

**WBStarsD**

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# Contents

<b>1</b>	<b>WBStarsD</b>	<b>1</b>
1.1	WBStars Guide (english) - Contents . . . . .	1
1.2	WBStars Guide (english) - New . . . . .	1
1.3	WBStars Guide (english) - Installation . . . . .	2
1.4	WBStars Guide (english) - Starting . . . . .	2
1.5	WBStars Guide (english) - Quitting . . . . .	2
1.6	WBStars Guide (english) - Usage . . . . .	3
1.7	WBStars Guide (english) - Configuration . . . . .	3
1.8	WBStars Guide (deutsch) - Known Problems . . . . .	4
1.9	WBStars Guide (english) - Author . . . . .	4
1.10	WBStars Guide (english) - Future . . . . .	4
1.11	WBStars Guide (english) - Writing own modules . . . . .	5
1.12	WBStars Guide (english) - The End . . . . .	5

# Chapter 1

## WBStarsD

### 1.1 WBStars Guide (english) - Contents

Welcome to the new WBStars 2.0

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<http://www.amigaworld.com/support/wbstars/>

This is the seventh WBStars Release.

It is now longer named "beta", because it finally implements all the features of the old WBStars1.3 version (only GUI still missing).

See [New](#) for changes since the last release (17-Mar-1998).

How to use WBStars:

[Installation](#)

[How to start WBStars](#)

[How to quit WBStars](#)

[Usage](#)

[Configuration](#)

[Known Problems](#)

Additional Information:

[Author](#)

[Future](#)

[Writing own modules](#)

### 1.2 WBStars Guide (english) - New

Finally (after one-and-a-half year) reimplements coloured star-lines.

The contrast can be specified with the new tooltype CONTRAST.

The tooltype ZOOM sets the opening-angle of the camera.

WARP sets the speed.

The frames per second can be set with FRAMES.

How much CPU WBStars should use is set by CPU\_USAGE.

The # of stars will now be adjusted to fit the FRAMES and CPU\_USAGE settings.

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## 1.3 WBStars Guide (english) - Installation

Installation of WBStars:

There's nothing to install, to get WBStars running, but you may want to copy the icon 'WBStarsUP' to your WBStartup drawer, so WBStars is startet every time you boot (you may need to change the DefaultTools entry of this icon to the path you copied WBStars to).

The preferences are read from the tooltypes (if startet from WorkBench), or from the argument line (if startet from Shell).

I have included a picture Trees.IFF , that can be used as backdrop pattern (with Prefs/WBPattern ).

And you may have to change the **Configuration** to get it doing something on your System.

## 1.4 WBStars Guide (english) - Starting

How to start WBStars:

There are four ways to start WBStars:

1. (easiest way) from Workbench

Just double-click, **configuration** is done via ToolTypes.

2. (if it should be startet while booting) from the WBStartup drawer

Copy the WBStarsUP Icon to SYS:WBStartup/ and change the DefaultTool of this icon (path of WBStars followed by either /WBStars for 68000 version, or /WBStars020 if you have a 68020 or better). **Configure** WBStars via the Tooltypes of the DefaultTools icon.

If you want to start WBSnow while booting, you set, of course, WBSnow(020) as DefaultTool.

3. (for CLI Freaks) from the Shell

WBStars starts as a background process, so you will get a new prompt immediately. The **Configuration** is set by the arguments, eg:

```
1.System:> WBSnow BG_COLOR=1 MAX_OBJECTS=-1
```

```
1.System:>
```

4. (not very useful) in the S:User-Startup

WBStars starts as a background process, so you can call it without 'run <>NIL:'. The **Configuration** is set by the arguments, as in 3.

## 1.5 WBStars Guide (english) - Quitting

Quitting WBStars:

There are two ways to quit WBStars, in both ways WBStars will remove all stars/snowflakes from the screen before quitting.

1. Exchange

Select WBStars and click on 'Remove' .

2. start WBStars a second time

If WBStars is startet a second time, both processes will quit (even if one may be startet from the shell, or one may be WB-Snow(020)). This means, that you can't run WBStars and WBSnow at the same time (sorry ;-)

## 1.6 WBStars Guide (english) - Usage

Usage:

You can stop WBStars from drawing stars/snowflakes using either the Hotkey (default is 'control alt w') or using the Commodities Exchanges Program.

To restart the drawing just hit the Hotkey again. If you have inactivated WBStars via Exchange it will not recognize the Hotkey, so you have to activate using Exchange.

If you want to close the Workbench (eg. for changing to screenmode) you have to inactivate (or quit) WBStars using the Hotkey or Exchange, because WBStars does a LockPubScreen().

## 1.7 WBStars Guide (english) - Configuration

Configuration:

Regardless of how you start WBStars (Shell or Workbench) you can set the following Values (using Tooltypes if started from Workbench or commandline arguments if started from shell):

CX\_PRIORITY=0 Commodity-Priority

CX\_POPKEY=control alt w Commodity-Hotkey

TOOLPRI=0 Taskpriority (-128 - 127)

BG\_COLOR=-1 Pen-number of background color (if set to -1 WBStars will automatically find the best pen to use as BG\_COLOR)

MAX\_OBJECTS=1000 maximum number of stars/flakes

INITIAL\_DELAY=0 forces WBStars to wait for the specified amount of 1/50s before first allocating the BG\_COLOR (Useful while booting, if WBStars is faster than the loading of workbenches backdrop-picture).

