

MagicColors

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COLLABORATORS

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Chapter 1

MagicColors

1.1 Magic Colors

Magic Colors © 1995 Simo Naukkarinen

Introduction What the \$*#^ IS this?

Features What promises have been nonsense?

System requirements What kind of machinery you'll need?

Author Where you can find me?

Distribution Instructions for distribution

License Nothing will be MY fault!

Getting started How to install and run Magic Colors

Buttons and menus What does this red little button do..

Advanced options Tooltypes, command line control etc.

Technical information How does it really, really work?

Future plans What's coming soon?

1.2 Magic Colors, what does it actually do?

Introduction to Magic Colors

Have you ever heard of WBVerlauf? It is an AGA program which creates wonderful color slides on screen background. I don't know yet if there's a version of WBVerlauf or any similar program for OCS/ECS chipset, but I just decided to write my own anyway (I just like using self-made programs:). Take a look at the **features** of Magic Colors.

You can define the color at the top of the screen and the color at the bottom of the screen. Magic Colors then creates a color slide between these two colors (from the top to the bottom of the screen) using 2-16 steps between. You can believe it looks great, especially if you know which colors look smooth together. Look at the restrictions on OCS/ECS palette at **Technical Information** and **Future plans**.

1.3 Magic Colors - programmed in two days

Features provided by Magic Colors

- Fully system friendly
- Commodities interface
- Wonderful looking GUI
- You can edit, load & save your own slides
- Ten more or less good-looking slides in **Presets menu**
- If you don't like this program, you can quit it by
- pressing the **Quit button**
- choosing the **Quit menu item** in the Project menu
- killing Magic Colors in C= Exchange program
- signalling CTRL-C
- :-)
- And it even does the copper color slide on background as promised! Impressed enough, eh? Then take a look at the **system requirements** !

1.4 Magic Color - never available for PCs!

At first you'll need a machine. In this particular case, this certain machine should be a so called computer, more precisely an Amiga compatible number cruncher. This means Magic Colors isn't (and won't be) available for your lawnmower, harvester, truck or elevator.

Even if you own an Amiga computer you might not have Kickstart 2.0 or newer. Then shame and go buy a brand new Kickstart or even a brand new Amiga! But we all do have KS2.0+, don't we? Good. Another requirement is memory: Magic Colors will eat couple of kilobytes of memory, which actually is quite a lot for this kind of program. Please forgive me, it's because of my gadget creation library which is about 20 kilobytes in size. Perhaps I should make a shared library of it?

If you have a computer described above you should be ready to **get started**.

1.5 Make a program a fool can use and only fools will use it

Installing Magic Colors

The installation couldn't actually be much more easier: drag the Magic Colors icon to your SYS:WBStartup drawer and run it. It should popup by default so you'll see the control window of Magic Colors. Try choosing default slides from **Presets menu** and store it by clicking the **Save** button. This stores your favorite default color slide to ENV: and ENVARC: so it will be loaded and used automatically next time you start Magic Colors. You might not want MagicColors to popup everytime you run it. You can disabled popping up with **CX_POPUP** tooltype.

Next, drag this MagicColors.guide file wherever you store document files. This operation finishes the installation. If you're a guru, a hacker or otherwise familiar with Amigas you have probably installed Magic Colors already before reading this documentation. I hope you had no RTFM s.

Have a break, get a beer or just make some hot chocolate or tea (who could possibly drink coffee ?-) and enjoy your colorful screen for about five minutes. Then study the **buttons and menus**.

1.6 Dad, can I press this button?

The Magic Colors control window contains **buttons** and **menus**. Now you'll need to use some of your brain capabilities to choose which one you want to read about.

You might still be interested in **the author**, **distribution**, **all that law stuff**, **advanced options**, **technical information** or **future plans**.

1.7 Holy butts!

Control window buttons:

- Start group
- Here you can set the color at the top of the screen by using appropriate R, G and B sliders
- End group
- This works like the former group, but affects the color at bottom of the screen
- Colors slider

Set the number of steps used in the color slide

- Commands group
- Save button: saves current color slide to ENV: and ENVARC:

- Hide button: hides the control window (same as pressing 'Hide Window' button in the Exchange window
- Quit button: quits Magic Colors
- Standard 'Window Close Gadget'
- This has the same function as Hide button

1.8 I'll take your menus away; bon appetit - enjoy your dinner!

- Project menu
- Open

Opens a slide file

- Save as

Saves current slide as separate slide datafile.

- About

Displays a requester with general information on Magic Colors

- Hide

Does the same as **Hide** button

- Save

Does the same as **Save** button

- Presets menu

- Ten precreated slides you can play with before you start creating your own slides
-

1.9 Master of Magic..COLORS !

As you must have noticed by now, my name is Simo Naukkarinen (call me Simo, which is my first name). I've got some bigger projects going on all the time so the development of Magic Colors depends simply on the location of the Mars, relatively to number of aliens visited the Earth between Christmas and Midsummer in 1991½. Of course, if you'd like to see something new in Magic Colors you can either try to move the Mars according to number of aliens visited here or just email me. I'd say the latter way will probably be more reliable than trying to move the Mars (don't you know it's attached to space with 600000 inch nails!).

