

Colorlib

So here is another “roodylib”-requiring library extension. This is for games where authors want to use changing (or even just unchanging, non-default) colors but want those colors to be optional for those players out there especially sensitive to certain color combinations.

How to use

Besides including the “colorlib” files and using init and main routines that call Init_Calls and Main_Calls respectively, you can do the following:

1. Set TEXTCOLOR, BGCOLOR, SL_TEXTCOLOR, and SL_BGCOLOR early in init if you want to start the game off in non-default colors.
2. After that, call ChangeColors(arg1, arg2, arg3, arg4) to change the colors, where arg1 is the color that should be TEXTCOLOR (and so on, keeping the order from above).
3. If you don't want to give the player a chance to turn off author-defined colors before the game even starts, set the ask_color global to false.
4. Colorlib doesn't force a screen clear after a color change (for those cases in which you *don't* want to), but ChangeColors returns true if the colors were successfully changed, so you can have code like this:

```
if ChangeColors(GREEN, LIGHT_RED)
{
    cls
    locate 1, (LinesFromTop)
}
```

5. To change the input color, call InputColorIs:

```
InputColorIs(<new color>)
```

Special Notes:

In some big ways, colorlib is more of a “color global manager” than anything (keeping track of multiple values for TEXTCOLOR, BGCOLOR, etc). Still, the ChangeColors routine *does* change the current colors, so it shouldn't be called from within the status window for a couple of reasons. First, it'll change the current colors to your TEXTCOLOR and BGCOLOR values, not SL_TEXTCOLOR and SL_BGCOLOR. Secondly, if there *is* a change in SL_TEXTCOLOR and SL_BGCOLOR, it'll try to call PrintStatusLine again, drawing a new window while you're still in the new one. In such cases where you want to change colors in the middle of your status window code, you may just want to do your own “are non-default colors on?” check, like:

```
if not colorlib.default_colors
    color ZCOLOR, BLACK
```

Contact:

If you have any questions or find any problems, shoot me an e-mail at roody.yogurt@gmail.com.
Thanks for checking out ColorLib!