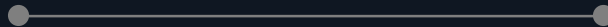


The Amiga Gradient Master

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



Disclaimer

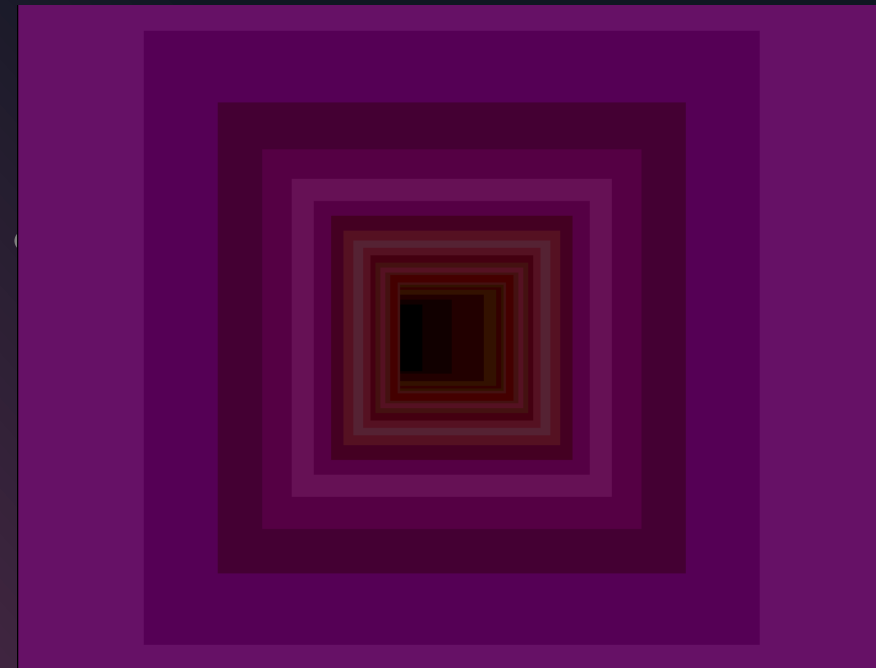
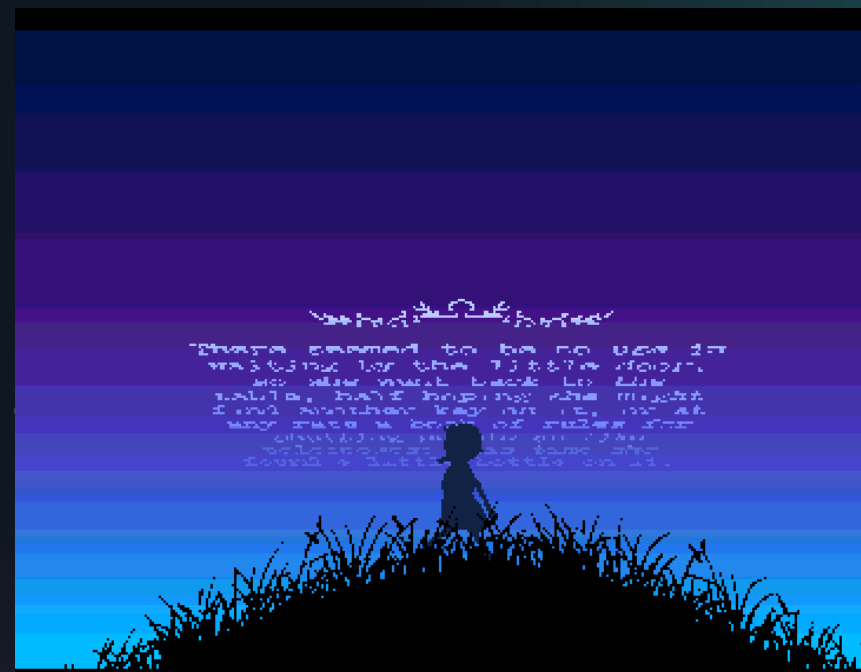
- YES! I'm sure you can create a better tool than this, go for it!
- NO, I'm not a web developer
- NO, I'm not a UX designer
- YES, you probably already know a better tool

