AE_Rexx

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AE_Rexx

1.1 Übersicht

Dear Users,

this new version of ArtEffect now features a full-fledged ARexx port that
allows you to automatize frequently performed tasks.

This manual assumes that you are proficient in the operation of your Amiga and
know at least the basics about programming in ARexx.

Please note that at times it is very hard to accurately describe the effect of
a certain command - if you are not sure what a given command does, just try it
with different parmameters or take a look at the supplied example scripts.

Here is a complete list and a short description of every ARexx-command
ArtEffect offers. The commands are sorted by their internal numbers, but you
can find an alphabetical list in the index.

```
REQUESTFILE
 Opens a filerequester

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SAVEBRUSH
 Save a bitmap-brush
```

```
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             Gives help on commands/plugins

            VERSION
             Returns current program version
```

1.2 REQUESTFILE

```
            REQUESTFILE
```

Synopsis
    Opens a filerequester and returns the full pathname of the selected file
    or directory.

Parameters Template
    VAR/K, STEM/K, TITLE/K, PATH/K, FILE/K, PATTERN/K, DIRONLY=DIR/S, SAVE/S

Return Template
    FILE

Parameters
    VAR/K
        The variable to store the pathname of the selected file or directory in.

    STEM/K
        a stem-variable that will have the full pathname of the selected file
        or directory stored in its FILE extension.

    TITLE/K
        The string you want to appear in the titlebar of the requester.

    PATH/K
        the default path for the requester.

    FILE/K
        the default filename for the requester.

    PATTERN/K
        accepts a standard-AmigaDOS search pattern – only files matching the
        pattern will be displayed in the requester.

    DIRONLY=DIR/
        no files are shown, only directorys.

    SAVE/S
        the requester is opened as a "Save"-Requester – it has a black
        background and cannot be left by double-clicking on a filename.

Returns
    Depending on which Parameters you specified, you will find the full
    pathname of the selected file either in the variable you specified with
    the VAR parameter or in the file extension of the specified stem-variable,
    e.g in picture.file if you specified STEM picture.

If you quit the requester by clicking on "Cancel" or on the close-gadget,
REQUESTFILE will return an error code of 10.

If neither VAR nor STEM were specified, the resulting pathname can be
found in the RESULT-variable provided by ARexx.

Examples

        REQUESTFILE STEM test. TITLE '"choose a file"'

Opens a filerequester that shows the content of the current directory
(i.e. the one ArtEffect was started from). The name of the selected file
can then be found in the variable test.file

        REQUESTFILE TITLE '"choose a directory"' PATH "RAM:t/" DIRONLY

Opens a filerequester that displays all directories in RAM:t/, the name
of the selected directory will be stored in the RESULT variable.

See also...

                REQUESTNOTIFY
                ,
                REQUESTNUMBER
                ,
                REQUESTRESPONSE
                ,
                REQUESTSTRING

1.3 REQUESTNOTIFY

                REQUESTNOTIFY

Synopsis
    Opens a notify-requester that outputs a text of your choice and that
    has one button to close it.

Parameters Template
        TITLE/K, OK/K, PROMPT/A/F

Parameters
        TITLE/K
            a string that will appear in the title bar of the requester.

        OK/K
            a string for the button that is used to close the requester.

        PROMPT/A/F
            a string that contains the actual message to the user.

Examples

        REQUESTNOTIFY TITLE "Greetings" OK '"I see"' PROMPT "Hello World"

Opens a requester that is titled "Greetings", tells the user "Hello World"
and can be acknowledged and closed by clicking on the "I see" button.

See also...

                        REQUESTFILE

                        ,
                        REQUESTNUMBER

                        ,
                        REQUESTRESPONSE

                        ,
                        REQUESTSTRING

1.4 REQUESTNUMBER

                        REQUESTNUMBER

Synopsis
     Opens a requester that contains an integer-gadget and a slider to
     enter a number.

Parameters Template
        VAR/K, STEM/K, TITLE/K, DEF/K/N, MIN/K/N, MAX/K/N, UNIT/A/K, PROMPT/A/F

Return Template
     NUMBER/N

Parameters
     VAR/K
         the name of the variable to store the chosen number in.

     STEM/K
         the name of the stem-variable that have the chosen number stored in
         its NUMBER extension.

     TITLE/K
         a string that will appear in the titlebar of the requester.

     DEF/K/N
         a number that will appear in the requester as default value.

     MIN/K/N
         the minimum value for the number the requester will accept.

     MAX/K/N
         the maximum value for the number the requester will accept.

     UNIT/A/K
         a string that contains the desired unit for the input, e.g. "%",
         "pixels", etc.

     PROMPT/A/F
         a string that contains the user prompt for the requester.

Returns

If the VAR-parameter was specified, this variable will contain the chosen
number. If STEM was specified, the number extension will contain the
number – in the case of STEM value. that would be value.number

If neither STEM nor VAR were specified, the number will be contained in
the ARexx-variable RESULT.

Example:

    REQUESTNUMBER VAR zahl TITLE '"Input"' MIN 1 MAX 100 UNIT "%" PROMPT " ↩
      Ratio"

Opens a number-requester titled "Input" that contains a slider and an
integer-gadget. Values from 1 to 100 are permitted and will be marked as
being percent-values.

