

Arexx_Renders

COLLABORATORS

	<i>TITLE :</i> Arexx_Renders		
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REVISION HISTORY

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Chapter 1

Arexx_Renders

1.1 ImageFX Render Module Commands

Select a Render Module:

Amiga

Amiga1.3

DCTV

EGS

Firecracker

Foreign

HAME

IV-24

OpalVision

Retina

SAGE

Toaster

1.2 Amiga Render Module Commands

Close

Colors

Dither
Go
Mode
ModeID
ModeName

1.3 Amiga1.3 Render Module Commands

Close
Colors
Dither
Go
Mode

1.4 DCTV Render Module Commands

Close
Go
Mode

1.5 EGS Render Module Commands

Close
Go

1.6 Firecracker Render Module Commands

Area

Close

Go

Show

1.7 Foreign Render Module Commands

Close

Colors

Dither

Go

Mode

Monitor

1.8 HAME Render Module Commands

Close

Dither

Go

Mode

1.9 IV-24 Render Module Commands

Dither

Go

Mode

1.10 OpalVision Render Module Commands

Close

Go

Mode

1.11 Retina Render Module Commands

Board

Close

Go

Mode

1.12 SAGE Render Module Commands

Area

Board

Close

Dither

Go

Mode

1.13 Toaster Render Module Commands

Auto

Go

Take

1.14 Amiga: Close

RENDER CLOSE

FORMAT

Render Close

FUNCTION

Close the currently rendered image, freeing its memory.

INPUTS

None.

RESULT

None.

1.15 Amiga: Colors

RENDER COLORS

FORMAT

Render Colors Count/N/A

FUNCTION

Select the number of colors in rendered images.

INPUTS

Count

Count of colors. This should be a power of two (eg. 2, 4, 8, etc.). If you select more colors than are available for the particular mode in use, the colors will be reduced to the maximum available.

RESULT

None.

1.16 Amiga: Dither

RENDER DITHER

FORMAT

Render Dither Type/N,Direction/N,Limit/N

FUNCTION

Select dithering method for subsequent renders.

INPUTS

Type

Type of dithering. 0=None, 1=Floyd, 2=FloydR, 3=EDD, 4=Order.

Direction

Direction of dithering. 0=LtoR, 1=RtoL, 2=ZigZag.

Limit
Error limiting. 0=None, 1=Low, 2=Medium, 3=High.

RESULT
None.

1.17 Amiga: Go

RENDER GO

FORMAT
Render Go

FUNCTION
Begin rendering the main buffer using the current render settings.

INPUTS
None.

RESULT
None.

1.18 Amiga: Mode

RENDER MODE

FORMAT
Render Mode Lores/S,Hires/S,HAM/S,EHB/S,Lace/S,NTSC/S,PAL/S

FUNCTION
Select a rendering mode.

INPUTS
Lores, Hires, HAM, EHB
Standard viewmode selection.

Lace
Select interlaced.

NTSC, PAL
Select NTSC or PAL rendering.

RESULT
None.

1.19 Amiga: ModeID

RENDER MODEID**FORMAT**

Render ModeID ID/N/A

FUNCTION

Select a rendering mode by providing a display ID value that appears in the display database.

INPUTS

ID

Display ID value (see <graphics/modeid.h>) given in decimal.

RESULT

None.

1.20 Amiga: ModeName

RENDER MODENAME**FORMAT**

Render ModeName Name/F/A

FUNCTION

Select a rendering mode, given the name of a display database entry.

INPUTS

Name

Name of a display mode. Must be exact.

RESULT

None.

1.21 Amiga1.3: Close

RENDER CLOSE**FORMAT**

Render Close

FUNCTION

Close the currently rendered image, freeing its memory.

INPUTS

None.

RESULT

None.

1.22 Amiga1.3: Colors

RENDER COLORS

FORMAT

Render Colors Count/N/A

FUNCTION

Select the number of colors in rendered images.

INPUTS

Count

Count of colors. This should be a power of two (eg. 2, 4, 8, etc.). If you select more colors than are available for the particular mode in use, the colors will be reduced to the maximum available.

RESULT

None.

1.23 Amiga1.3: Dither

RENDER DITHER

FORMAT

Render Dither Type/N,Direction/N,Limit/N

FUNCTION

Select dithering method for subsequent renders.

INPUTS

Type

Type of dithering. 0=None, 1=Floyd, 2=FloydR, 3=EDD, 4=Order.

Direction

Direction of dithering. 0=LtoR, 1=RtoL, 2=ZigZag.

Limit

Error limiting. 0=None, 1=Low, 2=Medium, 3=High.

RESULT

None.

1.24 Amiga1.3: Go

RENDER GO

FORMAT

Render Go

FUNCTION

Begin rendering the main buffer using the current render

settings.

INPUTS

None.

RESULT

None.

1.25 Amiga1.3: Mode

RENDER MODE

FORMAT

Render Mode Mode/A,Lace/A

FUNCTION

Select a rendering mode.

INPUTS

Mode

Should be one of Lores, Hires, HAM, or EHB.

Lace

Should be one of Lace or NoLace.

RESULT

None.

