RC  = 0

BUGS

SEE ALSO
```

1.25 AGAiff - ARexx Commands

```
                SYNTAX
  LockGUI

FUNCTION
  Locks the Graphical User Interface, so that all clicks etc.
  won't be noticed. Use this in ARexx scripts that must not be
  interfered by the user.
  This call uses a nest counter.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0

BUGS

SEE ALSO

                UNLOCKGUI
```

1.26 AGAiff - ARexx Commands

```
                SYNTAX
  UnlockGUI

FUNCTION
  Unlocks the GUI.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0

BUGS
```

```
SEE ALSO

                LOCKGUI
```

1.27 AGAiff - ARexx Commands

```
                SYNTAX
  ShowGUI

FUNCTION
  Opens the Main Window.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0 if success, 10 if error.

BUGS

SEE ALSO

                HIDEGUI
```

1.28 AGAiff - ARexx Commands

```
                SYNTAX
  HideGUI

FUNCTION
  Closes the Main Window and unloads a possibly loaded picture.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0

BUGS

SEE ALSO

                SHOWGUI
```

1.29 AGAiff - ARexx Commands

```
SYNTAX
  ShowPic

FUNCTION
  Puts the picture screen to front. If no picture screen is open,
  this function is no-op.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0
      1 if no picture screen was open

BUGS

SEE ALSO
```

1.30 AGAiff - ARexx Commands

```
                SYNTAX
  ClearPresets

FUNCTION
  Clears the save format preset list.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0

BUGS

SEE ALSO

                ADDPRESET
                ,
                SETPRESET
```

1.31 AGAiff - ARexx Commands

```
                SYNTAX
  AddPreset [name]

FUNCTION
  Adds a preset to the save format preset list. The current save format
  and color format gadgets are saved.
```

```
INPUTS
  name:   Name the preset will appear under.

RESULTS
  RESULT  =
  RC  = 0

BUGS

SEE ALSO

                CLEARPRESETS
                ,
                SETPRESET
```

1.32 AGAiff - ARexx Commands

```
                SYNTAX
  SetPreset [name]

FUNCTION
  Set the save format and color format gadgets according to the
  preset called [name].

INPUTS
  name:   Preset to set up.

RESULTS
  RESULT  =
  RC  = 0, or 10 if error (preset [name] doesn't exist)

BUGS

SEE ALSO

                CLEARPRESETS
                ,
                ADDPRESET
```

1.33 AGAiff - ARexx Commands

```
                SYNTAX
  SFormat [sformatstring]

FUNCTION
  Sets the save format

INPUTS
  sformatstring:  IFF,RAW,RAWI,COPPER,SPRITE,MASK,MASK1,NOPIC,
            UNPKEDCHUNKY,CHUNKYCOLS
       FILE,DC,PC
```

```
RESULTS
  RESULT  =
  RC  = 0

NOTE
  "UNPKEDCHUNKY" was called "CHUNKYREGS" in pre-2.10.
  "RAWI" was called "RAWBLIT" earlier;
  "RAW" was called "RAWNORM" earlier.

BUGS

SEE ALSO

                CFORMAT
```

1.34 AGAiff - ARexx Commands

```
                SYNTAX
  CFormat [cformatstring]

FUNCTION
  Sets the colors format.

INPUTS
  cformatstring:  12BIT,
      24BIT0RGB,24BITRGB0,24BITRGB,
      24BITLH,24BITLHI,24BITHL,24BITHLI,96BIT,
      NOCOLS,TOP,BOTTOM

NOTE
  "24BIT0RGB" was called "24BIT" in pre-2.10.

RESULTS
  RESULT  =
  RC  = 0

BUGS

SEE ALSO

                SFORMAT
```

1.35 AGAiff - ARexx Commands

```
SYNTAX
  Load [filename] {NOSHOW}

FUNCTION
  Loads a picture.

INPUTS
  filename: Pathname of the picture.
```

```
  NOSHOW:   If specified, don't show the picture.

RESULTS
  RESULT  =
  RC  = 0, or 5 if Error (can't load file)

BUGS

SEE ALSO
  LFORMAT
```

1.36 AGAiff - ARexx Commands

```
                SYNTAX
  Save [filename]

FUNCTION
  Saves a file.

