SwazBlanker/Pop

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	COLLABORATORS		
	TITLE : SwazBlanker/Pop		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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	REVISION HISTORY		
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

SwazBlanker/Pop

1.1 Pop (23.08.95)

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SWAZBLANKER : Pop
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 Introduction          What it actually does

 Interface             Configuration preferences

 History               Bug fixes and updates
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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...

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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...

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  Pop/History
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'1.0' o Initial release version

1.5 index

```
  Pop/Index
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  History            Bug fixes and updates
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