AGAiff

	COLLABORATORS		
	TITLE : AGAiff		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		July 26, 2022	

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NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

AGAiff

1.1   AGAiff Docs

```
        ++********************************************************************

++                    ++
++      A G A i f f Version 1.60        ++
++                    ++
++          by Michael Krause          ++
++                    ++
++                    ! FreeWare Production !        ++
++                    ++
++*********************************************************************++
```
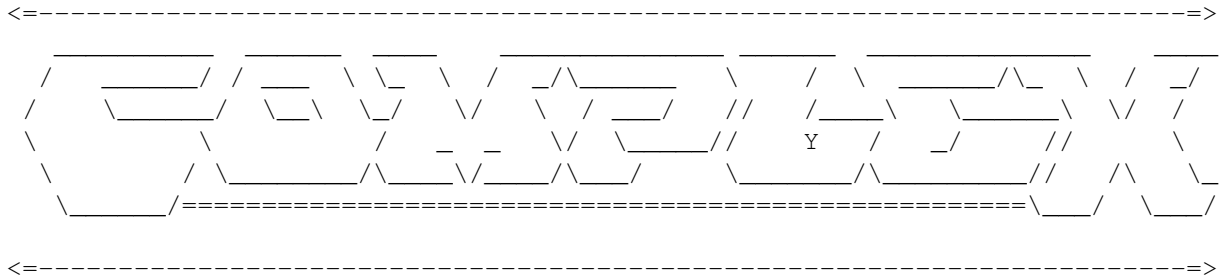
```
                              Note to the very experienced ones..:

   Don't try to find out all functions of this program on your own, 'coz
            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.
```

```
--------------------------------------------------------------------------------

            FOR TREATMENT CONDITIONS SEE < What's left > section.

--------------------------------------------------------------------------------

      <=------------------------------------------------------------------------=>
       _____  _____  _____     _____  _____   _____    _____    ____
      /    _____/ / ___  \ \_  \ /   / _/\_____    \  /  / \  _____/\_  \  / _/
     /     \_____/  \__\   \ \_/   \/    \  / ___/   //   /___\    \_____\  \/  /
      \        \         /  _  _    \/  \_____//     Y   /  _/     //      \
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        \_____/======================================================\___/  \___/

      <=------------------------------------------------------------------------=>
```

1.2 AGAiff Introduction

AGAiff is an IFF-to-RAW converter which can load all ILBM graphics supported
by the AGA chipset. It is also able to save 24 Bit colors and sprites wider
than 16 pixels. Some features make this program quite 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.
 - 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
 - ... 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..

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

1.4   AGAiff Using AGAiff

AGAiff can be started from both Workbench or CLI. When loading from WB,
you can specify whether the window is to pop up immediately using the icon's
tool type 'CX_POPUP=NO/YES'. If there's already a copy of AGAiff running,
it's window is opened and brought to front - no second copy is run.

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

New for V1.21:
Tooltype CX_POPKEY is now supported. You can select the hotkey using this.
Tooltype USETOPAZ={OFF|ON} is now supported.
Tooltype DCSIZE={BYTE|WORD|LONG} is now supported.

New for V1.60:
Tooltype NOSHOW={OFF|ON} for selecting global Picture-NoShow
Tooltype PROMO=hex for selecting a monitor for promotion. 'hex' is a
   hexadecimal number containing only the monitor ID. No checking is
   made whether this monitor exists.
   E.g. PROMO=21000 for PAL-promotion.
Tooltype PUBSCREEN=name for opening the AGAiff windows on another public
   screen. If this screen doesn't exist, AGAiff falls back to the
   default screen, in general 'Workbench'.
Tooltype RANGEWH={OFF|ON} for Range W/H-display (see preferences)

V1.60 has a small CLI-Interface supporting the following template:
   CX_POPKEY/K,CX_POPUP/T - known from other commodities
   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   AGAiff Main Window

                  The upper left corner of the window represents a small
                  ScreenMode
                   requester,
showing all monitors/displaymodes available in the system. On the right side
of that window you set the
                  Load Format
                  ,
                  Save Format

```
                  and
               Colors Format
               .
Using the whole width is a text line showing messages and errors. Beneath it
there are gadgets for loading and saving files, for
               Running ARexx Scripts
               ,
removing the commodity from system and for changing the
               Picture Size
                and

               Save-Range
               . To switch between this Window and the
               Picture Screen
               ,
use right mousebutton.
```

New for V1.60+:
The depth slider was reduced to a depth display-only gadget. I orginally
included it for the case that some day I would add RAW loading, but since
I never need it, this gadget is obsolete.
The same applies to the 'Mode'-Gadget (Normal,HAM,Halfbrite) !

