ImageFX

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1.2 Information

```
        IMAGEFX AREXX COMMANDS
        RELEASE 2.0


   This document assumes that you are familiar with programming in the
Arexx language, and only describes the commands specific to ImageFX.

   All commands, unless otherwise noted, return a non-zero error code if
something went wrong. This includes cancelling the operation.  If the
return code is 0, then a result string may be provided.

   Those commands marked with (Arexx Only) may only be used properly from
an Arexx macro.  All other commands may be used in scripts, key
definitions, toolbox definitions, the command shell, or Arexx macros at
will.

   When a command is invoked from the shell, any result string returned
will be printed to the console.  Arexx errors will also be displayed on the
console.

   Commands and arguments marked with (2.0) are new for ImageFX 2.0.

HOW TO READ THIS DOCUMENT

   FORMAT
      This gives the command name followed by its argument template.  The
      argument template follows the standard AmigaDOS CLI command format.
      Each keyword (separated by commas) represents a possible argument.
      Here are the types of arguments:

     /A Always required (cumulative with other modifiers).
     /F Final argument (rest of line).
     /K Keyword required.
     /N Number argument.
     /S Switch keyword.

      Example:

      FORMAT
     RequestFile Title/A,Path,File,Pattern

      There are four possible arguments to this command.  The first one
      MUST be specified.  The remaining three are optional.  All are text
      arguments.  This template can be filled in any of the following ways:

      /* the complete longhand format: */
      RequestFile TITLE "Load Image" PATH "DH0:" FILE "Image" PATTERN
      "#?.pic"

      /* the abbreviated format (if the keywords are not specified, the
      arguments are filled in in order.) */
```

```
      RequestFile "Load Image" "DH0:" "Image" "#?.pic"

      /* only the first argument is required: */
      RequestFile "Load Image"

      /* to skip arguments... you MUST use the "pattern" keyword in this
      case otherwise the "#?.pic" will go into the "path" argument: */
      RequestFile "Load Image" PATTERN "#?.pic"

      /* quotation marks around arguments are only necessary if there are
      spaces in the argument. */

   FUNCTION
      Describes what this command actually does.

   INPUTS
      Describes in detail all of the possible arguments to the command.

   RESULT
      Describes the result string returned from the command, if one is in
      fact returned.  If the command is used from Arexx, this result string
      will be found in the RESULT variable.  If the command is typed in the
      command shell, then the result string is just printed out to the
      console.  The result string is lost when invoked from a key, script,
      or the toolbox.

      All commands will return a result code in the Arexx variable RC
      regardless of whether they return a result string or not.  A result
      code of zero indicates success.

   SEE ALSO
      Possible related commands.
```

1.3 ActiveColor

```
ACTIVECOLOR

   FORMAT
      ActiveColor Register/N,Next/S,Prev/S

   FUNCTION
      Select the "active" color register in the palette.  The active color
      is used for all drawing functions.

   INPUTS
      Register
   Specific color register to activate.  Should be in the range of 0
   - 255.

      Next
   Activate the next higher color register.

      Prev
   Activate the next lower (previous) color register.
```

```
   RESULT
      Returns the previous active color register, before the change.

   EXAMPLES
      /* activate fourth color register: */
   ActiveColor 4
   /* jump to next higher color register: */
   ActiveColor NEXT
```

1.4 ActiveLayer

```
ACTIVELAYER (3.0)

   FORMAT
      ActiveLayer LayerNum/N,Top/S,Next/S,Prev/S

   FUNCTION
      Set the active or selected layer in the current image.

   INPUTS
      LayerNum
   Layer number to activate.  The background layer is always
   layer 0, with higher layers proceeding up from 0.

      Top
   Activate the topmost layer.

      Next
   Activate the next higher layer.

      Prev
   Activate the previous (next lower) layer.

   RESULT
      Returns the previous active layer number, before the change.
```

1.5 ActiveRange

```
ACTIVERANGE

   FORMAT
      ActiveRange Range/N,Next/S,Prev/S

   FUNCTION
      Set the active palette range.

   INPUTS
      Range
   Palette range to make active directly (0-8).  Range 0 is taken to
   mean the ALL range.

      Next
```

```
   Cycle up through the ranges.

      Prev
   Cycle down through the ranges.

      Note: If no arguments are given, no change is made.

   RESULT
      Returns the current active range number, before any changes are made.

   EXAMPLES
      /* activate the "all" range */
   ActiveRange 0
   /* activate color range 4 */
   ActiveRange 4
```

1.6 Add

```
ADD (OBSOLETE)

   FORMAT
      Add Alpha/S,Scale/S

   FUNCTION
      Perform a composite add operation to the main and swap buffers.  For
      backwards compatibility, this command uses the old-style Add routine.
      See the Composite hook for details on the new-style compositing
      functions.

   INPUTS
      Alpha
   If specified, the alpha channel will be used as a blend control
   image during the composite.

      Scale
   If specified, the swap buffer will be scaled to fit the region
   processed.

   RESULT
      None.

   EXAMPLES
      /* composite add the main and swap buffers */
   Add
   /* composite add, using alpha channel */
   Add ALPHA
   /* composite add, scaling swap into region */
   Add SCALE
```

1.7 AddArea

```
ADDAREA

   FORMAT
      AddArea X/N/A,Y/N/A

   FUNCTION
      Add a point to the current area definition.

   INPUTS
      X,Y
   Coordinates of the new point, in buffer pixels.

   RESULT
      None.

   EXAMPLES
      /* add point 100,50 to current area */
   AddArea 100 50

   SEE ALSO
      NewArea,Poly,FilledPoly,Airbrush,FreeDraw,
   FreeLine,FilledFree,PolyRegion
```

1.8 Airbrush

```
AIRBRUSH

   FORMAT
      Airbrush

   FUNCTION
      Draw into the main buffer using the airbrush.  The path the airbrush
      follows is defined by calls to NewArea/AddArea.

   INPUTS
      None.

   RESULT
      None.

   EXAMPLES
      Airbrush

   SEE ALSO
      NewArea,AddArea
```

1.9 AirbrushSettings

```
AIRBRUSHSETTINGS

   FORMAT
```

```
      AirbrushSettings
   Radius/N,Nozzle/N,Spray/S,Smudge/S,Paint/S,Realtime/S

   FUNCTION
      Define the airbrush state.

   INPUTS
      Radius
   Radius of the airbrush, in pixels (1-255).

      Nozzle
   Nozzle size of the airbrush (1-100).

      Spray,Smudge,Paint
   Airbrush operation mode.

      Realtime
   Enable realtime airbrush.  (2.0)

   RESULT
      Returns the state of the airbrush before any changes are made, in the
      form "radius nozzle mode [REALTIME]".

   EXAMPLES
      /* radius=10, nozzle=50, smudge */
   AirbrushSettings 10 50 SMUDGE
```

1.10 AllowPainting

```
ALLOWPAINTING (2.0)

   FORMAT
      AllowPainting On/S,Off/S,Toggle/S

   FUNCTION
      Set the state of the "Allow Painting" flag in the region window.
      When enabled, you can use the painting tools and draw while a region
      is defined.  The drawing will be constrained to the region.

   INPUTS
      On
   Allow painting with regions.

      Off
   Do not allow painting - drawing will affect the region mask.

      Toggle
   Toggle the state of the flag.

   RESULT
      Returns the previous state of the flag in RESULT.
```

1.11 Alpha2Buffer

```
ALPHA2BUFFER

   FORMAT
      Alpha2Buffer Name,Force/S,New/S,Move/S
      CopyFromAlpha Name,Force/S,New/S,Move/S
      AlphaToBuffer Name,Force/S,New/S,Move/S  (1.50)

   FUNCTION
      Copy the contents of the alpha channel into the main image buffer,
      destroying the previous contents.

   INPUTS
      Name  (3.2)
   When copying into a new buffer, this sets the name for the
   new buffer.  Only used when you also specify the New option
   below.

      Force
   Bypass the normal "Are you sure?" requester.

      New  (3.2)
   Copies the alpha channel image data to a brand new buffer.
   The new buffer name is the same is the current image's with
   the word "Alpha" appended to it.

      Move  (3.2)
   Deletes the alpha channel plane after the copy is complete.
   Generally only useful when you also specify the New option.

   RESULT
      None.

   EXAMPLES
      /* copy alpha to main, disable "okay" req */
   Alpha2Buffer FORCE
```

1.12 AlphaChannel

```
ALPHACHANNEL

   FORMAT
      AlphaChannel Off/S,Frisket/S,Texture/S,Toggle/S

   FUNCTION
      Select the role of the alpha channel during drawing operations.

   INPUTS
      Off
   Alpha channel is not used at all.

      Frisket
   Alpha channel is used as a frisket.
```

```
      Texture
   Alpha channel is used to texturize the drawing.

      Toggle
   The state is toggled between either Frisket or Texture.

   RESULT
      Returns the state of the alpha channel before any change is made,
      either "Off", "Frisket", or "Texture".
```

1.13 AntiAlias

```
ANTIALIAS (OBSOLETE)

   FORMAT
      AntiAlias Threshold/N

   FUNCTION
      Perform an anti-aliasing effect on the current image or region.  For
      backwards compatibility, this command uses the old-style (1.5) anti-
      alias routine.  See the AntiAlias hook for details on the new anti-
      alias routine.

   INPUTS
      Threshold
   Threshold to control how heavy the anti-aliasing is (0-255).

   RESULT
      None.
```

1.14 AspectLock

```
ASPECTLOCK (3.0)

   FORMAT
      AspectLock On/S,Off/S,Toggle/S

   FUNCTION
      Change the aspect lock setting for the current preview window.

   INPUTS
      On, Off
   Set the aspect lock on or off.

      Toggle
   Toggle the aspect lock setting.

   RESULT
      None.
```

1.15 Bar

```
BAR

   FORMAT
      Bar Iteration/N/A

   FUNCTION
      Advance the status bar to show the completion of the given number of
      iterations.

   INPUTS
      Iteration
   Number of iterations completed.

   RESULT
      None.

   SEE ALSO
      BeginBar,EndBar
```

1.16 BeginBar

```
BEGINBAR

   FORMAT
      BeginBar Title/A,Max/N/A

   FUNCTION
      Start a status bar operation.  Locks out user input to the menus,
      initializes the status bar area, and displays a "busy" pointer.

      You should ALWAYS remember to follow any calls to BeginBar with an
      eventual call to EndBar.  The user will not be able to click on any
      gadgets until you do.

   INPUTS
      Title
   Title to put in the status area, should be short enough to fit
   (around 10 characters or so).

      Max
   Total number of iterations expected in the operation.

   RESULT
      None.

   SEE ALSO
      EndBar,Bar
```

1.17 Bezier

```
BEZIER

   FORMAT
      Bezier X1/N,Y1/N,X2/N,Y2/N,X3/N,Y3/N,X4/N,Y4/N

   FUNCTION
      Draw a bezier curve in the main buffer, using the supplied
      coordinates to define the curve.

   INPUTS
      X1,Y1
   Starting point of the curve.

      X2,Y2
   Ending point of the curve.

      X3,Y3
   Control point #1.

      X4,Y4
   Control point #2.

      Note:  A three-point curve may be simulated by making X3,Y3 and
   X4,Y4 the same spot.

   RESULT
      None.
```

1.18 Blend

```
BLEND

   FORMAT
      Blend Percent/N

   FUNCTION
      Change and/or retrieve the current blending percentage.

   INPUTS
      Percent
   New blend percentage, in the range of 1 - 100.  If not specified,
   no change is made.

   RESULT
      Old blend percentage, before the change.
```

1.19 Blue

```
BLUE

   FORMAT
```

```
      Blue Adjust/N

   FUNCTION
      Adjust the blue content of the current image or region.

   INPUTS
      Adjust
   Amount to adjust the blue (-127 to +127).  This number is added
   directly to each blue value.

   RESULT
      None.
```

1.20 Blur

```
BLUR

   FORMAT
      Blur Amount/N

   FUNCTION
      Perform a blur effect on the current image or region.

   INPUTS
      Amount
   Intensity of the blur effect, should be 1 - 16.  If not given, a
   requester will be presented.

   RESULT
      None.
```

1.21 Box

```
BOX

   FORMAT
      Box Left/N,Top/N,Width/N,Height/N

   FUNCTION
      Draw a box into the current buffer at the given location, using the
      current pen or brush, and all of the current drawing settings.  If
      Scissors or MagicScissors has been turned on, this will cut the area
      defined by the box out as a brush.

   INPUTS
      Left,Top
   Upper left corner of the box, in pixels.

      Width,Height
   Width and height of the box, in pixels.

   RESULT
```

```
      None.
```

1.22 BoxRegion

```
BOXREGION

   FORMAT
      BoxRegion Add/S,Subtract/S,X1/N,Y1/N,X2/N,Y2/N

   FUNCTION
      Define a rectangular region in the main buffer.  Subsequent image
      processing operations will be constrained to this region.

   INPUTS
      Add
   If specified, this region is to be merged in with the existing
   region.  Otherwise the new region supercedes any existing regions.

      Subtract (2.0)
   If specified, this region will be subtracted from the existing
   region.

      X1,Y1
   Upper left corner of the region, in buffer pixels.

      X2,Y2
   Lower right corner of the region, in buffer pixels.

   RESULT
      None.
```

1.23 Brightness

```
BRIGHTNESS

   FORMAT
      Brightness Adjust/N

   FUNCTION
      Adjust the brightness of the current image or region.

   INPUTS
      Adjust
   Amount to adjust the brightness (-127 to +127).

   RESULT
      None.
```

1.24 BrushHandle

```
BRUSHHANDLE

   FORMAT
      BrushHandle XOffset/N,YOffset/N

   FUNCTION
      Modify the position of the current brush's handle.  The handle is the
      position where the mouse pointer appears over the brush, by default
      it is the middle of the brush.  You can modify the position with this
      command.

   INPUTS
      XOffset
   X coordinate of the new brush handle, in pixels.

      YOffset
   Y coordinate of the new brush handle, in pixels.

      Note:  If no arguments are given, the program will allow you to
   interactively adjust the brush handle.

   RESULT
      None.
```

1.25 Brush2Swap

```
BRUSH2SWAP

   FORMAT
      Brush2Swap
      BrushToSwap (1.50)

   FUNCTION
      Copy the current brush into the swap buffer, destroying whatever was
      there previously.

   INPUTS
      None.

   RESULT
      None.
```

1.26 BrushToBack

```
BRUSH2BACK (2.0)

   FORMAT
      BrushToBack
      Brush2Back

   FUNCTION
```

```
      Push the current brush into the "background", to make room for
      another one.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      SelectBrush,NextBrush,PrevBrush
```

1.27 Buffer2Alpha

```
BUFFER2ALPHA

   FORMAT
      Buffer2Alpha Source,Move/S
      CopyToAlpha Source,Move/S
      BufferToAlpha Source,Move/S (1.50)

   FUNCTION
      Copy the contents of the main image buffer into the alpha channel.
      Color image data is converted to greyscale using a simple conversion.

   INPUTS
      Source  (3.2)
   Optional name of buffer from which to copy image data.  If not
   specified, image data is copied from the current main buffer.
   Using this option, you can copy image data from any arbitrary
   buffer into the current buffer's alpha channel.

      Move  (3.2)
   When copying from a different source buffer, adding this argument
   will delete the source buffer after the copy is complete.  Has no
   effect when copying from the main buffer into it's own alpha
   channel.

   RESULT
      None.
```

1.28 Buffer2Swap

```
BUFFER2SWAP

   FORMAT
      Buffer2Swap
      BufferToSwap (1.50)
      CopyToSwap (1.50)
      Copy2Swap (1.50)

   FUNCTION
```

```
      Copy the main image buffer into the swap buffer, destroying whatever
      may have been in the swap buffer.

   INPUTS
      None.

   RESULT
      None.
```

1.29 BufferToBack

```
BUFFER2BACK (2.0)

   FORMAT
      BufferToBack
      Buffer2Back

   FUNCTION
      Pushes the main buffer into the "background".  This puts the buffer
      into the multiple buffer list and allows a new buffer to be loaded
      while keeping the old one.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      SelectBuffer,NextBuffer,PrevBuffer
```

