

# **SwazBlanker/Rotor**

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	<i>TITLE :</i> SwazBlanker/Rotor		
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# SwazBlanker/Rotor

### 1.1 Rotor (26.03.95)

```
SWAZBLANKER : Rotor  
=====
```

```
(C) 1992-95 David Swasbrook,  
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```

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

### 1.2 What it actually does...

```
Rotor/Introduction  
=====
```

```
Rotor was inspired by a flightsimulator. The routine which was used  
to simulate the spinning rotor of a plane is used in this blanker.
```

```
The effects are somewhat mesmerizing and spindizzy.
```

```
Original source written by Markus Illenseer.
```

### 1.3 Configuration preferences...

```
Rotor/Interface  
=====
```

```
Save - save and use the current settings.
```

```
Use - use the current settings.
```

---

- Test - test the blanker under the current settings
- Cancel - cancel all changes.
- Change - sets how often the current pattern will be used.  
The higher the number, the longer the pattern will be drawn.  
Sometimes nice to use a high number, as some interference  
pattern will appear.  
Default: 100.
- Change - the length of the trail of the pattern.  
Default: 200.
- 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: Hi-Resolution Laced.

## 1.4 Bug fixes and updates...

Rotor/History  
=====

'1.0' o Source based on original Rotor code by Markus Illenseer.

## 1.5 index

Rotor/Index  
=====

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