INPUTS
  filename: Pathname of the file.

RESULTS
  RESULT  =
  RC  = 5, if an error occured while saving.

BUGS
  Doesn't return error codes.

SEE ALSO

                SFORMAT
                ,
                CFORMAT
```

1.37 AGAiff - ARexx Commands

```
                SYNTAX
  Reshow

FUNCTION
  The same as the RESHOW button in the Main Window.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0

BUGS
```

```
SEE ALSO

                NOSHOW
                ,
                RESTORE
```

1.38 AGAiff - ARexx Commands

```
                SYNTAX
  Noshow

FUNCTION
  Disable showing the picture until the next RESHOW.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0

BUGS

SEE ALSO

                RESHOW
                ,
                RESTORE
```

1.39 AGAiff - ARexx Commands

```
                SYNTAX
  Restore

FUNCTION
  Restore the picture data like depth, picsize and displaymode and
  do a RESHOW.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0

BUGS

SEE ALSO

                RESHOW
```

1.40 AGAiff - ARexx Commands

```
SYNTAX
  DispMode <a>

FUNCTION
  Set DisplayMode.

INPUTS
  a:    DisplayMode ID (decimal long int)

RESULTS
  RESULT  =
  RC  = 0, or 5 if no picture was loaded.

BUGS

SEE ALSO
```

1.41 AGAiff - ARexx Commands

```
SYNTAX
  Range <x1> <y1> <x2> <y2> {FULLPIC}

FUNCTION
  Set save range.

INPUTS
  x1/y1:    One Corner of the range.
  x2/y2:    Two Corner of the range. (?)
  FULLPIC:  Specify this to select the whole picture.

RESULTS
  RESULT  =
  RC  = 0

BUGS

SEE ALSO
```

1.42 AGAiff - ARexx Commands

```
                SYNTAX
  GetPixel <x> <y>

FUNCTION
  Get the colorregister of the pixel specified by 'x' and 'y'.
  The #?PIXEL-Functions are very useful for picture scanning
  functions.

INPUTS
  x:    X-Position
```

```
  y:    Y-Position

RESULTS
  RESULT  = colorregister
  RC  = 0 or 1 if x/y was out of picture size
      5 if no picture was loaded.

BUGS

SEE ALSO

                SEARCHPIXEL
```

1.43 AGAiff - ARexx Commands

```
                SYNTAX
  SearchPixel <x> <y> <colorregister>

FUNCTION
  Search the line specified by 'y' for a color specified by
  'colorregister'. Don't start at the beginning but at X-position
  specified by 'x'. The #?PIXEL-Functions are very useful for
  picture scanning functions.

INPUTS
  x:    X-Position where to start search.
  y:    Line to search in.
  colorregister:  The color to search for.

RESULTS
  RESULT  = x-position where pixel was found.
  RC  = 0 if a pixel was found, 1 if no pixel was found, and
      5 if no picture was loaded.

BUGS

SEE ALSO

                GETPIXEL
```

1.44 AGAiff - ARexx Commands

```
SYNTAX
  ANext

FUNCTION
  Activate the next frame in the currently loaded animation.

INPUTS
  none

RESULTS
```

```
  RESULT  =
  RC  = 0 or something different if there is no next frame.

BUGS

SEE ALSO
```

1.45 AGAiff - ARexx Script 'Startup.agaiff'

This script is called once when AGAiff is started. So you should put your Preferences, Presets and other Setup stuff here. The script by me contains some simple save formats.

1.46 AGAiff - ARexx Script 'AutoScan.agaiff'

This script is very useful for game programmers that want to create sprite animations. Imagine you have some animation frames for your ship for the newest shoot'em up game, in one picture in a random order. If you don't want to cut these 10 frames and save them on your own, just let the graphician frame these areas with a specific color. A 32x16 sprite will be framed with an 34x18 frame.

Then you call AutoScan.agaiff: First you will be asked for the color the areas are framed with, then you must give the script a filename. The picture is searched through and all framed areas are saved with the filename extended with '.%d' where %d is a numbering from 0 to <number of frames>. .. the frame won't be saved of course.. Don't forget to set the right save format !!

The only bad thing about this script is its speed. On my standard A1200 WITHOUT fast mem (:-((), it needs a quarter of a minute or more to look through a picture. Anyway, i'm not the best ARexx coder, so why don't you try to write a faster one ??

1.47 AGAiff - ARexx Script 'GridSave.agaiff'

Imagine you put a grid on a picture. The picture is splitted into several blocks. Then imagine you save these blocks from left-right or top-down. This is exactly what this script does.

