

**AGAiff**

**COLLABORATORS**

	<i>TITLE :</i> AGAiiff		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 9, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## AGAiiff

### 1.1 AGAiiff Docs

EVIEW +++ PREVIEW +++ PREVIEW +++ PREVIEW +++ PREVIEW +++ PREVIEW ←  
 +++ PREVIEW

```

+++++
++          ++
++   A G A i f f Version 1.99          ++
++          BETA PREVIEW              ++
++   by Michael Krause                ++
++          ++
++          This Production is FreeWare!      ++
++          ++
+++++

```

01.
  - Introduction
  - What is this AGAiiff?
02.
  - Installation
  - What do I need?
03.
  - Using AGAiiff
  - How to start
04.
  - Main Window
  - GUI Features
05.
  - Picture Screen
  - GUI Features
06.
  - Animation Support
  - Animation Handling
07.
  - Preferences
  - What can I change?
- 08.

ARexx Port  
How to add own functions

09.

History  
How AGAiff developed

10.

What's left ?  
Address, Copyright etc.

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 a converter which loads ILBM, ANIM and datatypes graphics and converts them into several 'low-level' formats, like RAW, chunky etc. Some features make this program even more attractive:

- 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 -- 7 -- different color save formats.
- Animation support - converting of animation frames even if it is too large to fit into the memory!
- Powerful ARexx-Port, supporting all stuff from the GUI and more
- AutoScanning and GridSaving of Pictures (see ARexx chapter)
- Runs even from small Assembler Workdisks if you don't need ARexx, Hotkey and all Displaymodes
- Can load pictures via datatypes.library
- ... and more !

## 1.3 AGAiff Installation

AGAiff requires:

- MC68020
- Kickstart 3.0 (Version 39)
- LIBS:asl.library

Making life much easier:

- LIBS:commodities.library
  - LIBS:rexxsyslib.library
-

- RexxMaster running
- Provided ARexx-Scripts in REXX:
- HardDisk
- Workbench running -> All displaymodes can be used..
- The XPK-Package

Note:

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

## 1.4 AGAiiff Using AGAiiff

AGAiiff can be started from both Workbench or CLI. Only one copy of AGAiiff 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 specified, STATUS 7 returns a 1.

CX\_POPKEY Standard commodity tooltype.

USETOPAZ ={OFF|ON}. See Preferences

DCSIZE ={BYTE|WORD|LONG}. See Preferences

NOSHOW ={OFF|ON}. See Preferences

PROMO =hex. Select a monitor for mode promotion here. 'hex' is a hexadecimal number containing only the monitor ID. No checking is made if this monitor exists. So better have it really...  
e.g. PROMO=21000 for PAL promotion.

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

RANGEWH ={OFF|ON}. See Preferences

### Shell Template

-----

CX\_POPKEY/K  
CX\_POPUP/T  
USETOPAZ/S \  
NOSHOW/S - active when specified

---

RANGEWH/S /  
 DCSIZE/K DCSIZE b/w/l  
 PROMO/K PROMO hex e.g. PROMO 61000 for EURO72.  
 PUBSCREEN/K e.g. PUBSCREEN CygnusEdScreen1

## 1.5 AGAiiff 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 AGAiiff to redisplay  
 it with the new attributes selected here. 'RESTORE' restores the old values.

### 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 includes the whole picture. This is  
 ofcourse not the case if range locking is activated. (see <Preferences>)

### AGAiiff Mode

-----  
 Select Animation or Single-Picture mode here.

### Save Format

-----  
 Select the picture data saving method. Animation saving format is  
 specified elsewhere. See

Save Format

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

### Colors Format

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

Colors Format

### Exit

-----  
 Quits AGAiiff. 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 datatypes loading. For datatypes conversion,



the function creates a temporary file in T: called agaifftemp.iff -- so if you don't have enough memory, assign T: to somewhere on your harddisk!

## 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 Normal

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

### RAW Modulo

(Often seen as 'RAW-BLIT')

The same as RAW normal, but 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.

That's the same as setting the SA\_Interleaved tag when opening an Intuition-Screen.

### No Picture

Saves no bitplane data, thus letting you save pure color data.

### Copper

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

Note: No color data else is attached (Top/Bottom gadget) !

### Sprite

Saves sprite data which is the same as RAW Modulo 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-planet 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 at first.

