

# The Amiga Gradient Master

<http://deadliners.net/gradientmaster/>



# Disclaimer

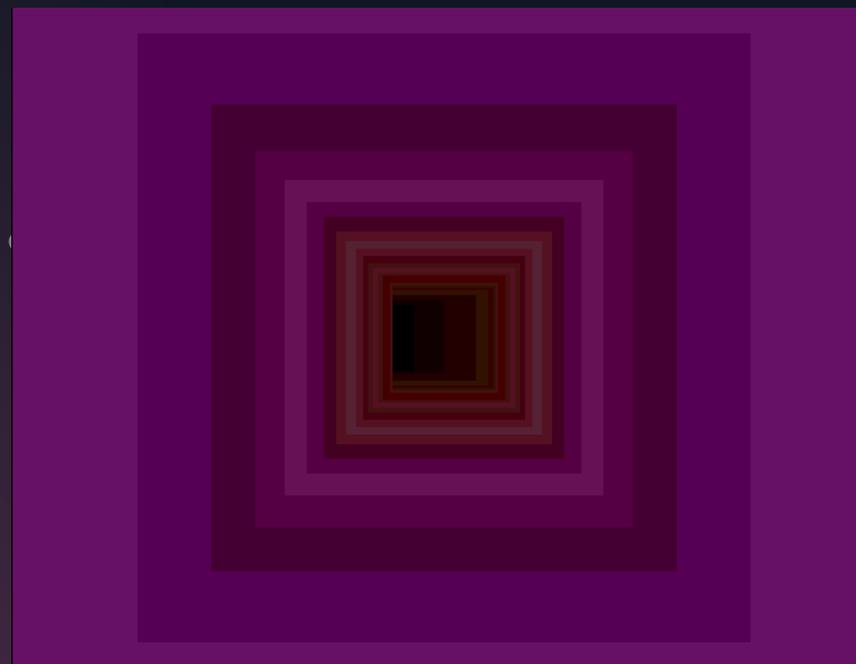
- YES! I'm sure you can create a better tool than this, go for it!
- NO, I'm not a web developer
- NO, I'm not a UX designer
- YES, you probably already know a better tool

All bugs by Soundy / The Deadliners.



# Why?

- Allow graphic artists to preview how a gradient will behave on Amiga using 12 bits colors, especially to avoid ugly banding effects.
- Provide programmers with palettes, directly as assembler source code.
- Let the coders use their Windows or Linux machine, and the artists use their Mac. Hence the choice of a web tool.



# The Amiga Gradient Master

## Documentation

Hue:

Saturation:

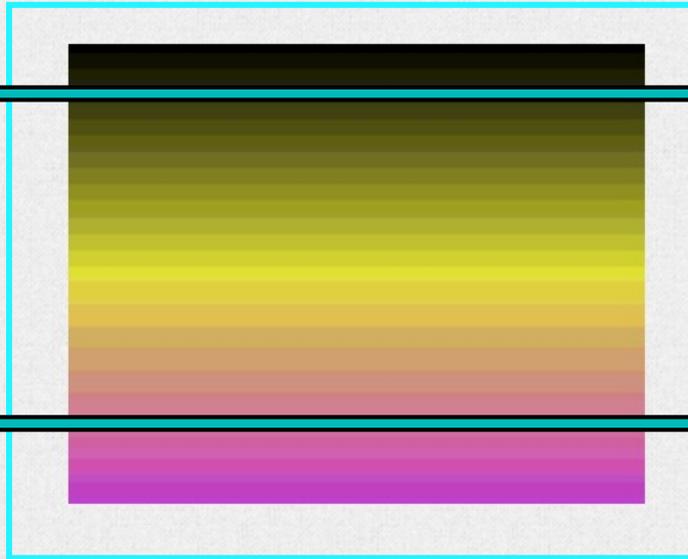
Value:

0

127

255

Line Count:



