

# **SwazBlanker/Def**

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	<i>TITLE :</i> SwazBlanker/Def		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# SwazBlanker/Def

### 1.1 Stars (23.08.95)

```
SWAZBLANKER : Stars
=====
```

```
(C) 1992-95 David Swasbrook,
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```

Introduction	What it actually does
Interface	Configuration preferences
Problems / Features	Problems I have noticed
History	Bug fixes and updates

### 1.2 What it actually does...

```
Stars/Introduction
=====
```

```
This blanker blanks the screen.
```

### 1.3 Configuration preferences...

```
Stars/Interface
=====
```

```
Save - save and use the current settings.
```

```
Use - use the current settings.
```

```
Test - test the blanker under the current settings
```

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Cancel - cancel all changes.

X,Y,Z (Movement) - Initial movement along X, Y and Z axis.  
Default: 0,0,0.

X,Y,Z (Rotation) - Initial rotation along X, Y and Z axis.  
Default: 1,1,-1.

Stars - number of stars.  
Default: 75.

Change - how often the star direction will randomly change.  
Default: 1 second.

Anti Alias - if set then the stars will be rendered as anti aliased objects. This takes a lot longer to draw the stars but does look a lot better.  
Default: Yes.

Sounds - if set then sound will be played when the blanker is started.  
Default: No.

Display Mode - the screen mode to use. If the preferred screen cannot be opened then the default screen mode will be tried, if this fails then the minimum screen mode required for this blanker will be tried, if that fails then the blanker will quit and let SwazBlanker choose an alternative blank method.  
Only screen modes that support double buffering can be used.  
Default: Low-Resolution, 4 Colors.

## 1.4 They arent exactly bugs, but features.

Stars/Problems  
=====

I have encountered problems on the folowing graphics systems:

EGS Spectrum 28/24

"egs.library" version 6.127

There is a small enforcer hit when the screen unblanks. I think this may be tied to the fact that I am using intuition double buffered screens.

I am still working on a soloution.

Also note that EGS screens do not support double buffering so you will not be able to use them for this blanker.

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## 1.5 Bug fixes and updates...

Stars/History  
=====

- '1.2' o Testing correctly reads the current settings for Movement and/or Rotation.
  - o Improved interface layout and locale support
- '1.1' o Only allows selection of double buffering screen modes.
  - o Slider gadget inside the 'tab box' resets to default values properly.
  - o Fixed bug when Stars would wait until a window became activated while it was allocating the screen buffers.
- '1.0' o Localized

## 1.6 index

Stars/Index  
=====

History	Bug fixes and updates
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