Emailing me would be a very hard work to do, if I didn't tell you my address. So, I'll put it right here: simo@tna.nullnet.fi. Easy-to-program suggestions are always welcome, as well as bug reports.

If you like to send me computer hardware, CDs, golden bars, cars, boats etc. you can use my snailmail address:

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And one more thing: you must have already noticed this humour sprawling around this document. Laugh if you feel that way and try to understand me (I just like joking all the time) :-)

1.10 To be or not to be - a PIRATE !

Distributing Magic Colors

Magic Colors is a freeware program. This means you can copy it as you like as long as you do NOT make any profit by copying Magic Colors. Including to a CD-ROM collection is allowed. There's only a minor but hopefully respected request: if you're going to review Magic Colors and/or include it to a cover disk of a magazine, I'd certainly like to know about it so I can buy that issue of magazine (if for some reason you don't want to donate me one:). Thanks.

1.11 You had better read this!

I'm saying this SIMPLY but I really MEAN it:

I'm NOT RESPONSIBLE for ANYTHING that Magic Colors CAUSES OR MIGHT CAUSE TO YOUR COMPUTER SYSTEM(S), your LIFE, your CAT or to THIS PLANET or WHATEVER you might come up with. You're using THIS piece of software AT YOUR OWN RISK. NO ONE BUT YOU will help you or pay your bill/fine/whatever IF YOU HAPPEN TO GET INTO TROUBLE BECAUSE OF THIS PROGRAM. Got it?

1.12 How does it really, really work???

Magic Colors uses system library calls to create the copperlist and to attach it to Workbench screen. Workbench screen will be locked as long as either the copper field is active or control window is open. Everytime you do something that needs recreating the copper field, Magic Colors removes the old one and attaches a new one right after. This may cause minor flickering, I'm sorry about it.

The slide creation routine is simple: it allocates memory for RGB values for the slide, calls a function that calculates the colors in the spread according to start and end colors. After this, the copper list is generated and then attached to the screen. I've checked Magic Colors doesn't eat any memory so you can freely play with it as much as you like.

GUI is created by using GadgetDaemon.lib written by me. For now, it is a private library, containing functions to easily layout and create GadTools gadgets. It is also used in my various other programs.

Magic Colors was compiled with SAS/C 6.3 and it is completely written by me, e.g. no startup module was used. The size of the executable is currently 28560 bytes (quite a lot, size of GadgetDaemon.lib is about 20 kilobytes).

No AGA support is provided for now since AGA people have already got WBVerlauf, but it should work on an AGA machine (not tested with AGA-chips, mail me about it, please). See the [future plans](#).

There are also minor bugs in Magic Colors:

- If you scroll a virtual screen (Magic Colors attached to it) vertically, the upmost color isn't always correct but the system background color. This happens up to V39 of AmigaOS. Everyone who knows how Copper works and how user copper lists are attached to Intuition screens, does know why this happens. I'm trying to find a function, tag or flags which would fix this problem (I'm sure it's somewhere out there:-)
- MagicColors doesn't seem to like Super-Hires display mode if more than only a few colors are used in the slide. I don't know about AGA-machines, but that's what my A3000 does.

1.13 Back to the Future 1-3 - what a great movie!

I'm planning to add...

- Attaching slides to any public screen (perhaps even separate slides for each pubscreen)
- Patching DisplayBeep() so screen flashes still occur
- AGA support, not at high priority
- Colors changing in the slide, just an idea..
- Perhaps you could help me?

1.14 More information

Magic Colors can be controlled also via Workbench Tooltypes or by giving parameters on command line. These settings override the general configuration in ENV: and ENVARC:.

· Tooltypes ·

CX_PRIORITY

CX_POPUP

CX_POPKEY

These are explained in your AmigaOS manual (default is "lcommand lshift g")

STARTCOLOR (Format: STARTCOLOR=RGB)

Hexadecimal RGB-value of color for the top of the screen

ENDCOLOR (Format: ENDCOLOR=RGB)

Hexadecimal RGB-value of color for the bottom of the screen

NUMCOLORS (Format: NUMCOLORS=2 to NUMCOLORS=16)

Number of steps used in the slide; value is decimal

· Command line arguments ·

Template:

CX_PRIORITY/N/K,CX_POPUP/K,CX_POPKEY/K,C1=COLOR1,C2=COLOR2,N=NUM/N/K

Mostly same as tooltypes, COLOR1 is STARTCOLOR and COLOR2 is ENDCOLOR.