1.26 DCTV: Close

RENDER CLOSE

FORMAT

Render Close

FUNCTION

Close the currently rendered image, freeing its memory.

INPUTS

None.

RESULT

None.

1.27 DCTV: Go

RENDER GO

FORMAT

Render Go

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

None.

RESULT

None.

1.28 DCTV: Mode

RENDER MODE**FORMAT**

Render Mode Planes/N,Lace/S,NoLace/S

FUNCTION

Select a rendering mode.

INPUTS

Planes

Number of bitplanes for rendered image; must be 3 or 4.

Lace, NoLace

Select interlaced or non-interlaced renderings.

RESULT

None.

1.29 EGS: Close

RENDER CLOSE**FORMAT**

Render Close

FUNCTION

Close the currently rendered image, freeing its memory.

INPUTS

None.

RESULT

None.

1.30 EGS: Go

RENDER GO

FORMAT

Render Go

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

None.

RESULT

None.

1.31 FC24: Area

RENDER AREA

FORMAT

Render Area Left/N,Top/N,Width/N,Height/N

FUNCTION

Render only the area of the main buffer specified.

INPUTS

Left, Top, Width, Height
Area to render, specified in pixels.

RESULT

None.

1.32 FC24: Close

RENDER CLOSE

FORMAT

Render Close

FUNCTION

Turn off the Firecracker display. Equivalent to Render Show Off.

INPUTS

None.

RESULT

None.

1.33 FC24: Go

RENDER GO

FORMAT

Render Go

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

None.

RESULT

None.

1.34 FC24: Show

RENDER SHOW

FORMAT

Render Show On/S,Off/S

FUNCTION

Enable or disable the Firecracker display.

INPUTS

On, Off

Enable or disable the Firecracker output, respectively.

RESULT

None.

1.35 Foreign: Close

RENDER CLOSE

FORMAT

Render Close

FUNCTION

Close the currently rendered image, freeing its memory.

INPUTS

None.

RESULT

None.

1.36 Foreign: Colors

RENDER COLORS

FORMAT

Render Colors Count/N/A,HAM/S,HAM8/S

FUNCTION

Select the number of colors in rendered images.

INPUTS

Count

Count of colors. This should be a power of two (eg. 2, 4, 8, etc.). If you select more colors than are available for the particular mode in use, the colors will be reduced to the maximum available.

HAM, HAM8

Select HAM or HAM8 renderings, respectively.

RESULT

None.

1.37 Foreign: Dither

RENDER DITHER

FORMAT

Render Dither Type/N,Direction/N,Limit/N

FUNCTION

Select dithering method for subsequent renders.

INPUTS

Type

Type of dithering. 0=None, 1=Floyd, 2=FloydR, 3=EDD, 4=Order.

Direction

Direction of dithering. 0=LtoR, 1=RtoL, 2=ZigZag.

Limit

Error limiting. 0=None, 1=Low, 2=Medium, 3=High.

RESULT

None.

1.38 Foreign: Go

RENDER GO

FORMAT

Render Go

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

None.

RESULT

None.

1.39 Foreign: Mode

RENDER MODE

FORMAT

Render Mode Lores/S,Hires/S,SuperHi/S,NoLace/S,Lace/S

FUNCTION

Select a rendering mode.

INPUTS

Lores, Hires, SuperHi
Standard viewmode selection.

NoLace, Lace

Select non-interlaced or interlaced rendering.

RESULT

None.

1.40 Foreign: Monitor

RENDER MONITOR

FORMAT

Render Monitor
Default/S,NTSC/S,PAL/S,VGA/S,Euro36/S,Euro72/S,Super72/S,DBLNTSC/S,DBLPAL/S

FUNCTION

Select a monitor type for rendering.

INPUTS

Default, NTSC, PAL, VGA, Euro36, Euro72, Super72, DBLNTSC, DBLPAL
Monitor type.

RESULT

None.

1.41 HAME: Close

RENDER CLOSE

FORMAT

Render Close

FUNCTION

Close the currently rendered image, freeing its memory.

INPUTS

None.

RESULT

None.

1.42 HAME: Dither

RENDER DITHER

FORMAT

Render Dither Type/N,Direction/N,Limit/N

FUNCTION

Select dithering method for subsequent renders.

INPUTS

Type

Type of dithering. 0=None, 1=Floyd, 2=FloydR, 3=EDD, 4=Order.

Direction

Direction of dithering. 0=LtoR, 1=RtoL, 2=ZigZag.

Limit

Error limiting. 0=None, 1=Low, 2=Medium, 3=High.

RESULT

None.

1.43 HAME: Go

RENDER GO

FORMAT

Render Go

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

None.

RESULT
None.

1.44 HAME: Mode

RENDER MODE

FORMAT
Render Mode Register/S,Hame/S,Lace/S,NoLace/S

FUNCTION
Select a rendering mode.

INPUTS
Register, Hame
Select Register (256 color) or HAME rendering.

Lace, NoLace
Select interlaced or non-interlaced rendering.

RESULT
None.

1.45 IV24: Dither

RENDER DITHER

FORMAT
Render Dither Type/N,Direction/N,Limit/N

FUNCTION
Select dithering method for subsequent renders.