See also...

                    REQUESTFILE
                    ,
                    REQUESTNOTIFY
                    ,
                    REQUESTRESPONSE
                    ,
                    REQUESTSTRING

1.5 REQUESTRESPONSE

                    REQUESTRESPONSE

Synopsis
    Opens a multiple-choice requester.

Parameters Template
    VAR/K, STEM/K, TITLE/K, PROMPT/A/K, OPTIONS/F

Return Template
    OPTION/N

Parameters
    VAR/K
        the variable to store the number of the selected button in.

    STEM/K
        the stem-variable that will have the number of the selected button
        stored in its OPTION extension.

    TITLE/K
        a string for the titlebar of the requester.

    PROMPT/A/K
        a string that contains the user prompt.

    OPTIONS/F
        a string that contains the names of the different buttons – just

    separate the name of each button by using a vertical bar "|"

Returns
    If the VAR parameter was specified, the named variable will contain the
    number of the selected button – the leftmost button has the number zero,
    and the numbers increase from left to right.
    If the STEM parameter was specified, the number of the selected button
    will be contained in its option extension, e.g. in button.option in the
    case of STEM button.

    If neither VAR nor STEM are specified, the number of the selected button
    can be found in the RESULT variable.

Example:

        REQUESTRESPONSE VAR knopf TITLE '"Safety Request"' PROMPT "Continue?",
            OPTIONS "Yes|No|Maybe"

        SAY "You chose button No. " knopf

See also...

                    REQUESTFILE
                    ,
                    REQUESTNOTIFY
                    ,
                    REQUESTNUMBER
                    ,
                    REQUESTSTRING

1.6 REQUESTSTRING

                    REQUESTSTRING

Synopsis
    Opens a string-requester.

Parameters Template
    VAR/K, STEM/K, TITLE/K, DEF/K, MAXLEN/K/N, PROMPT/A/F

Return Template
    STRING

Parameters
    VAR/K
        the name of the variable to store the entered string in.

    STEM/K
        the name of the stem-variable that will have the string stored in its
        STRING extension.

    TITLE/K
        a string that holds the title for the requester.

    DEF/K

a string that contains the default string for the requester.

  MAXLEN/K/N
     the maximum lenght that is permissible for the string to be entered.

  PROMPT/A/F
     The user prompt for the requester.

Returns
    If the VAR parameter was specified, the named variable will contain the
    string that was entered.
    If STEM was specified the string can be found in the string extension of
    the stem-variable, e.g. value.string in case of STEM value.

    If neither VAR nor STEM were specified, the string will be contained in
    the RESULT variable.

Example

    REQUESTSTRING VAR text TITLE "Text-Input" DEF '"Your Text"' PROMPT '" ↩
      Please enter some text"'
    SAY "You entered:" text

    Opens a string-requester and then outputs what you entered.

See also...

        REQUESTFILE
        ,
        REQUESTNOTIFY
        ,
        REQUESTNUMBER
        ,
        REQUESTRESPONSE

1.7 CREATEBRUSH

      CREATEBRUSH

Synopsis
    creates a new brush

Parameters Template
    FROMPICTURE=FP/S, ELLIPTIC=EL/S, RECTANGULAR=REC/S, SIZE/K/N, PROP/K/N
    ANGLE/K/N

Parameters
    FROMPICTURE=FP/S
        uses the current picture as an image-brush, all other parameters are
        then ignored.

    ELLIPTIC=EL/S
        generates an elliptic brush, EL and REC are mutually exclusive.

    RECTANGULAR=REC/S

```
        generates a rectangular brush, EL and REC are mutually exclusive.

    SIZE/K/N
        the size for the brush.

    PROP/K/N
        the aspect ratio of the brush.

    ANGLE/K/N
        the angle of the brush.

Hinweis:
    the effects caused by this command are identical to those achvievalbe
    through the appropriate controls of the brushmanager.

Example

        CREATEBRUSH EL SIZE 100 PROP 50 ANGLE 45

    Creates an elliptic brush that has a size of 100, is twice as high as it
    is wide and is angled 45 degrees.

See also...

                BRUSHATTR
                ,
                CHANGEBRUSH
```

1.8 BRUSHATTR

```
                BRUSHATTR

Synopsis
    changes the parameters of the current brush, which means its density,
    intensity and roughness.

Parameters Template
    OPTION/A, ENTRIES/F/A

Parameters
    OPTION/A
        Determines which Parameter is changed:

            INTENSITY

            DENSITY

            ROUGHNESS

    ENTRIES/F/A
        A field of 128 entries that must be separated by commas - these
        entries determine the shape of the curve for the selected parameter.
        This command is best understood by looking at the changes it causes
        in the brush-editor.
        As entering 128 values by hand is quite a task, you should generate
```

the field through an ARexx-function – see the supplied scripts for
an example.

See also...

CREATEBRUSH
,
CHANGEBRUSH

1.9 SETCOLOR

SETCOLOR

Synopsis
Changes the current fore- or background color.

Parameters Template
R/A/N, G/A/N, B/A/N, REGISTER=REG/K/N, BACKGROUND=BG/S

Parameters
R/A/N
specifies the desired amount of red in the color (0–255).

