CMP11

	COLLABORATORS			
	TITLE : CMP11			
ACTION	*NAME*	*DATE*	*SIGNATURE*	
WRITTEN BY		February 12, 2023		

	REVISION HISTORY		
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

CMP11

1.1 ColorManager - Keeps track of your pens!

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                ColorManagerPrefs 1.1 by Bozo - Compiled 960203
```

```
   ColorManagerPrefs lets you edit the ColorManager config file.
```

```
           Introduction~
           ~- Introduction and features.

           Installation~
            - You know what.

           Usage~~~~~~~~
           ~- How to use it.

           History~~~~~~
            - What it was like.
```

```
   ColorManagerPrefs is FREEWARE

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

1.2 Introduction

```
   Welcome to ColorManagerPrefs 1.1!

   ColorManagerPrefs 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)

Features:

+ OS friendly.
+ Access to ALL colors.
+ Easy color edit functions. (spread,copy,exchange)
```

1.3 Installation

```
Read this section in the ColorManager.guide
```

1.4 Usage

```
                Press at any button corresponding to the ColorManagerPrefs GUI ↩
            .

+-----------------------------+   The Project menu has options
|+---------------------------+|   for saving and opening a
||                           ||   custom preference file.
||                           ||
||         Palette           ||   The Edit menu has options for
||                           ||   restoring a previous palette.
||                           ||
|'---------------------------'|
|+---------------------------+|
||          Sliders          ||
||                           ||
|+---------------------------+|
|
            @|  (Un)Lock
            All
            Non
             |
|
              Copy
             Spread
            Exchange
             |
|
              Save
               Use
            Cancel
             |
+-----------------------------+
```

1.5 (Un)Lock cycle button.

This button will lock or unlock your current color.

Note that "Unlock" means that if you press the button,
the color will be unlocked. Seems obvious, but some
people find it hard to understand.

Colors 0-3 cannot be locked.

1.6 All button.

This button will lock all colors, except 0-3.

1.7 None button.

This button will unlock all colors, except 0-3.

NOTE: Due to some yet unexplained phenomena at
some ocations, this function may require several
executions.

1.8 Copy button.

This button takes the current color and
copies it to the color you select next.

Note that you only can select "Cancel"
or a color to continue from this operation.

1.9 Spread button.

This button will take the current color
and make a "range" to the next selected
color.

Note that you only can select "Cancel"
or a color to continue from this operation.

1.10 Exchange button.

This button will take the current color
and swap it with the next selected color.

Note that you only can select "Cancel"
or a color to continue from this operation.

1.11 Save button.

```
This button will save your colors, then quit
with the current settings.
```

1.12 Use button.

```
This button will quit the program with its
current settings.
```

1.13 Cancel button.

```
This button will quit the program with the
previously saved prefs.

Note that this button also cancels a
color edit function.
```

1.14 History

```
ColorManagerPrefs 1.1  960203
 - BUGFIX: Pen lock information was not properly
           read/saved in config file.
 - BUGFIX: Pens not locked didn't take color from screen.

ColorManagerPrefs 1.0  960129
 - Initial release.
```