

BlitzBlank

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| COLLABORATORS |
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| | <i>TITLE :</i> BlitzBlank | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
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Chapter 1

BlitzBlank

1.1 BlitzBlank 2.60 16.05.95

B L I T Z B L A N K 2 . 6 0

What is BlitzBlank? (Features)
What BlitzBlank does
Requirements for BlitzBlank?
Installation
BlitzBlank and BlitzBlankPrefs
The GUI of BlitzBlankPrefs
Menus of BlitzBlankPrefs
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Graphic Cards
Bugs? Ideas for improvement?
Author
Copyright/Warranty/Cost
Thanks go to...
History
MUI
Modules
Moduleauthors
New modules?

1.2 What is BlitzBlank?

Description of BlitzBlank:

Well, another screen saver. But this one's got these features:

- AGA/OS 3.0 compatibel

- most modules are graphic card compatible
- modular (soon more Modules) concept
- lots of useful options
- lots of funny modules
- build in mouseblanker (timed or by keystroke)
- nice GUI (style-guide-compliant)
- build in screen mode requester (Commodore forgot in OS 2.0)
- ARexx-Interface
- fully system friendly
- it's own prefs-editor (BlitzBlankPrefs)
- automatic switch-back to black screen if a blanker stops due to heavy CPU load
- won't crash if some nasty program opens it's window on the blankscreen
- mouse motion sensitivity adjustable
- "blank now"- and "blank never"-corner (adjustable size)
- monitors the joystick
- flexible random function
- Commodity
- every module can have it's own screen mode (if the module supports it)
- AmigaGuide documentation with context sensitiv help
- Reblanking (module screen will be pushed to front every 5 seconds)

1.3 What BlitzBlank does

BlitzBlank does:

- screen look enhancement (no burn in possible)
- mouse blanking
- entertainment
- makes other people drool ;)

1.4 Requirements for BlitzBlank?

BlitzBlank requirements:

- an Amiga ;-))
- AmigaOS 2.04 or higher (anybody who still uses 1.3 is at a loss)
- MUI 2.3
- the following libraries must be present in the LIBS: directory:
 - * commodities.library
 - * rexxsyslib.library
 - * amigaguide.library

1.5 Installation

Installation Procedures are as follows:

Automatic Installation:

1. All previously installed versions of BlitzBlank must be deleted (incl. modules).
2. Start the installation script by double-clicking the "Install" icon. If you get the message "Installer not found" or a similar one you have to copy the Installer program from your AmigaOS Install-Disc to your harddisk into the C: (SYS:C/) directory. If the installer script still won't work you should follow the manual installation procedure.
3. Follow the instructions and answer the questions of the installer. Usually you will only have to select "proceed".

Manual Installation:

1. All previously installed versions of BlitzBlank must be deleted (incl. modules).
2. Copy BlitzBlank to SYS:WBStartup.
3. Copy the BlitzBlank drawer wherever you like.
4. Copy Locale/Catalogs/english/blitzblank.catalog to Locale:Catalogs/english/ (AmigaOS 2.1 or higher must be installed)
5. You CAN copy BlitzBlankPrefs to SYS:PREFS but you don't have to. If you do BlitzBlank.guide should be copied to S:.
6. Copy Libs/iff.library and Libs/blitzblank.library to LIBS:.
7. Start BlitzBlankPrefs.
8. Enter the path to the modules in the appropriate field (either you enter it manually or you can use a file-requestor by clicking the gadget at the side of the word "Modulepath").
9. Click SAVE.
10. Start BlitzBlank.
11. If a 68020/030/040 processor is present you can use the files from the 68020 directory. If an additional mathematic co-processor is present you can add the files from 68020+FPU/ or 68040+FPU/.

Tip:

BlitzBlankPrefs features a context-sensitive help i.e. by pressing the HELP-key you'll get help concerning the object over which the mouse pointer is positioned.

For this BlitzBlank.guide must be accessible for BlitzBlankPrefs.

1.6 BlitzBlank and BlitzBlankPrefs

BlitzBlank and BlitzBlankPrefs:

BlitzBlank consists of several parts. The modules, BlitzBlank, BlitzBlankPrefs and the blitzblank.library.

