FADELIB

Conversion program

	COLLABORATORS			
	TITLE : FADELIB			
ACTION	*NAME*	*DATE*	*SIGNATURE*	
WRITTEN BY	Conversion program	October 9, 2022		

	REVISION HISTORY		
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

FADELIB

1.1 Overview of FADELIB

```
                         Overview


                  An Acid Software Library

                  Converted to AmigaGuide by

                    Red When Excited Ltd

            Used with the permission of Acid Software

      Edited, fixed and cleaned by Toby Zuijdveld 26/02/1999.
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```

1.2 FADELIB

```
Statement: FadeIn
--------------------------------------------------------------------------------
Modes  :
Syntax : FadeIn Palette#[,Rate[,Low Colour,High Colour]]
```

Fadein will cause the colour palette of the currently used slice to be 'faded in' from black up to the RGB values contained in the specified Palette#.

Rate# allows you to control the speed of the fade, with 0 being the fastest fade.

Low Colour and High Colour allow you to control which colour palette registers are affected by the fade.

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Statement: FadeOut

Modes :
Syntax : FadeOut Palette#[,Rate[,Low Colour,High Colour]]

Fadeout will cause the colour palette of the currently used slice to be
'faded out' from the RGB values contained in the specified Palette#
down to black.

Rate# allows you to control the speed of the fade, with 0 being the
fastest fade.

Low Colour and High Colour allow you to control which colour palette
registers are affected by the fade.

For FadeOut to work properly, the RGB values in the currently used
slice should be set to the specified Palette# prior to using
FadeOut.

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Statement: ASyncFade

Modes :
Syntax : ASyncFade On|Off

ASyncFade allows you control over how the FadeIn and FadeOut commands
work. Normally, FadeIn and FadeOut will halt program flow, execute the
entire fade, and then continue program flow. This is ASyncFade Off
mode.

ASyncFade On will cause FadeIn and FadeOut to work differently. Instead
of performing thewhole fade at once, the programmer must execute the
DoFade command to perform the next step of the fade. This allows fading
to occur in parallel with program flow.

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Statement: DoFade

Modes :
Syntax : DoFade

DoFade will cause the next step of a fade to be executed. ASyncFade On,
and a FadeIn or FadeOut must be executed prior to calling
DoFade.

The FadeStatus function may be used to determine whether there any

steps of fading left to perform.

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```
Statement: FadeStatus
-------------------------------------------------------------------------------
Modes   :
Syntax  : FadeStatus
```

FadeStatus is used in conjunction with the DoFade command to determine
if any steps of fading have yet to be performed. If a fade process has
not entirely finished yet (ie: more DoFades are required), then
FadeStatus will return true (-1). If not, FadeStatus will return false
(0). Please refer to ASyncFade and DoFade for more information.

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              .----------------------------------------------------------------------
|                                    FADELIB                                      |
`--------------------------------------------------------------------------------'
```

Overview

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