1.30 Channel

```
CHANNEL

   FORMAT
      Channel ChanSpec

   FUNCTION
      Define the channel mask for subsequent image processing and drawing
      operations.

   INPUTS
      ChanSpec
   A string indicating which channels are to be active.  The string
   consists of the letters R, G, and B in varying combinations.
   For example, a channel spec of RG would turn on the Red and
   Green channels, while turning off the Blue channel.  B would
   turn on only the Blue channel.  RGB enables all channels (the
   normal default).

      Note:  If no arguments are given, no change is made.
```

```
   RESULT
      Returns the channel state before any changes are made.
```

1.31 ClearBuffer

```
CLEARBUFFER

   FORMAT
      ClearBuffer Force/S,Red/N,Green/N,Blue/N

   FUNCTION
      Clear the current image buffer to a certain color, usually black.

   INPUTS
      Force
   If specified, the normal "Are you sure?" requester will be
   bypassed.

      Red
   Red value (0 - 255) of new buffer color.

      Green
   Green value (0 - 255) of new buffer color.

      Blue
   Blue value (0 - 255) of new buffer color.

   RESULT
      None.
```

1.32 CmdShell

```
CMDSHELL

   FORMAT
      CmdShell Console

   FUNCTION
      Enters the ImageFX command shell window.  Within this window, you can
      enter commands directly for ImageFX to execute.  This is a handy way
      to experiment with the ImageFX command language.  To exit the command
      shell, press RETURN on a blank line by itself.

      The command shell detaches from the program, so you can leave it open
      and continue to use program features.

   INPUTS
      Console
   A standard console specification used for the command shell
   window.
```

```
   RESULT
      None.
```

1.33 Color2CMAP

```
COLOR2CMAP (3.0)

   FORMAT
      Color2CMAP Colors/N,Dither/N,Direction/N,Threshold/N
      ColorToCMAP Colors/N,Dither/N,Direction/N,Threshold/N

   FUNCTION
      Convert the current RGB image buffer into a colormapped image, using
      the current Quantize module for color reduction.

   INPUTS
      Colors
   Number of colors in the resultant image.

      Dither, Direction, Limit
   Specify dither settings.  If not specified, the default of
   Floyd Zig-Zag dithering will be used.

   Dither:  0=None, 1=Floyd, 2=FloydR, 3=EDD, 4=Order.

   Direction:  0=LtoR, 1=RtoL, 2=ZigZag.

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

      Note:  If no arguments are given, a window will be presented
   asking for conversion settings.

   RESULT
      None.
```

1.34 Color2Grey

```
COLOR2GREY

   FORMAT
      Color2Grey RWgt/N,GWgt/N,BWgt/N,Luma/S,Grey/S
      Color2Gray RWgt/N,GWgt/N,BWgt/N,Luma/S,Grey/S  (1.50)
      ColorToGrey RWgt/N,GWgt/N,BWgt/N,Luma/S,Grey/S  (1.50)
      ColorToGray RWgt/N,GWgt/N,BWgt/N,Luma/S,Grey/S  (1.50)

   FUNCTION
      Convert a 24-bit color image to 8-bit greyscale, using a specified
      weighting.

   INPUTS
      RWgt,GWgt,BWgt
   The weights to assign to each of the red, green, and blue
```

```
   components respectively.  Each weight is expressed as a
   percentage, where 1000 represents 100%.  The total of the weights
   should normally add to 100%, but certain interesting effects can
   be acheived with non-unity weight dispersions.

      Luma
   Uses a preset "lumascale" weight distribution (R=299,G=587,B=114).

      Grey
   Uses a preset "average" weight distribution (R=333,G=334,B=333).

      Note:  If no arguments are given, the standard Color To Grey
   window is presented.

   RESULT
      None.
```

1.35 ColorLimit

```
COLORLIMIT

   FORMAT
      ColorLimit RLo/N,RHi/N,GLo/N,GHi/N,BLo/N,BHi/N

   FUNCTION
      Perform a color limiting effect on the current image or region.

   INPUTS
      RLo,RHi
   Lower and upper clipping points of red channel.

      GLo,GHi
   Lower and upper clipping points of green channel.

      BLo,BHi
   Lower and upper clipping points of blue channel.

      Note:  For greyscale images, only the red channel is used.

      Note:  If no arguments are given, the standard Color Limit
   window is presented.

   RESULT
      None.
```

1.36 ColorSpace

```
COLORSPACE

   FORMAT
      ColorSpace RGB/S,HSV/S,CMY/S,YIQ/S,YUV/S,Next/S,Prev/S
```

```
   FUNCTION
      Set the colorspace used by the palette display, updating the palette
      sliders and such if appropriate.

   INPUTS
      RGB,HSV,CMY,YIQ,YUV
   Color space to set the palette to directly.

      Next
   Cycle up through the color space choices.

      Prev
   Cycle down through the color space choices.

      Note:  If no arguments are given, no change is made.

   RESULT
      Returns the name of the current colorspace, before any changes.
```

1.37 ColorTransform

```
COLORTRANSFORM

   FORMAT
      ColorTransform File

   FUNCTION
      Perform a user color transformation on the current image or region,
      using the table found in the given file.

   INPUTS
      File
   Name of a transformation file.  If not given, the standard Color
   Transform editor will be presented.  If a full path is not given,
   the file is assumed to reside in the current Transform path (as
   set in prefs).

   RESULT
      None.
```

1.38 ComplexRequest

```
COMPLEXREQUEST

   FORMAT
      ComplexRequest Title/A,NumGads/N/A,Stem/A,Width/N,Height/N

   FUNCTION
      Build a complex requester to present to the user, consisting of a
      number of types of gadgets.

   INPUTS
```

```
   Title
Title of the requester, to appear at its top.

   NumGads
Number of gadgets defined for the requester, not including "Okay"
and "Cancel", which are always present.

   Stem
Stem variable where the gadgets are defined.  Each element in the
stem array contains an encoded string defining a type of gadget.
The array starts at Stem.1 and goes through Stem.N.  The strings
are generally encoded as follows:

     Type/LeftEdge/TopEdge[/Argument(s)]

Some gadget types may have more than one argument; each argument
is separated by a slash (/).

Here is a list of all the gadget types available:

  B/x/y/Label/ReturnCode (2.0)
Button gadget.  The X,Y coordinates define the upper left corner
of the gadget.  Label is the text to put inside of the button.
ReturnCode is the value returned to Arexx if this button is
pressed (defaults to 1000) - you should use values higher than
1000 to avoid confusion with regular error codes.

  F/x/y/Label/Title/Path/Pattern/File (1.50)
File Request button.  The X,Y coordinates define the upper left
corner of the gadget.  Label is the text to put inside of the
button.  Title is the title for the file requester that appears
after hitting the button, Path is the initial path for the file
requester, Pattern is the initial file pattern for the file
requester, and File is the initial file.

  G/x/y/Label/Title/Path/Pattern/File (2.0)
File Request image button.  The X,Y coordinates define the upper
left corner of the gadget.  Label is the text to put inside of the
button.  Title is the title for the file requester that appears
after hitting the button, Path is the initial path for the file
requester, Pattern is the initial file pattern for the file
requester, and File is the initial file.  Same as F but uses a
disk image in the button.

  I/x/y/Label/Default
Integer string gadget.  The X,Y coordinates define the upper left
corner of the gadget.  Label is the text to appear to the left of
the gadget.  Default indicates the initial contents of the gadget.

  J/x/y/w/Label/Default (1.50)
Variable-width Integer string gadget.  The X,Y coordinates define
the upper left corner of the gadget.  W is the width of the
integer gadget in pixels.  Label is the text to appear to the left
of the gadget.  Default indicates the initial contents of the
gadget.

  S/x/y/Label/Default
```

String gadget. The X,Y coordinates define the upper left corner of the gadget. Label is the text to appear to the left of the gadget. Default indicates the initial contents of the gadget.

T/x/y/w/Just/Label/Default (1.50)
Varible-width String gadget. The X,Y coordinates define the upper left corner of the gadget. W is the width of the string gadget in pixels. Just is the justification of the text within the gadget; 0 = left justified, 1 = right justified, 2 = center justified. Label is the text to appear to the left of the gadget. Default indicates the initial contents of the gadget.

X/x/y/Label/Default
Checkbox gadget. The X,Y coordinates define the upper left corner of the gadget. Label is the text that is to appear to the right side of the gadget. Default indicates the initial state of the checkbox (0 or 1).

C/x/y/Label/Count/Choice1/Choice2/.../ChoiceN
Cycler gadget. The X,Y coordinates define the upper left corner of the gadget. Label is the text to appear to the left of the gadget. Count indicates how many choices there are in this cycle gadget. Following the count is the actual text of the choices, each separated by a slash (/). There must be the indicated number of choice labels.

D/x/y/w/Label/Count/Choice1/Choice2/.../ChoiceN/Initial (2.0)
Variable-width Cycler gadget. The X,Y coordinates define the upper left corner of the gadget. W is the width of the string gadget in pixels. Label is the text to appear to the left of the gadget. Count indicates how many choices there are in this cycle gadget. Following the count is the actual text of the choices, each separated by a slash (/). There must be the indicated number of choice labels. Initial is the initially selected choice.

L/x/y/pen/just/Label (1.50)
Label "gadget". Defines a text element to be placed in the complex requester, not an actual gadget. The X,Y coordinates normally define the upper left corner of the text. Pen is the pen number to use in rendering the text (in the default ImageFX palette, 0=grey, 1=black, 2=white, 3=blue). Just is the justification to use in rendering the text; 0 = left justify, 1 = right justify (ie. the X coordinate is really the right edge of the text), and 2 = center justify (ie. the X coordinate is really the center of the text). Label is the text to render.

Width,Height
Optional width and height of the requester. Defaults to 400 width and 65 height.

Note: In ImageFX 2.0, a new recessed border is placed around the Complex requester, which may affect your gadget placement slightly.

RESULT
Returns the user's selection for each gadget in a stem variable called RESULT. Thus, RESULT.1 is the user's choice for the first

```
      gadget, RESULT.2 is the choice for the second gadget, etc.
```

1.39 Contrast

```
CONTRAST

   FORMAT
      Contrast Adjust/N

   FUNCTION
      Adjust the contrast of the current image or region.

   INPUTS
      Adjust
   Amount to adjust the contrast (-127 to +127).

   RESULT
      None.
```

1.40 Convolve

```
CONVOLVE

   FORMAT
      Convolve File

   FUNCTION
      Perform a user convolution effect on the current image or region,
      using a specified matrix file.

   INPUTS
      File
   Filename containing the convolution matrix definition.  If not
   given, then the standard User Convolve editor window will be
   presented.  If a full path is not given, the file is assumed to
   reside in the current Convolve path.

   RESULT
      None.
```

1.41 CopyColor

```
COPYCOLOR

   FORMAT
      CopyColor From/N,To/N

   FUNCTION
      Copy one color region over another in the palette.
```

```
   INPUTS
      From
   Source color register (0-255).

      To
   Destination color register (0-255).

      Note:  If no arguments are given, the program goes into
   interactive "Copy Color" mode, requiring the user to select
   the destination color register.

   RESULT
      None.
```

1.42 CountColors

```
COUNTCOLORS

   FORMAT
      CountColors Quiet/S

   FUNCTION
      Count the number of unique colors in the main image buffer.

   INPUTS
      Quiet
   If specified, the number of colors will not be displayed onscreen
   to the user but instead be returned in the result string.

   RESULT
      If "Quiet" is specified, the number of colors will be returned in the
      result variable.
```

1.43 CreateAlpha

```
CREATEALPHA

   FORMAT
      CreateAlpha
   Black/S,Matte/S,Region/S,Brush/S,Waves/S,Length/N,CenterX/N,Center
   Y/N,Angle/N,Dampen/N

   FUNCTION
      Create a particular type of alpha channel.

   INPUTS
      Black
   Create a black alpha channel.

      Matte
   Create an alpha channel matte based on the main image buffer.
```

```
      Region
   Create an alpha channel based on the currently defined region.

      Brush (2.0)
   Create an alpha channel composed of the current brush.

      Waves
   Invoke the wave generator to create the alpha channel.  The
   following parameters deal with the type of waves to generate.

      Length
   Wavelength in pixels (distance between waves).

      CenterX,CenterY
   Center point of the waves, in buffer pixels.  Need not be visible.

      Angle
   Angle  of the waves.  By varying the angle over a series of
   frames, you create moving waves.

      Dampen
   Wave dampening, expressed as a percentage of wave force reduction
   per wavelength distance from the center.  Thus, a dampening of 50%
   would have the waves losing 50% of their size every wavelength.

      Note:  Better waves can be produced with the new Wave hook.

   RESULT
      None.
```

1.44 CreateBuffer

```
CREATEBUFFER

   FORMAT
      CreateBuffer
   Width/N,Height/N,Grey/S,VMem/S,Force/S,Red/N,Green/N,Blue/N,Aspect
   X/N,AspectY/N,DPIX/N,DPIY/N,New/S

   FUNCTION
      Create a new empty image buffer, replacing any existing one.

   INPUTS
      Width
   Width of the new buffer in pixels.

      Height
   Height of the new buffer in pixels.

      Grey
   If specified, the new buffer will be greyscale (8-bit). Otherwise
   it will be color (24-bit).

      VMem
   If specified, the new buffer will use virtual memory. Normally,
```

```
   the program will attempt to allocate the buffer from RAM before
   resorting to virtual memory.

      Force
   If specified, this will bypass the normal "Are you sure?"
   requester that normally appears.

      Red,Green,Blue (2.0)
   Specifies the background color of the new buffer.

      AspectX,AspectY (2.0)
   Specifies the pixel aspect ratio of the new buffer.

      DPIX,DPIY (2.0)
   Specifies the DPI of the new buffer.

      New (3.0)
   Create a new view window for the buffer.  If not specified,
   the current active view will be destroyed and the new buffer
   will replace it.  This is for compatibility with older scripts.

   (3.2) When used with the classic interface, the old main buffer
   is pushed to the swap buffer, and the old swap buffer is stored
   in the multiple buffer list.

      Note:  If no arguments are specified, the standard Create
   Buffer window will be presented.

   RESULT
      None.
```

1.45 CreateLayer

```
CREATELAYER (3.0)

   FORMAT
      CreateLayer FromBrush/S,FromSwap/S

   FUNCTION
      Create a new layer in the current image.

   INPUTS
      FromBrush
   The new layer is copied from the current brush.

      FromSwap
   The new layer is copied from the current swap buffer.

      Note:  If no arguments are specified, an empty layer
   will be created.

   RESULT
      None.
```

1.46 CreateNailFile

```
CREATENAILFILE (2.0)

   FORMAT
      CreateNailFile File/A,Depth/N,Path

   FUNCTION
      Create a thumbnail file from the main buffer and save to the given
      file.

      Note:  If thumbnail.library is not installed properly, this
   function does nothing.

   INPUTS
      File
   Name of the file to associate the thumbnail with.  Note that ".nail"
   will be appended to the filename.  Presumably, there is already a
   'real' image file that exists under the name "File".

      Depth
   Depth of the thumbnails, either 12 or 24.  Defaults to 24.

      Path (2.1a)
   Selects the path where the thumbnail file is actually saved.  This
   is used when you cannot physically save a thumbnail in the same
   directory with the image, eg. on a CD-ROM.

   RESULT
      None.
```

1.47 Crop

```
CROP

   FORMAT
      Crop Left/N,Top/N,Width/N,Height/N,ToSwap/S,Auto/S

   FUNCTION
      Crop the main image buffer to the specified size.

   INPUTS
      Left,Top
   Upper left corner of the cropped region, given in pixel
   coordinates.

      Width,Height
   Width and height of the cropped region, in pixels.

      ToSwap
   If specified, the cropped region will be placed into the swap
   buffer instead of replacing the main buffer.
```

```
      Auto (2.0)
   Does an autocrop.

      Note:  If no arguments are given, the standard Crop window will
   be presented.

   RESULT
      None.
```

1.48 Cyan

```
CYAN

   FORMAT
      Cyan Adjust/N

   FUNCTION
      Adjust the cyan content of the current image or region.

   INPUTS
      Adjust
   Amount to adjust the cyan (-127 to +127).

   RESULT
      None.
```

1.49 Disperse

```
DISPERSE

   FORMAT
      Disperse Count/N

   FUNCTION
      Perform a disperse effect on the current image or region.

   INPUTS
      Count
   Number of times to apply the dispersion (1-8).  High iterations
   take longer to process.

   RESULT
      None.
```

