

**Default**

**COLLABORATORS**

	<i>TITLE :</i> Default		
<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

## Default

### 1.1 LockColors Documentation

Welcome to the AmigaGuide© manual for LockColors.

Distribution

Legal issues.

Requirements

What you need to run LockColors.

Introduction

What does it do, exactly?

Installation

How to install LockColors.

Tooltypes

Customize LockColors.

Usage

Which gadgets to press.

History

The lifecycle of LockColors.

Bugs

That is: Features.

Future

Development plans.

Thanks

The people helping development.

Author

Snail- and email addresses etc.

## 1.2 Distribution

Distribution

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LockColors is ©1994 Torgeir Hovden.

LockColors is released as CardWare. So if you like LockColors, and live somewhere exiting, please send me a postcard.

The archive you just unpacked may be freely distributed, but you may not charge any money for it, except distribution costs (diskettes, postage etc.)

The author can not be blamed for any damage caused by LockColors. Use it on your own risk.

## 1.3 Requirements

Requirements

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Any public screen on your Amiga.

LockColors uses OS 3.0+ specific system calls. Thus, version 39 or higher of the operating system is required. To be honest, I really don't know what happens if you try to run this on systems <39, and for all I know your system may very well GURU.

On systems fitted with os >=39, LockColors has proved to be very stable, and it has been tested with both Enforcer and Mungwall.

## 1.4 Introduction

Introduction

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Have you ever wanted a 256 color screen, use 3 bitplane MagicWb icons AND make the whole thing look right?

Well, now you can, with LockColors.

LockColors is a commodity that gives you total (well almost) over the system palette on Amiga's fitted with OS3.0 or higher. It lets the user customize the palette and then

lock the pens, not permitting any other (OS3.0+ compliant) program to change them. The locks are either exclusive or shared (user selectable).

LockColors automatically senses when the Workbench is to be reset, and lock all the colors selected on the new screen. LockColors even closes its window automatically when the Workbench screen is to be reset.

I thought use of LockColors only made sense only on screens >8 colors. I was wrong. Users have informed me that LockColors is the only way to monitor which pens are free or locked. So, this version supports any screendepth.

## 1.5 Installation

### Installation

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Just copy LockColors to where you want it (or drag the icon). The WbStartup drawer is a good start. It may be a good idea to keep this documentation also.

## 1.6 ToolTypes

### ToolTypes

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|             |                                                                                                                                                                                                         |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| DONOTWAIT   | For Workbench when starting LockColors from the WbStartup drawer.                                                                                                                                       |
| CX_POPUP    | Should the GUI appear when you run first LockColors? Defaults to YES.                                                                                                                                   |
| CX_PRIORITY | Priority of the CxHandler of LockColors. Defaults to 0.                                                                                                                                                 |
| CX_POPKEY   | Hotkey to show GUI. Defaults to lalt l.                                                                                                                                                                 |
| CFG         | Name of Configurationfile. Defaults to S:LockColors.cfg                                                                                                                                                 |
| PUBSCREEN   | Name of the public screen to open on. Defaults to Workbench.                                                                                                                                            |
| MAXSECS     | Maximum time in seconds to wait for a screenreset when Workbench requests a reset. If the screenreset is canceled for any reason, LockColors will sit idle for maximum MAXSECS seconds. Defaults to 30. |

LOCK                   Type of lock for LockColors to use.  
                           Choose between Exclusive and Shared.  
                           Defaults to Exclusive (recommended).

These tooltypes may be either used from the CLI or as icon  
 tooltypes. When used from the CLI, see  
     Bugs  
     .

## 1.7 Usage

Usage  
 ~~~~~

Well, this shouldn't be too hard. The GUI is simple and easy  
 to use. Just press the buttons and see what happens.

When the cyclegadget is disabled, it means that the actual  
 pen is already locked by some other application (typically  
 Workbench). Note that pens 0-3 (and the last 4 pens on screens  
 with more than 4 colors) is always locked by Workbench. You  
 may not alter already locked pens, thus disabled gadgets.

From LockColors 1.1, you may not alter free pens either.  
 Lock the pens first. This is to prevent users to 'forget' to  
 lock the pens, and prevents loosing configured pens.

Choosing Locked on the cyclegadget causes LockColors to  
 lock the current color, so that it may not be changed  
 (well, actually, LockColors can change it...) by a  
 V39 compliant application.

If some of the pens you have locked are already locked some  
 other time LockColors is run, the definitions is simply  
 ignored, until the required pens are available (typically  
 after a screenreset).

### NOTES:

Selecting SAVE makes LockColors save the current  
 setup, and then closes the window while still remaining  
 active. Selecting QUIT unlocks all pens obtained by  
 LockColors, and resets to the original palette.

If you have chosen the Shared locktype, some colors may  
 look awful after quitting LockColors, because other  
 applications may have obtained one of the colors while  
 LockColors was running.  
 Use Exclusive lock if this is a problem.

### Hints:

If you use MagicWb, the icons are 3 bitplanes deep. Because  
 Workbench remaps the palette for deeper screens (to make  
 complement right), the icons look really ugly. With

LockColors you just copy the last 4 colors to color 5-8, locks these colors and whoila! The icons gets right every time!

## 1.8 History

### History

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- V0.9 - Used a BYTE as pennumber. Caused LockColors to crash when used on a 256 color WorkBench (negative indexes in my colortable...). Fixed.
  - V1.0 - Intitial release. Released 16/09-94.
  - V1.1 - Released 7/10-94.
    - Speedup. Does not GetRGB32() for ALL the colors when you click a color in the editor, just the color needed.
    - Does not prevent your Workbench to close anymore. LockColors even closes it's window when Workbench tries to close the screen. Feature is only available on the Workbenchscreen.
    - Does not erase settings for a deeper screen than the screen you are currently using.
    - Now opens happily on screens <16 colors.
    - Window position made non-static, and saved in the configurationfile.
    - LockColors now requires a color to be locked before the user can modify it. This means that:
      - Copying a color to a free pen automatically locks it.
      - Swapping two colors lock the colors involved.
    - Fixed case insensitive check of the CX\_POPUP tootype. Only "NO" was allowed, for instance "No" would cause the GUI to open.
    - PUBSCREEN tootype allows LockColors to open on any public screen.
    - LOCK tootype allows selection between exclusive and shared locks.
    - MAXSECS tootype specifies the maximum waittime in seconds when Workbench requests a screen reset.
    - Added NEWLOOK menus.
-



## 1.9 Features

Features

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- Uses topaz 8 for the sliders. Should have been using the Screenfont. Sorry!
- Does not give you any hint on syntax when used from the CLI. May be fixed if anyone really needs it.
- LockColors assumes 256 levels of intensity for each coloelement (r g & b), but this shouldn't cause any major problems. If you run LockColors on an OCS/ECS Amiga, compute as follows: `Myintensity=Shownidensity DIV 16 :-)`

I haven't found any other undocumented features (bugs), but if you find some, please let me know.

## 1.10 Future

Future

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- Bugfixes.
- Any ideas????

## 1.11 Thanks

Thank you

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I would like to thank the people who have mailed me suggestions to make LockColors better:

Harald Kunze  
AJ Meyer  
Edmund Vermeulen

THANKS!

## 1.12 Author

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Author

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