

**MagicColors**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> MagicColors		
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# Chapter 1

# MagicColors

## 1.1 MagicColors.guide

Documentation for MagicColors 1.0a

Author: Volker Rudolph

Copyright  
Overview  
Requirements

Installation  
Usage

History  
Author

## 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

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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

Usage

If no options are given, MagicColors simply allocates the pens 4 to 7

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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

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

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

History

```
1.0a, Date 1.2.95
- 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

Author

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