G/A/N
specifies the desired amount of green in the color (0–255).

B/A/N
specifies the desired amount of blue in the color (0–255).

REGISTER=REG/K/N
specifies in which register of the color-manager the resulting color
should be stored – the first (upper left) register has the number zero.

BACKGROUND=BG/S
the background color is changed instead of the foreground color.

Examples:

SETCOLOR R 255 G 0 B 0

Sets the foreground color to "red".

SETCOLOR R 0 G 255 B 0 REG 11 BG

Changes the current background color and the twelfth color register to
"green".

See also...

PALETTE

1.10 OPENWINDOW

```
              OPENWINDOW
```

Synopsis
    Opens one of ArtEffect's windows.

Parameters Template
    WINDOW/A/F

Parameters
    WINDOW/A/F
        Specifies the window to open,
        possible values are:

        TOOLBOX

        TOOLSETTINGS

        COLORMANAGER

        BRUSHMANAGER

        BRUSHSETTINGS

        LAYERMANAGER

        INFO (coordinate-window)

        GRID

See also...

```
              CLOSEWINDOW
```

1.11 CLOSEWINDWOW

```
              CLOSEWINDOW
```

Synopsis
    Closes (one) ArtEffect window(s).

Parameters Template
    PLUGINS/S, WINDOW=WIN/K/F

Parameters
    PLUGINS/S
        all currently open plugin-windows are closed.

    WINDOW=WIN/K/F
        Name of the window to close,
        possible values are:

        TOOLBOX

        TOOLSETTINGS

```
        COLORMANAGER

        BRUSHMANAGER

        BRUSHSETTINGS

        LAYERMANAGER

        INFO (coordinate-window)

        GRID
```

See also...

```
            OPENWINDOW
```

1.12 PALETTE

```
            PALETTE
```

Synopsis
    Sets a range that is to be used for gradient-fills - this has the same
    effect as if you manually select a range in the colormanager.

Parameters Template
    RANGESTART=RS/K/N, RANGEEND=RE/K/N

Parameters
    RANGESTART=RS/K/N
        The number of the color-register that is the first color of the range.
        The first (top left) register has the number zero.

    RANGEEND=RE/K/N
        The number of the color-register that is the last color of the range.
        The first (top left) register has the number zero.

Example

        PALETTE RS 0 RE 25

    Defines a range from the first to the 26th color-register.

See also...

            SETCOLOR

1.13 LOCKGUI

```
            LOCKGUI
```

Synopsis

This command completely locks ArtEffect's GUI to keep users from
interfering with ARexx-scripts.

Parameters Template
    none

See also...

                UNLOCKGUI

1.14 UNLOCKGUI

                UNLOCKGUI

Synopsis
    Unlocks the GUI of ArtEffect – you MUST put this command at the end of
    every script that locked the GUI.

Parameters Template
    none

See also...

                LOCKGUI

1.15 NEW

NEW

Synopsis
    Opens a new project-window with the desired parameters.

Parameters Template
    WIDTH=W/K/N, HEIGHT=H/K/N, XDPI/K/N, YDPI/K/N, FILL/K, NAME/K/F,
    FROMBRUSH/S, DUPLICATE/S

Parameters
    WIDTH=W/K/N
        The desired width (in pixels) for the new project.

    HEIGHT=H/K/N
        The desired height (in pixels) for the new project.

    XDPI/K/N
        The desired X-resolution in DPI.

    YDPI/K/N
        The desired Y-resolution in DPI.

    FILL/K
        Specifies the background for the new project, possible values are:

                BLACK, WHITE, BACKGROUND, TRANSPARENT

    NAME/K/F
        Specifies a name for the new project.

    FROMBRUSH/S
        The newly opened project-window will contain the current brush as an
        image - if FROMBRUSH is specified, all other parameters will be
        ignored.

    DUPLICATE/S
        The newly opened project will contain a duplicate of the currently
        active picture - if this switch is specified, all other parameters
        will be ignored.

Example

        NEW W 320 H 240 XDPI 80 YDPI 80 FILL TRANSPARENT NAME "New Project"

    Generates a new project of 320x240 pixels size, it has a transparent
    background, is named "New Project" and has a resolution of 80x80 DPI.

1.16 LAYER

LAYER

Synopsis
    This commands allows generating, deleting and changing of layers.

Parameters Template
    VAR/K, STEM/K, APPEND/S, REMOVE=REM/S, ACTIVATE=A/K/N, MERGEWITH=MW/K/N,
    MOVETO=MOV/K/N, OPACITY=OP/K/N, SHOW/K/N, HIDE/K/N, NAME/K

Return Template
    ACTIVE/N, NUMBER/N

Parameters
    VAR/K
        name of the variable to store the number of the active layer and
        the total amount of layers in - the two value are separated by a
        blank.

    STEM/K
        name of the stem-variable that will have the number of the active
        layer storen in its active extension and the total amount of layers
        in its number extension.

    APPEND/S
        Adds a new layer to the end of the list.

    REMOVE=REM/S
        Deletes the active layer.