INPUTS
Type
Type of dithering. 0=None, 1=Floyd, 2=FloydR, 3=EDD, 4=Order.

Direction
Direction of dithering. 0=LtoR, 1=RtoL, 2=ZigZag.

Limit
Error limiting. 0=None, 1=Low, 2=Medium, 3=High.

RESULT
None.

1.46 IV24: Go

RENDER GO

FORMAT

Render Go

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

None.

RESULT

None.

1.47 IV24: Mode

RENDER MODE

FORMAT

Render Mode RGB/S,Comp/S,Depth/N

FUNCTION

Select a rendering mode.

INPUTS

RGB

Show output on RGB monitor.

Comp

Switch to video scan rate before showing the image, so it may be viewed properly on the composite output.

Depth

Image depth; must be either 12 or 24.

RESULT

None.

1.48 OpalVision: Close

RENDER CLOSE

FORMAT

Render Close

FUNCTION

Close the currently rendered image, freeing its memory.

INPUTS

None.

RESULT
None.

1.49 OpalVision: Go

RENDER GO

FORMAT
Render Go

FUNCTION
Begin rendering the main buffer using the current render settings.

INPUTS
None.

RESULT
None.

1.50 OpalVision: Mode

RENDER MODE

FORMAT
Render Mode Lores/S,Hires/S,NoLace/S,Lace/S,NoOScan/S,Overscan/S

FUNCTION
Select a rendering mode.

INPUTS
Lores, Hires
Select Lores or Hires rendering.

NoLace, Lace
Select non-interlaced or interlaced rendering.

NoOScan, Overscan
Select non-overscan or overscanned rendering.

RESULT
None.

1.51 Retina: Board

RENDER BOARD

FORMAT
Render Board LibName/A

FUNCTION

Select the Retina board to render to by providing the name of its library.

INPUTS

None.

RESULT

None.

1.52 Retina: Close

RENDER CLOSE**FORMAT**

Render Close

FUNCTION

Close the currently rendered image, freeing its memory.

INPUTS

None.

RESULT

None.

1.53 Retina: Go

RENDER GO**FORMAT**

Render Go Wait/S,DoNotWait/S

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

Wait, DoNotWait

Specifies whether this command should wait for the user to click a mouse button or not before returning. If Wait is specified, then the user will be required to click a mouse button before control is returned to the caller. Otherwise, the image is left onscreen until you call Render Close.

RESULT

None.

1.54 Retina: Mode

RENDER MODE**FORMAT**

Render Mode Default/S,ID/N

FUNCTION

Select a rendering mode.

INPUTS

Default

Select the default Retina screen mode.

ID

Select a screen mode by providing its screen mode ID, in decimal.

RESULT

None.

1.55 SAGE: Area

RENDER AREA**FORMAT**

Render Area Left/N,Top/N,Width/N,Height/N

FUNCTION

Render only the area of the main buffer specified.

INPUTS

Left, Top, Width, Height

Area to render, specified in pixels.

RESULT

None.

1.56 SAGE: Board

RENDER BOARD**FORMAT**

Render Board Num/N

FUNCTION

Select the SAGE board number to render to.

INPUTS

Num

Board number to render to.

RESULT

None.

1.57 SAGE: Close

RENDER CLOSE

FORMAT

Render Close

FUNCTION

Close the currently rendered image, freeing its memory.

INPUTS

None.

RESULT

None.

1.58 SAGE: Dither

RENDER DITHER

FORMAT

Render Dither Type/N,Direction/N,Limit/N

FUNCTION

Select dithering method for subsequent renders.

INPUTS

Type

Type of dithering. 0=None, 1=Floyd, 2=FloydR, 3=EDD, 4=Order.

Direction

Direction of dithering. 0=LtoR, 1=RtoL, 2=ZigZag.

Limit

Error limiting. 0=None, 1=Low, 2=Medium, 3=High.

RESULT

None.

1.59 SAGE: Go

RENDER GO

FORMAT

Render Go

FUNCTION

Begin rendering the main buffer using the current render settings.

INPUTS

None.

RESULT
None.

1.60 SAGE: Mode

RENDER MODE

FORMAT
Render Mode Mode/A

FUNCTION
Select a rendering mode.

INPUTS
Mode
A SAGE screen mode.

RESULT
None.

1.61 Toaster: Auto

RENDER AUTO

FORMAT
Render Auto

FUNCTION
Direct the Switcher to do an AUTO transition.

INPUTS
None.

RESULT
None.

1.62 Toaster: Go

RENDER GO

FORMAT
Render Go DV1/S,DV2/S,Take/S,Auto/S

FUNCTION
Transfer image to a Toaster framebuffer.

INPUTS
DV1,DV2
Select which framebuffer to send to. Defaults to whatever is

selected by the interface.
Take,Auto
Select the type of transition to perform after the image is transferred. If neither is selected, no transition is performed.

RESULT
None.

1.63 Toaster: Take

RENDER TAKE

FORMAT
Render Take

FUNCTION
Direct the Switcher to do an TAKE transition.

INPUTS
None.

RESULT
None.