Only for WBSnow(020):

LOOP\_WAIT=3 how often is a flake drawn (1/50s)

MAX\_STICK=100 how long does a flake lie on windows, icons...

CHECK\_STICK=5 how often should 'sticky' flakes be tested (-> 1/5 CPU-usage)

V\_FLUTTER=20 changes the vertical speed (0 -> constant, 100 -> very fluttering)

REMEMBER (default: off) if activated, flakes that have been overdrawn (by eg. a window) will be redrawn if the window has been removed.

FORCE (default: off) if activated, flakes will be drawn in front of every windows, icons, etc. (MAX\_STICK and CHECK\_STICK will have no effect)

PLANES=1 to set the depth of the new (pseudo) 3D-effect. 1st-plane flakes fall at full speed, 2nd-plane flakes at 1/2 speed, 3rd at 1/3 speed, ... . Setting PLANES=1 deactivates the 3D-effect. The max # of planes is 15.

WIND=0 to set the windforce. The wind will be randomly set to left, right or none, using the specified windforce. WIND=0 deactivates the wind.

FEW\_FLAKES=1 creates new flakes only every nth loop.

The above values are the defaults, that will be used, if the Value isn't set in the Tooltypes or arguments.

If you specify a negative MAX\_OBJECTS, the number of flakes will be unlimited (until the RAM's full :-)

If you specify a negative MAX\_STICK, the flakes will stick forever (until you inactivate or quit WBSnow). If MAX\_STICK is negative 'sticky' flakes won't use any CPU-time (as they will if MAX\_STICK is positive), but they won't fall down if you close, for example, the window they're lying on.

Only for WBStars:

WARP=5 speed (1-9)

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CONTRAST=6 contrast (0-15)

FRAMES=20 frames per second, number of stars will be adjusted automatically

CPU\_USAGE percent of CPU-time WBStars will use (0-100)

ZOOM=30 opening-angle of the 3D-algorithm (1-89)

## 1.8 WBStars Guide (deutsch) - Known Problems

WBStars hacks into the Workbench screen, so every time the Workbench changes (because eg. a window opens/closes), there may be graphical errors.

They cant be prevented, but they are "mostly harmless" :-).

If you run (other) programs that need lots of CPU-time, WBStars may be set to ready-state while it has locked the Workbench.

In this case you may not be able to move the mouse until WBStars gets CPU-time again.

If this becomes a problem you should deactivate WBStars while running CPU-intensive programs (eg. using the hotkey).

## 1.9 WBStars Guide (english) - Author

WBStars was developed by:

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WBStars is MailWare!!!

## 1.10 WBStars Guide (english) - Future

Future of WBStars:

I think there will soon be a new release (as this is still beta).

BTW I'm just working on the PPC-version (no joke). OK, WBStars would not become much faster, but i always wanted to modulize WBStars (Commodity=M68k, Module=PPC). Of course, there will be M68k-modules, too.

I have a PPC-version running (as a direct port), but it is slower as the M68k-version.

If you have any suggestions what to implement in the new release see [how to contact me](#) . (BTW WBStars still is Mailware as defined in paragraph 4b of AFD-Copyright , so please mail, even if you haven't something to say !). Didn't I said that before ??

I will try to implement the missing features of WBStars1.3 (@ Aminet://util/wb/wbstars.lha) and, of course, the ones, that I promised before.

Until then, because this release is in no way a replacement of the old one, you may use both versions as you like it, or try (yawn) some static backgrounds.

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## 1.11 WBStars Guide (english) - Writing own modules

The source is (for archive size reasons) no longer included, so if you are interested in it, please send EMail to **me**.

I've still included the text from the last release, but there will be some changes in the near future.

But for now, this is the way I've done the two modules (warp/snow).

I'm working on a wbstars.library that will be as easy to use as the graphics.library .

Details soon at the HomePage (<http://www.amigaworld.com/support/wbstars/>).

How to write own modules (see warning above):

You only (only? ;) have to rewrite the file source/WBStars\_plot.c . Use the old file as template.

This (argumentless) functions are to be written:

InitObjects() Initialize your data before using it (Because the snowflakes are allocated dynamically this function is currently empty).

ClearObjects() is called if WBStars is inactivated or quitted. You mainly have to remove all objects from the screen.

PlotObjects() This is the most important function. It is called several times a second. You have to calculate a new position for every object (stars, snowflakes, or what you like), clear the pixels of the object, and draw it at the new position.

In source/WBStars\_plot.h (you should #include this) it is defined, what functions you may call, to set or clear pixels, and what values are available (read only!).

This is very short, I know, so if you have any questions please contact **me** . (Did I mention, that WBStars is mailware ?-)

## 1.12 WBStars Guide (english) - The End

Do you want more to read?

Sorry, this is the end of the guide.

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