    ACTIVATE=A/K/N
        Activates the layer that has the specified number - layers are counted

```
        from top to bottom.

MERGEWITH=MW/K/N
    Merges the current layer and the layer with the specified number into
    one - just the same as if you dragged the current layer on top of the
    other.

MOVETO=MOV/K/N
    Moves the active layer to the desired position in the list.

OPACITY=OP/K/N
    Sets the current layer's opacity to the specified value.

SHOW/K/N
    Shows the layer with the specified number.

HIDE/K/N
    Hides the layer with the specified number.

NAME/K
    Sets a new name for the active layer.
```

1.17 CROPPIC

```
            CROPPIC

Synopsis
    Crops the specified area of the current image.

Parameters Template
    X1/A/N, Y1/A/N, X2/A/N, Y2/A/N

Parameters
    X1/N/A
        X-coordiante of the top left corner of the area to crop.

    Y1/N/A
        Y-coordiante of the top left corner of the area to crop.

    X2/N/A
        X-coordiante of the bottom right corner of the area to crop.

    Y2/N/A
        Y-coordiante of the bottom right corner of the area to crop.

See also...

            SCALEPIC
```

1.18 SCALEPIC

SCALEPIC

Synopsis
    Scales the current image to either a certain size or by a certain
    percentage.

Parameters Template
    NEWWIDTH/A/N, NEWHEIGHT/A/N, PERCENT/S

Parameters
    NEWWIDTH/A/N
        Specifies the new width (in pixels) for the picture.

    NEWHEIGHT/A/N
        Specifies the new height (in pixels) for the picture.

    PERCENT/S
        If this swith is set, the values for NEWWIDTH and NEWHEIGHT are not
        interpreted as absolute pixel-values, but as a "scale by"-percentage.

Examples

        "SCALEPIC NEWWDITH 150 NEWHEIGHT 80"

    Scales the current picture to a size of 150x80 pixels.

        "SCALEPIC NEWWIDTH 50 NEWHEIGHT 50 PERCENT"

    Scales the current picture to half X- and Y-size.

See also...

                CROPPIC
                ,
                SCALECANVAS

1.19 SCALECANVAS

                SCALECANVAS

Synopsis
    Scales your canvas to either a certain size or by a certain percentage.

Parameters Template
    NEWWDITH/A/N, NEWHEIGHT/A/N, PERCENT/S, XOFF/K/N, YOFF/K/N, RELRIGHT/S,
    RELBOTTOM/S

Parameters
    NEWWIDTH/A/N
        Specifies the new width (in pixels) for the canvas.

    NEWHEIGHT/A/N
        Specifies the new height (in pixels) for the canvas.

PERCENT/S
     If this swith is set, the values for NEWWIDTH and NEWHEIGHT are not
     interpreted as absolute pixel-values, but as a "scale by"-percentage.

XOFF/K/N
     specifies the X-offset of the picture from the left border of the
     project-window.

YOFF/K/N
     specifies the Y-offset of the picture from the top border of the
     project-window.

RELRIGHT/S
     tells ArtEffect to count XOFF from the right border rather than the left.

RELBOTTOM/ß
     tells ArtEffect to count YOFF from the bottom border rather than the top.

See also...

               SCALEPIC

1.20 UNDO

               UNDO

Synopsis
     this command has the same effect as clicking on the undo-icon.

Parameters Template
     none

See also...

               REDO

1.21 REDO

               REDO

Synopsis
     this command has the same effect as clicking on the redo-icon.

Parameters Template
     none

See also...

               UNDO

1.22   ERASEPIC

```
ERASEPIC
```

Synopsis
    Makes the current layer comletely transparent – if no layers are used, the
    active picture is filled with the current background color.

Parameters Template
    none

1.23   CLOSEPIC

```
CLOSEPIC
```

Synopsis
    Closes either the current or all project-windows.

Parameters Template
    FORCE/S, ALL/S

Parameters
    FORCE/S
        Closes the project(s) without asking the user's permission first.

    ALL/S
        Not only the current, but all project windows are closed.

1.24   STENCIL

```
STENCIL
```

Synopsis
    Allows manipulating the stencil.

Parameters Template
    LOAD/K, LOADPAPER=LPAPER/K, SAVE/K, ALL/S, NONE/S, INVERT/S, FEATHER/K/N,
    BORDER/K/N, GROW/K/N, SHRINK/K/N, RIP/K/N

Parameters
    LOAD/K
        complete pathname of the stencil to load.

    LOADPAPER=LPAPER/K
        complete pathname of the paper to load.

    SAVE/K
        complete pathname to save the current stencil under.