1.50 Distort

```
DISTORT

   FORMAT
      Distort Amount/N
```

```
   FUNCTION
      Perform a distortion effect on the current image or region.  Note
      that this command requires an alpha channel.

   INPUTS
      Amount
   Amount of distortion to apply (1-255).  If not given, a requester
   will be presented.

   RESULT
      None.
```

1.51 Dither

```
DITHER

   FORMAT
      Dither Command,Args/F

   FUNCTION
      Send a command to the current Dither module.  It is entirely up to
      the module to interpret and act upon the command.

      Note:  There are no Arexx arguments for the standard Dither
   module.

   INPUTS
      Depends on the module.

   RESULT
      Depends on the module.
```

1.52 DrawMode

```
DRAWMODE (2.0)

   FORMAT
      DrawMode Name,Options/S,Args/F

   FUNCTION
      Change or set arguments for the current drawmode.

   INPUTS
      Name
   Name of the new drawmode to change to.  If not provided, the
   drawmode is not changed.

      Options
   Show the options window for the current drawmode, if the current
   drawmode has any options.
```

```
      Args
   Arguments to be passed to the new drawmode.

   RESULT
      Returns the name of the previous drawmode.
```

1.53 DrawStyle

```
DRAWSTYLE (2.0)

   FORMAT
      DrawStyle Name,Options/S,Args/F

   FUNCTION
      Change or set the parameters for the current drawstyle.

   INPUTS
      Name
   Name of the new drawstyle to change to.  If not provided, the
   drawstyle is not changed.

      Options
   Show the options window for the current drawstyle, if the current
   drawstyle has any options.

      Args
   Arguments to be passed to the new drawstyle.

   RESULT
      Returns the name of the previous drawstyle.
```

1.54 DrawTool

```
DRAWTOOL

   FORMAT
      DrawTool Tool

   FUNCTION
      Set the current drawing tool.  Updates the display if appropriate.

   INPUTS
      Tool
   Name of the drawing tool to activate.  Should be one of the
   following choices:

      AIRBRUSH  BEZIER      BOX   FILLEDBOX
      FILLEDFREE  FILLEDOVAL  FILLEDPOLY  FLOOD
      FREEDRAW  FREELINE    LINE  OVAL
      POLY
      LAYERMOVE (3.0)
```

```
      Note:  If no arguments are specified, no change is made.

   RESULT
      Returns the name of the active drawing tool before any changes are
      made.
```

1.55 DynamicRange

```
DYNAMICRANGE

   FORMAT
      DynamicRange Lower/N,Upper/N

   FUNCTION
      Perform a dynamic range effect on the current image or region.

   INPUTS
      Lower
   Lower color limit (0-255).

      Upper
   Upper color limit (0-255).

      Note:  If no arguments are given, the standard dynamic range
   requester is presented.

   RESULT
      None.
```

1.56 EdgeDetect

```
EDGEDETECT

   FORMAT
      EdgeDetect Threshold/N

   FUNCTION
      Perform an edge detect function on the current image or region.

   INPUTS
      Threshold
   Detection threshold (1-255).  The smaller the number, the more
   pronounced the edges.

   RESULT
      None.
```

1.57 EdgeMode

```
EDGEMODE

   FORMAT
      EdgeMode Mode,Radius/N

   FUNCTION
      Change and/or get information on the current the edge mode.

   INPUTS
      Mode
   New edge mode.  Should be a single case-insensitive word:

   Normal AntiAlias FeatherIn FeatherOut
      Radius
   For "FeatherIn" and "FeatherOut" modes, this describes the radius
   of the effect, in pixels.

      Note:  If no arguments are given, no change is made.

   RESULT
      Previous edge mode and radius, before the change, in the form of
      "EdgeMode Radius".
```

1.58 EndBar

```
ENDBAR

   FORMAT
      EndBar

   FUNCTION
      Complete a status bar operation.  Returns control of the program to
      the user, clears the "busy" pointer.

      You should ALWAYS remember to follow any calls to BeginBar with an
      eventual call to EndBar.  The user will not be able to click on any
      gadgets until you do.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      BeginBar,Bar
```

1.59 ExpandRegion

```
EXPANDREGION
```

```
   FORMAT
      ExpandRegion

   FUNCTION
      Expand the current region area by a pixel on all sides.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      ShrinkRegion
```

1.60 ExportBuffer

```
EXPORTBUFFER

   FORMAT
      ExportBuffer

   FUNCTION
      Indicate that you are finished using a buffer that was created using
      the ImportBuffer command.  You MUST call this when you are done,
      otherwise bad things may happen.

      WARNING:  This is a very dangerous command.  Don't use it
   lightly.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      ImportBuffer
```

1.61 FalseColor

```
FALSECOLOR

   FORMAT
      FalseColor Standard/S,Palette/S

   FUNCTION
      Perform a false color effect on the current image or region.

   INPUTS
      Standard
   Uses the standard table for creating false color images.
```

```
      Palette
   Uses the current palette for generating the false color image.

      Note:  If no option is specified, a requester will be presented
   to ask for standard or palette.

   RESULT
      None.
```

1.62 FilledBox

```
FILLEDBOX

   FORMAT
      FilledBox Left/N,Top/N,Width/N,Height/N

   FUNCTION
      Draw a filled box into the current image buffer at the given
      location, using the current fill settings.  If Scissors or
      MagicScissors has been activated, this will cut out the area defined
      by the box as a brush.

   INPUTS
      Left,Top
   Upper left corner of the box, in pixels.

      Width,Height
   Width and height of the box, in pixels.

   RESULT
      None.
```

1.63 FilledFree

```
FILLEDFREE

   FORMAT
      FilledFree

   FUNCTION
      Draw a filled freehand polygon into the main buffer, using the
      current fill settings.  The points defining the freehand outline is
      set by calls to NewArea/AddArea.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
```

```
      NewArea,AddArea
```

1.64 FilledOval

```
FILLEDOVAL

   FORMAT
      FilledOval XC/N,YC/N,XRadius/N,YRadius/N

   FUNCTION
      Draw a filled oval into the current image buffer, using the current
      fill settings.  If Scissors or MagicScissors has been specified, the
      area defined by the oval will be picked up as a brush.

   INPUTS
      XC,YC
   Coordinates of the center point of the oval, in pixels.

      XRadius,YRadius
   Major and minor radii of the oval, in pixels.

   RESULT
      None.
```

1.65 FilledPoly

```
FILLEDPOLY

   FORMAT
      FilledPoly

   FUNCTION
      Draw a filled polygon into the main buffer, using the current drawing
      color and fill settings.  The points of the polygon are defined by
      calls to NewArea/AddArea.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      NewArea,AddArea
```

1.66 FillMode

```
FILLMODE

   FORMAT
```

```
      FillMode Mode,Range/N,Skew/N,Rough/N,Smooth/S

   FUNCTION
      Select the current fill settings, which are used for all subsequent
      filling operations.

   INPUTS
      Mode
   New fill type.  Should be one of the following choices:

   Solid Vert Horiz Radial DiagLR DiagRL Tile Warp Brick Wheel
      Range
   For gradient fill types, this specifies the range number from
   which to take the colors for the gradient.  Should be 0-8, with
   range 0 being taken as the ALL range (the entire palette).

      Skew
   Amount of skew to apply to gradient fills (-50 to +50).

      Rough
   Roughness to add to any fill operation (1-31).

      Smooth
   If selected, gradient fills will automatically smooth between the
   colors in the selected range.  Otherwise, the colors in the range
   are used literally with no smoothing between them (resulting in
   bands of color).

      Note:  If no arguments are given, no changes are made.

   RESULT
      Returns the current fill settings before any changes are made, in the
      form "mode range skew rough smooth".
```

1.67 FitWindow

```
FITWINDOW (3.0)

   FORMAT
      FitWindow

   FUNCTION
      Resize the current image window to fit the buffer it represents.

   INPUTS
      None.

   RESULT
      None.
```

1.68 FlattenLayers

```
FLATTENLAYERS (3.0)

   FORMAT
      FlattenLayers

   FUNCTION
      Flatten all the layers of the current buffer into a single
      layer.

   INPUTS
      None.

   RESULT
      None.
```

1.69 FloodFill

```
FLOODFILL

   FORMAT
      FloodFill X/N/A,Y/N/A,Close/N

   FUNCTION
      Flood fill an area using the current drawing color, starting at the
      given buffer coordinates.

   INPUTS
      X,Y
   Coordinates at which to begin the flood fill.

      Close
   Optional flood closeness (1-255).

   RESULT
      None.
```

1.70 FloodRegion

```
FLOODREGION

   FORMAT
      FloodRegion Add/S,Subtract/S,X/N/A,Y/N/A,Close/N

   FUNCTION
      Define a region in the main buffer by doing a flood fill at a given
      location.  Subsequent image processing operations will be constrained
      to this region.

   INPUTS
      Add
   If specified, this region is to be merged in with the existing
```

```
   region.  Otherwise the new region supercedes any existing regions.

      Subtract (2.0)
   If specified, this region will be subtracted from the existing
   region.

      X,Y
   Location from which to do the flood fill.

      Close
   Optional closeness value to use in the flood fill operation.  If
   not specified, the current default will be used.

   RESULT
      None.
```

1.71 FreeDraw

```
FREEDRAW

   FORMAT
      FreeDraw

   FUNCTION
      Draw into the main buffer using the freehand drawing tool.  The path
      the drawing follows is defined by calls to NewArea/AddArea.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      NewArea,AddArea
```

1.72 FreeLine

```
FREELINE

   FORMAT
      FreeLine

   FUNCTION
      Draw into the main buffer using the freehand line tool.  The path the
      drawing follows is defined by calls to NewArea/AddArea.

   INPUTS
      None.

   RESULT
      None.
```

```
   SEE ALSO
      NewArea,AddArea
```

1.73 Gamma

```
GAMMA

   FORMAT
      Gamma Adjust/N

   FUNCTION
      Adjust the gamma of the current image or region.

   INPUTS
      Adjust
   Amount to adjust the gamma (-127 to +127).

   RESULT
      None.
```

1.74 GetAlpha

```
                GETALPHA

   FORMAT
      GetAlpha

   FUNCTION
      Return information about the alpha channel.

   INPUTS
      None.

   RESULT
      Returns a string containing information about the alpha channel.

      See
                  GetMain
                  for the format of the result string.

      A null (empty) string is returned if the alpha channel is empty.
```

1.75 GetBufferList

```
GETBUFFERLIST (3.2)

   FORMAT
      GetBufferList
```

```
FUNCTION
   Returns information about all available buffers in memory.

INPUTS
   None.

RESULT
   Returns the following string variables:

RESULT.0
   The number of available buffers.

   For each available buffer, the following string variables
   are set:

RESULT.x.NAME
   The name of the buffer.  This name can be used to select
   the buffer, or use it in some other way.

RESULT.x.SIZE
   A series of numbers delimited by spaces describing the
   size and characteristics of the buffer, similar to the
   results returned by GetMain.  The attributes returned
   are:

      width height depth aspectx aspecty dpix dpiy
      hastransp numcolors numlayers
```

1.76 GetBrush

```
             GETBRUSH

FORMAT
   GetBrush

FUNCTION
   Return information about the current brush.

INPUTS
   None.

RESULT
   Returns a string containing information about the current brush.

   See
            GetMain
            for the format of the result string.

   A null (empty) string is returned if there is no brush.
```

1.77 GetLayers

```
GETLAYERS (3.0)

   FORMAT
      GetLayers

   FUNCTION
      Return the number of layers in the current image.

   INPUTS
      None.

   RESULT
      Returns the number of layers in the image, including the background
      layer.  If the image is not layered, a non-zero return code is
      generated.
```

1.78 GetMain

```
GETMAIN

   FORMAT
      GetMain

   FUNCTION
      Return information about the main buffer.

      Information is returned about the active layer in the buffer.

   INPUTS
      None.

   RESULT
      Returns a string containing information about the current buffer, in
      the following format:

   "name" width height depth aspectx aspecty dpix dpiy
      redp greenp bluep
      transp numcolors layers

      A null (empty) string is returned if the buffer is empty.

      name
   Filename of the buffer, surrounded by quotes.

      width, height, depth
   Width, height, and number of byte planes in the buffer.  Byte planes
   will always be either 1 or 3.

      aspectx, aspecty
   Pixel aspect ratio of the image buffer.

      dpix, dpiy
```

```
   Pixels per inch, horizontally and vertically, of the image buffer.

      redp, greenp, bluep
   Pointers to the physical image data of the buffer.  DO NOT USE THIS
   UNLESS YOU KNOW WHAT YOU ARE DOING.

      transp (3.0)
   1 if the image has a transparency plane (alpha channel) or 0 if
   it does not.

      numcolors (3.0)
   If the image is a colormapped image, this will contain the number
   of valid colors in the colormap (usually 2, 4, 8, 16, 32, 64, 128
   or 256).  Otherwise it will be 0 for a greyscale or RGB image.

      layers (3.0)
   Number of layers in the entire buffer.
```

1.79 GetPalette

```
GETPALETTE

   FORMAT
      GetPalette Register/N/A

   FUNCTION
      Retrieve the color value of a specified color register in the current
      palette.

   INPUTS
      Register
   Register to look at, should be in the range 0 - 255 or '-1', to
   get the color of the current active register.

   RESULT
      Color value of the register, in the form "R G B" where each component
      is an integer in the range of 0 - 255.
```

1.80 GetPixel

```
GETPIXEL

   FORMAT
      GetPixel X/N/A,Y/N/A

   FUNCTION
      Read the color value of a pixel at a given location.

   INPUTS
      X,Y
   Coordinates of the pixel to read, in buffer pixels.
```

```
   RESULT
      Returns the RGB value of the given pixel, in the form "Red Green
      Blue", where each component is an integer from 0-255.  In the case of
      a greyscale buffer, all three components will be the same.

   SEE ALSO
   PutPixel
```

1.81 GetPointList

```
GETPOINTLIST

   FORMAT
      GetPointList

   FUNCTION
      Returns in a stem variable the points in the currently defined area
      as set by calls to NewArea/AddArea.  The points may also be set by
      the user's use of certain drawing tools (FreeDraw, FreeLine, etc.).

   INPUTS
      None.

   RESULT
      Returns the list of points in RESULT.1 through RESULT.N.  RESULT.0 is
      set to the number of points.  Each point is given as integers in the
      form "X Y".
```

1.82 GetPrefs

```
                GETPREFS

   FORMAT
      GetPrefs Object/A

   FUNCTION
      Retrieve the state of a certain preferences object.

   INPUTS
      Object
   Which preference item you want to get information on.  It should
   be a single case-sensitive word.

   For a list of the available preferences objects, see the
   description of the
                 SETPREFS
                 command.

   RESULT
      Depends on the preference object; for flags the result will be either
      "On" or "Off", for path objects, the result string will contain the
      path.
```

```
   SEE ALSO
      SetPrefs
```

1.83 GetPreview

```
GETPREVIEW

   FORMAT
      GetPreview

   FUNCTION
      Returns the current preview module.

   INPUTS
      None.

   RESULT
      Returns the name of the current preview module.
```

1.84 GetPrinter

```
GETPRINTER

   FORMAT
      GetPrinter

   FUNCTION
      Returns the current printer module.

   INPUTS
      None.

   RESULT
      Returns the name of the current printer module.
```

1.85 GetRange

```
GETRANGE

   FORMAT
      GetRange Range/N/A

   FUNCTION
      Retrieve the upper and lower register boundaries of a given color
      range.

   INPUTS
      Range
```

```
   Range number to examine, 1 - 8.

   RESULT
      Lower and upper registers in the range, expressed as integers in the
      form "Low High".

   SEE ALSO
      SetRange
```

1.86 GetRegionArea

```
GETREGIONAREA

   FORMAT
      GetRegionArea

   FUNCTION
      Returns the area covered by the currently defined region.

   INPUTS
      None.

   RESULT
      Returns the region in the following form: "leftedge topedge width
      height"
```

1.87 GetRender

```
GETRENDER

   FORMAT
      GetRender

   FUNCTION
      Return the current render module.

   INPUTS
      None.

   RESULT
      Returns the name of the current render module.
```

1.88 GetScanner

```
GETSCANNER

   FORMAT
      GetScanner

   FUNCTION
```

```
      Return the current scanner module.

   INPUTS
      None.

   RESULT
      Returns the name of the current scanner module.
```

