

SwazBlanker/Pop

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COLLABORATORS

	TITLE : SwazBlanker/Pop		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

SwazBlanker/Pop

1.1 Pop (23.08.95)

```
SWAZBLANKER : Pop
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```

```
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```

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

1.2 What it actually does...

```
Pop/Introduction
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```

The original idea for this blanker came from the Pop blanker on a Silicon Graphics machine.

1.3 Configuration preferences...

```
Pop/Interface
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```

Save - save and use the current settings.

Use - use the current settings.

Test - test the blanker under the current settings

Cancel - cancel all changes.

- Elements - number of elements to construct the pop explosion from.
Default: 200.
- Blast Radius - size of pop explosion. Smaller values result in more confined explosions, larger values disperse the explosion.
Default: 3.
- Large Pixels - increases the size of drawn pixel elements.
Default: Off.
- 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...

Pop/History
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'1.0' o Initial release version

1.5 index

Pop/Index
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