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

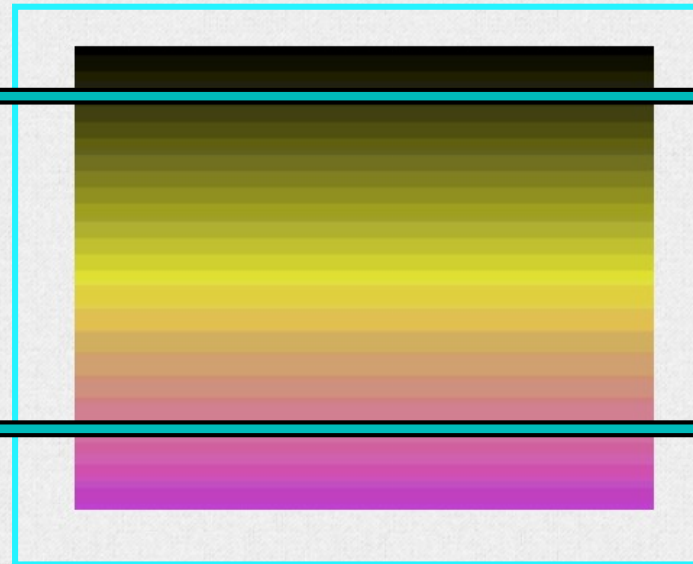
[Documentation](#)

Hue:

Saturation:

Value:

Line Count:



Modifiers zone

Preview zone

Color Keys zone

Values per line:

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

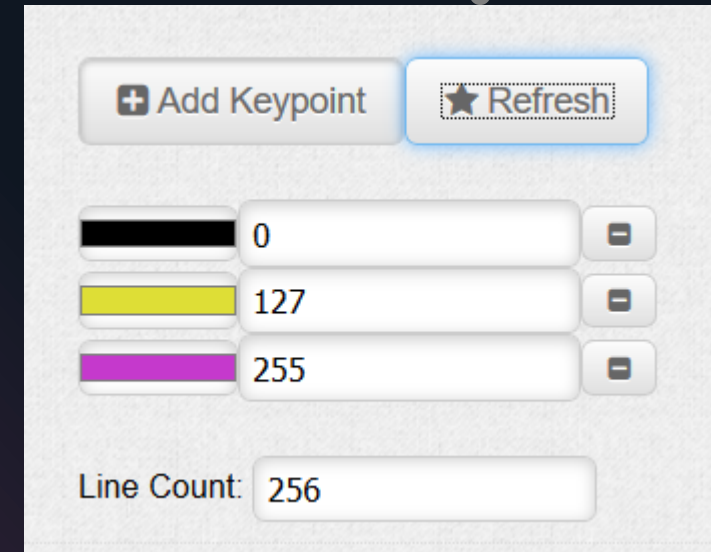
palette:
; colors count: 256

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
;...
```

Import / Export zone

Quick Start

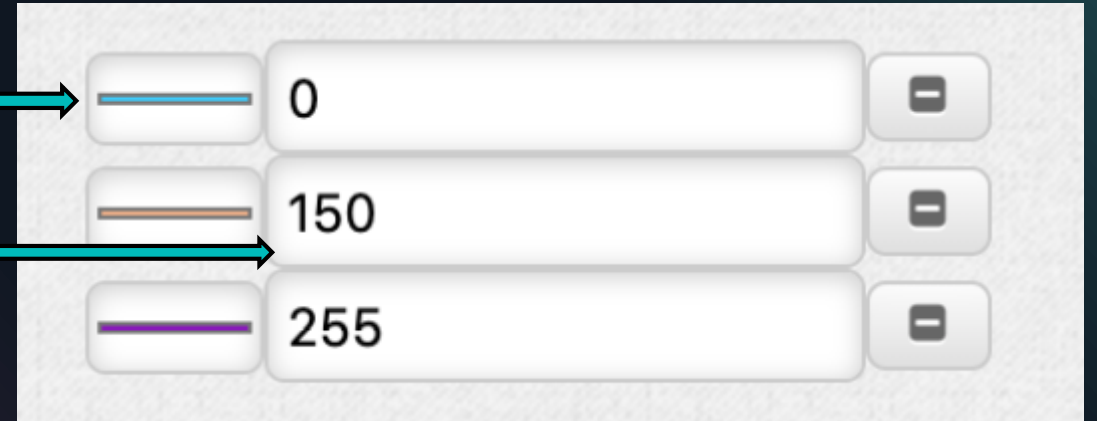
1. In the «color keys zone», set «line count» value. Should be the number of entries you want your gradient to feature.
2. Add and edit some color keys in the «Color Keys» zone.
3. Hit «Refresh» button if needed (if you wonder why, read the disclaimer).





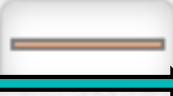
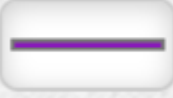

The Color Keys Zone

Click here to pick a color value for the color key

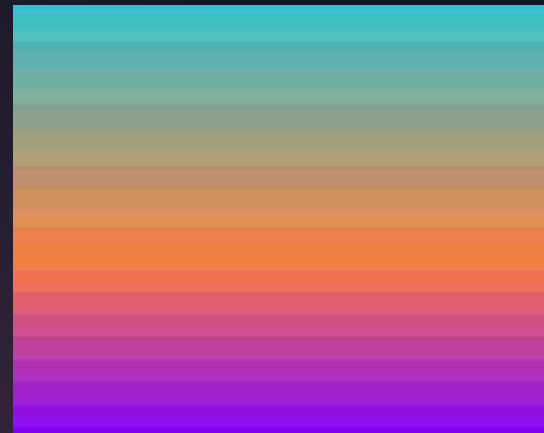
Type here the line index of the color key



The screenshot shows a control panel with three rows, each representing a color key. Each row consists of a small color swatch, a text input field for a line index, and a minus button. The first row has a cyan swatch, the input field contains '0', and a minus button. The second row has an orange swatch, the input field contains '150', and a minus button. The third row has a purple swatch, the input field contains '255', and a minus button. Two red arrows point from the text instructions to the first and second rows.

	0	