1.89 GetStatus

```
GETSTATUS (2.0)

   FORMAT
      GetStatus Object/A

   FUNCTION
      Return information about the current status of ImageFX.

   INPUTS
      Object
   The name of an ImageFX attribute to obtain information about.  The
   following attributes are defined:

        ProgramDir     Full pathname of ImageFXs current
      directory.
        HelpDir    Full pathname of the directory where help
      text is stored.
        TextDir    Full pathname of the directory where
      localization text is stored.
        EnvDir     Directory in ENV: where ImageFXs
      environment variables are stored.
        PubScrName     Name of ImageFXs public screen (if open
      on a screen).
        HostName     Name of ImageFXs Arexx port (if
      available).
        AssignDir    Assign name of the ImageFX directory.

   RESULT
      Returns a text string as described above.
```

1.90 GetSwap

```
                GETSWAP

   FORMAT
      GetSwap

   FUNCTION
      Return information about the swap buffer.

   INPUTS
      None.
```

```
   RESULT
      Returns a string containing information about the swap buffer.

      See
                 GetMain
                 for the format of the result string.

      A null (empty) string is returned if the swap buffer is empty.
```

1.91 GetVersion

```
GETVERSION

   FORMAT
      GetVersion

   FUNCTION
      Return the version string for the program.

   INPUTS
      None.

   RESULT
      Version string in the standard 2.0 version string format.
```

1.92 GhostBrush

```
GHOSTBRUSH

   FORMAT
      GhostBrush On/S,Off/S

   FUNCTION
      Enable or disable the "ghost brush" feature on the current brush.

   INPUTS
      On
   Enable ghost brush; the current brush will be made semi-
   transparent.

      Off
   Disable ghost brush; the current brush will be shown normally.

   RESULT
      None.
```

1.93 GrabBrush

```
GRABBRUSH

   FORMAT
      GrabBrush ScreenName

   FUNCTION
      Capture an Amiga screen as the current brush.

   INPUTS
      ScreenName
   If specified, indicates the name of a screen to grab.  You do not
   have to specify the entire screen name, just enough to distinguish
   it from other screens.

      Note:  If no arguments are specified, the standard Grab Screen
   requester is presented.

   RESULT
      None.
```

1.94 GrabBuffer

```
GRABBUFFER

   FORMAT
      GrabBuffer ScreenName,Force/S

   FUNCTION
      Capture an Amiga screen and convert into an image buffer.  The screen
      image will become the new main buffer, destroying whatever may have
      been there.

   INPUTS
      ScreenName
   If specified, indicates the name of a screen to grab.  You do not
   have to specify the entire screen name, just enough to distinguish
   it from other screens.

      Force
   Bypass the normal "Are you sure?" requester.

      Note:  If no arguments are specified, the standard "Grab
   Screen" requester will be presented.

   RESULT
      None.
```

1.95 GrabPalette

```
GRABPALETTE
```

```
   FORMAT
      GrabPalette ScreenName

   FUNCTION
      Grab the colors from an Amiga screen in memory, storing it into the
      first entries of the current palette.

   INPUTS
      ScreenName
   Name of the screen to examine.  If not given, the standard Grab
   Screen requester will be presented.

   RESULT
      None.
```

1.96 Green

```
GREEN

   FORMAT
      Green Adjust/N

   FUNCTION
      Adjust the green content of the current image or region.

   INPUTS
      Adjust
   Amount to adjust the green (-127 to +127).  This number is added
   directly to each green value.

   RESULT
      None.
```

1.97 Grey2Color

```
GREY2COLOR

   FORMAT
      Grey2Color
      Gray2Color (1.50)
      GreyToColor (1.50)
      GrayToColor (1.50)

   FUNCTION
      Convert an 8-bit grey image to 24-bit color.

   INPUTS
      None.

   RESULT
      None.
```

1.98 Grid

```
GRID

   FORMAT
      Grid On/S,Off/S,OffsetX/N,OffsetY/N,Width/N,Height/N

   FUNCTION
      Enable or disable the grid, and set the size of the grid in pixels.

   INPUTS
      On
   Turn on the grid.  (2.0)

      Off
   Turn off the grid.

      OffsetX,OffsetY
   Grid offset from the upper left corner of the display, given in
   pixels.

      Width,Height
   Grid block size in pixels.

   RESULT
      Returns the state of the grid before any changes are made, as
      integers in the form "offsetx offsety width height ON|OFF".
```

1.99 Halftone

```
HALFTONE

   FORMAT
      Halftone Type/N

   FUNCTION
      Apply one of several types of halftone dithering algorithms to the
      current image or region.

   INPUTS
      Type
   Type of halftone to apply.  Should be one of the following values:

   0   45 degree cluster
      1       0 degree cluster
      2       Spiral cluster
      3       Line cluster
      4       (Unused)
      5       4x4 dispersed
      6       6x6 dispersed
      7       Use brush as pattern
      8       Use alpha channel as pattern
      9       50% threshold
```

```
      Note:  If no arguments are given, a requester will be
   presented.

   RESULT
      None.
```

1.100 Help

```
HELP

   FORMAT
      Help Command/A,Quiet/S

   FUNCTION
      Obtain the argument template for a specified command.

   INPUTS
      Command
   The name of the command to retreive help on.

      Quiet  (2.0)
   When specified, simply prints the template for the command to the
   console (or returns it in RESULT).  Otherwise, an AmigaGuide node
   containing the command will be searched for.

   RESULT
      Returns the argument template string for the specified command.
```

1.101 HidePanel

```
HIDEPANEL

   FORMAT
      HidePanel

   FUNCTION
      Hide the ImageFX menu panel screen.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      ShowPanel
```

1.102 Hook

```
HOOK

   FORMAT
      Hook File,Args/F

   FUNCTION
      Call an external hook program.  This command will not return until
      the hook program has finished.  Consult the documentation for the
      hook program in question to find out the appropriate arguments and
      possible result strings.

      See the  ImageFX Hook Arexx Reference  for more details.

   INPUTS
      File
   Filename of the hook program to run.  If not specified, a file
   requester will be presented.

      Args
   Optional arguments to pass to the hook program.

   RESULT
      Depends on the hook program.
```

1.103 HorizFlip

```
HORIZFLIP

   FORMAT
      HorizFlip

   FUNCTION
      Perform a horizontal flip on the current image or region.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      VertFlip
```

1.104 HorizMirror

```
HORIZMIRROR

   FORMAT
      HorizMirror

   FUNCTION
```

```
      Perform a horizontal mirror effect on the current image or region.

   INPUTS
      None.

   RESULT
      None.
```

1.105 Hue

```
HUE

   FORMAT
      Hue Adjust/N

   FUNCTION
      Adjust the hue of the current image or region.

   INPUTS
      Adjust
   Amount to adjust the hue (-127 to +127).

   RESULT
      None.
```

1.106 Iconify

```
ICONIFY

   FORMAT
      Iconify

   FUNCTION
      Iconify the program.  All buffers remain intact.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      Uniconify
```

1.107 ImageMap

```
IMAGEMAP (OBSOLETE)

   FORMAT
      ImageMap Blend/N,Alpha/S,Scale/S
```

```
   FUNCTION
      Perform an image mapping composition process between the main and
      swap buffers.  This function is still provided for backwards
      compatibility; see the Composite hook for greater image composition
      control.

   INPUTS
      Blend
   Percentage of image mapping applied to the main buffer (1-100).

      Alpha
   If given, uses the alpha channel as an extra blend control plane.

      Scale
   If given, the swap buffer is scaled to fit within the region being
   processed.

   RESULT
      None.
```

1.108 ImportBuffer

```
IMPORTBUFFER

   FORMAT
      ImportBuffer Width/N/A,Height/N/A,Red/N/A,Green/N/A,Blue/N/A

   FUNCTION
      Directly import a block of image data memory into the program as an
      image buffer.  Basically sets up an image buffer in the program which
      points to the block of memory you indicate.  A copy is NOT made of
      the image data.  This would (theoretically) allow one to use
      ImageFXs image processing features on image data from other
      programs.

      WARNING:  This is a very dangerous command.  Don't use it
   lightly.

   INPUTS
      Width,Height
   Size of the image data in pixels.

      Red,Green,Blue
   Red, green, and blue plane pointers.  Each should be an integer
   representing the address in memory of where the particular pointer
   is.

   RESULT
      None.

   SEE ALSO
      ExportBuffer
```

1.109 InvertRegion

```
INVERTREGION

   FORMAT
      InvertRegion

   FUNCTION
      Inverts the currently defined region mask.

   INPUTS
      None.

   RESULT
      None.
```

1.110 KillAll

```
KILLALL (2.1)

   FORMAT
      KillAll

   FUNCTION
      Erase all image buffers from memory.  This is identical to selecting
      the Delete All Buffers from the Buffers menu.

   INPUTS
      None.

   RESULT
      None.
```

1.111 KillAlpha

```
KILLALPHA

   FORMAT
      KillAlpha

   FUNCTION
      Delete the transparency channel (alpha channel) associated with
      the current buffer.

   INPUTS
      None.

   RESULT
      None.
```

1.112 KillBrush

```
KILLBRUSH

   FORMAT
      KillBrush Name

   FUNCTION
      Erase the current brush, freeing all memory associated with it.

   INPUTS
      Name (2.1)
   Specifies the name of the brush you want to delete.  If
   not provided, the current brush is deleted.

   RESULT
      None.
```

1.113 KillBuffer

```
KILLBUFFER

   FORMAT
      KillBuffer Name,Force/S

   FUNCTION
      Erase the main image buffer, freeing all memory associated with it.
      You cannot get it back after doing this.

   INPUTS
      Name (2.1)
   Specifies the name of the image buffer you want to delete.  If
   not provided, the main image buffer is deleted.

      Force
   If specified, the normal "Are you sure?" requester is bypassed.

   RESULT
      None.
```

1.114 KillLayer

```
KILLLAYER (3.0)

   FORMAT
      KillLayer

   FUNCTION
      Delete the active layer.  Note that you cannot delete the
      background layer.

   INPUTS
```

```
      None.

   RESULT
      None.
```

1.115 KillMapped

```
KILLMAPPED (2.0)

   FORMAT
      KillMapped

   FUNCTION
      Free the memory used by any colormapped images loaded with
      LoadMapped.

   INPUTS
      None.

   RESULT
      None.
```

1.116 KillSwap

```
KILLSWAP

   FORMAT
      KillSwap Force/S

   FUNCTION
      Erase the swap buffer, freeing all memory associated with it.

   INPUTS
      Force
   If given, bypasses the "are you sure?" requester.

   RESULT
      None.
```

1.117 KillUndo

```
KILLUNDO

   FORMAT
      KillUndo

   FUNCTION
      Free the memory associated with the current undo buffer.

   INPUTS
```

```
      None.

   RESULT
      None.
```

1.118 LayerBlend

```
LAYERBLEND (3.0)

   FORMAT
      LayerBlend Blend/N

   FUNCTION
      Set the blending for the active layer.

   INPUTS
      Blend
   New blending value, from 0 to 255.

   RESULT
      Returns the previous blending value, before the change.
```

1.119 LayerMode

```
LAYERMODE (3.0)

   FORMAT
      LayerMode Mode,Mask/S

   FUNCTION
      Change the composite mode for the active layer.

   INPUTS
      Mode
   New compositing mode for the layer.  Select from one of the
   following keywords:
      NORMAL      DARKEN      LIGHTEN
      ADD       SUBTRACT      MULTIPLY
      DIVIDE      SUM       DIFFERENCE
      MINIMUM     MAXIMUM     AND
      OR        XOR       SCREEN
      ILLUMINATE      COLORIZE      SOFTLIGHT
      HARDLIGHT

      Mask
   Changes the layer into a "mask" layer.

   RESULT
      Returns the previous mode, before the change.
```

1.120 LayerName

```
LAYERNAME (3.0)

   FORMAT
      LayerName Name

   FUNCTION
      Change the name of the active layer.

   INPUTS
      Name
   The new name for the layer.

   RESULT
      Returns the previous layer name, before the change.
```

1.121 LayerOffset

```
LAYEROFFSET (3.0)

   FORMAT
      LayerOffset X/N,Y/N

   FUNCTION
      Change the position of the active layer.

   INPUTS
      X, Y
   New offset position for the active layer.  An offset of
   0, 0 positions the layer at the upper left corner of the
   background layer.  Negative offsets move the image up and
   to the left, while positive offsets move it down and to
   the right.

   RESULT
      Returns the previous X & Y offset, before the change.
```

1.122 Learn

```
LEARN

   FORMAT
      Learn File,Stop/S,NoHeader/S,Header/S,Quiet/S,Force/S

   FUNCTION
      Control ImageFXs macro recording feature (aka. learning).

   INPUTS
      File
   The name of an Arexx program to generate.  If no name is given, a
   file requester will be presented.  The extension of .ifx is
```

```
   automatically appended if not provided.

      Stop
   Stop recording and close the Arexx program file.

      NoHeader, Header
   Specify whether or not to write the current drawing information.
   If neither is specified, then a requester is presented to the
   user.

      Quiet
   Specify this to disable the macro recording stopped requester.

      Force
   Specify this to force overwriting existing files without prompting
   the user.

   RESULT
      None.
```

1.123 LightTable

```
LIGHTTABLE

   FORMAT
      LightTable On/S,Off/S,Toggle/S

   FUNCTION
      Enable or disable the light table mode.  Light table mode allows you
      to see the swap buffer through the main buffer.  Both buffers must be
      the same size for this to work.

   INPUTS
      On,Off
   Enable or disable the light table mode.

      Toggle
   Toggle the state of the light table mode.

      Note:  If no arguments are given, then no change is made.

   RESULT
      Returns the state of the light table mode before any changes are
      made.
```

1.124 LightTableView

```
LIGHTTABLEVIEW

   FORMAT
      LightTableView Swap/S,Alpha/S,Toggle/S
```

```
   FUNCTION
      Select the buffer that the light table shows through.

   INPUTS
      Swap
   When selected, the light table will show the swap buffer.

      Alpha
   When selected, the light table will show the alpha channel.

      Toggle
   Toggles between the two views.

   RESULT
      Returns the former light table view, "Swap" or "Alpha".

   SEE ALSO
      LightTable
```

1.125 Line

```
LINE

   FORMAT
      Line X1/N,Y1/N,X2/N,Y2/N

   FUNCTION
      Draw a line at the given location in the current image buffer, using
      the current drawing pen or brush, and all of the current drawing
      settings.

   INPUTS
      X1,Y1
   Starting coordinates of the line.

      X2,Y2
   Ending coordinates of the line.

   RESULT
      None.
```

1.126 ListRequest

```
LISTREQUEST

   FORMAT
      ListRequest Count/N/A,Stem/A

   FUNCTION
      Present a pop-up vertical list requester to the user, similar to the
      type that the program uses in the toolbox.  The user must choose one
      of the selections before proceeding, or hit cancel.
```

```
   INPUTS
      Count
   Number of gadgets to appear in the requester, plus one for the
   title entry.

      Stem
   Stem variable where the gadget labels are stored.  The first label
   is taken to be the title for the requester, thus the first
   gadget's label should be in Stem.2, the second label in Stem.3,
   the third in Stem.4, and so on.

   RESULT
      Returns the number of the gadget the user chose, from 1 - N, if
      successful.
```

1.127 LoadAlpha

```
LOADALPHA

   FORMAT
      LoadAlpha File,Args/F

   FUNCTION


   INPUTS
      File
   Filename of the image to load.  If not specified, a file requester
   will be presented.

      Args
   Optional arguments passed to the Loader module.

   RESULT
      None.
```

1.128 LoadBrush

```
LOADBRUSH

   FORMAT
      LoadBrush File,Args/F

   FUNCTION
      Load an image as a brush, destroying the old brush.  The program will
      automatically determine the format of the file being loaded and call
      the appropriate Loader module.

   INPUTS
      File
   Filename of the image to load.  If not specified, a file requester
```

```
   will be presented.  If a full pathname is not given, the file is
   assumed to be in the current brush load path (as set in prefs).

      Args
   Passed to the Loader module that gets called.

   RESULT
      None.
```

