

trueColor

trueColor provides an intuitive way to work in color in HyperCard.

You can give buttons and fields colors and color pictures.
Buttons can have color icons.

You can cut, copy and paste color pictures and icons
to and from the clipboard.
You can move fields and buttons in color.

The information about the color properties is
stored within the buttons and fields,
so eg. moving a button with a color icon
requires only to move the button,
not the button first, and then a color overlay.

trueColor requires HyperCard 2.1 or later
a 68020 or higher, preferably a PowerPC or a fast 68k Mac.
Some features require 32-bit QuickDraw (included in Sys 7),
QuickTime, or a monitor with at least 16 colors/grays.

trueColor is
© Copyright 1996 by Alain Stalder.
All Rights Reserved.
It is free for non-commercial use.

Changes in 1.02 (dec'96)

trueColor now works with HyperCard 2.1 or later.
This was possible, because an external function is used
to collect part properties with the additional result that
painting cards is now about 50-100% faster.

There is a minor pitfall if you used an earlier version
of trueColor: you will have to press ctrl-t once on
every background that uses trueColor in order to update it.
This replaces the background button trueColor by
a field of the same name (HyperCard 2.1 cannot put
any contents into buttons).

The external function accesses the open stack as a binary file.
The script version for painting cards is still in trueColor
and is used if the XFCN fails or the version of HyperCard is 3.0 or higher.

As a side effect, trueColor is no longer slow in HyperCard 2.2
on PowerMacs that have Connectix SpeedDoubler installed.

The screen is now locked before going from card to card.
Color fillings are no longer shown on screens with less
than 16 colors/grays (wrong colors were displayed).
The control-key for showing the pasting options is now ctrl-o.
(ctrl-p is reserved for printing in color.)

Troubleshooting

There is a flaw in Apple's Color Tools that can conflict with trueColor; it occurs only if you have colorized your home stack using Apple's Color Tools.

In that case, the following handlers have been put into the script of your home stack:

```
on openCard
    Send colorMe to this card
    pass openCard
end openCard
```

```
on closeCard
    lock screen
    pass closeCard
end closeCard
```

```
on openStack
    AddColor install
    pass openStack
end openStack
```

```
on closeStack
    AddColor remove
    pass closeStack
end closeStack
```

The problem is that for example the openStack message is sent to the home stack even if another stack is opened.

The solution is simply to check if the home stack was opened. Just replace the above handlers in your home stack by these:

```
on openCard
    if long name of this stack is long name of home
    then Send colorMe to this card
    pass openCard
end openCard
```

```
on closeCard
    if long name of this stack is long name of home
    then lock screen
    pass closeCard
end closeCard
```

```
on openStack
    if long name of this stack is long name of home
    then AddColor install
    pass openStack
end openStack
```

```
on closeStack
    if long name of this stack is long name of home
    then AddColor remove
    pass closeStack
end closeStack
```

Note that your home stack will still be in color, i.e. these changes are fully compatible with Apple's Color Tools.

Disclaimer

This software is provided "as is" without warranty of any kind, and I, Alain Stalder, expressly disclaim all implied warranties, including but not limited to the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the results and performance of this software is assumed by you.