MagicColors

COLLABORATORS

	TITLE : MagicColors		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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MagicColors

1.1 MagicColors.guide

                                            Documentation for MagicColors 1.0a

Author: Volker Rudolph

                        Copyright

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1.2 MagicColors.guide/Copyright

Copyright

   MagicColors 1.0 is Freeware and may be copied and used for free, as long
as it is distributed complete with documentation.

   The use of MagicColors is at your own risk. The author may not be made
responsible for damage caused by use of this program.

   MagicColors is copyright ©1994 by Volker Rudolph.

1.3   MagicColors.guide/Overview

Overview

   MagicColors is a tool to display three-bitplane icons on Workbench
screens with more than than eight colors.

   Some time ago I got my new graphics card and changed from an 8 color
to a 256 color Workbench screen. After that, my three-bitplane MagicWB
icons looked rather distorted. The colors 4 to 7 of the icons were wrong.
I had to change the icons to 8 bitplanes to correct the colors. But this
more than doubled the length of the icon files and also displaying of
the icons became much slower.

   And what is the reason for these wrong colors ?

   OS 3.0 allocates for the eight Workbench colors the first four and
the last four pens. E.g. on a 256 color Workbench these are the pens 0
to 3 and 252 to 255. Unfortunately, the three bitplanes of an eight
color icon address the pens 0 to 7. So the pens 4 to 7 are not correctly
initialized and the icons look rather ugly.

   And how does MagicColors work ?

   MagicColors simply allocates the pens 4 to 7 of the Workbench screen and
copies the last four Workbench colors to them.

   It is possible to set the colors only for the actual Workbench screen
or to install a patch for the Intuition function OpenWorkBench() which
sets the colors everytime the Workbench screen is opened. This way, the
colors are always ok, even if you have changed the screen type with the
ScreenMode preferences program or if you have used a program like DPaint
which closes the Workbench screen to get more memory.

1.4   MagicColors.guide/Requirements

Requirements

   MagicColors needs Amiga-OS 3.0 or higher.

1.5   MagicColors.guide/Installation

Installation

   Simply move the MagicColors icon into the WBStartup drawer.

   I suggest to use a tool like OptIcon from Tobias Ferber to strip
down all your icons to three bitplanes.
   OptIcon can be found on Aminet.

1.6 MagicColors.guide/Usage

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            Usage

    If no options are given, MagicColors simply allocates the pens 4 to 7
and copies the last four colors. If it is not possible to allocate the
pens because some other program already uses them, nothing is changed.
    The option FORCE (CLI argument or tooltype) forces the colors to be
changed, even if the pens couldn't be allocated.

    The option PATCHWB instructs MagicColors to patch the OpenWorkBench()
function to change the palette every time the Workbench is opened. When
the patch is installed, it can be removed either by sending a break
(ctrl-c) to the MagicColors process or by calling MagicColors with the
QUIT option.


            CLI

            Workbench
```

1.7 MagicColors.guide/CLIUsage

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CLI usage

    Template: PATCHWB/S,FORCE/S,QUIT/S

    PATCHWB - Patch the OpenWorkBench() function
    FORCE   - Set the colors, even it was not possible to allocate
              the pens
    QUIT    - Remove the OpenWorkBench() patch
```

1.8 MagicColors.guide/WBUsage

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Workbench usage

    The tooltypes of MagicColors are:

    PATCHWB - Patch the OpenWorkBench() function
    FORCE   - Set the colors, even it was not possible to allocate
              the pens
    QUIT    - Remove the OpenWorkBench() patch
```

1.9 MagicColors.guide/History

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History

    1.0a, Date 1.2.95
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    - the 1.0 version was accidently compiled with the 68030 and 68881
      options of the oberon compiler. So MagicColors didn't run on
      stock A1200s. fixed.

    1.0, Date 7.7.94
    - first released Version
```

1.10 MagicColors.guide/Author

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Author

    Please send me suggestions and bug reports.

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