1.129 LoadBrushClip

```
LOADBRUSHCLIP

   FORMAT
      LoadBrushClip

   FUNCTION
      Load the image in the clipboard in as the current brush, destroying
      the previous brush.

   INPUTS
      None.

   RESULT
      None.
```

1.130 LoadBuffer

```
LOADBUFFER

   FORMAT
      LoadBuffer File,Force/S,New/S,Args/F

   FUNCTION
      Load an image into the main buffer, destroying the old contents.
      ImageFX will automatically determine the format of the file being
      loaded and call the appropriate Loader module.

   INPUTS
      File
   Pathname of the image to load.  If a full path is not given, then
   the file is assumed to reside in the current Load path (as set in
   prefs).

      Force
   Bypass the normal "Are you sure?" requester.

      New (3.0)
   Create a new view window for the buffer.  If not specified,
   the current active view will be destroyed and the new buffer
   will replace it.  This is for compatibility with older scripts.
```

```
   (3.2) When used with the classic interface, the old main buffer
   is pushed to the swap buffer, and the old swap buffer is stored
   in the multiple buffer list.

      Args
   Passed to the loader module that gets used.  For example, you can
   pass the exact frame number you want to load to the ANIM loader.

   RESULT
      None.
```

1.131 LoadBufferAs

```
LOADBUFFERAS

   FORMAT
      LoadBufferAs Format,File,Force/S,New/S,Args/F

   FUNCTION
      Force the program to load a file using a specified file format. This
      can be used if a particular file format (such as the Sculpt RGB
      format) cannot be automatically detected for some reason.

   INPUTS
      Format
   File format to load as.  If not specified, a file format requester
   will be presented.

      File
   Name of the file to load.  If not specified, a file requester will
   be presented.  If a full path is not given, the file is assumed to
   reside in the current load path (as set in prefs).

      Force
   If specified, bypass the normal "are you sure?" requester.

      New (3.0)
   Create a new view window for the buffer.  If not specified,
   the current active view will be destroyed and the new buffer
   will replace it.  This is for compatibility with older scripts.

      Args
   Arguments passed to the loader module.  See the documentation for
   the particular loader module.

   RESULT
      None.
```

1.132 LoadBufferClip

```
LOADBUFFERCLIP
```

```
   FORMAT
      LoadBufferClip Force/S,New/S

   FUNCTION
      Load the image in the clipboard into the main image buffer.

   INPUTS
      Force
   If specified, bypasses the normal "are you sure?" requester.

      New (3.1b)
   Creates a new view window for the new image.  Otherwise the
   current image is overwritten to preserve backwards compatibility.

   RESULT
      None.
```

1.133 LoadLayer

```
LOADLAYER (3.0)

   FORMAT
      LoadLayer File,Args/F

   FUNCTION
      Load a file from disk and create a new layer out of it.

   INPUTS
      File
   Name of the file to load.  If not specified, a file requester will
   be presented.

      Args
   Arguments to be passed to the loader module.

   RESULT
      None.
```

1.134 LoadMapped

```
LOADMAPPED (2.0)

   FORMAT
      LoadMapped File,Args/F

   FUNCTION
      Load a file from disk directly as a colormapped image.  The image may
      then be saved immediately using the SaveRenderedAs command, without
      having to render.  This command is ideally suited for converting
      colormapped images from one format to another.

      Note that you should follow any LoadMapped commands with an eventual
```

```
      call to KillMapped to free the memory used by the colormapped image.

   INPUTS
      File
   Name of the file to load.  If not specified, a file requester will
   be presented.

      Args
   Arguments to be passed to the loader module.

   RESULT
      None.
```

1.135 LoadMask

```
LOADMASK (2.0)

   FORMAT
      LoadMask File,Add/S,Subtract/S

   FUNCTION
      Load a mask file from disk and make it the current region.

   INPUTS
      File
   Name of the file to load.  If not provided, a file requester will
   be presented.

      Add
   If specified, the new mask will be added to the current region to
   combine the two masks.

      Subtract
   If specified, the new mask will be subtracted from the current
   region.

   RESULT
      None.

   SEE ALSO
      SaveMaskAs
```

1.136 LoadPalette

```
LOADPALETTE

   FORMAT
      LoadPalette File,Number/N

   FUNCTION
      Load colors from the given file into the current palette.  May also
      load range definitions, depending on the file format.
```

```
   INPUTS
      File
   Name of the file to read colors from.  If not given, a file
   requester will be presented.  If a full path is not given, the
   file is assumed to be in the current Palette path (as set by
   prefs).

      Number (1.50)
   Palette number to load into.  -1 to load into the currently
   displayed palette, or a palette number from 1 - 8.  (Palette
   number 8 is the render palette.)

   RESULT
      None.
```

1.137 LockGui

```
LOCKGUI

   FORMAT
      LockGui

   FUNCTION
      Prevents the program from drawing or refreshing anything on the menu
      display, including gadgets, mode indicators, etc.  This is extremely
      useful when performing a long series of operations which would
      normally update corresponding gadgets on the display at each step.
      Disabling the gadget refreshing can considerably speed up the
      operation in question.  This command will also disable the status bar
      completely, as well as preview redrawing.

      You are wise to follow this command with an eventual call to
      UnlockGui, to return things to normal.

   INPUTS
      None.

   RESULT
      None.
```

1.138 LockInput

```
LOCKINPUT

   FORMAT
      LockInput

   FUNCTION
      Prevent the user from clicking on any gadgets.  This is useful if you
      don't want the user messing with things while your Arexx script is
      running.  Be sure to eventually follow this with a call to
```

```
      UnlockInput to restore things to normal.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      UnlockInput
```

1.139 LockRange

```
LOCKRANGE

   FORMAT
      LockRange Range/N/A,On/S,Off/S

   FUNCTION
      Lock or unlock the given palette range.

   INPUTS
      Range
   Palette range to affect (0-8).  Range 0 indicates you want to
   affect the entire palette.

      On
   Lock the given range.

      Off
   Unlock the given range.

   RESULT
      None.
```

1.140 Magenta

```
MAGENTA

   FORMAT
      Magenta Adjust/N

   FUNCTION
      Adjust the magenta content of the current image or region.

   INPUTS
      Adjust
   Amount to adjust the magenta (-127 to +127).

   RESULT
      None.
```

1.141 MagicCycle

```
MAGICCYCLE

   FORMAT
      MagicCycle

   FUNCTION
      Cycles to the next application that has opened the MAGIC image in the
      main buffer.

   INPUTS
      None.

   RESULT
      None.
```

1.142 MagicOpen

```
MAGICOPEN

   FORMAT
      MagicOpen Name,Force/S

   FUNCTION
      Open a selected MAGIC image for processing within ImageFX.

   INPUTS
      Name
   Name of the MAGIC image to open.  If not specified, a requester
   will be presented from which the user can choose one of the
   current MAGIC images in memory.

      Force/S
   Disables the "are you sure you want to overwrite the current
   buffer" requester.

   RESULT
      None.
```

1.143 MagicScissors

```
MAGICSCISSORS

   FORMAT
      MagicScissors

   FUNCTION
      Initiate a brush cut operation.  Issuing this command places the
      program into brush cut mode; you must then follow with a standard
      drawing command to cut out a brush in that shape.  This command
      differs from Scissors in that it uses the special magic scissors
```

```
      mode which will attempt to trim the background area from the brush as
      it is picked up.

   INPUTS
      None.

   RESULT
      None.
```

1.144 Matte

```
MATTE

   FORMAT
      Matte Red/N,Green/N,Blue/N,Alpha/S,Scale/S

   FUNCTION
      Perform a composite matte operation between the main and swap
      buffers.

   INPUTS
      Red,Green,Blue
   The color value to be taken as transparent in the main buffer.

      Alpha
   If specified, the alpha channel will be used as extra control in
   the composite operation.

      Scale
   If specified, the swap buffer will be scaled to the size of the
   main buffer region affected.

   RESULT
      None.
```

1.145 Menu

```
MENU

   FORMAT
      Menu Name

   FUNCTION
      Jump to the specified action menu.

   INPUTS
      Name
   Name of the action menu to enter, must be one of the following:

   Scanner Palette Toolbox Render Printer
      Note:  If no menu is specified, no change is made.
```

```
   RESULT
      Returns the name of the current action menu, before the change.
```

1.146 Merge

```
MERGE

   FORMAT
      Merge Blend/N,Alpha/S,Scale/S

   FUNCTION
      Perform a composite merge operation between the main and swap
      buffers.

   INPUTS
      Blend
   Percentage of blend (1-100).  Higher percentages will blend in
   more of the swap buffer.

      Alpha
   If specified, the alpha channel will be used in the composite
   operation.

      Scale
   If specified, the swap buffer will be scaled to the size of the
   main buffer's region.

   RESULT
      None.
```

1.147 Message

```
MESSAGE

   FORMAT
      Message Text/F

   FUNCTION
      Display a message in the Arexx status window.  If the macro was
      lauched asynchronously or without the status window, then this
      command has no effect.

   INPUTS
      Text
   Text of the message.

   RESULT
      None.
```

1.148 Mono2Grey

```
MONO2GREY

   FORMAT
      Mono2Grey Area/N
      Mono2Gray Area/N  (1.50)
      MonoToGrey Area/N  (1.50)
      MonoToGray Area/N  (1.50)

   FUNCTION
      Convert monochrome image data to 8-bit greyscale.

   INPUTS
      Area
   Area to use in the translation, should be one of 2, 4, or 8.  The
   higher the number, the longer the process takes, but the more
   color depth in the resulting image.

   RESULT
      None.
```

1.149 MotionBlur

```
MOTIONBLUR

   FORMAT
      MotionBlur Angle/N,Length/N

   FUNCTION
      Perform a motion blur effect on the current image or region.

   INPUTS
      Angle
   Angle of the motion blur, in degrees (0-360).

      Length
   Length of the blur, in pixels.

   RESULT
      None.
```

1.150 Negative

```
NEGATIVE

   FORMAT
      Negative

   FUNCTION
      Perform a negative effect on the current image or region.

   INPUTS
```

```
      None.

   RESULT
      None.
```

1.151 NewArea

```
NEWAREA

   FORMAT
      NewArea

   FUNCTION
      Clear the current area definition, in preparation for defining a new
      area.  Subsequent AddArea commands will define points in the new
      area.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      AddArea
```

1.152 NewComplexRequest

```
NEWCOMPLEXREQUEST (2.0)

   FORMAT
      NewComplexRequest Title/A,Stem/A,Width/N,Height/N

   FUNCTION
      Updated version of the ComplexRequest command, supporting many new
      features with a little easier syntax.

   INPUTS
      Title
   Title of the requester, to appear at its top.

      Stem
   Stem variable where the gadgets are defined.  Each element in the
   stem array contains an encoded string defining a type of gadget.
   The array starts at Stem.1 and goes through Stem.N.  The last
   stem gadget type MUST be "END" to define the end of the list.

   The following gadget types are supported:

      BUTTON LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,LB=Label,RC=Return/N

      FILEREQ LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,HL=Hail,PA=Path,PT=Pattern ↩
          ,FL=File,AT=Attach/N,DO=DirOnly/S
```

```
      INTEGER LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,LB=Label,IN=Initial/N,JU= ↩
         Justify/N,LO=Low/N,HI=High/N

      STRING LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,LB=Label,IN=Initial,JU= ↩
         Justify/N

      CHECK LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,LB=Label,IN=Initial/N

      CYCLE LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,LB=Label,IN=Initial/N,CH= ↩
         Choices/A

      TEXT LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,LB=Label,PN=Pen/N,JU=Justify/ ↩
         N

      BORDER LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,Double/S,Recessed/S

   The following gadget types were added in ImageFX 2.6:

      SLIDER LE=Left/N,TE=Top/N,WD=Width/N,HT=Height/N,LB=Label,IN=Initial/N,LO= ↩
         Low/N,HI=High/N,LV=Level

      Width,Height
   Optional width and height of the requester.  Defaults to 400 width
   and 65 height.

   RESULT
      Returns the user's selection for each gadget in a stem variable
      called RESULT.  Thus, RESULT.1 is the user's choice for the first
      gadget, RESULT.2 is the choice for the second gadget, etc.

   SEE ALSO
      ComplexRequest
```

1.153 NextBrush

```
NEXTBRUSH

   FORMAT
      NextBrush

   FUNCTION
      Select the next available brush as the current brush. The previous
      brush is shuffled into the "background".

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      PrevBrush,SelectBrush,BrushToBack
```

1.154 NextBuffer

```
NEXTBUFFER

   FORMAT
      NextBuffer

   FUNCTION
      Select the next available image buffer as the main buffer. The
      previous main buffer is shuffled into the "background".

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      PrevBuffer,SelectBuffer,BufferToBack
```

1.155 OilTransfer

```
OILTRANSFER (OBSOLETE)

   FORMAT
      OilTransfer

   FUNCTION
      Perform an oil transfer effect on the current image or region.

      Note:  The new hook OilPaint provides better and faster oil
   effects.

   INPUTS
      None.

   RESULT
      None.
```

1.156 OtherToRGB

```
OTHERTORGB (2.0)

   FORMAT
      OtherToRGB Mode/N/A,V1/N/A,V2/N/A,V3/N/A,V4/N
      Other2RGB Mode/N/A,V1/N/A,V2/N/A,V3/N/A,V4/N

   FUNCTION
      Convert from a foreign colorspace back to RGB.

   INPUTS
      Mode
```

```
   Colorspace to convert from:

   0 = RGB  (3 args)
      1 = HSV    (3 args)
      2 = CMY    (3 args)
      3 = CMYK     (4 args)
      4 = YIQ    (3 args)
      5 = YUV    (3 args)

      V1,V2,V3,V4
   The values of the color components that are being converted.

   RESULT
      Returns the converted color in RESULT in the form:

   <red:0-255> <green:0-255> <blue:0-255>
   SEE ALSO
      RGBToOther
```

1.157 OutlineBrush

```
OUTLINEBRUSH

   FORMAT
      OutlineBrush

   FUNCTION
      Outline the current brush with a pixel's worth of the current drawing
      color.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      TrimBrush
```

1.158 Oval

```
OVAL

   FORMAT
      Oval XC/N,YC/N,XRadius/N,YRadius/N

   FUNCTION
      Draw an oval into the current image buffer, using the current pen or
      brush, and the current drawing settings.  If Scissors or
      MagicScissors has been specified, the area defined by the oval will
      be picked up as a brush.
```

```
   INPUTS
      XC,YC
   Coordinates of the center point of the oval, in pixels.

      XRadius,YRadius
   Major and minor radii of the oval, in pixels.

   RESULT
      None.
```

1.159 Palette

```
PALETTE

   FORMAT
      Palette Number/N

   FUNCTION
      Activate either the drawing or render palette.  All subsequent
      palette operations will affect the palette selected with this
      command.

   INPUTS
      Number (1.50)
   Palette number to switch to.  Should range from 1 - 8,
   representing one of the eight palettes.  Palette number 8 is the
   render palette.

   RESULT
      None.
```

1.160 Pan

```
PAN

   FORMAT
      Pan Direction/A,Distance/N

   FUNCTION
      Pan around in the preview display (presumably a zoomed preview
      display).

   INPUTS
      Direction
   Direction to pan the display; should be one of "Up", "Down",
   "Left", or "Right".

      Distance
   Optional distance to move the display, expressed as a percentage
   of the current width of the display.  Thus a value of 50 will move
   half the size of display each time it pans.
```

```
   RESULT
      None.
```

1.161 PantoCenter

```
PANTOCENTER (OBSOLETE)

   FORMAT
      PantoCenter XC/N/A,YC/N/A

   FUNCTION
      Selects the pantograph center point.

      Note:  This command is no longer supported in 2.0.  You can set
   the pantograph center by sending commands to the new
   Pantograph drawing style.

   INPUTS
      XC,YC
   Center coordinates, in buffer pixels.

   RESULT
      None.
```

1.162 Pen

```
PEN

   FORMAT
      Pen Type,Size/N

   FUNCTION
      Select the type and size of drawing pen to use in all subsequent
      drawing operations.

   INPUTS
      Type
   Type of pen; a number representing one of the following choices:

   0 = Circular
      1 = Square
      2 = Diagonal Right
      3 = Diagonal Left
      4 = Random

      Size
   Size of the drawing pen, in pixels (1-255).

      Note:  If no arguments are given, no change is made.

   RESULT
      Returns the state of the drawing pen before any change is made, in
```

```
      the form "pentype size".
```

