WBFlash

COLLABORATORS			
	TITLE : WBFlash		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		October 27, 2024	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

WBFlash

1.1 WBFlash2.1

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                      WBFlash v2.1
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                   Introduction
                   Copyright Notice
                   Usage
                   Thanks to...
                   Contacts
```

1.2 WBFlash2.1 - Introduction

WBFlash is a small program that lets you edit nice colourcycles which you
use on the Workbench screen. These colourcycles can be displayed on
either the Workbench backdrop or on windows borders.

This version of WBFlash was mainly programmed for use on machines with the
AGA-chipset, but it is backward compatible with non-AGA machines,
though it won't run on machines with OS1.3 or lower.
The performance of WBFlash is of course much better on AGA machines.

1.3 WBFlash2.1 - Copyright Notice

WBFlash is FreeWare which means it's freely distributeable as long as no
profit is made of it and all files are included and kept intact.
I do not take responsiblity for any damage this program may cause, but don't

worry,I can't possibly imagine any way it would and it's been carefully tested. ¦· ↩
)

1.4 WBFlash2.1 - Usage

It's very easy to edit the colourcycles, the editor-window will open
automaticly when you start the program unless you have a previously saved ↩
   colourcycle.
Here's a description of the window appearing:

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||       |____Use____|              |____Save____|      ||
||_____||
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```

When WBFlash is in action and you want to change the colourcycle or quit
the program, use the hotkey 'Ctrl+Alt+L' to open the editor-window.
Since WBFlash is a commodity it can also be controlled from
Commodites Exchange.

Some people that have seen WBFlash think it's quite annoying, and it is, if
you use very fast cycles. Therefore I think it's important to say that it's
advisable to use slow colourcycles, the result can be quite nice! Anyway,
WBFlash is just a hack that shouldn't be taken too seriously!

1.5 WBFlash2.1 - Usage

        Which colour you edit (start or end) depends on this
        cyclegadget.

1.6 WBFlash2.1 - Usage

These sliders are used for editing the start- and endcolour
of the flash, depending on the Start- and EndColour
cyclegadget.

1.7 WBFlash2.1 - Usage

With this slider you choose for how long every single
colour in the cycle should be displayed.
A Delay with the value 1 is equal to one vertical blank.

1.8 WBFlash2.1 - Usage

This slider is used for adjusting how big step there shall
be between every single colour in the cycle.
So, a higher Step will make the cycle go faster, but less
smooth since the diffrences between every colour is greater.

1.9 WBFlash2.1 - Usage

With these two buttons one can choose if the colourcycle
should be displayed once and then start all over
again (Loop), or if it shall cycle back and forth (PingPong).

1.10 WBFlash2.1 - Usage

If the button 'Active' is pressed the cycle will be displayed
on active windows border (colour 3), else, if the button
'Backdrop' is in use, it will be displayed on the
Workbench backdrop (colour 0).

1.11 WBFlash2.1 - Usage

This button will close the editor-window and start the
colourcycling with the current settings.

1.12 WBFlash2.1 - Usage

If this button is pressed the cycling will be saved and next
time WBFlash is started the colourcycling starts immediatly.

1.13   WBFlash2.1 - Thanks to...

I would like to thank the following people for helping me in the
development of this piece of software:

Thanks to Ulf Pettersson for the nice icon, ASCII, English, ideas and testing.
Also thanks to Anders Sällstedt and Joakim Möller for more testing, and
ideas!

1.14   WBFlash2.1 - Contacts

If you have ideas or suggestions or if you want to contact me for any
other reason, here's where to reach me:

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