

SuperDark

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Chapter 1

SuperDark

1.1 SuperDark

SuperDark

Introduction

Installation

Utilisation

Configuration

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History

Adress

Thanks to...

1.2 Introduction

Whatis SuperDark?

SuperDark is a Screen Blanker...Yet, another one, but this one has some special features. It's based on the well now program named AfterDark in the PC and Macintosh World.

SuperDark_1.3, the version of superdark for WBench 1.3 and 1.2 is no more supported. Move to WB2.0!

IMPORTANT NOTE: Don't blame me for my bad english!!! (I'm French you know!)

Some characteristics:

- A lot of different effects, but only one effect is loaded in memory at a given time.
- Possibility of screen locking, with password.
- And great effects...

1.3 Installation

Installation

To install SuperDark, just put the SuperDark directory somewhere in your hard disk, and put the SuperDark program in your WBStartup drawer. After, just run superdark but don't forget to put the name of the directory where are the blankers modules in the DARK DIRECTORY string gadget. If all is correct, you should now see a list with different modules in the main configuration window.

If nothing happen, may be superdark is running, but the main configuration window is closed. To open it, just run superdark a second time, or just press the "hotkey" (look Configuration). You can also try the program from your workbench "commodities exchanges" if you still can't open this window, and from then selecting superdark and pressing the "show" gadget.

Note: superDark use reqtools.library if present, and especially the screen format requester, only available with reqtools V38 or higher...

Note2: SuperDark need WB2.0 or higher

- If you've put superdark in your WBStartup, and if there is this requester after reboot: "Superdark not yet returned,still waiting?" or something like that, just add the ToolType DONOTWAIT in the .info of superdark.

1.4 Utilisation

II Utilisation

To modify parameters, press the key <left shift> and the key <f3>, a window will appears...the explanation will be given next chapter
Note: if you start another superdark while someone is running, the new program will exit, but it will told to the older superdark to open is configuration window.

Immediate blanking: If you press the <left shift>key and the <f4> key at the same time, there will be an 'immediate blanking', This means that the screen will be instantly be blanked.

You can also put the mouse in the lower left corner of the screen to blank immediately the screen (in fact after 2 seconds).

But if you put your mouse in the lower right corner of the screen, the screen will neither blank.

If don't touch your computer for some time (depending of the configuration) it will be automatically go to a 'blanking state'

1.5 Configuration

Configuration

3.1 The main window configuration:

Dark directory:

The first important thing in this window, is the 'SuperDark directory'. It's the place where superdark will look for his blanking modules. So, if you see nothing in the Modules list, fill the SuperDark directory with the correct place where you've put the modules.

Modules

In the modules list, you must see the superdark modules (like ←
firework, effets,
random,...). If no, look at the Dar directory paragraph!. With this list you select the module that you want to be active during the blanking. The current selection is show at the bottom of the list.

Param:

This button open the configuration window of the selected module.

Tempo:

This slider gadget allows you to choose the inactivity time of the blanker, in seconds.

Quiet:

This little checkbox just tell SuperDark to not to show the little window when started, the window with: "SuperDark Started,....."

Lock:

If you select this checkbox, a passwd will be asked after each blanking of the screen. Example: you go somewhere else, but you don't want your computer be used by someone else.

Passwd:

This gadget allow you to enter the Passwd needed to Unlock Screen.

Remove:

If you press this button, SuperDark will be removed (it will exit)...

Save:

To Save the current parameters of SuperDark and the Random module.

Help:

This will shows you a little information window.

Hide:

This button will close this configuration window. If you want to open it again, just press <left Shift> and <F3> .

1.6 modules

3.2 Blankings Modules

Note:

All the parameter window of the blanking module have the four following buttons:

OK: to close the parameters window and to save configuration

TEST: to test the effect.

CANCEL:to close the parameter window, without saving configuration.

INFO: to have some information on this effect.

Anim

Line

Slide show

ARexx

Line2

Spot

ASWarm

Melt

Star

Effets

Mistify

Text

FireWork

Music

Time
FracBlank
Plasma
Random
FlyingToaster
Plasma Cycle

1.7 anim

3.2.1 anim

This effect show you a 3d Object moving on the screen. That's all for the moment, but this effect is still in developpement to be more attractive!

- * Medium cpu-user.
- * small memory-user.

1.8 Arexx

3.2.2 ARexx

This effect allow you to send an ARexx command at the beginning of the blank, and another command at the end of the blanking period. This allow you to start for example a music program, paint program or custom program during blanking. I'am sure that a lot of poeple will find good idea for this effect!