Switching between main window and picture can also be done using the Return
key.

1.6 AGAiff Main Window - Screen Mode Gadgets

The listview gadget shows all available monitors and displaymodes, like in
DPaint AGA. The only difference is that you select HAM or Halfbrite in the
Gadget below. If the program can't find any entries for this list - that's
true when Workbench is not running - a default list is used. And here we
have another advantage of this tool: It will support most future extensions
on the chipset, because the graphics.library supports the code with the new
displaymodes !
Selecting 'RESHOW' when a picture is in memory forces AGAiff to redisplay
it with the new attributes selected here. 'RESTORE' restores the old values.

1.7 AGAiff Main Window - Picture Size Gadgets

This feature will be only useful, when RAW pictures are loaded and the
original size has to be readjusted. And because you can't load RAWs, these
gadgets are at the moment display-only.

1.8 AGAiff Main Window - Save Range Gadgets

If you don't want to save the whole picture, you can here select a range.
After loading a picture, the range includes the whole picture.

Note V1.60+:

This is ofcourse not true if range locking is activated. (see <Preferences>)

1.9   AGAiff Main Window - Load Format Gadget

This version does only support loading of IFF-ILBM graphics, so this Gadget
is disabled.

1.10   AGAiff Main Window - Save Format Gadgets

 Upper gadget:

IFF-ILBM (V1.21+)
  Hmm, saves IFF-ILBM data I think..
  Saving doesn't depend on color format gadgets.
  The BODY chunk is only crunched with V1.60+.

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, and so lets 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-planed Sprites must be displayed using the attaching of two
  Sprite channels, so it is divided into two sprites with each 2
  planes. The sprite with the lower two planes is saved at first.
  Note: V1.00 of AGAiff saved control words which only were half
  as big as they should be. This bug was fixed for V1.21+.

```
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 (V1.60+)
  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 (V1.60+)
  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.
```

1.11   AGAiff Main Window - Color Format Gadgets

```
 Upper gadget:

No Colors
  Don't append any color data.

Top
  Attach color data at the top of the file.

Bottom
  Append color data.
```

Lower gadget:

12 Bit
  Only 12 Bit 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 (V1.60+)
  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.

1.12 AGAiff Picture Screen

                When you've loaded a picture, AGAiff tries to open a screen in 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.

New for V1.10:
Pressing SPACE lets you see a small Color Requester which should be self-
explaining...

1.13 AGAiff Preferences & Special Stuff

Use Topaz/8
    Decides whether the program is font-sensitive.

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

Lock Range (V1.60+)
    Locking the save range means that the current range
    is stored and automatically activated for the next
    picture that is loaded.

ScreenPromotion (V1.60+)
    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.

Picture NoShow (V1.60+)
    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.

Range W/H (V1.60+)
    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.

Use   Activates the new selections.

Close-Gadget Cancels the new selections.

1.14 AGAiff - ARexx Port

                    Control Functions

                    USETOPAZ

                    DCSIZE

                    GLOBALNOSHOW

                    SCREENPROMO

                    LOCKRANGE

VERSION

STATUS

QUIT
User Communication Functions

REQUESTFILE

REQUEST

TYPETEXT
Graphical User Interface Control Functions

LOCKGUI

UNLOCKGUI

SHOWGUI

HIDEGUI
Preset List Control Functions

CLEARPRESETS

ADDPRESET

SETPRESET
I/O Functions

LFORMAT

SFORMAT

CFORMAT

LOAD

SAVE

RESHOW

NOSHOW

RESTORE
Picture Functions

DISPMODE

RANGE

GETPIXEL

SEARCHPIXEL
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.
```

1.15 AGAiff - ARexx Commands

```
SYNTAX
   UseTopaz {OFF}

FUNCTION
   Switches on / off fontsensitivity.

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

RESULTS
   RESULT  =
   RC  = 0

BUGS

SEE ALSO
```

1.16 AGAiff - ARexx Commands

```
SYNTAX
   DCSize <n>

FUNCTION
   Selects dc.x data size
```

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

RESULTS
  RESULT  =
  RC  = 0, or 10 if error

BUGS

SEE ALSO
```

1.17   AGAiff - ARexx Commands

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

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

BUGS

SEE ALSO
```

1.18   AGAiff - ARexx Commands

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

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

BUGS

SEE ALSO
```

1.19   AGAiff - ARexx Commands

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

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

BUGS

SEE ALSO

1.20   AGAiff - ARexx Commands

SYNTAX
  Version

FUNCTION
  Returns a versionstring.

INPUTS
  None

RESULTS
  RESULT = [versionstring]
  RC = 0

BUGS

SEE ALSO

1.21   AGAiff - ARexx Commands

SYNTAX
  Status <n>

FUNCTION
  Returns information about AGAiff's status.

