

WBFADE10

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Chapter 1

WBFADE10

1.1 WBFade - Fader for the WB screen.

```
WBFade 1.0 by Bozo - Compiled 960618
```

```
Introduction~
~- What is WBFade?

Installation
- You know what.

Usage      ~
~- How to use it.

History    ~
- What it was like.
```

Thanks to pOMAc for not letting me put shit in the main code!

WBFade is FREEWARE - use it any way you like.
WBFade was programmed using Amiga E.

1.2 Introduction

WBFade is a program that grabs the WB palette before the WB has been opened, then it sets this to either a black or white palette and fades/nukes it to the real palette. It also has a RGB fading mode. Read more in

Usage

Fade has been tested with the following configurations:

```
A1200 28MHz 2Mb Chip 4Mb Fast
A1200 14MHz 2Mb Chip
```

Requirements

OS3.0+ and probably the AGA chipset.

1.3 Installation

The installation is quite simple. Just put a line like in the Usage example JUST BEFORE LoadWB in your startup-sequence. It is ←
VERY important that WBWait is started just before LoadWB.

Remember to always use RUN and a sufficient DELAY value. If the delay value is too small, the colormap could get messed up by WBStartup programs that allocate colors.

1.4 Usage

There is a couple of arguments. They are SPEED, NUKE, R, G, B and DELAY. For a usage example:

```
RUN >NIL: WBWFade S 2 B 100 D 18
```

As you can see SPEED can be replaced by an S. The value is how many times \$FF(256) should be divided and the result will be in how many steps the fade will operate. There is one VBL(frame) between each step, so a value of 2 would give you a fade that takes approx. 2.5 seconds to complete. 2 is also the default value.

The NUKE keyword can also be abbreviated with an N. Anyway, if you specify this boolean keyword the fade will start from color \$FF(white).

The three arguments R G and B are used to enable a special RGB fading mode. This is quite experimental at this stage though. Currently I am using an old routine which does not follow any standards at all. It also is using lots of divisions. I will replace all fade routines with my asm fade routines in a later version of WBFADE. I just haven't had the time to adapt them to E. Anyway, these arguments stand for the color to base the fade from. If you only specify one or two of them the last component(s) will not be faded i.e they will be the original color from the beginning. Just try this function out and you will get the idea. Note that RGB fading cannot be used in conjunction with NUKE.

The D stands for DELAY and this value is very important. This is the time WBFADE should wait before fading the palette. The value is in seconds and if you don't specify it it will default to 5 seconds. As in the example my WB takes 18 seconds to fully load (horror).

1.5 History

WBFade 1.0 (960618)
- First release.

1.6 Garbage

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