AREXXPORT: This is the name of the ARexx port where the ARexx command are send.

CMD: This is the command send at the beginning of the blank.

ENDCMD: This is the command send at the end of the blank.

- * Small CPU-Usage
- * Small Memory-Usage.

1.9 ASWarm

3.2.3 ASWarm

This module show you little things moving on screen....Just look at it to understand! It's based on a Sun effect's, and it was made by Markus Illenser Matthias Scheler for another blanker.

SPEED=[Slow motion | Very Slow | Slow | Normal | Fast | Very Fast | Incredible]

WASPS=[1-10] number of Wasps!

BEES=[1-500] number of bees!

TIGHTNESS=[1-10]

COLOR CYCLING=[ON|OFF]

AIM MODE=[ON|OFF]

- * Medium to big cpu-user
- * Small cpu-user

1.10 Effets

3.2.4 Effets

This in fact three different effects. But all these three effects have been described in an old issue of the scientific america.

TYPE= [INTERFERENCES | DRAGON | FRAC EFFECT | RANDOM]

DUREE= [50-100]

- * Big cpu-user
- * Medium memory-user

1.11 FireWork

3.2.5 FireWork

This effect show you a FireWork on your screen....

- * Big cpu-user
- * Medium memory-user

1.12 flyingtoaster

3.2.xx FlyingToaster

This effect seems to be greatly inspired from the well now AfterDark. I've take the code from a PD ScreenBlanker, FlyingToaster, from xxx

- * Medium CPU-user
 - * Medium meory-user
-

1.13 fracblank

3.2.6 Fracblank

Adapted from

1.14 line

3.2.7 Line

The screen will slowly disappears under the lines....

- * Small cpu-user
- * Medium cpu-user

1.15 line2

3.2.8 Line2

This effect will show you multicolored lines...You can choose the number of lines, their speed, etc....

- * Big cpu-user
- * Medium memory-user

1.16 melt

3.2.9 Melt

Very nice effect! The current screen is suddenly moving in a very particular manner...Look at this one!

Three type of effects are available:type1,type2,type3 (not very clear...)

- * Medium cpu-user
- * Medium cpu-user

1.17 mistify

3.2.10 Mistify

Draw moving line on screen, once again...Based on the Window's effect...

NUMBERS=[1-3]
SPEED =[1-10]

- * Medium to Big cpu-user
- * Medium memory-usage

1.18 music

3.2.10 Music

This effect is based on my old demo named "The PoiPoi". Four little guys move with music, while PoiPoi musicians are playing the music...

You can select with SoundTracker or protracker module to play, by selecting it's name in the "Module" string gadget (sorry, no requester for the moment).

Each of the musician is assigned to one instrument. Usually, soundtracker modules have 32 instruments. So you can select what instrument a poipoi is playing. For example, instrument number two is a guitar, you can put "2" in "guitar" field. So the guitarist will play instrument number two!

If the module can't find your module, or if the selected file is not a protracker/stk module, a default module will be played (mod.wizardy).

Try this effect....Really nice!

```
MODULE=<name of the file to be played>
DRUMMER (L)=<1-32>
DRUMMER (R)=<1-32>
LEFT KEYB = <1-32>
RIGHT KEY = <1-32>
GUITAR    = <1-32>
```

- * Medium cpu-user
- * Medium memory-usage

1.19 plasma

3.2.11 Plasma

This effect is based on plasma effect from the demos. But it's not a perfect programming, so there must be some problems on some Amiga...

- * Big cpu-user
- * Big Memory-usage

1.20 plasma_cycle

3.2.xx Plasma_cycle

This effect also make plasma, but using a standard bitmap after cycle the colormap, so it must look nice...

- * Big cpu-user
- * Medium Memory-usage

1.21 shuffle

3.2.12 Shuffle

Based on a blanking effect from the XSB program...

SPEED=[SLOW | MEDIUM | FAST | VERY FAST]

- * Small cpu-user
- * Medium memory-usage

1.22 slide-show

3.2.13 Slide-Show

Rem: This effect is only available in WB2.0 or higher....

This effect allow you to make a slide show of your picture during blanking. Useful if you are a gfx artist!

Some explanation:

You must select wich pictures are shown during blanking by pressing the 'Add' button and then select the picture you want. Delete will remove the selected filename in the list of the pictures.

Show will show you the selected picture during a few seconds.

Note: The list of the filename will be saved in the file s:slide-show.cfg

You can modify this file yourself if you want.

