Help for Bit Block

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What is Bit block?

Bit Block is a screen saver that can be configured   in many different ways. Tile, stretch or center the background bitmap. Select up to six foreground bitmaps to float across the screen with a three-dimensional appearance. The foreground bitmaps can float in space, leave a trail, merge with the background or mix the background like a puzzle. Save   your favorite configurations to file and load when appropriate. Toggle the RANDOM FILE option to randomly select a configuration from the current load/save directory. Run Bit Block in DEMO MODE and see the many possibilities.

Impress the boss by scanning   the corporate logo, products, CEO and use Bit Block to float them on   the screen.

Scan   pictures of loved ones, pets and children then run Bit Block when work gets you down.

Use Paint Brush or other illustration software to create bitmaps and then show off your talents with Bit Block Screen Saver.

Setting up Bit Block

Copy bitblock.scr and bitblock.hlp to the Windows directory. The program requires VBRUN300.DLL installed in the Windows System directory. This file can be found in the MSBASIC forum on Compuserve or searched for on America Online. The author will send this file to registered users if   requested.

Load Windows and open the MAIN program group.   Click the DESKTOP from the main program group. Select the Bit Block Screen Saver from the file box in the screen saver portion of the form.   Open the Bit Block design form by clicking the SETUP button.   Click the TEST button to test out the screen saver.

Terms

This is a shareware product. You may use it free for a short period. After the evaluation period, you must pay the registration fee or stop using it. You are permitted to distribute this software under the following conditions.

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- You may not rename, alter or change the program in any way.

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- Individuals may register by mailing a check or money order for $5.00

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- Businesses should contact the author about a site licensing fee.

 Alternatively, individuals may register online through compuserve (**GO SWREG**).

Any questions or comments can be directed to the above address.

This software is provided with no guarantees or warranties of any   kind.

Phil D.

Selecting Bitmaps

Select foreground and background bitmaps by   toggling the option box for the object to configure and then double clicking   the desired bitmap in the file box. The selected bitmap name should appear next to the toggled option box. Follow the same procedure for any of the six foreground bitmaps and   the background bitmap.

Use the bitmaps that are distributed with Windows 3.1 with Bit Block. These bitmaps can be found in the Windows directory and have the extension *.bmp. The sample configurations used in DEMO MODE   use these bitmaps. You can   create bitmaps using the PAINTBUSH program provided with Windows. Use an image scanner for creating bitmaps from photographs or other material.

Foreground options

OBJECTS: the number of visible foreground objects when the screen saver is loaded.

SPEED: how fast the objects appear to be moving. Actually, the number of twips (567 twips/cm) each object moves per cycle.

GROWTH: the percentage each object grows or shrinks each cycle. This feature gives the screen saver a three-dimensional   effect.

SMALLEST: the minimum size for   the foreground bitmaps in twips.

LARGEST: the maximum size for the foreground bitmaps in twips.

Toggle the SPACE option and   the objects float around the screen like traditional screen savers.

Toggle the TRAIL option and   the objects leave a stacked trail   and float around the screen. The background refreshes every four minutes.

Toggle the MERGE option and the foreground bitmap merges with the background. This option cycles through many types of merges so the display will   change every minute. The background refreshes every four minutes.

Toggle the MIX option and the background bitmap mixes like a puzzle. The foreground bitmaps are not visible.

Background options

Toggle TILE and the currently selected background bitmap will be duplicated   to fill the entire screen.

Toggle CENTER and the background bitmap will be centered on the screen.

Toggle STRETCH and the background bitmap will be stretched to fit the entire screen.

Configuration files

There are two types of configuration files. Bitblock.ini is the file that is read when the screen saver is loaded and contains   the configuration information. The file is created and modified when the OK button is pressed on the Bit Block design screen. Press the SETUP button from the DESKTOP to reach the   Bit Block design screen. This file will always reside in your Windows directory along with the Bit Block Screen Saver (bitblock.scr). The *.BBK configuration files are saved and loaded from within the Bit Block design screen by pulling down the FILE menu.   This feature allows easy access of favorite designs without redundant keystrokes. You may save these files to any directory you wish. I recommend creating a separate directory for these files so you do not clutter the Windows directory. The *.BBK files are also used when the RANDOM FILE button is toggled. A   random configuration is selected at runtime from the currently ACTIVE save/load directory.   The ACTIVE load/save directory is displayed when you pull down the LOAD or SAVE option. Change the active directory by clicking a new directory from the file LOAD or SAVE features. The newly selected directory is saved in the bitblock.ini file. You can group configuration files in separate directories based on themes (work, home, specific client) then make the directory active when a specific theme is desired.

Defaults

The default background bitmap is a clear black screen.

The default foreground bitmaps are chosen from those distributed with Windows 3.1.

Pull down the OPTIONS menu to clear the background or the foreground bitmaps.

Click   the DEFAULT button to reset the design form to defaults.

Random File

Select this option to randomly select   from a set of previously saved configurations at run time. The program searches the currently active load/save directory for files with the *.bbk extension. A file is selected at random from those found. If no files are found, the currently active configuration is loaded. Change the ACTIVE load/save directory by pulling   down the load or save options from the file menu and clicking the desired directory.

Other

You need to configure Bit Block to your machine. Slower machines will animate fewer objects with optimal effect.

The size and complexity of the bitmap will also affect the animation.

Adjust the various options until the particular configuration you have selected looks best.

If a   bitmap that you created is not working properly with Bit Block   then try saving the bitmap in different ways using Paintbrush. Try shrinking or growing then try saving as 256 color or 16 color.

This is a new program and was written, debugged and tested by one person (me). If you find a problem then please send me a note describing what happened and your system configuration. I will notify you when the problem is corrected.

Release Notes

    v1.0   2/11/94

Demo Mode

Demo Mode will randomly configure Bit Block using bitmaps that are distributed with Windows 3.1. When this option is toggled the screen saver will have a different look each time it is loaded.   Demo Mode can be found under the options menu. Demo Mode will override any other toggled option.

Bit Block will run in Demo Mode if the file bitblock.ini does not exist. This file will not exist until you load the design form by clicking on the SETUP button from the Windows DESKTOP.

Click the TEST button from the Windows DESKTOP and see one of   the many different ways that Bit Block can be configured. Press it again to see another. . .