Cookie

Ingo Schmiegel

COLLABORATORS			
	TITLE : Cookie		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Ingo Schmiegel	July 1, 2022	

	REVISION HISTORY		
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Cookie

1.1 Cookie.guide/Main

```
            Cookie v2.0
```

Cookie is another one of those fine modules for the famous
Garshneblanker screensaver.

This module is based on Michael D Baynes's module "Text".
Therefore it just displays some text on the screen,
moves it around and uses some nice colour (..cycling).

The difference to the old "Text" module is that the text
is a cookie randomly selected out of possibly thousands
of cookies collected in a cookie file.

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1.2 Cookie.guide/The cookie files

```
If you just want to download a sample cookie file, use:
    aminet/util/misc/fortune.lha
```

There are lot's of other cookie collections around, take anyone
you want.

The syntax of those files is quite simple:
Any text which shall build one cookie is entered as it should
appear on the screen.
A line with "%%" at the beginning is added after each cookie.
That's all.
So a valid cookie file would be:
------------ snip ------- (begin of file after this line) ------
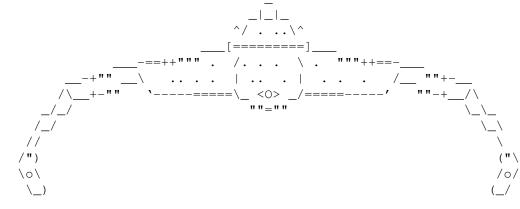Always look on the bright side of life.
%%
"I can resist everything except temptation."

- Oscar Wilde.
%%
Klingon D-7M Cruiser

```
                                     _
                                  _|_|_
                               ^/  .  ..\^
                            ___[=========]___
                       ___-==++"""  .   /. . .   \ .   """++==-___
                  __-+""  __\    . . . .  | ..  .  |  . . .  .   /__ ""+-__
                /\__+-""    `-----=====\_  <O> _/=====-----'    ""-+__/\
              _/_/                         ""="""                         \_\_
            /_/                                                             \_\
           //                                                                \
         /")                                                                  ("\
         \o\                                                                  /o/
          \_)                                                                (_/
%%
```
  ``Love is an ideal thing, marriage a real thing; a
confusion of the real with the ideal never goes
unpunished.'' -- Goethe
%%
----------- snap ------ (end of file just before this line) -----
As you can see, the above file would contain four cookies.
It shows good style, if you citate someone that you add his/her
name to the cookie, so that everyone knows whom it was that said
such nonsense ;-)
If you want to add a cookie just add some lines of text and don't
forget the closing "%%"s!

If you have some small cookie files and join them to one large file
you can put some comments at the start of each new cookie section
so that you know where the cookies from that section came from.
A comment looks like this:
----------- snip ------ (begin of example after this line) ---------
%% This is a comment.
%% The following cookies are taken from the file: "xyz"
----------- snap ------ (end of example just before this line) -----
As you can see any text standing behind "%%" are treated as comments.
Such text will never be displayed as cookie.

If you have a very large cookie collection (i.e. >10000 cookies)
you should split them into some smaller files. As you only can
specify one file for cookie loading, go on like this:

If you have three cookie files overall then duplicate the files
"Cookie"and "Cookie.ifc" in your module directory so that you now
have three "new" blanker modules, called e.g.:
"Cookie" and "Cookie.ifc"
"Cookie2" and "Cookie2.ifc"
"Cookie3" and "Cookie3.ifc"
Then you can select a different file for each of these modules.
(By the way, this method works for all blanker modules. If you
want for one module different prefs settings just clone the module
and its accompanying "*.ifc" file and set the preferences as you
wish.)

Note that those big ascii-pictures are the ones that almost always
cause the trouble when using low screen resolutions, as they cannot
be split in mid-line.

This module tries to recognize those ascii-pictures. They will be
displayed with the fixed-width-font you selected. If you choose a
small font you can be sure that even large images won't be cut off
on the right side.
If the cookie is identified as text-only, any large line will be
split in at least two parts. The first font you choose should be a
proportional one to make text lines look more appealing (and to get
them shorter, too).

1.3 Cookie.guide/installation

                 Be sure to have "asyncio.library" version 39 or above!
If you have not, download the file "aminet/dev/c/asyncio.lha",
unpack it, and copy the file "asyncio/libs/asyncio.library"
to your "libs:" directory.
Then proceed with installing/updating this module.

First unpack the archive with:
    lha -xa x GB_Cookie.lha ram:
(Probably you've done that already.)

Then just click on the install icon and follow the instructions.