Values per line:

```
;grdmstr_data:3,256
;hsv:50,50,50
;0:#0
;127:#dede36
;255:#c539cc

palette:
; colors count: 256

dc.w      $000,$000,$000,$000,$000,$110,$110,$110
dc.w      $110,$110,$110,$110,$110,$110,$220,$220
dc.w      $220,$220,$220,$221,$221,$221,$221,$331
;...
```

Modifiers zone

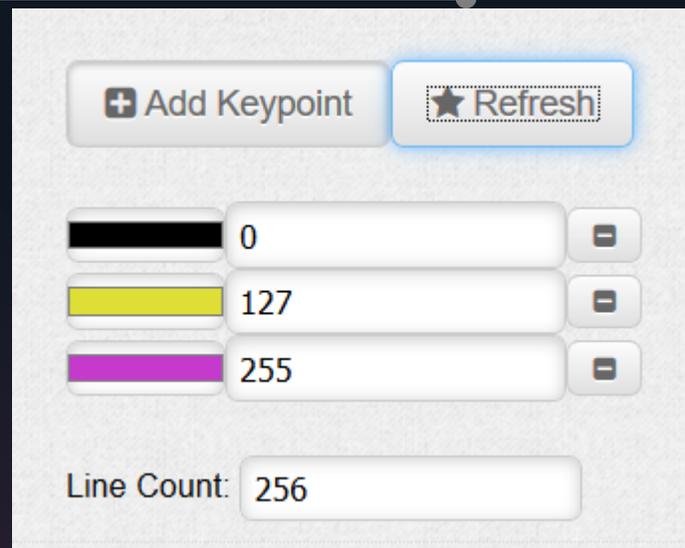
Preview zone

Color Keys zone

Import / Export zone

# Quick Start

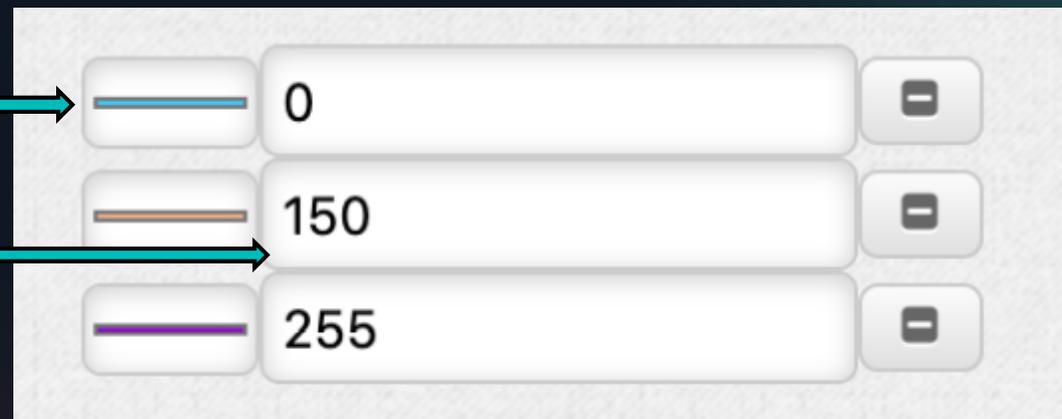
1. In the «color keys zone», set «line count» value. Should be the number of entries you want your gradient to feature.
2. Add and edit some color keys in the «Color Keys» zone.
3. Hit «Refresh» button if needed (if you wonder why, read the disclaimer).



# The Color Keys Zone

Click here to pick a color value for the color key

Type here the line index of the color key



So here, we have a gradient starting with cyan, fading to orange until line 150, and then fading to purple until the end (line 255)



# The Modifiers Zone

You know these! Some details though:

- They affect the whole palette.
- They affect only the preview, and the exported data. Color Keys are not impacted and will keep the value you assigned them.



