COLORDEMO

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Uses: Color, Peano, ColorPolygons

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Color Demonstration Programs

The following functions are on file on COLORDEMO.LCOM.

(COLORDEMO) [Function]

brings up a menu of color demonstration programs. The system cycles through the entries on the menu automatically, allowing each to run for a small, fixed amount of time (typically 40 seconds). Selecting one of the entries in the menu causes it to start that program.

(COLORKINETIC *Wait Window*) [Function]

runs a color version of the standard *Kinetic* demo in *Window.* The demo works by BLTSHADEing random textures to *Window* to random regions of *Window* using random OPERATIONs with a bias towards OPERATION='REPLACE.

(VINEDEMO *Wait Window*) [Function]

draws a twisting vine that changes in thickness, direction, and color as it grows inside *Window*.

(RAINING *Wait Window*) [Function]

drops of rain appear to splash on to *Window* causing concentric circular ripples of color to spread outward on the surface of *Window*.

(MODARTDEMO *Wait Window*) [Function]

some of the art produced by this demo is at least as good as some that you will see in art galleries. The demo actually works by BITBLTing *Window* on to itself with a displacement with random SOURCETYPE and OPERATION, mixed in with some BITBLTed random textures.

(STARBURSTDEMO *Wait Window*) [Function]

far far away in a galaxy somewhere in the future, an unexplained physical force sweeps over peaceful stars turning them at once into brilliant exploding novas which are safely viewed at a distance through the rear view porthole of our fleeing spaceship.

(COLORPEANODEMO *Wait Window*) [Function]

the Peano fractal curve in color.

(BUBBLEDEMO *Wait Window*) [Function]

the *Window* fills with brilliantly colored soap bubbles. This demo works by calling FILLCIRCLE.

(OVERPAINTDEMO *Wait*) [Function]

uses masking techniques to print over the lower right color demo window. Notice that just the pixels of the character images get printed and not the white pixels that normally surround the character images.

(TILEDEMO *Wait*) [Function]

takes what currently appears in the four color demo windows and adds their images to a growing list called TILEBITMAPS. The demo then tiles the color screen background followed by repeatedly tileing the four color demo windows with randomly chosen tiles.

(TUNNEL *Speed*) [Function]

draws a series of concentric rectangles of increasing size in increasing color numbers. *Speed* determines the size of the rectangles. This can then be ‘‘run’’ by calling ROTATEIT, which is described below.

(MINESHAFT *N OutFlg*) [Function]

draws a series of concentric rectangles of size *N* in increasing color numbers. *OutFlg* determines whether the color numbers increase or decrease. This can then be ‘‘run’’ by calling ROTATEIT, which is described below.

(WELLDEMO *Wait*) [Function]

draws a series of concentric circles on the color demo windows in increasing color numbers. The circles are then "run" by rotating the color map.

(ROTATEIT *BeginColor EndColor Wait*) [Function]

goes into an infinite loop rotating the screen color map. The colors between *BeginColor* (default zero) and *EndColor* (default maximum color) are rotated. If *Wait* is given, (DISMISS *Wait*) is called each time the color map is changed. This provides an easy way of ‘‘animating’’ screen images.

(COLORPOLYDEMO *ColorStream*) [Function]

is on the file COLORPOLYGONS.DCOM. It runs a version of the *Polygons* program on the color screen.