    ALL/S
        the entire project becomes masked.

```
NONE/S
    the entrie project becomes unmasked.

INVERT/S
    the stencil is inverted.

FEATHER/K/N
    feathers the border of the mask – the specified amount of pixels is
    taken into account for this operation.

BORDER/K/N
    puts a border of the specified size around the current stencil – only
    this border is then the new stencil.

GROW/K/N
    grows the stencil by the specified amount of pixels in every direction.

SHRINK/K/N
    shrinks the stencil by the specified amount of pixels in every direction.

RIP/K/N
    removes isolated pixels from the mask with
    the specified value determining the maximum size of an area to be
    counted as an "isolated pixel".
```

1.25 GET

```
GET

Synopsis
    Returns the width and height of the current picture or brush.

Parameters Template
    VAR/K, STEM/K, PICTUREINFO=PI/S, BRUSHINFO=BI/S

Return Template
    WIDTH/N, HEIGHT/N

Parameters
    VAR/K
        the name of the variable to store the width and height of the
        picture/brush in (the valuesa are then separated by a blank).

    STEM/K
        the name of the stem-variable that will have the width of the
        picture/brush stored in its width extension and the height in
        its height extension respectively.

    PICTUREINFO=PI/S
        the height/width of the current picture is returned.

    BRUSHINFO=BI/S
        the height/width of the current brush is returned.

Returns
```

If VAR was specified, the named variable contains the width and height (in
this order) of the current brush/picture separated by a blank.
If STEM was specified, the width and height can be found in the width and
height extensions of the stem-variable.

If neither VAR nor STEM are specified, the width and height can be found
in the RESULT variable.

1.26 CHANGEBRUSH

             CHANGEBRUSH

Synopsis
    Allows modifications to the current bitmap-brush.

Parameters Template
    FLIPHORIZONTAL=FH/S, FLIPVERTICAL=FV/S, ROTATE=ROT/K/N, SCALEWIDTH=SW/K/N,
    SCALEHEIGHT=SH/K/N, PERCENT=P/S, TRIM/S, OUTLINE/S, FEATHER/K/N, HANDLE/K

Parameters
    FLIPHORIZONTAL=FH/S
        Flips the brush along its X-axis.

    FLIPVERTICAL=FV/S
        Flips the brush along its Y-axis.

    ROTATE=ROT/K/N
        rotates the brush by the given angle - positive values result in a
        clockwise turn, negative ones in a counter-clockwise turn.

    SCALEWIDTH=SW/K/N
        Specifies a new width (in pixels) for the brush to be scaled to.

    SCALEHEIGHT=SH/K/N
        Specifies a new height (in pixels) for the brush to be scaled to.

    PERCENT=P/S
        If this switch is set, the values given for SCALEWIDTH and SCALEHEIGHT
        will be interpreted as percentages rather than as absolute values.

    TRIM/S
        This switch has the same effect as the menu item Brush/Border/Trim.

    OUTLINE/S
        This switch has the same effect as the menu item Brush/Border/Outline.

    FEATHER/K/N
        This Parameter has the same effect as calling the menu item
        Brush/Border/Smooth - the only difference is that you have to directly
        specify a value instead of choosing it in a requester.

    HANDLE/K
        This Parameter lets you choose the brushhandle:

        TOPLEFT, TOPRIGHT, BOTTOMLEFT, BOTTOMRIGH and CENTER

See also...

BRUSHATTR
,
CREATEBRUSH

1.27 POLYGON

POLYGON

Synopsis
    Paints a polygon.

Parameters Template
    GRADIENT/K, PAINTTOOL=PT/K, MODE/K, STRENGTH=STR/K, POINTARRAY/A/F

Parameters
    GRADIENT/K
        The object is painted with a gradient-fill, look
                here
                for a complete
        list of all gradient-related parameters.

    PAINTTOOL=PT/K
        the painttool to use for the command - look
                here
                for a complete list
        of all available tools.

    MODE/K
        chooses the desired paintmode - look
                here
                for a complete list

    STRENGTH=STR/K
        sets the desired opacity (0...100)

    POINTARRAY/A/F
        a list of coordinate-pairs that describe the edge-points of the
        polygon - just separate all the numbers with blank and make sure to
        use an even number of values.

Example:

        POLYGON PT AIRBRUSH MODE COLOR STR 75 POINTARRAY 0 0 0 90 120 90

    Paints a right-angled triangle in the current foreground color using the
    airbrush at an opacity of 75.

1.28 LINE

                    LINE

Synopsis
    Paints a straight line.

Parameters Template
    X1/N/A, Y1/N/A, X2/N/A, Y2/N/A, PAINTTOOL=PT/K, MODE/K, STRENGTH=STR/K/N

Parameters
    X1/N/A
        The X-coordinate for the beginning of the line.

    Y1/N/A
        The Y-coordinate for the beginning of the line.

    X2/N/A
        The X-coordinate for the end of the line.

    Y2/N/A
        The Y-coordinate for the end of the line.

    PAINTTOOL=PT/K
        the painttool to use for the command - look
                here
                 for a complete list
        of all available tools.

    MODE/K
        chooses the desired paintmode - look
                here
                 for a complete list

    STRENGTH=STR/K
        sets the desired opacity (0...100)

1.29 PLOT

                    PLOT

Synopsis
    Paints a "dot". This means that the current brush is placed on the canvas
    once at the specified position.

Parameters Template
    X1/N/A, Y1/N/A, PAINTTOOL=PT/K, MODE/K, STRENGTH=STR/K/N

Parameters
    X1/N/A
        the X-coordinate for the dot.

    Y1/N/A
        the Y-coordinate for the dot.