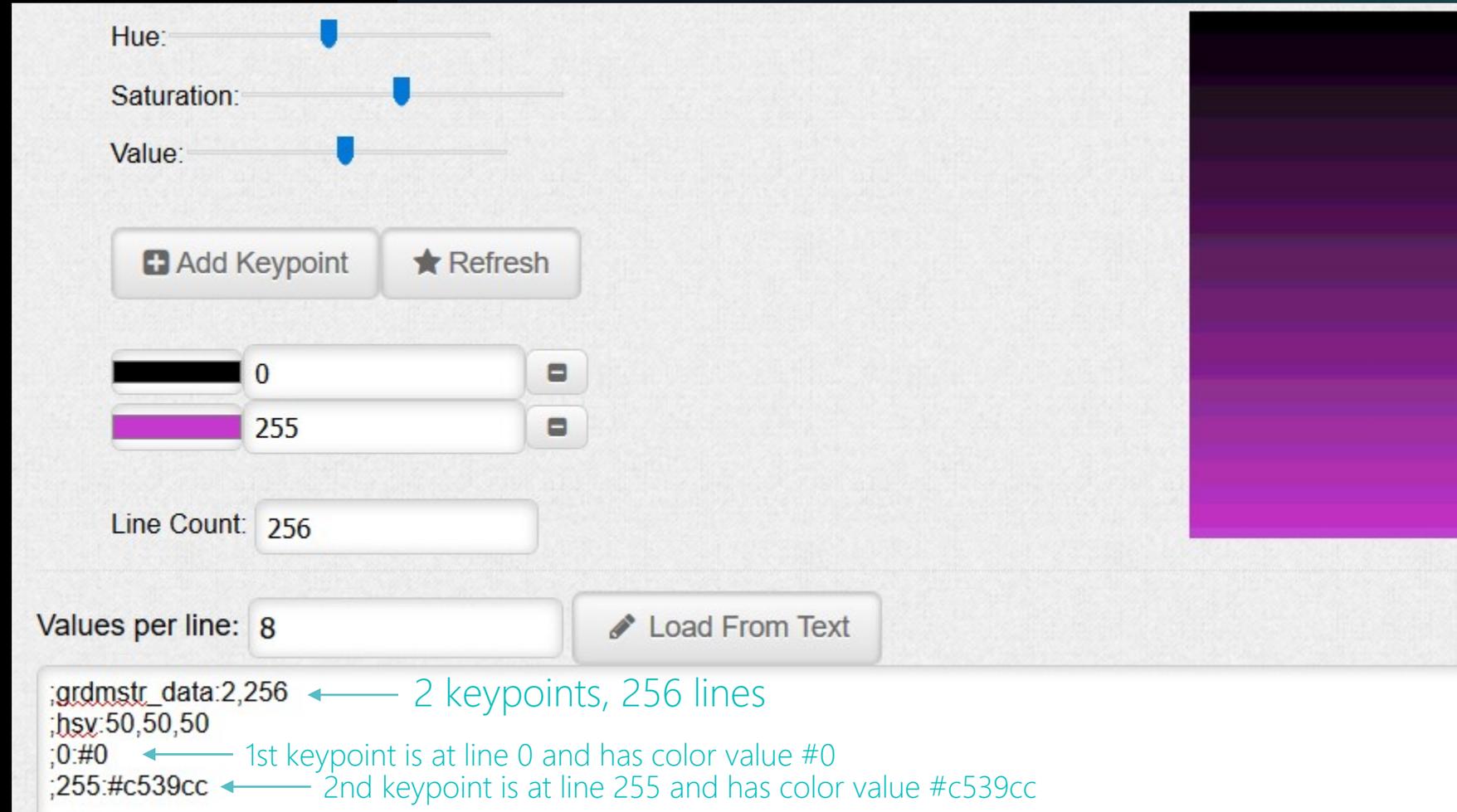
# The Import / Export Zone

Coders will know what to do with this data. Still, there are some important details:

- «Values per line» : Allows to format the assembly code dump.
- «grdmstr\_data» info that comes before the «palette:» label features the settings that allowed to generate the data. Keep this piece of text if you want to save a copy of your settings.
- To load a previously edited gradient, just paste the «grdmstr\_data» text and hit «Load From Text» button
- You can add/remove/duplicate keys using this window. Here's the format:
  - ;grdmstr\_data: number of color keys, number of lines
  - HSV values
  - For each color key:
    - Key line index: key color HTML value

