

Rainbow

COLLABORATORS

	<i>TITLE :</i> Rainbow		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Rainbow

1.1 Rainbow

PureBasic - Rainbow V1.00

The Amiga has a little chip called 'Copper' which is used to synchronize the whole display. This chip is amazing and can be 'programmed'. With the help of this chip, it's possible to create stunning visual tricks and the most common is probably the rainbow one. It just display a nice rainbow in the background of your screen. Yes, but it uses only one color and can add upto 256 gradient. It's a way to display more than 256 colours on a single screen. This library use the AGA copper to produce easely 16Mo colours vertical rainbow. It's of course fully multitasking and OS compliant. The CPU over head is near to zero as it's done by the hardware.

Commands summary:

```
CreateRainbow
FreeRainbow
HideRainbow
InitRainbow
RainbowColor
RainbowEnd
ShowRainbow
```

Rainbow Demo

1.2 createrainbow

SYNTAX

```
Result.l = CreateRainbow(#Rainbow.l, NumOfCol.l)
```

FUNCTION

Create a new rainbow object, ready for use.

This function don't care if the object is already

initialized, make sure it's free.

Rainbow

The rainbow to create.

NumOfCol

The maximum possible colors in the rainbow,
one on each line of screen.

Result

If TRUE the rainbow object have been succesfully
created else it's FALSE.

1.3 freerainbow

SYNTAX

FreeRainbow(#Rainbow.l)

STATEMENT

Use this statement to swap the rainbow object
out of memory.

Rainbow

The rainbow to free.

1.4 hiderainbow

SYNTAX

HideRainbow(#Rainbow.l)

STATEMENT

Removes the rainbow from screen.

Rainbow

The rainbow to hide.

1.5 initrainbow

SYNTAX

Result.l = InitRainbow(Rainbows.l)

FUNCTION

This function is the initroutine and must always be
called before any other rainbow function.

Rainbows

The maximum wanted rainbow objects.

Result

If this is TRUE then all is fine else no of the

other rainbow functions could be called.

1.6 rainbowcolor

SYNTAX

RainbowColor(#Rainbow.l,YPosition.w,Red.b,Green.b,Blue.b)

STATEMENT

To have some color, on a specific line, in the rainbow then call this statement.

Rainbow

The rainbow to add a color on.

YPosition

The position, on screen, where this color is displayed.

Red

The value which represent the red color.

Green

The value which represent the green color.

Blue

The value which represent the blue color.

1.7 rainbowend

SYNTAX

RainbowEnd(#Rainbow.l)

STATEMENT

When no more colors i about to be put on the rainbow then call this statement to have it ended.

Rainbow

The rainbow to end.

1.8 showrainbow

SYNTAX

ShowRainbow(#Rainbow.l,ScreenID.l)

STATEMENT

To put the rainbow on the wanted screen then call this statement.

Rainbow

The rainbow to put on screen.

ScreenID

The rainbow will be displayed on this screen until
HideRainbow() is called.