- * Small cpu-user
- * Medium to big memory-user

1.23 spot

3.2.x Spot

One or more spots will highlight the screen. If the module can open a screen of one or more bitplanes than the actual one, you can change the luminosity of the background.

You will see the real screen in the spot (I mean that if something happens, something move in the screen, you'll see this in the spots).

SIZE = [1-80]

SPEED = [1-10]

NUMBER = [1-5]

DOUBLEBUFFER=[TRUE|FALSE] You can use or not dble buffer, but not in all the cases.

SHADOW = [0-90] Percentage of luminosity for the background

- * Medium Cpu-user
- * Medium Memory-User

1.24 star

3.2.14 Star

This effect will show you a Starfield in your screen. You can change number of stars and their speed.

STARS NUMBER=[10-150]
SPEED = [1-10]

- * Big cpu-user
- * Medium memory-user

1.25 text

Text

Not a very original effect, but everybody need this one some days. Just write a little text on your screen, and you can choose resolution screen and screen font.

TEXT=<your text>
FONTS= (don't modify it from .info)
SCREEN=<screen used> (don't modify it from .info)
SPEEDX=[0..5]
SPEEDY=[0..5]

- * Small to high cpu-user (depend of the size font)
- * Medium memory-user

1.26 time

Time

This effect show you a clock. You can choose three different clocks, but none is really nice...that's why this effect will soon be modified!

TYPE=[DIGITAL|AIGUILLE|MODERNE]
SECONDS=[ON|OFF]

- * Small cpu-user
 - * Medium memory-user
-

1.27 random

Random

This effect will choose randomly different other effects! You can select the effect that you want to be 'choosable' in the selection list. But if the All Checkbox is checked, all the effect are selectable!

The list of the selectable effects is saved in the file s:dark_random.cfg

NOTE:

The blankers modules are executables, so you can pack them with powerpacker for instance!

1.28 Improvement

Improvement

It would be nice to make a documentation in a correct english! :-)

1.29 bugreport

Now bugs:

- There is a bug using spot with WB3.0, with the workbench screen. This is due to the fact that WB3.0 use interleaved screen!

Bug Report

Please, send me bug reports, or any information (idea, improvement, etc..)

I think there is some problems with A1200 or 4000, due to the DblPal mode.. I don't know a lot of this mode. If you have any information, or any problem you know what to do!

REM: if you use the lockscreen features, the passwd screen is always a lowres screen...may be this will cause troubles with VGA monitors in a 1200.

1.30 history

History

01/01/93

v.09: -First version realised, on some BBS

30/01/93

v1.0: -Lot of bugs fixed, but a lot of bugs still here...

05/02/93

v1.1: - Crash if incorrect configuration fixed
- TaskPri control added
- "Mouse in the corner" functions
- New effect in line.dark
- New: Spot.dark

12/02/93

v1.2: - SuperDark for OS2.0 or higher is now a commodities
- Cx_popkey, and blankey can be modified
- Memory allocation error fixed in spot and anim
- New: Music.dark! GREAT...
- First version sent to FredFish and to BBS via SAN

25/02/93:

v1.21: - Bug fixed in module spot.dark: if the screen width was not a multiple of 8 this cause a modulo problem...
- Bug fixed in the FireWork module, sometime the module never exit.
- The 3d Amiga logo was in the wrong direction in the anim module :-)
- French text removed in the effects and line 2 modules
- In overscan, Shuffle and line doesn't use the whole screen. Corrected.
- Bug in slide-show: when the param window was opened the first time, the file list wasn't correct. Fixed.
- The "Duree" field in the Random module was not correct. Fixed

- Source: I've finally got the last 2.0 includes files, and I've changed my files to fit them. No more "convert.h" file.

08/03/93:

v1.22:
- New type of datas: IMAGE, and DATA_STRING
- choice of screen resolution in some modules, using reqtools requester.

10/03/93:

v1.3:
- Pointer should now disappear...
- Bug fixed in Plasma (screen depth is now really zero)
- Music: Now music players should be visible in NTSC :-)
- Music: File selector (and wait...soon, more interesting things)

20/03/93:

v1.4
- Forgot to put UnLockPubScreen() ! Now fixed
- Look at the font size of window title bar.
- The famous Uppercase/Lowercase bug reported in Usenet corrected. Now blankers modules are also recognise even if they use uppercase letters.
- New type of data: FONT
- Bug removed in ASwarm if screen depth was less then 2 bitpl.
- Superdark_1.3 support stopped
- new: text.dark

1.31 adress

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So you can use this program freely, but if you find it useful, just send me a letter or postcard with your opinion,

1.32 thanks

8. Thanks:

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