```
Grid X Block Size:  Horizontal Size of one grid block
Grid Y Block Size:  Vertical Size of one grid block
Number of Blocks X: Horizontal number of blocks
Number of Blocks Y: Vertical number of blocks
Add X:      Additional space between to grid blocks.
Add Y:      Additional space between to grid blocks.
Start X:    The first grid block ordinate.
Start Y:    The first grid block ordinate.
Save mode:    Top-Down, then left-right, or vice versa.
Append files:   Whether to have all blocks joined in one file,
```

```
      or saved as 'filename.%d', where %d is a numbering
      from 0 to <number of blocks>.
```

1.48 AGAiff - ARexx Script 'SplitAnim.agaiff'

```
Demonstrates how to use the one and only 'ANEXT' command ;-)
```

1.49 rxs_info

```
Simply shows how to use the STATUS command.
```

1.50 AGAiff - Running ARexx Scripts

```
The ARexx requester from pre-V1.60 has been replaced by a normal ASL
requester showing the contents of REXX: with a default pattern of
'~(Startup).agaiff', thus reading all files ending with '.agaiff' except
the Startup script. Double-Click one of the files to start it.
```

1.51 AGAiff Development History

```
Started coding in the middle of 1993, when I got my A1200. AGAiff
was an experiment - I wanted to learn more about that new cool OS and the
AGA chipset.

Version 1.0  Release A (01-Mar-94)
  First public release.

Version 1.21 Release B (01-Apr-94) (kein Aprilscherz)
  - 07-Mar-94 Bug fix: Sprites' control words were too short. Now
        twice as big.
  - 07-Mar-94 Minor fix: ASL Requesters now remember last Directory,
        window is put into sleep status while requesting.
  - 13-Mar-94 Bug fix: Additional mask plane is now ignored.
  - 13-Mar-94 Several small 'security' bug fixes.
  - 20-Mar-94 Added Color Requester
  - 21-Mar-94 Added IFF Saving
  - 21-Mar-94 Additional Tooltypes

Version 1.60 Release C (16-Sep-94)
  - 27-Jun-94 Chunky save modes added.
  - 14-Jul-94 ASL-Requesters: no '.icon's & some other trinkets..
  - 24-Jul-94 Range locking added.
  - 25-Jul-94 Screen Promotion & global NoShow added.
  - 26-Jul-94 IFF crunching added.
  - 02-Aug-94 Additional tooltypes
  - 02-Aug-94 Bug fix: Starting AGAiff twice could lead to
        unpredictable results.
```

```
  - 02-Aug-94 CLI-Interface.
  - 02-Aug-94 Public Screen support.
  - 03-Aug-94 Key equivalents for most gadgets.
  - 03-Aug-94 ARexx STATUS command enhanced.
  - 06-Aug-94 !! on vacation.. !!
  - 26-Aug-94 Replaced ARexx Window by ASL-Requester.
  - 28-Aug-94 New ARexx commands #?PIXEL..
  - 29-Aug-94 New ARexx scripts AutoScan & GridSave
   ... and lots of bugs fixed ...

  The first release of V1.60 featured a wrong window title bar
  with 'PRIVATE VERSION ## DON'T SPREAD' in it. I left it in there
  by accident - it was a fully working version. However, the
  version I sent to Fred Fish and AmiNet was correct!

