Color AnimateINIT

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requires CShowInit 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.

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NOTE: Masks for ALL icons should be identical!

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or Control Panel Devices as long as credit is given within
the program. Anthony Saxton retains all Copyrights to the
Animate_INIT routine.