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1: unit ColourSchemes;
2:
3: {$mode objfpc}{$H+}
4:
5: //=====
6: //
7: //  ColourSchemes.pas
8: //
9: //  Calls: AppVariables
10: //      Main
11: //
12: //  Called By: Init : Initialize
13: //      Main : TfrmMain.mnuConfigColourScheme1Click
14: //
15: //  Ver: 1.0.0
16: //
17: //  Date: 16 Jul
18: //
19: //=====
20:
21: interface
22:
23: uses
24:   Classes, Dialogs, Graphics, SysUtils,
25:   // Application Units
26:   AppVariables;
27:
28: procedure SetColourScheme (vstrColourScheme : String);
29:
30: implementation
31:
32: uses
33:   Main;
34:
35: var
36:   vclrBackColor : TColor;
37:   vclrForeColor : TColor;
38:
39: procedure SetColourScheme (vstrColourScheme : String);
40: begin
41:
42:   gvstrCurrentColourScheme := vstrColourScheme;
43:
44:   frmMain.mnuConfigColourScheme1.Checked := False;
45:   frmMain.mnuConfigColourScheme2.Checked := False;
46:   frmMain.mnuConfigColourScheme3.Checked := False;
47:   frmMain.mnuConfigColourScheme4.Checked := False;
48:   frmMain.mnuConfigColourScheme5.Checked := False;
49:   frmMain.mnuConfigColourScheme6.Checked := False;
50:   frmMain.mnuConfigColourScheme7.Checked := False;
51:   frmMain.mnuConfigColourScheme8.Checked := False;
52:   frmMain.mnuConfigColourScheme9.Checked := False;
53:   frmMain.mnuConfigColourScheme10.Checked := False;
54:
55:   case vstrColourScheme of
56:     '1' : Begin
57:       vclrBackColor := $00FF8000;
58:       vclrForeColor := clWhite;
59:       frmMain.mnuConfigColourScheme1.Checked := True;

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60:         end;
61:     '2' : Begin
62:         vclrBackColor := clWhite;
63:         vclrForeColor := $00FF8000;
64:         frmMain.mnuConfigColourScheme2.Checked := True;
65:     end;
66:     '3' : Begin
67:         vclrBackColor := $00FF8000;
68:         vclrForeColor := clYellow;
69:         frmMain.mnuConfigColourScheme3.Checked := True;
70:     end;
71:     '4' : Begin
72:         vclrBackColor := clYellow;
73:         vclrForeColor := $00FF8000;
74:         frmMain.mnuConfigColourScheme4.Checked := True;
75:     end;
76:     '5' : Begin
77:         vclrBackColor := $005EAEFF;
78:         vclrForeColor := clBlack;
79:         frmMain.mnuConfigColourScheme5.Checked := True;
80:     end;
81:     '6' : Begin
82:         vclrBackColor := clBlack;
83:         vclrForeColor := $005EAEFF;
84:         frmMain.mnuConfigColourScheme6.Checked := True;
85:     end;
86:     '7' : Begin
87:         vclrBackColor := $0000B900;
88:         vclrForeColor := clBlack;
89:         frmMain.mnuConfigColourScheme7.Checked := True;
90:     end;
91:     '8' : Begin
92:         vclrBackColor := clBlack;
93:         vclrForeColor := $0000B900;
94:         frmMain.mnuConfigColourScheme8.Checked := True;
95:     end;
96:     '9' : Begin
97:         vclrBackColor := clWhite;
98:         vclrForeColor := clBlack;
99:         frmMain.mnuConfigColourScheme9.Checked := True;
100:    end;
101:    '10' : Begin
102:        vclrBackColor := clBlack;
103:        vclrForeColor := clWhite;
104:        frmMain.mnuConfigColourScheme10.Checked := True;
105:    end;
106: end; // case vstrColourScheme
107:
108: // Set up the colours now
109: // LCD Panel
110: frmMain.pnlLCD.color := vclrBackColor;
111: // PTT Status
112: frmMain.lblVHFPTT.color := vclrForeColor;
113: frmMain.lblVHFPTT.font.color := vclrBackColor;
114: frmMain.lblUHFPTT.color := vclrForeColor;
115: frmMain.lblUHFPTT.font.color := vclrBackColor;
116: // BY Status
117: frmmain.lblUHFOnAirBusy.Font.Color := vclrForeColor;
118: frmmain.lblVHFOnAirBusy.Font.Color := vclrForeColor;

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119: // Channel Name
120: frmMain.lblUHFTChannelName.Font.Color := vclrForeColor;
121: frmMain.lblVHFTChannelName.Font.Color := vclrForeColor;
122: // Channel Number
123: frmMain.lblUHFTChannelNr.Font.Color := vclrForeColor;
124: frmMain.lblVHFTChannelNr.Font.Color := vclrForeColor;
125: // TCT Status
126: frmMain.lblUHFTCT.Font.Color := vclrForeColor;
127: frmMain.lblVHFTCT.Font.Color := vclrForeColor;
128: // Tone Freq
129: frmMain.lblUHFTCTFreq.Font.Color := vclrForeColor;
130: frmMain.lblVHFTCTFreq.Font.Color := vclrForeColor;
131: // Data Source
132: frmMain.lblUHFTDataSource.Font.Color :=vclrForeColor;
133: frmMain.lblVHFTDataSource.Font.Color :=vclrForeColor;
134: // DTSS Status
135: frmMain.lblUHFTDTSS.Font.Color := vclrForeColor;
136: frmMain.lblVHFTDTSS.Font.Color := vclrForeColor;
137: // DTSS Code Status
138: frmMain.lblUHFTDTSSCode.Font.Color := vclrForeColor;
139: frmMain.lblVHFTDTSSCode.Font.Color := vclrForeColor;
140: // Frequency
141: frmMain.lblUHFTFreq.Font.Color := vclrForeColor;
142: frmMain.lblVHFTFreq.Font.Color := vclrForeColor;
143: // Reverse
144: frmMain.lblUHFTReverse.Font.Color := vclrForeColor;
145: frmMain.lblVHFTReverse.Font.Color := vclrForeColor;
146: // RF Power
147: frmMain.lblUHFRFPwr.Font.Color := vclrForeColor;
148: frmMain.lblVHFRFPwr.Font.Color := vclrForeColor;
149: // Shift
150: frmMain.lblUHFTShift.Font.Color :=vclrForeColor;
151: frmMain.lblVHFTShift.Font.Color :=vclrForeColor;
152:
153: end;
154:
155: end.// unit ColourSchemes;
156:
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