### Mask

Saves mask data, where one pixel represents a pixel with a color unlike 0 in the original picture. Saves the same plane copied for each other plane in RAW Modulo format.

Note: No color data else is attached (Top/Bottom gadget) !

### Mask 1plane

Same as before, but only 1 plane.

---

### Chunky RegNumbers

Instead of saving bitplanes, this mode looks at the pixels and saves the number of the color the pixel has as a byte. That means you can't save pictures with more than 8 planes in this mode. You can append color data using the color format gadgets.

Note: Selected Range will be rounded up to 16-pixel borders. The rest will be filled with 0's.

### Chunky Colors

It's quite similar to the previous mode, but instead of saving the number of the color register, it creates a real color value like \$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.

Note: Selected Range will NOT be rounded up to 16-pixel borders as opposed to the previous save mode !!

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

Lower gadget:

### File

Saves a normal file

### dc.w

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

P! - gadget:

Opens the Save Format Preset Window. Look into the ARexx chapter for details.

## 1.7 AGAiiff 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 data, good old A500 style ( \$000,\$f00,\$aaa etc.)

### 24 Bit

24 Bit data, as one longword per color, e.g.  
\$00ff0000 for red

---

\$00ff8800 for brown etc.

#### 24 Bit HL

24 Bit data, saves higher and lower nibble of the RGB values separately, and that first all higher parts of all colors, then all lower parts of them.

#### 24 Bit HLi

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

#### 24 Bit LHi

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

#### 96 Bit

For people that just want something different.. 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.

Pheew. So that's that.

## 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 needed. When this Screen is active, you can switch between there and the

Main Window using the right mousebutton. Using the left one, you can select a range the save functions will operate on.

Pressing SPACE lets you see a small Color Requester which should be self-explaining...

## 1.9 AGAiff Animation Support

As opposed to certain other converters, AGAiff cannot only load ←↔ animations and convert them to single pictures, but also can create new animations and put together single pictures with the possibility to save the animation in several formats!

Besides that, the user can choose between two formats of animation handling - one format doesn't load the animation into memory, so it may be larger

---

than the amount of memory you have.

Loading Animations  
How to load Animations

Formats  
What can I change?

Editing	What can I do?
Key functions	Key abbreviations
Saving	How to save Animations

## 1.10 AGAiiff Animation Support - Loading Animations

Just click on the normal 'Load' button. AGAiiff will recognize an IFF-ANIM file and automatically load it, according to the settings in the Preferences.

The first thing that happens while loading is that AGAiiff scans the whole file, trying to figure out how many frames it has.

If you want to load the whole animation, AGAiiff now loads and crunches all animation frames and puts them to a place you specified.

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!

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

## 1.11 AGAiiff Animation Support - Formats

You can choose between two formats:

1. Animation frames are loaded in 'realtime' from disk when you need them.

When you click on the 'Next' button, the next frame will be loaded and displayed. All the other editing possibilities are disabled, because the animation format doesn't allow anything different.

This format is the right one if you just want to convert an animation or split it into single frames, because it is less time- and space-consuming than the second method.

2. The whole animation is loaded at once.

Every frame is loaded, converted into another format, crunched with an XPK-Cruncher of your choice and stored as a file in a path of your choice again.

This is the RAM='random access method' ;- ) because AGAiiff can now access all frames without having to care about the file format.

The disadvantage is that this format is more space-consuming. Besides that, the (de)crunching needs time, too.

This is the right format if you want to build new animations, or if you want to modify them by removing or adding frames!

Please select your favourite format in the Preferences window.

## 1.12 AGAiff Preferences

### Data DC-Size

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

### Use Topaz/8

When 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.  
Note to ARexx programmers:  
This is not the same as setting the NOSHOW flag when LOADING files. The NOSHOW flag is only valid for one specific loading action. There is a new ARexx-Command for the new 'global' NoShow.  
Default is off.

### 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.

### 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.

#### Full Anim

This switch is used to specify the animation load format. If this switch is on, the whole animation is loaded. Default is off.

#### XPk Cruncher

You can select your favourite XPk cruncher here for the second format. Type in the name of the cruncher, then optionally a dot and the crunching efficiency. Default is 'CBR0.100'

#### XPk File path

The path where temporary files are stored by the animation loader. Maximum is 12 Characters. Default is 'T:'

Use Activates the new selections.

