

Coloradjust.mui

1. Super class
2. Background
3. Attributes
4. MUIA_Coloradjust_Blue
5. MUIA_Coloradjust_Green
6. MUIA_Coloradjust_ModeID
7. MUIA_Coloradjust_Red
8. MUIA_Coloradjust_RGB

Coloradjust.mui

Super class

Group.mui

Background

Coloradjust class creates some gadgets that allow adjusting a single color. Depending on the operating system, different kinds of gadgets are be used. Kickstart 2.x users might only receive an RGB slider triple, Kickstart 3.x users could get an additional colorwheel if available.

Attributes

Attribute	Version	ISG	Type
<u>MUIA_Coloradjust_Blue</u>	V4	ISG	ULONG
<u>MUIA_Coloradjust_Green</u>	V4	ISG	ULONG
<u>MUIA_Coloradjust_ModeID</u>	V4	ISG	ULONG
<u>MUIA_Coloradjust_Red</u>	V4	ISG	ULONG
<u>MUIA_Coloradjust_RGB</u>	V4	ISG	ULONG *

MUIA_Coloradjust_Blue

NAME

MUIA_Coloradjust_Blue — V4 [ISG], ULONG, 0x8042b8a3

FUNCTION

Set or get the 32-bit blue component of the adjusted color. Values range from 0 (no blue) to \$ffffff (full blue).

SEE ALSO

[MUIA_Coloradjust_Green](#), [MUIA_Coloradjust_Red](#), [MUIA_Coloradjust_RGB](#), [MUIA_Coloradjust_ModeID](#)

MUIA_Coloradjust_Green

NAME

[MUIA_Coloradjust_Green](#) — V4 [ISG], ULONG, 0x804285ab

FUNCTION

Set or get the 32-bit green component of the adjusted color. Values range from 0 (no green) to \$ffffffff (full green).

SEE ALSO

[MUIA_Coloradjust_Red](#), [MUIA_Coloradjust_Blue](#), [MUIA_Coloradjust_RGB](#), [MUIA_Coloradjust_ModeID](#)

MUIA_Coloradjust_ModeID

NAME

[MUIA_Coloradjust_ModeID](#) — V4 [ISG], ULONG, 0x8042ec59

FUNCTION

This attribute tells the coloradjust object for which screen mode the color shall be adjusted. The object queries the display data base for some mode attributes (such as supported number of red/green/blue bits) and adjusts its display accordingly, giving the user an idea of what colors are supported.

Omitting this attribute does not affect the functionality of a Coloradjust object. The user will still be able to adjust a color. However, if you know the ModeID, you should supply it.

SEE ALSO

[MUIA_Coloradjust_RGB](#)

EXAMPLE

```
setcadj MUIA_Coloradjust_ModeID GetVPModeIDviewport
```

MUIA_Coloradjust_Red

NAME

MUIA_Coloradjust_Red — V4 [ISG], ULONG, 0x80420eaa

FUNCTION

Set or get the 32-bit red component of the adjusted color. Values range from 0 (no red) to \$ffffff (full red).

SEE ALSO

MUIA_Coloradjust_Green, MUIA_Coloradjust_Blue, MUIA_Coloradjust_RGB,
MUIA_Coloradjust_ModeID

MUIA_Coloradjust_RGB

NAME

MUIA_Coloradjust_RGB — V4 [ISG], ULONG *, 0x8042f899

FUNCTION

Set or get the red/green/blue values all at once. You pass in/receive a pointer to three longwords containing the 32-bit red, green and blue values.

EXAMPLE

```
ULONG rgb
setcadj MUIA_Coloradjust_RGB rgb

ULONG rgb
getcadj MUIA_Coloradjust_RGB rgb
printf rgb rgb rgb
```

SEE ALSO

MUIA_Coloradjust_Green, MUIA_Coloradjust_Blue, MUIA_Coloradjust_Red, MUIA_Coloradjust_ModeID

Copyright © 1992-2006 by Stefan
Stuntz
Copyright © 2006-2018 by Thore
Böckelmann, Jens Maus

MUI for AmigaOS -
MUI-Autodocs

Updated: 03-Apr-2018