INPUTS
  n: 0 returns pathname of current picture or empty string.
    1 returns picture size (<X> <Y>)
    2 returns depth
    3 returns selected save range (<X1> <Y1> <X2> <Y2>)
    4 returns DisplayMode (decimal number)
    5 -> "1" if GUI is hidden, else "0"
    6 returns address and length of the original decrunched
       ILBM data (RAW-Modulo) as (<address> <length>)
    7 returns 0 if the user selected CX_POPUP=NO, else 1
      (^^ V1.60+)

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

BUGS

SEE ALSO

1.22   AGAiff - ARexx Commands

```
SYNTAX
  Quit

FUNCTION
  Exit AGAiff and free all system resources.

INPUTS
  None

RESULTS
  RESULT  =
  RC  = 0

BUGS
  Doesn't work.

SEE ALSO
```

1.23   AGAiff - ARexx Commands

```
SYNTAX
  Requestfile [windowtitle]

FUNCTION
  Displays an ASL-Filerequester with the desired windowtitle

INPUTS
  windowtitle:  Title of the requesterwindow

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

BUGS

SEE ALSO
```

1.24   AGAiff - ARexx Commands

```
SYNTAX
  Request [text]

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

INPUTS
  text:   Requester text.

RESULTS
```

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

BUGS

SEE ALSO

1.25 AGAiff - ARexx Commands

SYNTAX
  TypeText [text]

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

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

RESULTS
  RESULT =
  RC = 0

BUGS

SEE ALSO

1.26 AGAiff - ARexx Commands

             SYNTAX
  LockGUI

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

INPUTS
  None

RESULTS
  RESULT =
  RC = 0

BUGS

SEE ALSO

             UNLOCKGUI

1.27   AGAiff - ARexx Commands

```
              SYNTAX
  UnlockGUI

FUNCTION
  Unlocks the GUI.

INPUTS
  None

RESULTS
  RESULT  =
  RC   = 0

BUGS

SEE ALSO

              LOCKGUI
```

1.28   AGAiff - ARexx Commands

```
              SYNTAX
  ShowGUI

FUNCTION
  Opens the Main Window.

INPUTS
  None

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

BUGS

SEE ALSO

              HIDEGUI
```

1.29   AGAiff - ARexx Commands

```
              SYNTAX
  HideGUI

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

INPUTS
  None
```

```
RESULTS
  RESULT  =
  RC   = 0
```

BUGS

SEE ALSO

                    SHOWGUI

1.30   AGAiff - ARexx Commands

                    SYNTAX
  ClearPresets

FUNCTION
  Clears the save format preset list.

INPUTS
  None

RESULTS
  RESULT =
  RC   = 0

BUGS

SEE ALSO

                    ADDPRESET
                    ,
                    SETPRESET

1.31   AGAiff - ARexx Commands

                    SYNTAX
  AddPreset [name]

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

INPUTS
  name: Name the preset will appear under.

RESULTS
  RESULT =
  RC   = 0

BUGS

SEE ALSO

        CLEARPRESETS

        ,

        SETPRESET

1.32   AGAiff - ARexx Commands

        SYNTAX
  SetPreset [name]

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

INPUTS
  name: Preset to set up.

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

BUGS

SEE ALSO

        CLEARPRESETS

        ,

        ADDPRESET

1.33   AGAiff - ARexx Commands

        NOTE
  Not implemented yet.

SYNTAX
  LFormat [lformatstring]

FUNCTION
  Sets the load format.

INPUTS
  lformatstring: IFF,RAWNORM,RAWBLIT

RESULTS
  RESULT =
  RC = 0

BUGS

SEE ALSO

```
                SFORMAT
                ,
                CFORMAT
```

1.34   AGAiff - ARexx Commands

```
                SYNTAX
  SFormat [sformatstring]
```

```
FUNCTION
  Sets the save format
```

```
INPUTS
  sformatstring:   IFF,RAWNORM,RAWBLIT,COPPER,SPRITE,MASK,MASK1,NOPIC,
                     CHUNKYREGS,CHUNKYCOLS
      FILE,DC
```

```
RESULTS
  RESULT  =
  RC  = 0
```

```
BUGS
```

```
SEE ALSO
```

```
                LFORMAT
                ,
                CFORMAT
```

1.35   AGAiff - 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
```

```
                LFORMAT
                ,
                SFORMAT
```

1.36   AGAiff - ARexx Commands

```
              SYNTAX
  Load [filename] {NOSHOW}
```

FUNCTION
  Loads a picture.

INPUTS
  filename: Pathname of the picture.
  NOSHOW: If specified, don't show the picture.

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

BUGS

SEE ALSO

              LFORMAT

1.37   AGAiff - 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

1.38   AGAiff - ARexx Commands