1.163 Pick

```
PICK

   FORMAT
      Pick

   FUNCTION
      Initiate the pick color function.  The pointer will change to "pick"
      pointer, and the user will be able to select a color from the
      display.  The current palette will be changed to reflect the color at
      the location chosen.

   INPUTS
      None.

   RESULT
      None.
```

1.164 PickupRegion

```
PICKUPREGION (2.1a)

   FORMAT
      PickupRegion

   FUNCTION
      Picks up the currently selected region as a brush.

   INPUTS
      None.

   RESULT
      None.
```

1.165 Point

```
POINT

   FORMAT
      Point X/N,Y/N

   FUNCTION
      Draw a point at the selected location, using the current drawing pen
      or brush, and all the current drawing settings.

   INPUTS
      X,Y
```

```
   Coordinates of the point, in buffer pixels.

   RESULT
      None.
```

1.166 Poly

```
POLY

   FORMAT
      Poly

   FUNCTION
      Draw an unfilled polygon into the main buffer, using the current
      drawing mode settings and drawing color.  The points of the polygon
      are defined by calls to NewArea/AddArea.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      NewArea,AddArea
```

1.167 PolyRegion

```
POLYREGION

   FORMAT
      PolyRegion Add/S,Subtract/S

   FUNCTION
      Define a polygon region for the main buffer, using the points defined
      by calls to NewArea/AddArea.  Subsequent image processing operations
      will be constrained to this region.

   INPUTS
      Add
   If specified, this region is to be merged in with the existing
   region.  Otherwise the new region supercedes any existing regions.

      Subtract (2.0)
   If specified, this region will be subtracted from the existing
   region.

   RESULT
      None.
```

1.168 Posterize

```
POSTERIZE

   FORMAT
      Posterize Levels/N

   FUNCTION
      Perform a posterize effect on the current image or region.

   INPUTS
      Levels
   Number of color levels to posterize to.  If not given, a requester
   will be presented.

   RESULT
      None.
```

1.169 PrevBrush

```
PREVBRUSH (2.0)

   FORMAT
      PrevBrush

   FUNCTION
      Select the previous brush as the current brush.  The previous brush
      is shuffled into the "background".

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      NextBrush,SelectBrush,BrushToBack
```

1.170 PrevBuffer

```
PREVBUFFER (2.0)

   FORMAT
      PrevBuffer

   FUNCTION
      Select the previous buffer as the main buffer.  The previous main
      buffer is shuffled into the "background".

   INPUTS
      None.
```

```
   RESULT
      None.

   SEE ALSO
      NextBuffer,SelectBuffer,BufferToBack
```

1.171 Preview

```
PREVIEW

   FORMAT
      Preview Command,Args/F

   FUNCTION
      Send a command to the current Preview module.  It is entirely up to
      the module to interpret and act upon the command.

   INPUTS
      Depends on the module.

   RESULT
      Depends on the module.
```

1.172 Printer

```
PRINTER

   FORMAT
      Printer Command,Args/F

   FUNCTION
      Send a command to the current Printer module.  It is entirely up to
      the printer module to interpret and act upon the command.

   INPUTS
      Depends on the Printer module.

   RESULT
      Depends on the Printer module.
```

1.173 PutMsg

```
PUTMSG

   FORMAT
      PutMsg Port/A,Message/F

   FUNCTION
      Send a text command to a specified Arexx port.  You will rarely (if
      ever) need to use this command.
```

```
   INPUTS
      Port
   Name of the arexx port to send the message.

      Message
   Text of the message.

   RESULT
      None.
```

1.174 PutPixel

```
PUTPIXEL

   FORMAT
      PutPixel X/N/A,Y/N/A,Red/N/A,Green/N/A,Blue/N/A

   FUNCTION
      Set the color value of a pixel at the specified coordinates.

   INPUTS
      X,Y
   Coordinates of the pixel to modify, in buffer pixels.

      Red,Green,Blue
   New color to store at that pixel location.  Each component should
   be in the range of 0-255.  For a greyscale buffer, all three
   components should be the same.

   RESULT
      None.

   SEE ALSO
      GetPixel
```

1.175 Quantize

```
QUANTIZE

   FORMAT
      Quantize Command,Args/F

   FUNCTION
      Send a command to the current Quantize module.  It is entirely up to
      the module to interpret and act upon the command.

   INPUTS
      Depends on the module.

   RESULT
      Depends on the module.
```

1.176 Quit

```
QUIT

   FORMAT
      Quit Force/S

   FUNCTION
      Exit ImageFX, freeing all associated memory.

   INPUTS
      Force
   If specified, the "Are you sure?" requester will not be shown;
   thus the program will exit quietly.

   RESULT
      None.
```

1.177 ReadPixels

```
READPIXELS (AREXX ONLY)

   FORMAT
      ReadPixels Var/A,Row/N/A,Width/N,LeftEdge/N

   FUNCTION
      This function will directly read a block of pixels from a specified
      scanline of the Main buffer.  This can only be used from Arexx, as it
      requires a variable in which to store the results.

   INPUTS
      Var
   Specifies the name of the Arexx variable in which to store the
   resulting pixel information.  The information is stored as a byte-
   packed string of digits in the order RGBRGBRGB...; for example
   FF0000 00FF00 0000FFx would be three pixels of bright red,
   green, and blue respectively.  When reading from a greyscale
   buffer, only one byte per pixel is stored; thus FF 00 40x would
   be 3 pixels of high, medium, and low intensity grey.  Be careful
   that Arexx does not expard you variable name; you must enclose it
   in quotes within the Arexx program like this:

   ReadPixels 'MYVAR' 0 320 0
      newpixels = REVERSE(myvar)
      /* etc.... */


   You should always specify the variable in upper case, as all
   variables are converted to upper case by Arexx.

      Row
   Scanline of the image from which to read pixel information.
   Scanlines are numbered starting with 0 at the top and going down
```

```
   to Height-1 at the bottom.  An error will be returned if you try
   to read outside the bounds of the main buffer.

      Width
   Number of pixels to read from the specified scanline.  If not
   specified, the entire width of the scanline is read.

      LeftEdge
   How far from the left edge of the image to start reading.  This
   value should range from 0 (at the leftmost edge) to the width of
   the image minus 1.  If not specified, a left offset of 0 is used.

   RESULT
      Pixel information will be returned in the variable specified, in the
      format detailed above.
```

1.178 Red

```
RED

   FORMAT
      Red Adjust/N

   FUNCTION
      Adjust the red content of the current image or region.

   INPUTS
      Adjust
   Amount to adjust the red (-127 to +127).  This number is added
   directly to each red value.

   RESULT
      None.
```

1.179 Redo

```
REDO

   FORMAT
      Redo

   FUNCTION
      Redo the last operation performed.

   INPUTS
      None.

   RESULT
      None.
```

1.180 Redraw

```
REDRAW

   FORMAT
      Redraw On/S,Off/S,Left/N,Top/N,Width/N,Height/N

   FUNCTION
      Redraw some or all of the main image buffer.  Also used to control
      the automatic redrawing function.  Automatic redraw will redraw the
      portion of the screen that was affected by an operation as soon as
      the operation is completed.  You may want to turn this feature off
      when performing a long series of functions to speed the operation up,
      the redraw the screen when the operations are finished.

      Redrawing the screen includes re-rendering the current brush (if
      any).

   INPUTS
      On
   Enable automatic redraw.

      Off
   Disable automatic redraw.

      Left
   Left edge (in buffer pixels) of area to redraw.

      Top
   Top Edge (in buffer pixels) of area to redraw.

      Width
   Width (in buffer pixels) of area to redraw.

      Height
   Height (in buffer pixels) of area to redraw.

      Note:  If no arguments are given, the entire screen is redrawn.

   RESULT
      None.
```

1.181 RedrawPalette

```
REDRAWPALETTE (2.1)

   FORMAT
      RedrawPalette

   FUNCTION
      Refresh the palette and color pots.

   INPUTS
      None.
```

```
   RESULT
      None.
```

1.182 Region

```
REGION

   FORMAT
      Region Type,Next/S,Prev/S

   FUNCTION
      Set the region selector tool.

   INPUTS
      Type
   Set the region tool directly.  Should be one of the following:

   Full Box Oval Poly Free Flood Brush
      Next
   Cycle the region selector up one.

      Prev
   Cycle the region selector down one.

      Note:  If no arguments given, no change is made.

   RESULT
      Name of the previous region selection, before any changes.
```

1.183 ReliefMap

```
RELIEFMAP

   FORMAT
      ReliefMap

   FUNCTION
      Perform a relief map effect on the current image or region.

   INPUTS
      None.

   RESULT
      None.
```

1.184 RemoveFeature

```
REMOVEFEATURE

   FORMAT
      RemoveFeature

   FUNCTION
      Perform a remove feature effect on the current image or region.

   INPUTS
      None.

   RESULT
      None.
```

1.185 RenameBuffer

```
RENAMEBUFFER (2.0)

   FORMAT
      RenameBuffer Name

   FUNCTION
      Give the main buffer a new name.

   INPUTS
      Name
   New name to give to the buffer.  If not provided, a string entry
   requester will be presented.

   RESULT
      None.
```

1.186 Render

```
RENDER

   FORMAT
      Render Command,Args/F

   FUNCTION
      Send a command to the current Render module.  It is entirely up to
      the render module to interpret the command and possibly act upon it.
      See the documentation for the individual modules for details of the
      available commands.

   INPUTS
      Command
   Command for the render module.

      Args
   Arguments for the command.
```

```
   RESULT
      Depends on the command and render module.
```

1.187 RenderPalette

```
RENDERPALETTE

   FORMAT
      RenderPalette

   FUNCTION
      Render a palette based on the current main buffer, using the current
      quantize module to choose a suitable palette.  The entire visible
      palette will be filled with rendered colors.

   INPUTS
      None.

   RESULT
      None.
```

1.188 RenderToBack

```
RENDER2BACK (2.0)

   FORMAT
      RenderToBack
      Render2Back

   FUNCTION
      Pushes the current render screen to the back, if possible. If there
      is no render screen, nothing happens.  Some render screens cannot be
      moved this way, such as OpalVision and IV24.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      RenderToFront
```

1.189 RenderToFront

```
RENDER2FRONT (2.0)

   FORMAT
      RenderToFront
```

```
      Render2Front

   FUNCTION
      Brings the current render screen to the front.  If there is no render
      screen, nothing happens.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      RenderToBack
```

1.190 Requesters

```
REQUESTERS

   FORMAT
      Requesters On/S,Off/S,PubScreen/K

   FUNCTION
      Enable or disable error requesters.  Also sets the public screen
      where requesters are shown.

   INPUTS
      On,Off
   Enable or disable error requesters.  If disabled, requesters will
   not be shown to notify the user of errors.

      PubScreen (2.0)
   Sets the name of the public screen where requesters are shown
   (includes boolean, string, integer, complex, and list requesters).

   RESULT
      None.
```

1.191 RequestFile

```
REQUESTFILE

   FORMAT
      RequestFile Title/A,Path,File,Pattern

   FUNCTION
      Display a file requester from which the user can select filename.

   INPUTS
      Title
   Title to appear in the titlebar of the requester.
```

```
      Path
   Initial pathname to go in the path gadget.

      File
   Initial filename to go in the file gadget.

      Pattern
   Initial pattern to go in the pattern gadget.

   RESULT
      Full pathname of selected file, if not cancelled.

      New for 2.0:  The Arexx variables FILEREQ.FILE, FILEREQ.PATH, and
      FILEREQ.PAT are set to the selected file, path, and pattern of the
      requester if successful.
```

1.192 RequestNotify

```
REQUESTNOTIFY

   FORMAT
      RequestNotify Prompt/A/F

   FUNCTION
      Display an information requester to the user.  The user must click
      the Okay gadget to proceed.

   INPUTS
      Prompt
   Text in the body of the requester.

   RESULT
      None.
```

1.193 RequestNumber

```
REQUESTNUMBER

   FORMAT
      RequestNumber Prompt/A,Default/N

   FUNCTION
      Display a number requester to the user.  The user must enter a number
      and hit Okay or Cancel to proceed.

   INPUTS
      Prompt
   Title of the requester.

      Default
   Default starting value of the requester.
```

```
   RESULT
      Returns the number the user entered if successful.
```

1.194 RequestResponse

```
REQUESTRESPONSE

   FORMAT
      RequestResponse Prompt/A/F

   FUNCTION
      Display a boolean (yes/No) requester to the user; Okay and Cancel
      gadgets will appear at the bottom of the requester.  The user must
      click one of the gadgets to proceed.

   INPUTS
      Prompt
   Text to appear in the body of the requester.

   RESULT
      Non-zero return code if the user chooses Cancel; zero if he chooses
      Okay.
```

1.195 RequestSlider

```
REQUESTSLIDER

   FORMAT
      RequestSlider Prompt/A,Lowest/N,Highest/N,Default/N

   FUNCTION
      Display a slider requester to the user, allowing a choice of number
      within a distinct range.

   INPUTS
      Prompt
   Prompt string; the title of the requester.

      Lowest,Highest
   Range of values allowed in the slider gadget.

      Default
   Initial starting value of the slider gadget.

   RESULT
      Returns the number selected by the user if successful.
```

1.196 RequestString

```
REQUESTSTRING

   FORMAT
      RequestString Prompt/A,Default

   FUNCTION
      Display a string requester to the user, the user must enter a string
      or press Cancel to proceed.

   INPUTS
      Prompt
   Title of the string requester.

      Default
   Default starting string to go in the requester.

   RESULT
      Returns the string entered if successful.
```

1.197 RGBToOther

```
RGBTOOTHER (2.0)

   FORMAT
      RGBToOther Mode/N/A,Red/N/A,Green/N/A,Blue/N/A
      RGB2Other Mode/N/A,Red/N/A,Green/N/A,Blue/N/A

   FUNCTION
      Convert an RGB color to a different colorspace.

   INPUTS
      Mode
   Colorspace to convert to:

   0 = RGB
      1 = HSV
      2 = CMY
      3 = CMYK
      4 = YIQ
      5 = YUV

      Red,Green,Blue
   RGB color to convert.  Values range from 0-255.

   RESULT
      Returns the converted color in RESULT in one of the following forms:

   HSV:  "<hue:0-359> <sat:0-255> <val:0-255>"
      CMY:  "<cya:0-255> <mag:0-255> <yel:0-255>"
      CMYK: "<cya:0-100> <mag:0-100> <yel:0-100> <black:0-100>"
      YIQ:  "<luma> <i> <q>"
      YUV:  "<luma> <u> <v>"

   SEE ALSO
```

```
      OtherToRGB
```

1.198 RIP

```
RIP

   FORMAT
      RIP Threshold/N

   FUNCTION
      Perform a remove isolated pixels function on the current image or
      region.

   INPUTS
      Threshold
   Isolation threshold (0-255).

   RESULT
      None.
```

1.199 Roll

```
ROLL

   FORMAT
      Roll DX/N,DY/N

   FUNCTION
      Perform a roll function on the current image or region.

   INPUTS
      DX,DY
   Number of pixels to move in the horizontal and vertical
   directions, respectively.  If not given, requesters will be
   presented.

   RESULT
      None.
```

1.200 RollScreenDown

```
ROLLSCREENDOWN

   FORMAT
      RollScreenDown

   FUNCTION
      Roll the screen back down into its normal position.

   INPUTS
```

```
      None.

   RESULT
      None.
```

1.201 RollScreenUp

```
ROLLSCREENUP

   FORMAT
      RollScreenUp Height/N/A

   FUNCTION
      Roll the menu screen upward to fit a new window on it.

   INPUTS
      Height
   The height of the object that needs to fit on the screen, this
   indicates how far up to roll the screen.

   RESULT
      None.
```

1.202 Rotate

```
ROTATE

   FORMAT
      Rotate Angle/N,Red/N,Green/N,Blue/N

   FUNCTION
      Rotate the current image by a specified angle.

   INPUTS
      Angle
   Number of degrees of clockwise rotation.  Negative numbers
   indicate counter-clockwise rotation, posisitive numbers indicate
   clockwise rotation.  The special case of -90, 90, and 180 are
   handled much faster than other arbitrary angles.  Fractional
   values are accepted.

      Red,Green,Blue (2.0)
   Specifies the background color (defaults to 0 0 0).

      Note:  If no arguments are given, the standard Rotate window is
   presented.

   RESULT
      None.
```