    PAINTTOOL=PT/K

```
          the painttool to use for the command - look
                here
                 for a complete list
     of all available tools.


    MODE/K
         chooses the desired paintmode - look
                here
                 for a complete list


    STRENGTH=STR/K
         legt die gewünschte Deckkraft fest. (0...100)
```

1.30 CURVE

```
                CURVE

Synopsis
    Paints a curve through three given points.

Parameters Template
    X1/N/A, Y1/N/A, X2/N/A, Y2/N/A, X3/N/A, Y3/N/A, PAINTTOOL=PT/K, MODE/K,  ↩
      STRENGTH=STR/K/N

Parameters
    X1/N/A
         the X-coordinate for the beginning of the curve.

    Y1/N/A
         the Y-coordinate for the beginning of the curve.

    X2/N/A
         the X-coordinate for the median point of the curve.

    Y2/N/A
         the Y-coordinate for the median point of the curve.

    X3/N/A
         the X-coordinate for the end of the curve.

    Y3/N/A
         the X-coordinate for the end of the curve.

    PAINTTOOL=PT/K
         the painttool to use for the command - look
                here
                 for a complete list
     of all available tools.

    MODE/K
         chooses the desired paintmode - look
                here
                 for a complete list

    STRENGTH=STR/K
```

```
            sets the desired opacity (0...100)
```

1.31 ELLIPSE

```
                ELLIPSE

Synopsis
    Paints an ellipse.

Parameters Template
    MX/N/A, MY/N/A, RX/N/A, RY/N/A, GRADIENT/K, PAINTTOOL=PT/K, MODE/K,
    STRENGTH=STR/K/N

Parameters
    MX/N/A
        the X-coordinate for the center of the ellipse.

    MY/N/A
        the Y-coordinate for the center of the ellipse.

    RX/N/A
        the desired X-radius of the ellipse.

    RY/N/A
        the desired Y-radius of the ellipse.

    GRADIENT/K
        The object is painted with a gradient-fill, look
                here
                 for a completele
        list of all gradient-related parameters.

    PAINTTOOL=PT/K
        the painttool to use for the command - look
                here
                 for a complete list
        of all available tools.

    MODE/K
        chooses the desired paintmode - look
                here
                 for a complete list

    STRENGTH=STR/K
        sets the desired opacity (0...100)
```

1.32 CIRCLE

```
                CIRCLE

Synopsis
    Paints a circle.
```

```
Parameters Template
    MX/N/A, MY/N/A, R/N/A, GRADIENT/K, PAINTTOOL=PT/K, MODE/K, STRENGTH=STR/K/N

Parameters
    MX/N/A
        the X-coordinate for the center of the circle.

    MY/N/A
        the Y-coordinate for the center of the circle.

    R/N/A
        the desired radius of the circle.

    GRADIENT/K
        The object is painted with a gradient-fill, look
                here
                 for a completele
        list of all gradient-related parameters.

    PAINTTOOL=PT/K
        the painttool to use for the command - look
                here
                 for a complete list
        of all available tools.

    MODE/K
        chooses the desired paintmode - look
                here
                 for a complete list

    STRENGTH=STR/K
        sets the desired opacity (0...100)
```

1.33 RECTANGLE

```
                RECTANGLE

Synopsis
    Paints a rectangle.

Parameters Template
    X1/N/A, Y1/N/A, X2/N/A, Y2/N/A, GRADIENT/K, PAINTTOOL=PT/K, MODE/K, STRENGTH= ↩
        STR/K/N

Parameters
    X1/N/A
        the X-coordinate for the upper left corner of the rectangle.

    Y1/N/A
        the Y-coordinate for the upper left corner of the rectangle.

    X2/N/A
        the X-coordinate for the lower right corner of the rectangle.
```

```
    Y2/N/A
        the Y-coordinate for the lower right corner of the rectangle.

    GRADIENT/K
        The object is painted with a gradient-fill, look
                here
                 for a completele
        list of all gradient-related parameters.

    PAINTTOOL=PT/K
        the painttool to use for the command - look
                here
                 for a complete list
        of all available tools.

    MODE/K
        chooses the desired paintmode - look
                here
                 for a complete list

    STRENGTH=STR/K
        sets the desired opacity (0...100)
```

1.34 FLOOD

```
                FLOOD

Synopsis
    Floods an area just as clicking into it using the fill-tool.

Parameters Template
    X/N/A, Y/N/A, GRADIENT/K, PAINTTOOL=PT/K, MODE/K, STRENGTH=STR/K/N

Parameters
    X/N/A
        an X-coordinate within the area to be flooded.

    Y/N/A
        a Y-coordinate within the area to be flooded.

    GRADIENT/K
        The area is flooded with a gradient-fill, look
                here
                 for a completele
        list of all gradient-related parameters.

    PAINTTOOL=PT/K
        the painttool to use for the command - look
                here
                 for a complete list
        of all available tools.

    MODE/K
        chooses the desired paintmode - look
                here
```

```
            for a complete list

    STRENGTH=STR/K
        sets the desired opacity (0...100)
```

