

# **SwazBlanker/Mig**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> SwazBlanker/Mig		
<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/Mig

### 1.1 Mig (3.8.95)

```
SWAZBLANKER : Mig  
=====
```

```
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```

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

```
Introduction  
=====
```

This blanker draws colorful patterns on the screen.

### 1.3 Configuration preferences...

```
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.
```

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- Duration - how long in seconds the fully drawn image should remain on screen before a new one is generated.  
Default: 30 seconds.
- Array Size - size of each block.  
Default: 32x32.
- Draw Mode - how the image should be drawn, either draw by drawing random blocks or draw the blocks in a spiral.  
Default: Spiral.
- Show Charges - if set then the sources will be shown.  
Default: No.
- Color Gradient - set level for incrementing the color palette.  
Low values give smoother color transitions, real low values are best used in conjunction with a screen mode supporting 24 bit color.  
Default: Varies depending on the default screen mode.
- 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: Screen with best depth and color palette.

## 1.4 Bug fixes and updates...

History  
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`1.2' o Fix for V39 "graphics.library". My support of 8x8 block sizes under V39 does not work very well. Simple fix was to make the minimum block size 16x16.

`1.0' o Initial release.

## 1.5 index

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