WBFADE10

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	TITLE : WBFADE10		
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Chapter 1

WBFADE10

1.1 WBFade - Fader for the WB screen.

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                WBFade 1.0 by Bozo - Compiled 960618




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         - You know what.

        Usage       ~
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        History     ~
         - What it was like.


    Thanks to pOMAc for not letting me put shit in the main code!

    WBFade is FREEWARE - use it any way you like.
    WBFade was programmed using Amiga E.
```

1.2 Introduction

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                WBFade is a program that grabs the WB palette before the WB
    has been opened, then it sets this to either a black or white
    palette and fades/nukes it to the real palette. It also has
    a RGB fading mode. Read more in
                Usage
                    Fade has been tested with the following configurations:

    A1200 28MHz 2Mb Chip 4Mb Fast
    A1200 14MHz 2Mb Chip

    Requirements
```

OS3.0+ and probably the AGA chipset.

1.3 Installation

                    The installation is quite simple. Just put a line like in the
               Usage
                    example JUST BEFORE LoadWB in your startup-sequence. It is ←
                      VERY
important that WBWait is started just before LoadWB.

Remeber to always use RUN and a suffcent DELAY value. If the delay
value is to small, the colormap could get messed up by WBStartup
programs that allocates colors.

1.4 Usage

There is a couple of arguments. They are SPEED, NUKE, R, G, B and DELAY.
For a usage example:

RUN >NIL: WBWFade S 2 B 100 D 18

As you can see SPEED can be replaced by an S. The value is how
many times $FF(256) should be devided and the result will be in
how many steps the fade will operate. There is one VBL(frame)
between each step, so a value of 2 would give you a fade that
takes aprox. 2.5 seconds to complete. 2 is also the default
value.

The NUKE keyword can also be abbriviated with an N. Anyway, if
you specify this boolean keyword the fade will start from color
$FF(white).

The three arguments R G and B are used to enable a special RGB
fading mode. This is quite experimental at this stage though.
Currently I am using an old routine witch does not follow
any standards at all. It also is using lots of divisions.
I will replace all fade routines with my asm fade routines in
a later version of WBFade. I just haven't had the time to adapt
them to E. Anyway, these arguments stands for the color to base
the fade from. If you only specify one or two of them the last
component(s) will not be faded i.e they will be the original
color from the beginning. Just try this function out and you will
get the idea. Note that RGB fading cannot be used in conjunction
with NUKE.

The D stands for DELAY and this value is very important. This is
the time WBFade should wait before fading the palette. The value
is in seconds and if you don't specify it it will default to 5
seconds. As in the example my WB takes 18 seconds to fully load
(horror).

1.5 History

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WBFade 1.0  (960618)
- First release.
```

1.6 Garbage

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