1.35 PICKCOLOR

```
PICKCOLOR

Synopsis
    Determines the color-value of a pixel.

Parameters Template
    VAR/K, STEM/K, X/N/A, Y/N/A

Return Template
    R/N, G/N, B/N

Parameters
    VAR/K
        the name of the variable to store the RGB-components of the
        pixel's color in (values separated by blanks).

    STEM/K
        the name of the stem-variable that will have the RGB-components
        of the pixel's color stored in its r, g, and b extensions.

    X/N/A
        X-coordinate of the pixel.

    Y/N/A
        Y-coordinate of the pixel.

Returns
    R/N
        the red-component of the pixel's color.

    G/N
        the green-component of the pixel's color.

    B/N
        the blue-component of the pixel's color.
```

1.36 TEXT

```
            TEXT

Synopsis
    Paints a text to the project using a specified font and size.

Parameters Template
    X/N/A, Y/N/A, FONT/K, SIZE/N/K, PLAIN/K, BOLD/S, ITALIC/S, UNDERLINE/S, NOBOLD ←
        /S,
```

```
    NOITALIC/S, NOUNDERLINE, MODE/K, STRENGTH=STR/K/N, TEXT/K/F
```

Parameters
    X/N/A
        X-coordinate of the top left corner of the text.

    Y/N/A
        Y-coordinate of the top left corner of the text.

    FONT/K
        name of the font to use.

    SIZE/N/K
        size of the font to use.

    PLAIN/K
        the text is painted without attributes.

    BOLD/S
        the text is painted in bold.

    ITALIC/S
        the text is painted in italics.

    UNDERLINE/S
        the text is painted underlined.

    NOBOLD/S
        the text is not painted in bold, no matter what your
        text-settings are.

    NOITALIC/S
        the text is not painted in italics, no matter what your
        text-settings are.

    NOUNDERLINE/S
        the text is not painted underlined, no matter what your
        text-settings are.

    MODE/K
        chooses the desired paintmode – look
                here
                 for a complete list

    STRENGTH
        sets the desired opacity (0...100)

    TEXT/K/F
        the text to be written to the project.

1.37 DOMETHOD

                        DOMETHOD

Synopsis

```
    Calls and executes a plugin.

Parameters Template
    PLUGIN/A, POPUP/S, ADJUST/S, NOEXEC/S, QUIT/S, COMMANDLINE/F

Parameters
    PLUGIN/A
        the name of the plugin.  Use
                  HELP
                   to generate a complete list of
        all available plugins.

    POPUP/S
        if POPUP is set, the plugin's GUI is opened.  POPUP also has the same
        effect as ADJUST.

    ADJUST/S
        if ADJUST is set, the settings for the plugin will be saved exactly as
        if the user had made them through the plugin's GUI, otherwise the
        settings will only be used and then set back to the previously saved
        values.

    NOEXEC/S
        The effect of the plugin is not executed.

    QUIT/S
        the plugin is terminated.

    COMMANDLINE/F
        a list of parameters for the plugin – use the
                  HELP
                   command to show all
        parameters supported by a particular plugin.
        Please note that not all plugins accept parameters.
```

1.38 LOADPIC

```
                  LOADPIC

Synopsis
    Loads a picture.

Parameters Template
    NAME/A, POPUP/S

Parameters
    NAME/A
        The full path of the picture to load.

    POPUP/S
        If this switch is set, the GUI of the plugin responsible for loading
        the picture will be opened.

See also...
```

LOADBRUSH

1.39 LOADBRUSH

Synopsis
    Loads a brush.

Parameters Template
    NAME/A, POPUP/S

Parameters
    NAME/A
        The full path of the brush to load.

    POPUP/S
        If this switch is set, the GUI of the plugin responsible for loading
        the brush will be opened.

See also...

            LOADPIC

1.40 SAVEPIC

SAVEPIC

Synopsis
    saves a picture using the specified plugin.

Parameters Template
    NAME/A, PLUGIN/K/A, POPUP/S, ADJUST/S, FLATTEN=F/S, NOFLATTEN=NF/S,
    INCLUDEALPHA=IA/S, EXCLUDEALPHA=EA/S, COMMANDLINE/K/F

Parameters
    NAME/A
        the full pathname for the picture to save.

    PLUGIN/K/A
        the name of the plugin to be used for saving the picture (which means:
        the format you want to save the picture in) - naturally only those
        plugins that actually can save a picture make sense here.
        Use the
                HELP
                 command for a complete overview of all plugins.

    POPUP/S
        if POPUP is set, the plugin's GUI is opened. POPUP also has the same
        effect as ADJUST.

    ADJUST/S

```
        if ADJUST is set, the settings for the plugin will be saved exactly as
        if the user had made them through the plugin's GUI, otherwise the
        settings will only be used and then set back to the previously saved
        values.

    FLATTEN=F/S
        causes ArtEffect to flatten all layers of the picture

    NOFLATTEN=NF/S
        causes ArtEffect to not flatten the layers of the picture

    INCLUDEALPHA=IA/S
        causes ArtEffect to save the alpha-channel of the picture

    EXCLUDEALPHA=EA/S
        causes ArtEffect to not save the alpha-channel of the picture

    COMMANDLINE/K/F
        a list of parameters for the plugin - use the
                HELP
                 command to show all
        parameters supported by a particular plugin.
        Please note that not all plugins accept parameters.

See also...

            SAVEBRUSH
```

