

# **SwazBlanker/Labyrinth**

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

### 1.1 Labyrinth (08.01.95)

```
SWAZBLANKER : Labyrinth
=====
```

```
(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...

```
Labyrinth/Introduction
=====
```

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

### 1.3 Configuration preferences...

```
Labyrinth/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.
```

---

Cell Size - this sets the width of the Labyrinth corridors.  
Default: 8.

Speed - sets how fast the Labyrinth should be solved. Low values  
are slower, higher values are faster.  
Default: 5.

Copper List - if checked then a copper list will be used to change the  
color of the text. This may not be available for some screen  
modes and the gadget will be ghosted to indicate this. In the ↵  
case  
that the screen mode does not support copper lists or you do not  
want to use a copper then the text will have the color cycled.  
Default: Yes.

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-Resolution Laced.

## 1.4 Bug fixes and updates...

Labyrinth/History  
=====

'1.0' o Localized

## 1.5 index

Labyrinth/Index  
=====

History	Bug fixes and updates
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