

# **Developer**

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# Chapter 1

# Developer

## 1.1 Garshneblanker Devloper's Guide

Ok. Since I don't want to have to keep writing blankers for ever, I'll give a bit of a tutorial on how to write blankers.

There are three parts to a Garshneblanker blanker.

- 1) An executable that opens a message port and conforms to a particular protocol (which is all taken care of for you in some startup code that all the blankers share).
- 2) An interface description file that describes what sort of preferences items you have. This is pretty straight forward and I'll explain it in a bit.
- 3) And a little text file that describes it all and can be popped up when the user clicks the "Info" button.

The explanations will be in a few sections:

Setting everything up so you can compile.

Writing the program that blanks the screen.

Writing the preferences file to go with it.

Reaping fame and fortune.

## 1.2 Setting everything up so you can compile

You'll need to get the source distribution. The way I have my source tree set up is like so:

SYS:Hack/Projects/

All my development stuff on subdirectories of which are:

GBlanker/

The executable distribution.

GSource/

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The source distribution.

So you'll probably want to extract both of those somewhere to make development easier.

Then the modules are located like so:

GSource/

Blankers/

ASwarm/

Dragon/

etc...

So you can make a directory in GSource/Blankers/

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