	150	
	255	

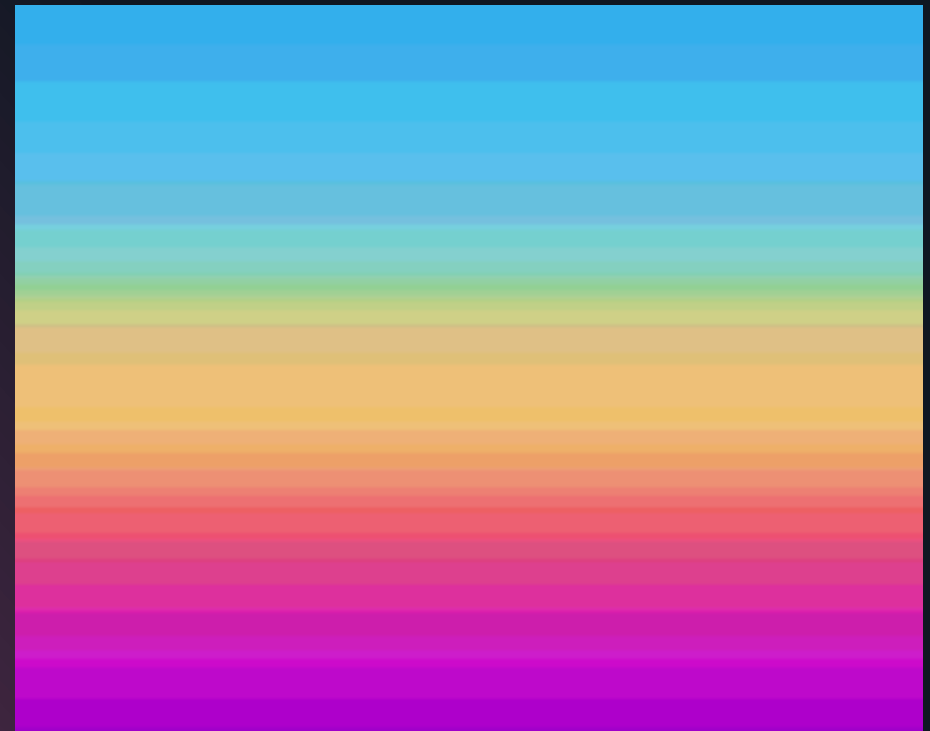
So here, we have a gradient starting with cyan, fading to orange until line 150, and then fading to purple until the end (line 255)



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.



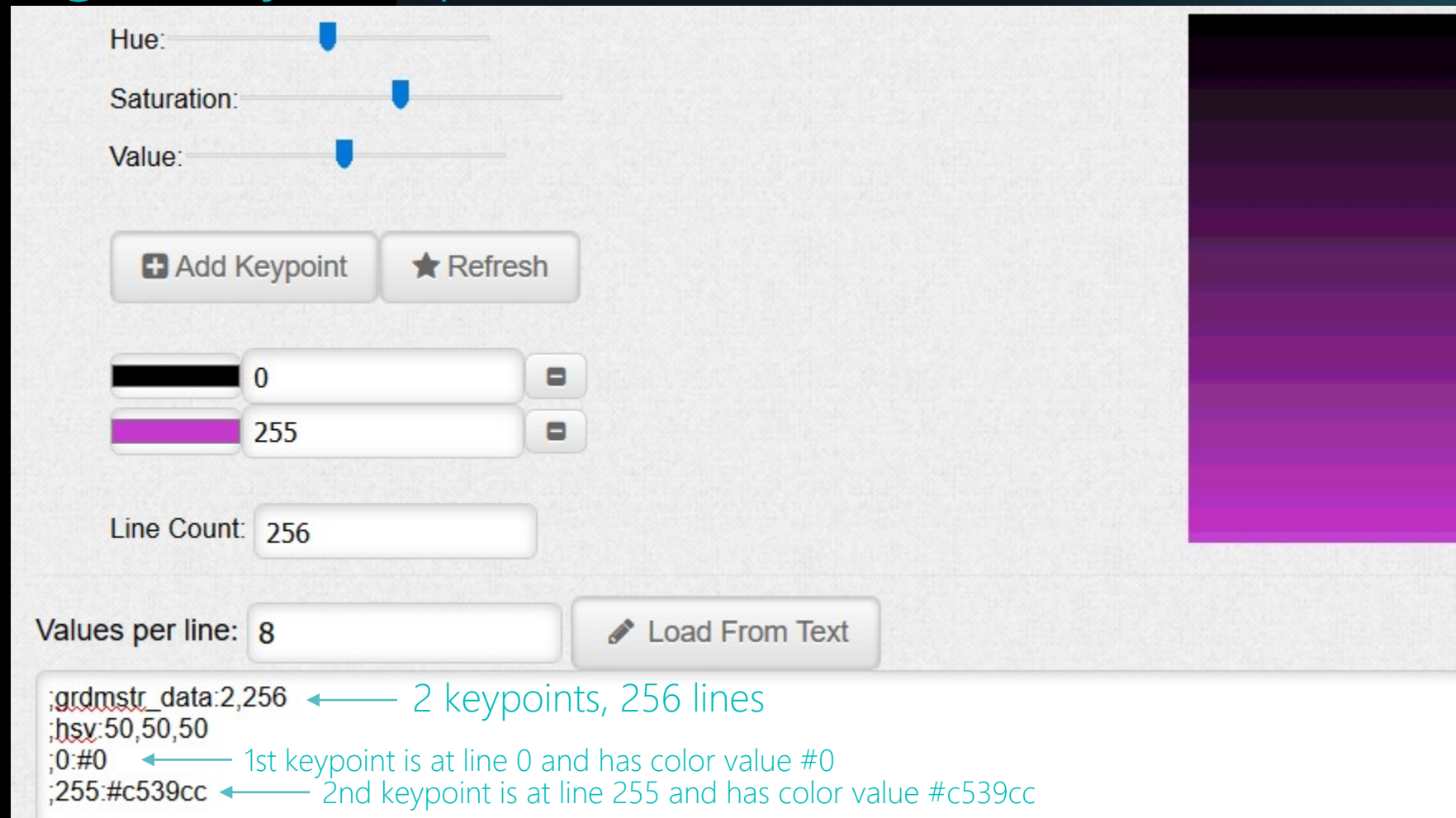
The Import / Export Zone

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, each with a blue marker. Below these are two buttons: "Add Keypoint" (with a plus icon) and "Refresh" (with a star icon). Underneath are two color selection rows. The first row shows a black color swatch, a text input field containing "0", and a minus button. The second row shows a magenta color swatch, a text input field containing "255", and a minus button. Below these is a "Line Count" field containing "256". At the bottom, there is a "Values per line" field containing "8" and a "Load From Text" button (with a pencil icon). Below the interface, there is a code block with the following text:

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

Annotations with arrows point to the code:

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

Example: Duplicating a key (step 2/4)

3: Hit the button!

1: Number of keypoints: type 3 instead of 2