If you really want to do it all manually read on:
Just copy the files:
    Cookie
    Cookie.ifc
    Cookie.prefs
    Cookie.txt
to the directory containing your Garshneblanker modules.
The file
    Cookie.guide
contains this documentation. Copy it where you want
(if you want :)
If you are interested in the source code then make a
subdirectory called Cookie in your development tree:

```
    dev/garshneblanker/blankers/Cookie
and copy there the contents of the
    dev
directory of this archive
```

```
That's all.
To see it working just use "Exchange" to open Garshneblanker's
front-end, click on "settings" then on "save" and finally select
"Cookie" from the menu via a left button double click.
I think the gadgets are quite self-explanatory.
If not, see the
                parameters
                 section of this guide.
```

```
To get the promised functionality you need a cookie file, of course.
You can write your own, or download one of the many files existing.
To start you can get the file "fortune.lha" from aminet/util/misc.
If you want to write your own files (It's really easy.) or want to
add some cookies to an existing file you can see the section
```

```
                cookie files
                .
```

1.4 Cookie.guide/Parameters

```
                String gadget "File"
        The text you enter here is interpreted as a file name.
        This file should contain lots of cookies. If you don't
        have a cookie file download "fortune.lha" from aminet/util/misc
        or
        write your own
        .
    default: <a file somewhere on my harddisc ;-)>
```

```
String gadget "No cookies text"
        Here you can enter some text which will be used
        instead of any cookies, if loading the cookie file
        failed.
        If you want to insert a linefeed into the text just type
        "\n". See the default text as an example.
    default: "You haven't got any cookies???\nThen look at ..."
```

```
Font gadget (left hand side)
        Here you can select the font used for drawing the text of
        textual cookies. You can use proportional fonts here.
        Note, that the larger the font the smaller the number of
        characters displayed for one cookie.
        If you use screenmodes like "productivity" or better the
        above should be no real problem. But there are some cookie
        files that contain very large cookies. I'm afraid that you
        then sometimes won't see the complete cookie.
```

```
Font gadget (right hand side)
```

```
            Here you can select the font used for drawing cookies which
            contain ascii-pictures. Choose a fixed-width font here, else
            you'll get some garbled output.
            Note, that the larger the font the smaller the number of
            characters displayed for one cookie.
            If you use screenmodes like "productivity" or better the
            above should be no real problem. But there are some cookie
            files that contain very large cookies. I'm afraid that you
            then sometimes won't see the complete cookie.

Cycle gadget "Change cookie"
        "Yes"         After some time the cookie will be replaced
                      by a new one randomly chosen from the file.
                      Adjust the time with the slider gadget
                      "Seconds between changes"
        "No"          The cookie which appears on blanking will stay
                      on the screen until blanking ends.
                      (Quite boring, I think.)
        default: "Yes"  (Of, course)

Slider gadget "Seconds between changes"
        10..180       Time in seconds after which a new cookie
                      is loaded from the cookie file.
                      Only comes to effect, if the cycle gadget
                      "Change cookie" is turned to "Yes".
        default: 45



Slider gadget "Movement delay"
        0..300        0 results in a fast movement, and 300 will
                      move the text of the cookie very slowly around.
        default: 77



Cycle gadget "Colors"
        "Cycle"       The color will be changed continuously.
                      Specify the speed with the slider gadget
                      "Colourcycling delay".
        "Random"      The colour is constant and will be randomly
                      chosen on module startup.
        "White"       The text appears white.
        "Copper"      The text seems to consists out of many colours,
                      which is done by adding a copper list to the
                      screen which contains the colours of the rainbow.
        default: "Cycle" (I think copper a very good choice, too)

Slider gadget "Colourcycling delay"
        0..500        0 results in a blinking text, and 500 will
                      change the text's colour very slowly.
        default: 222



Display
        In the display requester you can set your favourite
        display mode.
        You should adapt the display's resolution and the font
        size to each other. A 8pts font on a 1600*1280 screen
```

```
            resolution is _very_ small. (But it can display _very_
            long cookies, too ;-)
            If you like those high resolution simply use bigger
            fonts or by a big monitor :)
```

1.5   Cookie.guide/About the Author

This module was written by: Ingo Schmiegel

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(Email is always preferred to other ways of communication
 – except you live next door ;-)

1.6   Cookie.guide/Copyright Information

```
                This module and all accompanying files are completely public  ←
                    domain!
```

Use it, play with it, make it a virus (but don't blame me!!),
do with it whatever you want.

If you want to modify it, because you detected an error or bug
or you just have an idea for improvement, please contact
            me
              first!

If you like this module please send me an email.
(I would prefer a postcard with a nice stamp, but nowadays you can't
hope for much *sigh*)

1.7   Cookie.guide/Disclaimer

This piece of software came to you with no warranty at all.

If your computer or you or anything or anyone else gets any damage
I am not to blame!!

(The rest of the usual legal stuff should be known to you :)

1.8 Cookie.guide/History

```
Version Date        Comments
2.0     11-May-97   With asyncio.library and some additional changes
                     cookies are loaded much faster now.
                    Ascii-images are now displayed with a second user-
                     selectable font. Due to a left alignment they now
                     look as pretty as possible.
                    Syntax of cookie files adapted to most cookie files
                     existing
1.0     26-Apr-97   First aminet version
```

1.9 Cookie.guide/Future

```
              Any ideas ?
Send them to
              me
              !
```

For those of you who have really read this document to its end,
I provide a special service ;-)
If you like this module very much, and would like to hear about
updates or other modules, write me an email. I will store your
email address in a list; and everytime I update this module or
I upload another module to the aminet I will send you an email
alarming you to download the new stuff from aminet.
I promise that I won't use the collected email addresses to send
you any other unwanted material. I won't send you the archives
directly per email, so you can choose yourself what you download.
Again a short email is enough to stop this service.
I won't give your address to others.