

SwazBlanker/Dark

David Swasbrook

Copyright © Copyright(C)1994 David Swasbrook. All Rights Reserved.

COLLABORATORS

	<i>TITLE :</i> SwazBlanker/Dark		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	David Swasbrook	November 23, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	SwazBlanker/Dark	1
1.1	Dark (14.04.95)	1
1.2	What it actually does...	1
1.3	Configuration preferences...	1
1.4	Bug fixes and updates...	2
1.5	index	2

Chapter 1

SwazBlanker/Dark

1.1 Dark (14.04.95)

```
SWAZBLANKER : Dark
=====
```

```
(C) 1992-95 David Swasbrook,
    All Rights Reserved.
```

Introduction	What it actually does
Interface	Configuration preferences
History	Bug fixes and updates

1.2 What it actually does...

```
Dark/Introduction
=====
```

This blanker draws twinkling stars on a black night sky.

1.3 Configuration preferences...

```
Dark/Interface
=====
```

Save - save and use the current settings.

Use - use the current settings.

Test - test the blanker under the current settings

Cancel - cancel all changes.

Density - sets how many dense starfield should be.
Default: 7.

Delay - how often should stars be added.
Default: 5.

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.
Default: Hi-Resoloution Laced 16 colors.

1.4 Bug fixes and updates...

Dark/History
=====

'1.0' o Based on code written by Marzio De Biasi.

1.5 index

Dark/Index
=====

History	Bug fixes and updates
Interface	Configuration preferences
Introduction	What it actually does