1.203 Roughen

```
ROUGHEN

   FORMAT
      Roughen Amount/N

   FUNCTION
      Perform a roughening effect on the current image or region.

   INPUTS
      Amount
   Amount of roughening to apply (1-255).  If not given, a requester
   will be presented.

   RESULT
      None.
```

1.204 Rx

```
RX

   FORMAT
      Rx Async/S,Quiet/S,Command,Args/F

   FUNCTION
      Invoke an Arexx macro.

   INPUTS
      Async
   If specified, the macro will be run as separate task, and this
   command will return immediately.  Most of the time you will not
   need to use this.  Make sure that you stop the macro before
   exiting ImageFX.  If the macro is not run asynchronously, the RX
   command will not return until the macro is finished.

      Quiet
   If specified, the "arexx macro in progress" window will not be
   shown.

      Command
   Arexx command to run.  If not given, a file requester will be
   presented.

      Args (2.1)
   Arguments to be supplied to the command.  As of ImageFX 2.1, the
   arguments are decoded separately from the command.

   RESULT
      None.

   SEE ALSO
      RXS
```

1.205 RxHalt

```
RXHALT

   FORMAT
      RxHalt Global/S

   FUNCTION
      Halt any and all asynchronous Arexx programs launched by the program.

   INPUTS
      Global
   If specified, the global Arexx HALT flag is set, which will stop
   ALL executing Arexx processes, no matter who started them.  You
   generally shouldn't have to use this.

   RESULT
      None.
```

1.206 Rxs

```
RXS

   FORMAT
      Rxs Command/F/A

   FUNCTION
      Invoke an Arexx "string program".

   INPUTS
      Command
   String program to run.  The entire contents are taken as an Arexx
   program and are passed to the Arexx interpretor for processing.
   The string may contain any valid Arexx commands.

   RESULT
      None.
```

1.207 Saturation

```
SATURATION

   FORMAT
      Saturation Adjust/N

   FUNCTION
      Adjust the saturation of the current image or region.

   INPUTS
      Adjust
   Amount to adjust the saturation (-127 to +127).
```

```
   RESULT
      None.
```

1.208 SaveAlphaAs

```
SAVEALPHAAS

   FORMAT
      SaveAlphaAs Format,File,Args/F

   FUNCTION
      Save the current alpha channel to a file using a specified file
      format.

   INPUTS
      Format
   File format in which to save the alpha channel.  If not given, a
   scrolling list of choices will be presented.

      File
   Name of the file to save the alpha channel as.  If not given, a
   file requester will be presented.  If a full path is not given,
   the file will be saved to the current alpha channel save path (as
   set in prefs).

      Args
   Arguments passed to the saver module.  See the documentation of
   the particular saver module in question.

   RESULT
      None.
```

1.209 SaveBrushAs

```
SAVEBRUSHAS

   FORMAT
      SaveBrushAs Format,File,Args/F

   FUNCTION
      Save the current brush, using the requested file format.

   INPUTS
      Format
   File format in which to save the brush.  If not given, a scrolling
   list of choices will be presented.

      File
   Filename of the output image.  If not given, a file requester will
   be presented to the user.  If Create Icons? in Prefs is turned
   on, the default brush icon will also be saved with the image.  If
   a full pathname is not given, then the fill be saved to the
```

```
   current Brush path (as set in Prefs).

      Args
   Arguments passed to the saver module.

   RESULT
      None.
```

1.210 SaveBufferAs

```
SAVEBUFFERAS

   FORMAT
      SaveBufferAs Format,File,Force/S,Args/F

   FUNCTION
      Save the current image buffer, using the requested file format.

   INPUTS
      Format
   File format to save file in.  If not given, a scrolling list of
   choices will be presented.

      File
   Name of the file in which to save the image.  If Create Icons?
   in Prefs is on, an icon will be saved with the image.  If no file
   is given, a file requester will be presented to the user.  If a
   full path is not given, then the file will be saved in the current
   buffer save path (as set in Prefs).

      Force
   If given, this will overwrite existing files without prompting the
   user.

      Args
   Passed to the saver module that gets called.  See the
   documentation for the various saver modules.

   RESULT
      None.
```

1.211 SaveMaskAs

```
SAVEMASKAS (2.0)

   FORMAT
      SaveMaskAs File

   FUNCTION
      Save the currently defined region to disk.  Currently the region is
      always saved as an IFF ILBM file.
```

```
   INPUTS
      File
   Name of the disk file to save to.  If not provided, a requester is
   presented.

   RESULT
      None.

   SEE ALSO
      LoadMask
```

1.212 SavePaletteAs

```
SAVEPALETTEAS

   FORMAT
      SavePaletteAs File,Number/N

   FUNCTION
      Save the current palette to a file on disk, including range
      information if possible.  Currently palettes may only be saved as
      ILBM files.

   INPUTS
      File
   Name of the file to store the palette in.  If not given, a file
   requester will be presented.  If a full path is not given, the
   file will be saved to the current Palette path (as set in prefs).

      Number (1.50)
   Palette number to save.  -1 to save the currently displayed
   palette, or a palette number ranging from 1 - 8.  (Palette 8 is
   the render palette.)

   RESULT
      None.
```

1.213 SavePrefsAs

```
SAVEPREFSAS (2.0)

   FORMAT
      SavePrefsAs File

   FUNCTION
      Save the current preferences settings to a given disk file.

   INPUTS
      File
   Name of the file to store the preferences in.  If not given, a
   file requester will be presented.
```

```
   RESULT
      None.
```

1.214 SavePreviewAs

```
SAVEPREVIEWAS

   FORMAT
      SavePreviewAs Format,File,Args/F

   FUNCTION
      Save the current preview screen to a file, in the file format
      specified.  This is basically just a screen grab of the preview
      screen.

   INPUTS
      Format
   File format to save in; if not specfied, a save format requester
   will be presented.

      File
   Filename to store the image in.  If not specified, a file
   requester will be presented.  If a full path is not given, the
   file will be saved in the current rendered image save path (as
   defined in prefs).

      Args
   Arguments passed to the Saver module.  See the documentation for
   the various saver modules.

   RESULT
      None.
```

1.215 SaveRenderedAs

```
SAVERENDEREDAS

   FORMAT
      SaveRenderedAs Format,File,Args/F

   FUNCTION
      Save the current rendered image to a file, in the file format
      specified.  Note that some render modules to do support saveable
      files (Firecracker render, for example).  In this case, nothing will
      be saved.

   INPUTS
      Format
   File format to save in; if not specified, a save format requester
   will be presented to the user.

      File
```

```
   Filename to store the rendered image in.  If not specified, a file
   requester will be presented.  If a full path is not given, the
   file will be saved to the current rendered image path (as set in
   prefs).

      Args
   Passed to the saver module that gets called.  See the
   documentation for the various saver modules.

   RESULT
      None.
```

1.216 SaveUndo

```
SAVEUNDO

   FORMAT
      SaveUndo Left/N,Top/N,Width/N,Height/N

   FUNCTION
      Save an area of the main image buffer to the undo buffer, for later
      retreival via. the Undo function.

      Normally, functions that destroy the image automatically save the
      area affected to the undo buffer, but you might want to explicitly
      control when and where the undo gets saved.  For example, if you do a
      long series of processes, the undo will be saved at each step, so
      that if the user does an undo after its all over hell only restore
      the last step done.  But if you use SaveUndo at the beginning of the
      series and then turn the undo off during the series, you will have a
      copy of the original buffer in the undo buffer.

   INPUTS
      Left
   Left edge (in buffer pixels) of area to save.

      Top
   Top Edge (in buffer pixels) of area to save.

      Width
   Width (in buffer pixels) of area to save.

      Height
   Height (in buffer pixels) of area to save.

      Note:  If no arguments are given, the entire buffer is saved.

   RESULT
      None.
```

1.217 Scale

```
SCALE

   FORMAT
      Scale Width/N,Height/N,Percent/S,Fast/S,Border/S,%/S,Smooth/S

   FUNCTION
      Scale the current image buffer to a new size.

   INPUTS
      Width,Height
   New size of the buffer in pixels.

      Percent, %
   Indicates that the width and height are given as percentages
   instead of absolute pixel sizes.

      Fast
   Use the fast scaling method, which does not do any anti-aliasing.

      Border
   Use the border scale method.

      Smooth (3.1b)
   Use the smooth scale method.

      Note:  If no arguments are given, the standard Scale window is
   presented.  If no scaling method is given, Accurate scaling
   is assumed.

   RESULT
      None.
```

1.218 Scanner

```
SCANNER

   FORMAT
      Scanner Command/A,Args/F

   FUNCTION
      Send a command to the current Scanner module.  It is entirely up to
      the module to interpret the command.  See the documentation for the
      individual scanner modules for details of available commands and
      their results.

   INPUTS
      Depends on the command.

   RESULT
      Depends on the command.
```

1.219 Scissors

```
SCISSORS

   FORMAT
      Scissors

   FUNCTION
      Initiate a brush cut operation.  Issuing this command places the
      program into brush cut mode; you must then follow with a standard
      drawing command to cut out a brush in that shape.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      MagicScissors
```

1.220 ScreenToBack

```
SCREENTOBACK

   FORMAT
      ScreenToBack
      Screen2Back (1.50)

   FUNCTION
      Send the ImageFX screen(s) to the back.

   INPUTS
      None.

   RESULT
      None.
```

1.221 ScreenToFront

```
SCREENTOFRONT

   FORMAT
      ScreenToFront
      Screen2Front (1.50)

   FUNCTION
      Bring the ImageFX screen(s) to the front.

   INPUTS
      None.
```

```
   RESULT
      None.
```

1.222 SelectBrush

```
SELECTBRUSH (2.0)

   FORMAT
      SelectBrush Name

   FUNCTION
      Select one of the multiple brushes in memory to be shown as the
      current brush.  The previous brush is shuffled into the "background".

   INPUTS
      Name
   Name of the brush to select.  If not provided, a select brush
   requester will be presented from which the user can select a brush
   by name or thumbnail.

   RESULT
      None.

   SEE ALSO
      BrushToBack,NextBrush,PrevBrush
```

1.223 SelectBuffer

```
SELECTBUFFER

   FORMAT
      SelectBuffer Name

   FUNCTION
      Select one of the multiple image buffers in memory to be shown as the
      main buffer.  The previous main buffer is shuffled into the
      "background".

   INPUTS
      Name
   Name of the image buffer to select.  If not provided, a select
   buffer requester will be presented from which the user can select
   a buffer by name or thumbnail.

   RESULT
      None.

   SEE ALSO
      NextBuffer,PrevBuffer,BufferToBack
```

1.224 SetAspect

```
SETASPECT

   FORMAT
      SetAspect AspectX/N,AspectY/N,DPIX/N,DPIY/N,ScaleX/S,ScaleY/S

   FUNCTION
      Set the pixel aspect ratio and/or the DPI of the main image buffer.

   INPUTS
      AspectX,AspectY
   New pixel aspect ratio to assign to the buffer.

      DPIX,DPIY
   New DPI setting to assign to the buffer.  DPI is always specified
   in dots-per-inch.

      ScaleX
   Scale the buffer's width such that it will remain the same size at
   the new aspect/dpi settings.

      ScaleY
   Scale the buffer's height such that it will remain the same size
   at the new aspect/dpi settings.

   RESULT
      None.
```

1.225 SetPalette

```
SETPALETTE

   FORMAT
      SetPalette Register/N/A,Red/N/A,Green/N/A,Blue/N/A

   FUNCTION
      Modify the color of a single palette entry.  Also updates the palette
      display if applicable.

   INPUTS
      Register
   Color register to modify.  Should be in the range of 0 - 255. You
   may also specify register '-1', which is translated to mean the
   current active color.

      Red,Green,Blue
   The new color value.  Each gun should be in the range 0 - 255.

   RESULT
      None.
```

1.226 SetPrefs

```
SETPREFS

   FORMAT
      SetPrefs Object/A,Setting/F

   FUNCTION
      Set the state one of a variety of preferences options.

   INPUTS
      Object
   Which preference you want to modify.  It is a single case-
   insensitive word.

      Setting
   The setting to apply to the preference object.  The actual setting
   depends on the type of object.  For flag objects, the setting
   should be either "On", "Off", or "Toggle".  For path objects, the
   setting should be a complete pathname.

   Here is a list of all the possible objects, with brief
   descriptions:

   Coords       Use coordinates setting.
   Undo       Undo buffer state.
   Icons        Save Icons flag.
   Metric       Metric Units flag.
   Lace       Interlaced Panel flag.
   CloseWB      Close Workbench flag.
   ToolPalette      Toolbox Palette flag.
   AutoRender     Enable post-redraw macro.
   AreYouSure     "Are you sure?" requester enable.
   RollScreen     Enable/disable the screen
           rolling.
   OpaquePanel      Opaque panel setting.
   AspectLock     Preview aspect lock setting.
   Pressure     Pressure sensitivity setting.
   UseNails (2.0)     Use preview thumbnails.
   SaveNails (2.0)    Save thumbnails with files.

   LoadPath     Buffer load path.
   SavePath     Buffer save path.
   RendPath     Rendered image save path.
   BrushLoadPath      Brush load path.
   BrushSavePath      Brush save path.
   AlphaLoadPath      Alpha channel load path.
   AlphaSavePath      Alpha channel save path.
   ConvolvePath     Convolve matrix path.
   TransformPath      Color Transform array path.
   VmemPath     Virtual memory path.
   ArexxPath      Arexx macro path.
   HookPath     Hook program path.
   FontPath     Fonts directory.
   PalettePath      Palette load and save path.
   SepPath      Color separations path.
```

```
   TexturePath (2.0)  Texture path.

   FileReq      File requester type
            (0=internal,1=asl,2=arp,3=req).
            (OBSOLETE)
   VPageSize      Virtual memory page size
            (scanlines).
   VMaxMem      Maximum memory to be used by vmem
            (in KB).
   UseVmem      Use virtual memory type (Never,
            Ask, Quiet, or Always).
   Palette      Screen palette (Four 3-digit hex
            values).
   MaxUndo      Maximum levels of undo.
   LoadReq (2.0)      Load image requester (0=asl,
            1=thumbnail).
   SaveReq (2.0)      Save image requester (0=asl,
            1=thumbnail).
   MiscReq (2.0)      Misc requester (0=asl,
            1=thumbnail).
   FontReq (2.0)      Font requester (0=font, 1=file).
   BufReq (2.0)     Buffer requester (0=name,
            1=thumbnail).

   RESULT
      None.

   SEE ALSO
      GetPrefs
```

1.227 SetPreview

```
SETPREVIEW

   FORMAT
      SetPreview Name

   FUNCTION
      Set the current preview module.

   INPUTS
      Name
   Name of the preview module to change to.  If not given, a file
   requester will be presented.  If a full path is not given, the
   module is assumed to reside in the current Preview modules path.

   RESULT
      None.
```

1.228 SetPrinter

```
SETPRINTER

   FORMAT
      SetPrinter Name

   FUNCTION
      Set the current Printer module.

   INPUTS
      Name
   Name of the printer module to change to.  If not given, a file
   requester will be presented.  If a full path is not given, the
   module is assumed to reside in the current Printer modules path.

   RESULT
      None.
```

1.229 SetRange

```
SETRANGE

   FORMAT
      SetRange Range/N/A,Low/N/A,High/N/A

   FUNCTION
      Modify the upper and lower boundaries of a given color range.

   INPUTS
      Range
   Color range to modify, 1 - 8.

      Low
   Lower register boundary of the range, 0 - 255.

      High
   Upper register boundaryof the range, 0 - 255.

   RESULT
      None.

   SEE ALSO
      GetRange
```

1.230 SetRender

```
SETRENDER

   FORMAT
      SetRender Name

   FUNCTION
```

```
      Set the current Render module.

   INPUTS
      Name
   Name of the render module to change to.  If not given, a file
   requester will be presented.  If a full path is not given, the
   module is assumed to reside in the current Render modules path.

   RESULT
      None.
```

1.231 SetScanner

```
SETSCANNER

   FORMAT
      SetScanner Name

   FUNCTION
      Set the current Scanner module.

   INPUTS
      Name
   Name of the scanner module to change to.  If not given, a file
   requester will be presented.  If a full path is not given, the
   module is assumed to reside in the current Scanner modules path.

   RESULT
      None.
```

