

ARexx_Commands

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Chapter 1

ARexx_Commands

1.1 MicroPaint - ARexx Commands Guide 1.0.4

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1.2 Introduction

What is ARexx?

The ARexx language is used to remote control application programs. This is done by sending commands to the application program via an ARexx port supplied by the program.

MicroPaint's ARexx capabilities

MicroPaint's ARexx port is called 'MicroPaint'. The default filename extension for ARexx scripts is ".mprx".

Several

sample scripts
are shipped with MicroPaint.

Some ARexx commands provide a result. The result is put into the ClipList variable "MICROPAINT". The result is an empty string, if the command does not return a result. It is "ERROR" if an error occurred, otherwise it contains some information like the current filename or the cursor position.

1.3 A Sample Script

The following program increases the brightness of the current picture by 10 %:

```
Line # (do not enter)
/* Calibration */      1
address 'MicroPaint'  2
'CALIBRATE' 'RGB' '1.1' 0 255 0  3
```

Line one is only a comment. (This is needed by the ARexx interpreter REXXMast.)

Line two tells ARexx to use the ARexx port 'MicroPaint'. All subsequent commands will be sent to this port.

Line three contains a MicroPaint ARexx command, CALIBRATE. This command has several arguments: the color mask, the calibration factor, the range of colour palette registers to be changed, and an optional value for zero values.

Notes:

- o All arguments must be separated by spaces.
- o Character arguments should be quoted using apostrophes. You must use quotes if the character string contains spaces.

1.4 ARexx Commands

Notes:

- o All parameters have to be supplied in the order stated below.
- o Optional parameters are stated within brackets ([...]) which must be omitted.
- o Argument strings containing blanks have to be embedded into apostrophes and quotes.

Example: 'TEXT' x y "This is just a demonstration."

- o Results are passed to the ARexx variable result if the command "options results" is given before switching to the ARexx port of MicroPaint.

If the result is "ERROR", then something went wrong.

ABOUT

This command has no arguments.

ABOUT opens the Info requester.

CALIBRATE

This command has the following arguments:

Mask	This is any combination of the characters R, G, and B which defines the colour components (red, green, blue) to be altered by the command.
Factor	This is the calibration factor the current colour register contents are multiplied with. (If the factor is a negative value, the current contents will be divided by the absolute value of the factor.) Example: -1.1 results in a picture 10 % darker than before.
Register #1	This values define the range of colour palette registers which are affected by the calibration process.
Register #2	
[Zero value]	The zero value will be assigned to colour registers which current content is zero. This optional value defaults to zero.

CALIBRATE acts like the menu command "Tools/Calibration".

CLS

This command has the following argument:

[Colour]	This optional parameter defines the colour register to be used. The value must be in the range $0..2^{\text{bitplanes}}-1$. If it is omitted, the background colour will be used.
----------	--

CLS clears the screen.

COLOUR

This command has the following argument:

Colour	This defines the colour register to be used. The value must be in the range $0..2^{\text{bitplanes}}-1$.
--------	---

COLOUR defines the colour to be used.

CRSRSIZE

This command has the following arguments:

Brush_Size	This defines the size of the standard brush (< 1 means no alteration of the brush size).
[Line_Thickness]	This defines the line thickness. If this argument is omitted, the value of <Brush_Size> is used. A value lower than 1 means that the line thickness shall not be changed.

Example: CRSRSIZE 15 sets both values to 15.

FONT

This command has the following arguments:

Name	This defines the name of the font to be used, for example 'times.font'.
Size	This defines the font size.
[Style]	This defines the style to be used, for example bold. State 0 to use a plain font.
[Jam]	This defines the draw mode.
[Pen1]	This defines the foreground colour.
[Pen2]	This defines the background colour.

Note: The optional arguments must be stated in the order stated above. Thus you must define a style to be able to define the draw mode. The current settings are used if a parameter is omitted.

FONT defines the font settings.

GETxxx

The GETxxx commands return some information and have no arguments.

The following functions are available:

Function	Result
-----	-----
GETCOLOUR	current colour
GETX	current cursor position
GETY	current cursor position
GETMAXX	width of the screen
GETMAXY	height of the screen
GETID	viewmode id of the screen
GETMODE	current paint mode
GETFILENAME	current filename or ""

GETxxx returns some information.

IDNAME

This command has the following argument:

ID	This is the name of the view mode id you want the name to know of.
----	--

Example: IDNAME 0 -> LoRes.

IDNAME returns the name of the given view mode id.

INPUT

This command has the following optional arguments:

[Title]	This defines the title of the window (max. 20 characters are accepted).
---------	---

[Question #1] These are the questions which will be displayed
[Question #2] in the window. Each string must not exceed 25 charac-
 ters.
[default value] This value will be the initial value of the requester.

INPUT returns the string you entered.

INTEGERFORMAT

This command has the following argument:

Number This is the integer number you want to be formatted.
 The definitions of the locale library will be used if
 available. In Germany, "1234" will become "1.234", for
 example.

INTEGERFORMAT returns a formatted integer number.

MODENAME

This command has the following argument:

Mode This is the mode number you want to know the name of.

MODENAME returns the paint mode corresponding to the given number.

OPEN

This command has the following arguments:

Name This defines the name of the file to be loaded. If you
 pass "?", a file requester will be opened.

OPEN opens a file and returns its name.

PLOT

This command has the following arguments:

X This defines the horizontal position to be used.
Y This defines the vertical position to be used.
[Colour] This optional parameter defines the colour to be used.

PLOT draws a single point.

PRINT

This command has no arguments.

PRINT prints the current picture.

QUIT

This command has no arguments.

QUIT terminates MicroPaint immediately.

REQUEST

This command has the following arguments:

[Title]	This is the title of the requester. If this string is empty, a default title will be used.
[Body]	These are the text lines you want to be displayed. Insert a vertical slash () to get a line feed.
[Buttons]	These are the buttons you want to be displayed. They have to be separated by vertical slashes. If no buttons are specified, "OK Cancel" is used.

Example: 'REQUEST' ' "Demo" ' "Select a|number!" ' "1|2|3|Abort"

REQUEST displays a requester and returns the number of the selected button or zero (0) if the right most button has been selected.

TEXT

This command has the following arguments:

X	This defines the horizontal position to be used.
Y	This defines the vertical position to be used.
Text	This defines the text to print.
[Spacing]	This optional parameter defines the character gap. If it is omitted, the current settings are used.

1.5 Supplied ARexx Scripts

Brighter.mprx

This script increases the brightness of the picture by 10 %.

ClearScreen.mprx

This script clears the screen using colour #2.

Note: This is only a demonstration of the CLS command.

Darker.mprx

This script decreases the brightness of the picture by 10 %.

LessXXX.mprx

This script decreases the value of the affected component by 10 %.

MoreXXX.mprx

This script increases the value of the affected component by 10 %.

Quit.mprx

This script terminates MicroPaint immediately.

Note: This script is only a demonstration of the QUIT command.

Test.mprx

This script contains all ARexx commands provided by Micropaint. It should be run in a CLI window, because it shows some results.

TextDemo.mprx

This script prints a sample text using the times Font.

Note: This script is only a demonstration of the FONT and TEXT commands.

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