# Example: Duplicating a key (step 1/4)

Imagine you want to insert a key at line 127, with the same color as the one at key 255



The screenshot shows the Amiga Gradient Master interface. At the top, there are three sliders for Hue, Saturation, and Value, all set to their default positions. Below these are two buttons: "Add Keypoint" (with a plus icon) and "Refresh" (with a star icon). Underneath are two keypoint entries: a black bar with the value "0" and a purple bar with the value "255". Below these is a "Line Count" field set to "256". At the bottom, there is a "Values per line" field set to "8" and a "Load From Text" button (with a pencil icon). A text area at the bottom contains the following code:

```
;grdmstr_data:2,256  
;hsy:50,50,50  
;0:#0  
;255:#c539cc
```

Annotations in red and blue text explain the code:

- ← 2 keypoints, 256 lines (pointing to the first two lines of code)
- ← 1st keypoint is at line 0 and has color value #0 (pointing to the third line of code)
- ← 2nd keypoint is at line 255 and has color value #c539cc (pointing to the fourth line of code)

On the right side of the interface, a vertical gradient bar is visible, showing a smooth transition from black at the top to purple at the bottom.

# Example: Duplicating a key (step 2/4)

3: Hit the button!

1: Number of keypoints: type 3 instead of 2

2: Duplicate keypoint at line 255, and set it to line 127

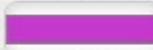
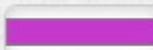
The screenshot shows the Amiga Gradient Master interface. At the top, there are three keypoint settings: a black keypoint at line 0, a purple keypoint at line 127, and a magenta keypoint at line 255. Below these is a 'Line Count' field set to 256 and a 'Values per line' field set to 8. A 'Load From Text' button is highlighted with a blue glow. A cyan arrow points from the text '3: Hit the button!' to this button. At the bottom, a text editor shows the following text: `;grdmstr_data:3,256`, `;hsy:50,50,50`, `;0:#0`, `;127:#c539cc`, and `;255:#c539cc`. A green arrow points from the text '2: Duplicate keypoint at line 255, and set it to line 127' to the line `;127:#c539cc`. Another green arrow points from the text '1: Number of keypoints: type 3 instead of 2' to the number '3' in the `;grdmstr_data:3,256` line.

# Example: Duplicating a key (step 3/4)

Hue:

Saturation:

Value:

	<input type="text" value="0"/>	<input type="button" value="⊞"/>
	<input type="text" value="127"/>	<input type="button" value="⊞"/>
	<input type="text" value="255"/>	<input type="button" value="⊞"/>

Line Count:

Values per line:

```
;grdmstr_data:3,256  
;hsv:50,50,50  
;0:#0  
;127:#c539cc  
;255:#c539cc
```



# Example: Duplicating a key (step 4/4)

The screenshot displays the Amiga Gradient Master interface. On the left, there are three sliders for Hue, Saturation, and Value, each with a blue handle. Below these are two buttons: "Add Keypoint" (with a plus icon) and "Refresh" (with a star icon). Underneath are three color key controls, each consisting of a color swatch, a numerical value, and a minus icon. The first key is black with a value of 0. The second key is a mix of yellow and blue with a value of 127. The third key is magenta with a value of 255. At the bottom left, there is a "Line Count" field with the value 256. On the right side of the interface is a vertical gradient preview showing a smooth transition from black at the top to magenta at the bottom.

You can still click on new the color key, choose a new color and hit refresh!

# License

- The GradientMaster is under the MIT license, which basically means you can do whatever you want with it at your own risk. For more info, read <https://opensource.org/licenses/MIT>, and <https://tldrlegal.com/license/mit-license>
- The GradientMaster is using the below 3rd party libraries, all under the MIT license:
  - jQuery (see <https://jquery.org/license/>)
  - HTML Kickstart (see <https://github.com/joshuagatcke/HTML-KickStart/blob/master/license.txt>)
  - Colpick.js (see <https://github.com/mrgrain/colpick/blob/master/LICENSE>)

**That's it!**  
**Now, go and make a demo**

<http://deadliners.net/gradientmaster/>