Close-Gadget Cancels the new selections.

## 1.13 AGAiiff - ARexx Port

Control Functions

USETOPAZ

DCSIZE

GLOBALNOSHOW

SCREENPROMO

LOCKRANGE

VERSION

STATUS

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  
APREV

AFIRST

ALAST  
ADELETE

ARexx Scripts provided with this package

---

Startup  
AutoScan  
GridSave  
SaveRawAndCopper  
SaveSprites  
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 :)

## 1.14 AGAiiff - ARexx Commands

### SYNTAX

UseTopaz {OFF}

### FUNCTION

Switches on / off fontsensitivity.

### INPUTS

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

### RESULTS

RESULT =  
RC = 0

### BUGS

### SEE ALSO



## 1.15 AGAiiff - 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

## 1.16 AGAiiff - ARexx Commands

### SYNTAX

```
GLOBALNOSHOW {(ON)|OFF}
(V1.60+)
```

### FUNCTION

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

### BUGS

### SEE ALSO

## 1.17 AGAiiff - ARexx Commands

### SYNTAX

```
SCREENPROMO {(ON)|OFF}
(V1.60+)
```

### FUNCTION

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

### BUGS

### SEE ALSO

## 1.18 AGAiiff - ARexx Commands

---

## SYNTAX

```
LOCKRANGE { (ON) | OFF }  
(V1.60+)
```

## FUNCTION

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

## BUGS

## SEE ALSO

## 1.19 AGAiiff - ARexx Commands

## SYNTAX

```
Version
```

## FUNCTION

Returns a versionstring.

## INPUTS

None

## RESULTS

```
RESULT = [versionstring]  
RC = 0
```

## BUGS

## SEE ALSO

## 1.20 AGAiiff - ARexx Commands

## SYNTAX

```
Status <n>
```

## FUNCTION

Returns information about AGAiiff'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 IILBM 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

## 1.21 AGAiiff - 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

## 1.22 AGAiiff - 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

---

## 1.23 AGAiiff - 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

## 1.24 AGAiiff - 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

## 1.25 AGAiiff - ARexx Commands

### SYNTAX

```
UnlockGUI
```

### FUNCTION

Unlocks the GUI.

### INPUTS

---

None

RESULTS

RESULT =  
RC = 0

BUGS

SEE ALSO

LOCKGUI

## 1.26 AGAiiff - ARexx Commands

SYNTAX

ShowGUI

FUNCTION

Opens the Main Window.

INPUTS

None

RESULTS

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

BUGS

SEE ALSO

HIDEGUI

## 1.27 AGAiiff - 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

## 1.28 AGAiiff - ARexx Commands

### SYNTAX

ShowPic  
(V1.60+)

### 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

## 1.29 AGAiiff - ARexx Commands

### SYNTAX

ClearPresets

### FUNCTION

Clears the save format preset list.

### INPUTS

None

### RESULTS

RESULT =  
RC = 0

### BUGS

### SEE ALSO

ADDPRESET

,  
SETPRESET

## 1.30 AGAiiff - 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
```

## 1.31 AGAiiff - 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
```

## 1.32 AGAiiff - ARexx Commands

## SYNTAX

```
SFormat [sformatstring]
```

---

## FUNCTION

Sets the save format

## INPUTS

sformatstring: IFF,RAWNORM,RAWBLIT,COPPER,SPRITE,MASK,MASK1,NOPIE,  
CHUNKYREGS,CHUNKYCOLS  
FILE,DC

## RESULTS

RESULT =  
RC = 0

## BUGS

## SEE ALSO

CFORMAT

### 1.33 AGAiiff - ARexx Commands

## SYNTAX

CFormat [cformatstring]

## FUNCTION

Sets the colors format.

## INPUTS

cformatstring: 12BIT,24BIT,24BITLH,24BITLHI,24BITHL,24BITHLI,96BIT  
NOCOLS, TOP, BOTTOM

## RESULTS

RESULT =  
RC = 0

## BUGS

## SEE ALSO

SFORMAT

### 1.34 AGAiiff - 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

## 1.35 AGAiiff - ARexx Commands

SYNTAX

Save [filename]

FUNCTION  
Saves a file.