```
              SYNTAX
  Reshow
```

FUNCTION

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

INPUTS
  None

RESULTS
  RESULT  =
  RC   = 0

BUGS

SEE ALSO
```

                  NOSHOW
                  ,
                  RESTORE

1.39   AGAiff - ARexx Commands

                  SYNTAX
```
  Noshow

FUNCTION
  Disable showing the picture until the next RESHOW.

INPUTS
  None

RESULTS
  RESULT  =
  RC   = 0

BUGS

SEE ALSO
```

                  RESHOW
                  ,
                  RESTORE

1.40   AGAiff - ARexx Commands

                  SYNTAX
```
  Restore

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

INPUTS
  None
```

```
RESULTS
  RESULT  =
  RC   = 0

BUGS

SEE ALSO
```

```
                RESHOW
```

1.41   AGAiff - ARexx Commands

```
SYNTAX
  DispMode <a>

FUNCTION
  Set DisplayMode.

INPUTS
  a:    DisplayMode ID (decimal long int)

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

BUGS

SEE ALSO
```

1.42   AGAiff - ARexx Commands

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

FUNCTION
  Set save range.

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

RESULTS
  RESULT  =
  RC   = 0

BUGS

SEE ALSO
```

1.43   AGAiff - 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

1.44   AGAiff - 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

1.45   AGAiff - 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
```

1.46   AGAiff - ARexx Script 'Startup.agaiff'

This script is called once when AGAiff 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.

1.47   AGAiff - ARexx Script 'AutoScan.agaiff'

(V1.60+)
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 ??

1.48   AGAiff - ARexx Script 'GridSave.agaiff'

(V1.60+)
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>.

1.49   AGAiff - ARexx Script 'SaveRawAndCopper.agaiff'

This is an example of how easy AGAiff 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.

1.50   AGAiff - 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 !

1.51   rxs_info

Simply shows how to use the STATUS command.

1.52   AGAiff - Running ARexx Scripts

Usage for pre-V1.60:
In the script 'Startup.agaiff' you should add some 'ADDAREXXMENUITEM'
entries. These will appear in the window you open with the ARexx-Button in
the Main Window. When selecting one of them, the corresponding script is
started immediately. Ofcourse you can start them from Shell using the 'rx'
command.

Usage for V1.60+:
The ARexx requester 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.

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

1.54 AGAiff 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:

  REXX (dir)
     Info.agaiff
     Info.agaiff.info
     SaveRawAndCopper.agaiff
     SaveRawAndCopper.agaiff.info
     SaveSprites.agaiff
     SaveSprites.agaiff.info
     Startup.agaiff
     Startup.agaiff.info
     GridSave.agaiff
     GridSave.agaiff.info
     AutoScan.agaiff
     AutoScan.agaiff.info
  REXX.info
```

```
AGAiff
AGAiff.info
AGAiff.guide
AGAiff.guide.info
```

YOU MAY DO ANYTHING WITH THIS PROGRAM AS LONG AS ALL FILES ARE SPREAD
TOGETHER [E X C E P T :]

[charging larger amounts of money when distributing this]
  [modifying this program without sending the modified version to me]

* If you have suggestions or bug reports or just want to say you love
  my code, then write an EMail to

            [{ < RawStyle@ONLINE.sh.sub.de > }] <<- preferred one!

    or try

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

  You can ask me for ANY improvements; if you want new save formats, don't
  hesitate to contact me. This program has to become the best converter
  ever ! DON'T ask me to include loading of RAW pictures. Try to write
  adequate ARexx Scripts for that purpose.

* Send any ARexx scripts you wrote to above mentioned address. If they
  are useful, i'll include them in further releases.

* Future Plans:
  – Never coding in C
    (actually i quite like it, but code is long & slow)
  – Datatypes loading
  – Animation support
  – Localisation

  These features can take some time to be implemented, because i'm
  working on some other projects, too. It would be quite interesting
  for me to know if the last 2 features are useful at all, so contact me
  please ! Yet i just know one person that finds animation support
  useful (i don't..)

1.55 AGAiff Comprehensive Contents

            Contents of this manual:

            Introduction

            Installation

            Using AGAiff

            Main Window

            Screen Mode

LFORMAT

SFORMAT

CFORMAT

LOAD

SAVE

RESHOW

NOSHOW

RESTORE
      Picture Functions

DISPMODE

RANGE

GETPIXEL

SEARCHPIXEL
      ARexx Scripts provided with this package

Startup

AutoScan

GridSave

SaveRawAndCopper

SaveSprites

Info

History

The Rest