

**ORPHEUSV1.00**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> ORPHEUSV1.00	
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# Chapter 1

## ORPHEUSV1.00

### 1.1 Orphues V1.00 Guide Clear 1998

ORPHEUS V1.00

Welcome to Orpheus, a programmers tool allowing the creation of AGA gradient copper effects, for use within the user's BlitzBasic program.

This guide has details on all the features of Orpheus, and is divided into the following sections:

1. Basic usage of Orpheus
  2. GUI functions and Keyboard shortcuts
  3. Installation and requirements
  4. Credits
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### 1.2 Basic usage of Orpheus

TOP AND BOTTOM COLOURS:

Each copper effect has a 'TOP' and a 'BOTTOM' value, which can be altered by clicking on a colour on the colour palette, or by entering the RGB values directly. Orpheus will then blend between the 2 chosen colours, showing you an example of the copper effect.

PALETTE:

The colour palette can be altered using the following methods:

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- 1> Selecting one of the 4 default palettes, labelled as follows;  
- . ..
- 2> By RMB clicking on any colour in the palette - this will give you a range of colours from white, to the colour that was selected.
- 3> Holding SHIFT and RMB clicking will perform the same function, except the range will begin with black.

#### SAVING:

Once the desired effect has been achieved, this can be saved as Blitz Basic source code for use within your program, or to be loaded back into Orpheus at a later date.

Source code is saved as ASCII and should merged into your program at the relevant place (i.e. after creating the COPLIST display and before entering BLITZ mode.)

Load "ExampleCopper.bb2" in Blitz Basic, which explains how to include the source code generated by Orpheus in your program.

## 1.3 GUI functions and Keyboard shortcuts

#### KEYBOARD SHORTCUTS:

T	>	Select TOP of copper
B	>	Select BOTTOM of copper
+	>	Increase brightness of copper
-	>	Decrease brightness of copper
U	>	Undo last action to affect copper
R	>	Redo last undo

(All the above actions also have gadgets)

RANDOMIZE	Will select a random colour for the currently selected attribute (TOP or BOTTOM).
SWAP	Will exchange colour values between TOP and BOTTOM.
RGB VALUES	Allows you to view, or alter the RGB values of both TOP and BOTTOM attributes.
START <Y>	This is the horizontal scanline where the copper effect will begin. (Y axis)
HEIGHT	The height of the copper effect. (i.e. 256 for a PAL full screen copper)

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REGISTER        The colour register to affect.

## 1.4 Installation and requirements

### INSTALLATION:

Just copy the supplied font into your FONTS: directory, and run ORPHEUS. It will run with a default Screenmode of Hires/Interlace, which can be altered but must be no smaller than 600x400.

Orpheus V1.5 (due Summer 1999) will be much more user friendly, featuring a multi-window environment, saveable display setup, font sensitivity and no screenmode limitations. Also, it will have a much more detailed AmigaGuide document, as the current documentation is fairly bog-standard.

### REQUIREMENTS:

Webhead FONT (supplied) in your FONTS: directory/assign  
AGA Chipset  
OS3.0 or higher

## 1.5 Credits

### DISCLAIMER:

Orpheus is Freeware, meaning anyone can use it for whatever means they desire, for no fee whatsoever.

Orpheus CAN be included on coverdisks, Aminet CD's or Public Domain resource - however, the author assumes no responsibility for damages or losses caused by the use of Orpheus. The program operates in an operating system "friendly" manner, and has been thoroughly bug tested.

### CREDITS:

Computer programming	- Howard Wilsher
Documentation	
Bug Testing	
AmigaGuide assistance	- Matthew Wilsher
Final bug test	
Created using	- BlitzBasic 2.1
	- Personal Paint 7.1
	- Amiga A4000/030

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## CONTACTING THE AUTHOR:

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Also by this author, download from Aminet "[dev/misc/FusionV1\\_0.lha](#)", this program is designed mainly for games developers, and has advanced copying and pasting palette manipulation features.

ORPHEUS IS DEDICATED TO THE MEMORY OF TONY NEALE

THANKS TO THE FOLLOWING PEOPLE/ORGANISATIONS.

COMMODORE  
ACID SOFTWARE/MARK SIBLY  
CLOANTO

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