

SwazBlanker/Rotor

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COLLABORATORS

	<i>TITLE :</i> SwazBlanker/Rotor		
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REVISION HISTORY

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Chapter 1

SwazBlanker/Rotor

1.1 Rotor (26.03.95)

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SWAZBLANKER : Rotor
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```

```
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```

Introduction	What it actually does
Interface	Configuration preferences
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1.2 What it actually does...

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Rotor/Introduction
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```

Rotor was inspired by a flightsimulator. The routine which was used to simulate the spinning rotor of a plane is used in this blanker.

The effects are somewhat mesmerizing and spindizzy.

Original source written by Markus Illenseer.

1.3 Configuration preferences...

```
Rotor/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.
- Change - sets how often the current pattern will be used.
The higher the number, the longer the pattern will be drawn.
Sometimes nice to use a high number, as some interference pattern will appear.
Default: 100.
- Change - the length of the trail of the pattern.
Default: 200.
- 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.

1.4 Bug fixes and updates...

Rotor/History
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'1.0' o Source based on original Rotor code by Markus Illenseer.

1.5 index

Rotor/Index
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