

Color AnimatelnIT

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- requires CShowlnit in 'proc' resource ID 128.
- requires 'Anim' resource ID 128 as follows:

int

BaseIcon

- First Icon ID of sequence.

char  
NumIcons

- Number of Icons in sequence.

char  
RepeatCount

-  
Count to repeat sequence.

long  
IconDelay

-  
Delay in 60ths of sec's between

each Icon.

int

EndIcon

- Last Icon to end Animation.

- will play 'snd ' resource 128 with animation if present.

- will operate with up to 255 'cicn' and/or 'ICN#' resources.

- NOTE: Masks for ALL icons should be identical!

This Routine is FreeWare, and may be used in any Extensions or Control Panel Devices as long as credit is given within the program. Anthony Saxton retains all Copyrights to the Animate\_INIT routine.