INPUTS  
filename: Pathname of the file.

RESULTS  
RESULT =  
RC = 0

BUGS  
Doesn't return error codes.

SEE ALSO

SFORMAT  
,  
CFORMAT

## 1.36 AGAiiff - 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
```

### 1.37 AGAiiff - ARexx Commands

```
SYNTAX
```

```
Noshow
```

```
FUNCTION
```

```
Disable showing the picture until the next RESHOW.
```

```
INPUTS
```

```
None
```

```
RESULTS
```

```
RESULT =
```

```
RC = 0
```

```
BUGS
```

```
SEE ALSO
```

```
RESHOW
/
RESTORE
```

### 1.38 AGAiiff - 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
```

### 1.39 AGAiiff - 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

## 1.40 AGAiiff - 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

## 1.41 AGAiiff - ARexx Commands

## SYNTAX

GetPixel <x> <y>  
(V1.60+)

## 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

## 1.42 AGAiiff - ARexx Commands

#### SYNTAX

SearchPixel <x> <y> <colorregister>  
(V1.60+)

#### 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

## 1.43 AGAiiff - ARexx Commands

#### SYNTAX

ShowPic  
(V1.60+)

#### FUNCTION

Bring picture screen to front.

#### INPUTS

## RESULTS

RESULT =

RC = 0 if picture was opened

1 if picture was not opened or no picture was loaded

## BUGS

## SEE ALSO

## 1.44 AGAiiff - ARexx Commands

## SYNTAX

ANext

## FUNCTION

Activate next animation frame

## INPUTS

None

## RESULTS

RC = 0 or 10 if this was the last frame

## BUGS

## SEE ALSO

## 1.45 AGAiiff - ARexx Commands

## SYNTAX

APrev

## FUNCTION

Activate previous animation frame

## INPUTS

None

## RESULTS

RC = 0 or 10 if this was the first frame

## BUGS

## SEE ALSO

## 1.46 AGAiiff - ARexx Commands

## SYNTAX

AFirst

---

## FUNCTION

Activate the first animation frame

## INPUTS

None

## RESULTS

RC = 0

## BUGS

## SEE ALSO

## 1.47 AGAiiff - ARexx Commands

## SYNTAX

ALast

## FUNCTION

Activate the last animation frame

## INPUTS

None

## RESULTS

RC = 0

## BUGS

## SEE ALSO

## 1.48 AGAiiff - ARexx Script 'Startup.agaiff'

This script is called once when AGAiiff was loaded. So you should put your Preferences, Presets and other Setup stuff here. The original script by me contains the most important save format settings and the ARexx Menu items for the rest of the scripts.

## 1.49 AGAiiff - ARexx Script 'AutoScan.agaiff'

This script is very useful for game programmers wanting to create sprite animations. Imagine you have some animation frames for your ship for the newest shoot'em up game. 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 ??

### 1.50 AGAiiff - 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  
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>.

### 1.51 AGAiiff - ARexx Script 'SaveRawAndCopper.agaiff'

This is an example of how easy AGAiiff is to use with the ARexx Port. After loading a picture you just start this script, enter a filename and then you get a RAW-Normal picture and the corresponding 12 Bit Copperlist at once.

### 1.52 AGAiiff - ARexx Script 'SaveSprites.agaiff'

This one is useful if you want to build large pictures using the sprite channels of the old chipset (16 pixel wide sprites). It splits a picture into different sprites, what you have to do on your own when using other IFF-Converters !

### 1.53 rxs\_info

Simply shows how to use the STATUS command.

### 1.54 AGAiiff - 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.

## 1.55 AGAiiff Development History

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 AGAiiff 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)

- 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 ...

## 1.56 AGAiiff What's left ?

- \* Copyright !! Don't touch, don't look at, don't use, don't say it's name, just S P R E A D this program including the complete set of files!
- \* If you have suggestions or bug reports, then write an EMail to

[ { < RawStyle@ONLINE.sh.sub.de > } ]

DON'T ask me to include loading of RAW pictures.  
Try to write adequate ARexx Scripts for that purpose.

Please note that I have to pay for incoming and outgoing international mail, so don't write just in order to say you like my program! If you want to kill me, send any 50KB file - Reply is 100% guaranteed... :) Mails from Germany, however, are free!

- \* Future plans:
  - your suggestions