The screenshot shows the Amiga Gradient Master interface. At the top, there are three color swatches with corresponding input fields: a black swatch with '0', a magenta swatch with '127', and a purple swatch with '255'. Below these is a 'Line Count' field set to '256'. Further down is a 'Values per line' field set to '8'. To the right of this field is a button labeled 'Load From Text' with a pencil icon. At the bottom, there is a text area containing the following text: `;grdmstr_data:3,256`, `;hsv:50,50,50`, `;0:#0`, `;127:#c539cc`, and `;255:#c539cc`. A green arrow points from the text '1: Number of keypoints: type 3 instead of 2' to the '3' in the first line of the text area. Another green arrow points from the text '2: Duplicate keypoint at line 255, and set it to line 127' to the '127' in the fourth line of the text area. A blue arrow points from the text '3: Hit the button!' to the 'Load From Text' button.


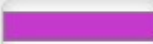
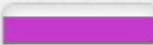
2: Duplicate keypoint at line 255, and set it to line 127

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="✖"/>

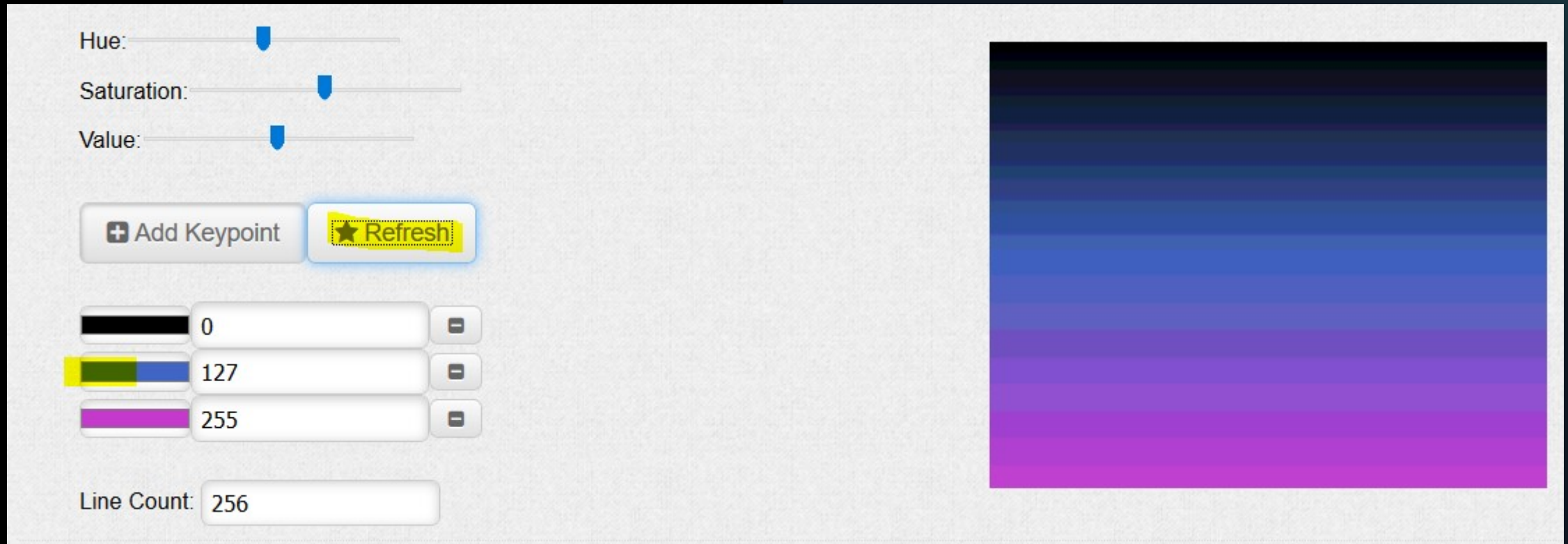
Line Count:

Values per line:

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



Example: Duplicating a key (step 4/4)



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/>