Version 1.99 Release D (10-Jun-95) (public Beta)
  - 19-Nov-94 Window opening could cause oversized windows with big
        fonts (hmm, thought i fixed this before :-))
  - 20-Nov-94 Bug fix: Forgot docs for SHOWPIC Arexx command..
  - 21-Nov-94 Started animation support..
  - 26-Nov-94 Bug fix: loaded ColorTables were never freed..
  - 01-Dec-94 Bug fix: Mode Promotion could clear HAM/EHB flags..
  - 24-Dec-94 Datatypes loading
  - 01-Jan-95 ARexx QUIT command removed - didn't work anyway..
  - 02-Jan-95 Added several new Preferences Items
     ... after a long, long break I continued coding:
  - 01-May-95 Framenumber is mentioned in Coords-Screen
  - 01-May-95 Range selection re-coded.
  - 04-May-95 ARexx STATUS 8, (UN)LOCKGUI improved
  - 05-Jun-95 ARexx-Server didn't take care of RXFB_RESULT.. shit
  - 08-Jun-95 ARexx-Server totally recoded.

   ... and again most probably some bugs fixed ...

Several  intermediate  versions  have been spread between my local
scene friends meanwhile.

Version 2.10 Release F (13-May-96)
  - 15-Jun-95 ARexx-Window remembers last directory...
  - 15-Jun-95 ARexx-REQUESTFILE didn't show correct title since V1.99
  - 15-Jul-95 Loading: e.g. Width of 17 pixels is not expanded
         to 32 pixels any more!!
        DLTA5 Animation loading works 100% now.
     ... long break ...
  - 05-May-96 General code & GUI clean-up.
        Full-Anim support completely removed.
  - 10-May-96 Pics >8 planes are now rejected.
  - 11-May-96 Bug fix: ARexx Port didn't recognize when Arguments
         were missing ;-(
  - 12-May-96 Bug fix: Damn bug in the ColorRequester code, which made
         the machine crash quite often (forgotten RTS ;-()
        ASL-Requesters always start with height 400 now.
        New Color Save Modes.
        Additional ARexx Tokens for them.
  - 13-May-96 Removed some hardware dependencies, AGAiff
         also runs on graphics cards now.
        Color Requester always works in 8 bit now.
```

```
        Added PC assembler dump save mode.
        IFF-Loader clears the rightmost bits of every line now,
          which some savers don't clear when the width is
          not at word boundaries.
        New ARexx Commands: ACTIVEWIN and SAVECLOSE

Version 2.50 (05-Feb-97)
  - 31-Dec-96 24 Bit color save modes RGB0 and 0RGB where accidentally
          used vice-versa.
        4pl-Sprite saving could mask out parts of the planes.
  - 11-Jan-97 Error messages while saving were always overwritten by
          "Saving done!".
        Started support for FastMem buffers
  - 12-Jan-97 Unpacked Chunky can be saved from FastMem. Doesn't round
          up to 16-pixel boundaries any more!
        Testing for ECS Blitter now.
        Rewrote screen mode adjusting code (BestModeID).
        Coordinates display screen can now be switched off
          (it would bug with CyberGFX).
  - 13-Jan-97 Cleaned up and optimized the whole source code in some
          areas.
  - 20-Jan-97 Cleaned up the whole loading code.
        STATUS PATHNAME works again.
  - 23-Jan-97 Cleaned up ARexx port code.
  - 28-Jan-97 Updated some parts of the documentation.
  - 03-Feb-97 Loading datatypes cleanly without temporary files,
          displaying base name in frame gadget.
        Range selector is much more responsive and doesn't
          bug on CyberGFX now.
        Savers do much more error checking and return nice
          error messsages!
        ARexx 'SAVE' command can return an error!
  - 05-Feb-97 Rewrote writerange routine to 'CutRangeX' which uses
          the processor now -> planar saving from fast mem!
        IFF saver rewritten to use CutRangeI.
        Removed most of the ToolTypes - use the ARexx
          Startup script now!!
        Rewrote sprite saver to use CutRangeI.

Version 2.60 (13-May-97)
  - 03-May-97 dc.X saver was broken.
  - 12-May-97 Color requester was very broken.
```

1.52 AGAiff What's left ?

```
This program is FreeWare.

If you have suggestions or bug reports, then contact the author at:

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  21107 Hamburg
  GERMANY

  rawstyle@ms.demo.org
```

The AGAiff World Wide Web support site is located at:

  http://wfmh.man.szczecin.pl/~rawstyle/agaiff.html