

PALETTELIB

Conversion program

COLLABORATORS

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Chapter 1

PALETTELIB

1.1 Overview of PALETTELIB

Overview

An Acid Software Library

Converted to AmigaGuide by

Red When Excited Ltd

Used with the permission of Acid Software

1.2 PALETTELIB

Statement: LoadPalette

Modes :

Syntax : LoadPalette Palette#,Filename\$[,Palette Offset]

LoadPalette creates and initializes a palette object. Filename\$ specifies the name of an ILBM IFF file containing colour information. If the file contains colour cycling information, this will also be loaded into the palette object.

An optional Palette Offset may be specified to allow the colour information to be loaded at a specified point (colour register) in the palette. This is especially useful in the case of sprite colours, as these must begin at colour register sixteen.

LoadPalette does not actually change any display colours. Once a palette is loaded, Use Palette can be used to cause display changes.

1.3 PALETTELIB

Statement: Cycle

Modes :

Syntax : Cycle Palette#

Cycle will cause the colour cycling information contained in the specified palette to be cycled on the currently used Screen. Colour cycling information is created when LoadPalette is executed or with the SetCycle command.

1.4 PALETTELIB

Statement: Ernie

Modes :

Syntax : Ernie

Hi Bert

1.5 PALETTELIB

Statement: Bert

Modes :

Syntax : Bert

Hi Ernie

1.6 PALETTELIB

Statement: RGB

Modes :

Syntax : RGB Colour Register, Red, Green, Blue

RGB enables you to set individual colour registers in a palette to an RGB colour value. If executed in Amiga mode, RGB sets colour registers in the currently used screen. If executed in Blitz Mode, RGB sets colour registers in the currently used slice. Note that RGB does not alter palette objects in any way.

1.7 PALETTELIB

Function: Red

Modes :

Syntax : Red (Colour Register)

Red returns the amount of RGB red in a specified colour register. If executed in Amiga mode, Red returns the amount of red in the specified colour register of the currently used screen. If executed in Blitz mode, Red returns the amount of red in the specified colour register of the currently used slice.

Red will always return a value in the range zero to fifteen.

1.8 PALETTELIB

Function: Green

Modes :

Syntax : Green (Colour Register)

Green returns the amount of RGB green in a specified colour register. If executed in Amiga mode, Green returns the amount of green in the specified colour register of the currently used screen. If executed in Blitz mode, Green returns the amount of green in the specified colour register of the currently used slice.

Green will always return a value in the range zero to fifteen.

1.9 PALETTELIB

Function: Blue

Modes :

Syntax : Blue (Colour Register)

Blue returns the amount of RGB blue in a specified colour register. If executed in Amiga mode, Blue returns the amount of blue in the specified colour register of the currently used screen. If executed in Blitz mode, Blue returns the amount of blue in the specified colour register of the currently used slice.

Blue will always return a value in the range zero to fifteen.

1.10 PALETTELIB

Statement: Palette

Modes :

Syntax : Palette colour and cycling information

1.11 PALETTELIB

Statement: PalRGB

Modes :

Syntax : PalRGB Palette#,Colour Register,Red,Green,Blue

PalRGB allows you to set an individual colour register within a palette object. Unless an RGB has also been executed, the actual colour change will not come into effect until the next time Use Palette is executed.

1.12 PALETTELIB

Statement: SetCycle

Modes :

Syntax : SetCycle Palette#,Cycle,Low Colour,High Colour[,Speed]

SetCycle is used to configure colour cycling information for the Cycle command. The low and high colours specify the range of colours that will cycle. You may have a maximum of 7 different cycles for a single palette. The optional parameter Speed specifies how quickly the colours will cycle, a negative value will cycle the colours backwards.

1.13 PALETTELIB

Statement: StopCycle

Modes :

Syntax : StopCycle

StopCycle will halt all colour cycling started with the Cycle command.

1.14 PALETTELIB

Statement: AGARGB

Modes :

Syntax : AGARGB Colour Register,Red,Green,Blue

The AGARGB command is the AGA equivalent of the RGB command. The 'Red', 'Green' and 'Blue' parameters must be in the range 0 through 255, while 'Colour Register' is limited to the number of colours available on the currently used screen.

1.15 PALETTELIB

Statement: AGAPalRGB

Modes :

Syntax : AGAPalRGB Palette#,Colour Register,Red,Green,Blue

The AGAPalRGB command is the AGA equivalent of the PalRGB command. AGAPalRGB allows you to set an individual colour register within a palette object. This command only sets up an entry in a palette object, and will not alter the actual screen palette until a 'Use Palette' is executed.

1.16 PALETTELIB

Statement: BigBird

Modes :

Syntax : BigBird

Hi Everyone...

1.17 PALETTELIB

Function: AGARed

Modes :

Syntax : AGARed (Colour Register)

The AGARed function returns the red component of the specified colour register within the currently used screen. The returned value will be within the range 0 (being no red) through 255 (being full red).

1.18 PALETTELIB

Function: AGAGreen

Modes :

Syntax : AGAGreen (Colour Register)

The AGAGreen function returns the green component of the specified colour register within the currently used screen. The returned value will be within the range 0 (being no green) through 255 (being full green).

1.19 PALETTELIB

Function: AGABlue

Modes :

Syntax : AGABlue (Colour Register)

The AGABlue function returns the blue component of the specified colour register within the currently used screen. The returned value will be within the range 0 (being no blue) through 255 (being full blue).

1.20 PALETTELIB

Statement: ShowPalette

Modes :

Syntax : ShowPalette Palette#

ShowPalette replaces Use Palette for copying a palette's colours to the current Screen or Slice.

1.21 PALETTELIB

Statement: NewPaletteMode

Modes :

Syntax : NewPaletteMode On|Off

The NewPaletteMode flag has been added for compatibility with older Blitz2 programs. By setting NewPaletteMode to On the Use Palette command merely makes the specified palette the current object and does not try to copy the colour information to the current Screen or Slice.

1.22 PALETTELIB

Statement: CyclePalette

Modes :
Syntax : CyclePalette Palette#

CyclePalette uses the standard color cycling parameters in the palette object to cycle the colors. Unlike the Cycle command which copied the resulting palette to the current screen the CyclePalette command just modifies the palette object and can hence be used with the DisplayBitmap command in the new Display library.

1.23 PALETTELIB

Statement: FadePalette

Modes :
Syntax : FadePalette SrcPalette#,DestPalette#,Brightness.q

FadePalette multiplies all colours in a Palette by the Brightness argument and places the result in the DestPalette.

1.24 PALETTELIB

Statement: InitPalette

Modes :
Syntax : InitPalette Palette#,NumColors

InitPalette simply initialises a palette object to hold NumColors. All colors will be set to black.

1.25 PALETTELIB

Statement: PaletteRange

Modes :
Syntax : PaletteRange Palette#,StartCol,EndCol,r0,g0,b0,r1,g1,b1

PaletteRange creates a spread of colors within a palette. Similar to DPaint's spread function PaletteRange takes a start and end colour and creates the color tweens between them.

1.26 PALETTELIB

Statement: DuplicatePalette

Modes :

Syntax : DuplicatePalette SrcPalette#,DestPalette#

1.27 PALETTELIB

Statement: DecodePalette

Modes :

Syntax : DecodePalette Palette#,MemoryLocation[,Palette Offset]

DecodePalette allows the programmer to unpack included iff palette information to Blitz2 palette objects.

1.28 PALETTELIB

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Overview

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