1.232 Sharpen

```
SHARPEN

   FORMAT
      Sharpen Amount/N

   FUNCTION
      Perform a sharpening effect on the current image or region.

   INPUTS
      Amount
   Amount of sharpening to apply, should be 1 - 255.  The higher the
   number, the more sharpening.  If not specified, a requester will
   be presented.

   RESULT
      None.
```

1.233 ShowPanel

```
SHOWPANEL

   FORMAT
      ShowPanel

   FUNCTION
      Brings the ImageFX menu panel to the front.

   INPUTS
      None.

   RESULT
      None.
```

1.234 ShrinkRegion

```
SHRINKREGION

   FORMAT
      ShrinkRegion

   FUNCTION
      Reduce the current region area by a pixel on all sides.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      ExpandRegion
```

1.235 Solarize

```
SOLARIZE

   FORMAT
      Solarize

   FUNCTION
      Perform a solarize effect on the current image or region.

   INPUTS
      None.

   RESULT
      None.
```

1.236 SortPalette

```
SORTPALETTE

   FORMAT
      SortPalette Up/S,Down/S

   FUNCTION
      Sort the colors in the active range of current palette.

   INPUTS
      Up,Down
   Direction in which to sort the colors.  Up is in order of
   increasing brightness, and Down is in order of decreasing
   brightness.  If neight is specified, the standard sort order
   choice requester is presented.  Only the colors in the active
   range are affected.

   RESULT
      None.
```

1.237 SpreadColors

```
SPREADCOLORS

   FORMAT
      SpreadColors From/N,To/N

   FUNCTION
      Spread (generate smooth gradient) colors between two color registers
      in the current palette.

   INPUTS
      From
   Source color register (0-255).

      To
   Destination color register (0-255).

      Note:  If no arguments are given, the program goes into
   interactive "spread colors" mode.

   RESULT
      None.
```

1.238 Subtract

```
SUBTRACT

   FORMAT
      Subtract Alpha/S,Scale/S
```

```
   FUNCTION
      Perform a composite subtract operation between the main and swap
      buffers.

   INPUTS
      Alpha
   If specified, the alpha channel will be used as a blend control
   image.

      Scale
   If specified, the swap buffer will be scaled to fit the region
   processed.

   RESULT
      None.
```

1.239 Swap

```
SWAP

   FORMAT
      Swap

   FUNCTION
      Swap the secondary buffer and main buffers.  The secondary buffer
      becomes the new main buffer and vice versa.

   INPUTS
      None.

   RESULT
      None.
```

1.240 SwapAlpha

```
SWAPALPHA

   FORMAT
      SwapAlpha

   FUNCTION
      Exchange the main image buffer with the alpha channel.  The main
      buffer becomes the new alpha channel and vice versa.

   INPUTS
      None.

   RESULT
      None.
```

1.241 Swap2Brush

```
SWAP2BRUSH

   FORMAT
      Swap2Brush
      PickupSwap
      SwapToBrush (1.50)

   FUNCTION
      Pickup the entire swap buffer as the current brush.

   INPUTS
      None.

   RESULT
      None.
```

1.242 SwapColors

```
SWAPCOLORS

   FORMAT
      SwapColors From/N,To/N

   FUNCTION
      Swap two color registers in the current palette.

   INPUTS
      From
   Source color register (0-255).

      To
   Destination color register (0-255).

      Note:  If no arguments are given, the program goes into
   interactive "swap colors" mode.

   RESULT
      None.
```

1.243 SwapRegions

```
SWAPREGIONS

   FORMAT
      SwapRegions

   FUNCTION
      Exchange the regions in the main and swap buffers.  The region
      defined in the swap buffer becomes the new region in the main buffer,
      and vice versa.
```

```
   INPUTS
      None.

   RESULT
      None.
```

1.244 Text

```
TEXT (OBSOLETE)

   FORMAT
      Text Font,Size/N,Aspect/N,Text/F

   FUNCTION
      Create a text string, using the selected font name and size.  The
      text is made into a brush.  This command is provided for backwards
      compatibility reason; see the Text hook for more detailed text
      creation tools.

   INPUTS
      Font
   Name of the font to use in building the text.  If not given, it
   uses the last font used.  Be sure to include the ".font" extension
   on the end of the font name, eg. "topaz.font".

      Size
   Height of the font in pixels.  Under 2.0, the chosen font will be
   scaled to your chosen size.  Under 1.3, the nearest existing size
   will be used.

      Aspect
   Under Kickstart 2.0, this controls the aspect ratio of the font.
   The value given is a percentage representing the amount to scale
   the width of the font.  For example, a value of 100 is standard,
   50 is half normal width, and 200 is twice normal width.

      Text
   The actual string of text to use in creating the brush.

      Note:  If no arguments are specified, the program will go into
   the Text menu.

   RESULT
      None.
```

1.245 Transparency

```
TRANSPARENCY

   FORMAT
      Transparency Include/N,Exclude/N,Closeness/N
```

```
   FUNCTION
      Select the current include and exclude transparency color ranges,
      along with the color closeness.

   INPUTS
      Include
   Color range to be included in all subsequent processes.  Should be
   in the range 0 - 8, where 0 disables the include range entirely.

      Exclude
   Color range to be excluded in all subsequent processes.  Should be
   in the range of 0 - 8, where 0 disables the exclude range
   entirely.

      Closeness
   Color closeness to apply to the selected color ranges.  Should be
   in the range 1 - 255.

      Note:  If no arguments are given, no change is made.

   RESULT
      Returns the previous transparency settings, before any changes, in
      the form "IncludeRange ExcludeRange Closeness".
```

1.246 TrimBrush

```
TRIMBRUSH

   FORMAT
      TrimBrush

   FUNCTION
      Trim a pixel off of the outside edge of the current brush.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      OutlineBrush
```

1.247 Undo

```
UNDO

   FORMAT
      Undo Quiet/S,On/S,Off/S,Back/S

   FUNCTION
```

```
      Restore the contents of the undo buffer into the main image buffer.
      Also used for enabling or disabling the undo buffer.

   INPUTS
      Quiet
   If specified, the screen will not be redrawn after restoring the
   undo buffer.

      On
   Enable the undo buffer.

      Off
   Disable the undo buffer.

      Back (1.5)
   Un-undo - the equivalent of holding down shift and clicking the
   undo gadget.

   RESULT
      None.
```

1.248 UndoPalette

```
UNDOPALETTE

   FORMAT
      UndoPalette

   FUNCTION
      Undo the last changes made to the palette (if any).

   INPUTS
      None.

   RESULT
      None.
```

1.249 Uniconify

```
UNICONIFY

   FORMAT
      Uniconify

   FUNCTION
      Uniconify the program from its iconified state, restoring the display
      to normal.

   INPUTS
      None.

   RESULT
```

```
      None.

   SEE ALSO
      Iconify
```

1.250 Units

```
UNITS

   FORMAT
      Units Pixels/S,Ruled/S,Toggle/S

   FUNCTION
      Select the units in which to display the coordinates.

   INPUTS
      Pixels
   Select pixel units.

      Ruled
   Select ruled units (inches or metric, depending or your prefs
   settings).

      Toggle
   Toggle between pixels and ruled units.

      Note:  If no arguments are given, then no change is made.

   RESULT
      Returns the state of the units, before any changes.
```

1.251 UnlockGui

```
UNLOCKGUI

   FORMAT
      UnlockGui Quiet/S

   FUNCTION
      Restore the locked state of the program, to allow gadgets and such to
      be updated and clicked on again.  Normally all gadgets are refreshed
      to be sure they reflect the true state of the program.

   INPUTS
      Quiet
   Do not refresh all the gadgets in the current menu. Normally you
   would only want to do this if you know you will be following soon
   after with another LockGui.

   RESULT
      None.
```

1.252 UnlockInput

```
UNLOCKINPUT

   FORMAT
      UnlockInput

   FUNCTION
      Restore normal operation of gadgets; allow the user to click on
      gadgets and such again.  You should always follow any calls to
      LockInput with a call to UnlockInput to return things to normal.

   INPUTS
      None.

   RESULT
      None.

   SEE ALSO
      LockInput
```

1.253 UnsharpMask

```
UNSHARPMASK

   FORMAT
      UnsharpMask Amount/N

   FUNCTION
      Perform an unsharp mask function on the current image or region.

   INPUTS
      Amount
   Amount of masking to apply (1-16).  If not given, a requester will
   be presented.

   RESULT
      None.
```

1.254 Value

```
VALUE

   FORMAT
      Value Adjust/N

   FUNCTION
      Adjust the value (aka. brightness) of the current image or region.

   INPUTS
      Adjust
   Amount to adjust the value (-127 to +127).
```

```
   RESULT
      None.
```

1.255 VersionDump

```
VERSIONDUMP

   FORMAT
      VersionDump

   FUNCTION
      Show the version numbers for all modules.

   INPUTS
      None.

   RESULT
      None.
```

1.256 VertFlip

```
VERTFLIP

   FORMAT
      VertFlip

   FUNCTION
      Perform a vertical flip on the current image or region.

   INPUTS
      None.

   RESULT
      None.
```

1.257 VertMirror

```
VERTMIRROR

   FORMAT
      VertMirror

   FUNCTION
      Perform a vertical mirror effect on the current image or region.

   INPUTS
      None.

   RESULT
```

```
      None.
```

1.258 VirtualBox

```
VIRTUALBOX

   FORMAT
      VirtualBox X1/N/A,Y1/N/A,X2/N/A,Y2/N/A

   FUNCTION
      Draw a box directly on the preview display.  This does not affect the
      current buffer.  The box is drawn in complement mode, so to erase it
      draw over the same location with another box.

   INPUTS
      X1,Y1
   Upper left corner of the box, in buffer pixels.

      X2,Y2
   Lower right corner of the box, in buffer pixels.

   RESULT
      None.
```

1.259 VirtualLine

```
VIRTUALLINE

   FORMAT
      VirtualLine X1/N/A,Y1/N/A,X2/N/A,Y2/N/A

   FUNCTION
      Draw a line directly on the preview display.  This does not affect
      the current buffer.  The line is drawn in complement mode, so to
      erase it draw over the same location with another line.

   INPUTS
      X1,Y1
   Starting coordinates of the line, in buffer pixels.

      X2,Y2
   Ending coordinates of the line, in buffer pixels.

   RESULT
      None.

   SEE ALSO
      VirtualBox
```

1.260 VisibleColors

```
VISIBLECOLORS

   FORMAT
      VisibleColors Count/N

   FUNCTION
      Set the number of visible colors in the palette display.  This
      determines how far up the palette is scrolled.

   INPUTS
      Count
   Number of colors to be visible on the palette display.

   RESULT
      Returns the current number of visible colors, before any change is
      made.
```

1.261 WaitFor

```
WAITFOR

   FORMAT
      WaitFor Object/A

   FUNCTION
      Wait for a specific event to happen before proceeding with the
      current Arexx script.  The events to wait for correspond to the
      available Wedge objects.

   INPUTS
      Object
   Event to wait for.  See the WEDGE command for descriptions of the
   available objects.

   RESULT
      None.

   SEE ALSO
      Wedge
```

1.262 WBToFront

```
WBTOFRONT

   FORMAT
      WBToFront
      WB2Front (1.50)

   FUNCTION
      Bring the Workbench screen to the front.
```

```
   INPUTS
      None.

   RESULT
      None.
```

1.263 Wedge

```
WEDGE

   FORMAT
      Wedge Object/A,Name/A,Remove/S,Port/S

   FUNCTION


      Port Wedges are generally only useful in asynchronous Arexx programs.

      WARNING:  Only use this if you know exactly what you are doing,
   especially port wedges.

   INPUTS
      Object
   Wedge object.  The following wedge types are defined:

     SELECTDOWN
   You will be notified whenever the left mouse button is pressed
   down in the preview window.  The message will be in the form
   "SELECTDOWN x y".

     SELECTUP
   You will be notified whenever the left mouse button is released in
   the preview window.  The message will be in the form "SELECTUP x
   y".

     MOUSEMOVE
   You will be notified whenever the mouse is moved with the left
   button pressed in the preview window.  The message will be in the
   form "MOUSEMOVE x y".

     TOOLUP
   You will be notified whenever the user completes any of the
   drawing tools.  The message will be in the form "TOOLUP
   toolnumber".

     TOOLTRAP
   Like TOOLUP, except the drawing operation will not be performed.
   Same format as TOOLUP.

      Name
   Name of an Arexx macro to execute when the wedge object occurs;
   wedge parameters will be passed as command line arguments.

      Remove
   If specified, the given wedge will be removed from the system. You
```

```
   should always remove your wedges when you are done with them.

      Port
   If specified, the Name argument is taken to be an Arexx port name,
   where a message will be sent when the wedge object occurs.

   RESULT
      None.
```

1.264 Window

```
WINDOW

   FORMAT
      Window Name/A

   FUNCTION
      Open the specified window, identified by name.  The command does not
      return until the window is closed.

   INPUTS
      Name
   Name of the window to open.  Should be one of the following:

   Prefs     Preferences window.
   About     About window.
   Modes     Drawing modes window.
   Fill    Fill options window.
   Scale     Scaling window.
   Airbrush  Airbrush options window.
   Balanc    Balanc window.
   Composit  Composite window.
   Rotate    Rotate window.
   Buffer    Buffer menu window.
   Brush     Brush menu window.
   WaveGen   Wave generator window.
   Wave    Save format window.
   Pen     Pen/grid window.
   Aspect    Set Aspect window.
   Crop    Crop window.
   Delete    Delete Buffer window.
   Region (2.0)  Region window.

   RESULT
      None.
```

1.265 WritePixels

```
WRITEPIXELS (AREXX ONLY)

   FORMAT
      WritePixels Var/A,Row/N/A,Width/N,LeftEdge/N
```

```
   FUNCTION
      Write a block of pixels to a specified scanline of the main buffer.
      This can only be used from Arexx, as it requires a variable from
      which to read the pixel data.

   INPUTS
      Var
Specifies the name of the Arexx variable from which to read the
pixel information.  The information is stored as a byte-packed
string of digits in the order RGBRGBRGB...; for example FF0000
00FF00 0000FFx would be three pixels of bright red, green, and
blue respectively.  When writing to a greyscale buffer, only one
byte per pixel is used; thus FF 80 40x would be 3 pixels of
high, medium, and low intensity grey.  Be careful that Arexx does
not expand your bariable name; you must enclose it in quotes
within the Arexx program like this:

newpixels = REVERSE(myvar)
      WritePixels 'NEWPIXELS' 0 320 0
      /* etc.... */


You should always specify the variable in upper case, as all
variables are converted to upper case by Arexx.

      Row
Scanline of the image where the pixel information is stored.
Scanlines are numbered starting with 0 at the top and going down
to Height-1 at the bottom.  An error will be returned if you try
to write outside the bounds of the main buffer.

      Width
Number of pixels to write to the specified scanline.  If not
specified, the entire width of the scanline is assumed.

      LeftEdge
How far from the left edge of the image to start writing.  This
value should range from 0 (at the leftmost edge) to the width of
the image minus 1.  If not specified, a left offset of 0 is
assumed.

   RESULT
      None.
```

1.266 Xor

```
XOR

   FORMAT
      Xor Alpha/S,Scale/S

   FUNCTION
      Perform a composite exclusive-or operation between the main and swap
      buffers.
```

```
   INPUTS
      Alpha
   If specified, the alpha channel will be used as a blend to control
   image during the composite.

      Scale
   If specified, the swap buffer will be scaled to the size of the
   region processed.

   RESULT
      None.
```

1.267 Yellow

```
YELLOW

   FORMAT
      Yellow Adjust/N

   FUNCTION
      Adjust the yellow content of the current image or region.

   INPUTS
      Adjust
   Amount to adjust the yellow (-127 to +127).

   RESULT
      None.
```

1.268 Zoom

```
ZOOM

   FORMAT
      Zoom Direction/A,Mouse/S

   FUNCTION
      Zoom the preview display into or out of the current buffer.

   INPUTS
      Direction
   Direction of zoom; should be one of "In", "Out", or "Full" (to
   zoom all the way back out to full screen).

      Mouse
   If specified, the zoom will be centered around the current mouse
   coordinates.  Otherwise, it will be centered on the display.

   RESULT
      None.
```