CM11

COLLABORATORS			
	TITLE : CM11		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		February 12, 2023	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

CM11

1.1 ColorManager - Keeps track of your pens!

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          ColorManager 1.1 by Bozo - Compiled 960203


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        ~- Introduction and features.

        Installation
         - You know what.

        Usage       ~
        ~- How to use it.

        History     ~
         - What it was like.


   ColorManager is FREEWARE

   NOTE: ColorManager was programmed using
   Wouter van Oortmerssen's Amiga E.
```

1.2 Introduction

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   Welcome to ColorManager 1.1!

   ColorManager has been tested on:

   A1200 14MHz 2Mb Chipmem              OS3.0
   A1200 28MHz 4Mb Fastmem+2Mb Chipmem OS3.0

   Requirements:

   OS3.0 (Using new 32-bit color loading functions)
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Features:

+ OS friendly.
+ Small & Fast.
+ No memory use whatsoever. (Unlike MagicWB-Deamon)
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1.3 Installation

```
Install it by using the supplied installation script. (icon)
It will install ColorManager in SYS:WBStartup and
ColorManagerPrefs in SYS:Prefs.

I also recommend you to install the icon package "AmyWB".
It's a highly proffesional 32 color icon package.
To use AmyWB and similar products, a program like this must
be used to maintain WB's pens.

NOTE: Even though the ColorManager icon has 126 STARTPRI,
the colors will change about a second after the WB screen
has been opened. To speed this up, you can place
ColorManager in your startup-sequence directly after
"LoadWB". But that's entirely up to you.
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1.4 Usage

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ColorManager was programmed to replace nasty programs
like MagicWB-Demon. Its purpose is to give the user
the possibility to (de)allocate the WB pens. This is
useful for WBs with more than 4 colors.

ColorManager will be installed in the WBStartup drawer.
No windows or anything will pop up, it will just load
the prefs file if there is any. Note that if you need
to change the WB screen mode, you will have to restart
ColorManager.

A reason to not keep all pens locked is that certain
programs(like MUI) can allocate it's own pens. This
way you can define own colors in those programs.

NOTE: The prefs file is created by ColorManagerPrefs.

For you who want to know, the preference file format
is really simple. Each color is four bytes (RGBL).
The L stands for Locked and is a TRUE or FALSE value.
the colors are saved from 0-x.
```

1.5 History

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ColorManager 1.1  960203
 - Optimised code.
 - BUGFIX: Pens not locked didn't take color from screen.

ColorManager 1.0  960129
 - Initial release.
```