1.41 SAVEBRUSH

```
            SAVEBRUSH

Synopsis
    Saves a bitmap-brush using the specified plugin.

Parameters Template
    NAME/A, PLUGIN/K/A, ADJUST/S, COMMANDLINE/K/F

Parameters
    NAME/A
        Der gewünschte Name für den Pinsel.

    PLUGIN/K/A
        the name of the plugin to be used for saving the brush (which means:
        the format you want to save the brush in) - naturally only those
        plugins that actually can save a brush make sense here.
        Use the
                HELP
                 command for a complete overview of all plugins.

    ADJUST/S
        if ADJUST is set, the settings for the plugin will be saved exactly as
        if the user had made them through the plugin's GUI, otherwise the
        settings will only be used and then set back to the previously saved
        values.
```

```
COMMANDLINE/K/F
      a list of parameters for the plugin - use the
             HELP
              command to show all
      parameters supported by a particular plugin.
      Please note that not all plugins accept parameters.
```

See also...

```
             SAVEPIC
```

1.42 HELP

HELP

Synopsis
    depending on the specified parameters, this program either returns a
    complete commandlist, a complete pluginlist or the parameters-template
    for a specific command or plugin.

Parameters Template
    VAR/K, STEM/K, COMMAND/F, PLUGINLIST=PS/S, PLUGIN/K/F, PROMPT/S

Return Template
    COMMANDDESC, COMMANDLIST/M

Parameters
    VAR/K
        the name of the variable to store the parameters template for the
        specified COMMAND or PLUGIN in, or to a complete, blank-separated list
        of all commands or plugins in.

    STEM/K
        the name of the stem-variable that will either have the parameters
        template of the specified COMMAND or PLUGIN stored in its COMMANDDESC
        extension or will have a complete plugin/commandlist stored in its
        COMMANDLIST extension.

    COMMAND/F
        the name of the command the parameters template of which you want to
        know.

    PLUGINLIST=PS/S
        a complete list of all available plugins is returned

    PLUGIN/K/F
        the name of the plugin the parameters template of which you want to
        know.

    PROMPT/S
        the parameters template is output to a requester on the ArtEffect
        screen.

Returns

```
COMMANDDESC
     contains the complete parameters template for the specified command or
     plugin.

COMMANDLIST/M
     is a stem-variable by itself, its lenght can be found in
     commandlist.count, the name of each command or plugin can be found in
     commandlist.0 through commandlist.count-1
```

Examples:

```
     help STEM me.

     do i=0 to me.commandlist.count-1
             help command me.commandlist.i
             say "Command" i+1 || ": " || result
     end

     /* get list of plugins */
     help STEM me. pluginlist

     do i=0 to me.commandlist.count-1
             say "PlugIn " i+1 || ": " || me.commandlist.i
     end
```

Gets a complete list of all commands and plugins and outputs them to the
current console.

```
     HELP PROMPT PLUGIN ANTIQUE
```

Opens a requester that gives the complete parameters template for the
"Antique" plugin.

1.43 VERSION

```
VERSION

Synopsis
     Returns the current version number of ArtEffect.

Parameters Template
     VAR/K, STEM/K, PROMPT/S

Return Template
     VERSION

Parameters
     VAR/K
         the name of a variable to store the version number in.

     STEM/K
         the name of a stem-variable that will have the version number stored
          in its VERSION extension.

     PROMPT/S
```

    the version number is displayed in a requester.

Returns
    VERSION
        the current version number of ArtEffect

1.44 GRADIENT

            Fill-options

Everytime a command allows GRADIENT as a Parameter, GRADIENT must be followed
by a list of parameters:

(linear|radial),(rgb|hsb|alpha),steps,roughness:(x1,x2,y1,y2|mx,my,r)

what each parameter means:

    linear selects a linear gradient

    radial selects a radial gradient

    rgb   selects an RGB-Gradient

    hsb   selects an HSB-Gradient

    alpha selects a stencil-gradient (alpha-channel)

    steps selects the amount of steps for the gradient

    roughness selects the roughness of the gradient

    x1,y1,x2,y2 start- and endcoordinates of the gradient-line
    (for linear gradients).
    before reaching the x1,y1-coordinates, only the first color of the
    gradient will be used, after reaching x2,y2 only the last color.

    mx,my are the X- and Y-coordinates for the center, r is the radius of the
    gradient circle.

    It is very hard to describe what effects can be achieved – we suggest that
    you try different sizes and/or angles while manually gradient-filling
    areas of the picture, so that you get a feeling for the parameters.

GRADIENT will use the range that has been previously defined by the user or by
use of the
                PALETTE
                 command.

1.45 PAINTTOOL

List of Painttools

In every command that accepts PAINTTOOL the following values are permissible:

PENCIL

PEN

BRUSH

AIRBRUSH

SMDUGE

ERASER

CUT

FILL

These names are self-explanatory.

1.46 List of all Paintmodes

List of Paintmodes

In every command that accepts MODE the following values are permissible:

MATTE

COLOR

IMPRESSIONIST

MULTIPLY

SCREEN

DIFFERENCE

LIGHTEN

DARKEN

HUE

SATURATION

HUESAT

LUMINANCE

SMOOTH

BLUR

SHARPEN1

SHARPEN2

STENCIL

The names are self-explanatory.

1.47 Alphabetischer Index

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