Rainbow

COLLABORATORS

	TITLE : Rainbow		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Rainbow

1.1 Rainbow

```
PureBasic - Rainbow V1.00

  The Amiga has a little chip called 'Copper' which is used
  to synchronize the whole display. This chip is amazing and
  can be 'programmed'. With the help of this chip, it's possible
  to create stunning visual tricks and the most common is
  probably the rainbow one. It just displays a nice rainbow in the
  background of your screen. Yes, but it uses only one color and
  can add upto 256 gradients. It's a way to display more than
  256 colours on a single screen. This library uses the AGA copper
  to produce easily 16M colours vertical rainbows. It's of course
  fully multitasking and OS compliant. The CPU overhead is near to
  zero as it's done by the hardware.

Commands summary:

  CreateRainbow
  FreeRainbow
  HideRainbow
  InitRainbow
  RainbowColor
  RainbowEnd
  ShowRainbow

  Rainbow Demo
```

1.2 createrainbow

```
   SYNTAX
Result.l = CreateRainbow(#Rainbow.l,NumOfCol.l)

   FUNCTION
Create a new rainbow object, ready for use.

This function don't care if the object is already
```

```
initialized, make sure it's free.
```

```
Rainbow
The rainbow to create.
```

```
NumOfCol
The maximum possible colors in the rainbow,
one on each line of the screen.
```

```
Result
If TRUE the rainbow object has been succesfully
created, otherwise it's FALSE.
```

1.3 freerainbow

```
   SYNTAX
FreeRainbow(#Rainbow.l)
```

```
   STATEMENT
Use this statement to swap the rainbow object
out of memory.
```

```
Rainbow
The rainbow to free.
```

1.4 hiderainbow

```
   SYNTAX
HideRainbow(#Rainbow.l)
```

```
   STATEMENT
Removes the rainbow from the screen.
```

```
Rainbow
The rainbow to hide.
```

1.5 initrainbow

```
   SYNTAX
Result.l = InitRainbow(Rainbows.l)
```

```
   FUNCTION
This function is the initroutine and must always be
called before any other rainbow functions.
```

```
Rainbows
The maximum wanted rainbow objects.
```

```
Result
If this is TRUE then all is fine, else none of the
```

other rainbow functions could be called.

1.6 rainbowcolor

```
   SYNTAX
RainbowColor(#Rainbow.l,YPosition.w,Red.b,Green.b,Blue.b)

   STATEMENT
To have some color, on a specific line, in the
rainbow then call this statement.

Rainbow
The rainbow to add a color on.

YPosition
The position on screen where this color
is displayed.

Red
The value which represents the red color.

Green
The value which represents the green color.

Blue
The value which represents the blue color.
```

1.7 rainbowend

```
   SYNTAX
RainbowEnd(#Rainbow.l)

   STATEMENT
When no more colors are about to be put on the rainbow
then call this statement to have it ended.

Rainbow
The rainbow to end.
```

1.8 showrainbow

```
   SYNTAX
ShowRainbow(#Rainbow.l,ScreenID.l)

   STATEMENT
Call this statement to put the rainbow on the
desired screen.

Rainbow
The rainbow to put on the screen.
```

```
ScreenID
The rainbow will be displayed on this screen until
HideRainbow() is called.
```