BlitzBlank is the essential blanker constantly running in the background and starting the modules.

BlitzBlankPrefs is the preferences editor for BlitzBlank. With it you determine which module will be started and which options will be used.

Blitzblank.library is the necessary library used by BlitzBlank to communicate with the modules and to put usefull functions at the module's disposal.

1.7 GUI of BlitzBlankPrefs

GUI of BlitzBlankPrefs:

All parts of the GUI can be manipulated with the mouse as well as with the underlined letters (also with SHIFT).

Pressing the HELP-key while the mouse pointer is positioned over a certain gadget invokes the online help regarding this gadget. Pressing the HELP-key while configuring a module, the documentation regarding this module will be displayed.

The GUI of BlitzBlankPrefs consists of the following parts:

- Save/Use/Cancel-Gadgets
- Module-preferences
- Mouse-preferences
- Options
- Corner-preferences

1.8 Save/Use/Cancel-Gadgets

Save/Use/Cancel-Gadgets:

- Save
- Use
- Cancel

1.9 Save/Use/Cancel-Gadgets

Save:

The current options will be saved permanently and BlitzBlankPrefs is stopped.

1.10 Save/Use/Cancel-Gadgets

Use:

The current options will be used but not saved permanently. BlitzBlankPrefs is stopped.

1.11 Save/Use/Cancel-Gadgets

Cancel:

All options will be set back to defaults and BlitzBlankPrefs is stopped.

1.12 Module-preferences

Module-preferences:

Module-list
Prefskey
Blankkey
Blanktime
Randomtime
ModPath
ModPri
Test
Config

1.13 Module-preferences

Module-list:

This list contains all installed modules. If the only displayed module is the built in module (Blackout) then the module path you entered is wrong.

You can chose your module by clicking on it. Doubleclicking the module selects/deselects it for the Randomizer .

1.14 Module-preferences

Prefskey:

Here you can chose the key combination for invoking BlitzBlankPrefs. If these keys are pressed simultaniously and BlitzBlank is active BlitzBlankPrefs will be started.

1.15 Module-preferences

Blankkey:

Here you can chose the key combination for the instantenious blanking of the screen. If BlitzBlank is active and these keys are pressed simultaniously the chosen blank module will be started at once.

1.16 Module-preferences

Blanktime:

Here you can enter the time that must have passed without mouse movement, keystroke, etc. before the blank module will be started. If you enter "0" the blanker is turned off.

1.17 Module-preferences

Randomtime:

Here you can chose the time of the duration of a single module if you have selected the Randomizer . After this time the next module will be started. If there are less than 2 modules diplayed in bold typeset in the module list this field is not selectable. If you enter "0" there will be no switching of modules during blanking.

1.18 Module-preferences

ModPath:

Here you must enter the module path (e.g. "dh0:BlitzBlank/Modules/"). If you enter the wrong path BlitzBlank won't be able to find the modules. By clicking the little gadget at the side of the field (or by entering CTRL-P) the filerequester will be started.

1.19 Module-preferences

Modpri:

Here you can chose the task priority of the BlitzBlank modules. If you select a priority less than 0 then it's more likely that the module will be halted instead of sucking processing time away from other programs. If the module

should stop for some time BlitzBlank will automatically switch to a black screen (if Watch CPU is selected) so the stopped module's graphic won't burn in.

1.20 Module-preferences

Test:

If you click this gadget BlitzBlankPrefs will transmit the currently selected options to BlitzBlank and makes BlitzBlank start the current module. This way you can test changes instantly. Of course this will only work if BlitzBlank is previously started (if it wasn't a message will be displayed).

1.21 Module-preferences

Config:

This gadget opens the options window of the currently selected Module .

Pressing the HELP-key in this window will display the module's documentation.

The following non module specific options are available:

Save - The current preferences will be saved
Test - Test the current preferences
Screen - Select the screen mode for this module
Info - About the module
Presets - Reset the preferences to default values
Cancel - Leave the window without saving

These options are not available in all modules.

1.22 Mouse-preferences

Mouse-preferences:

Fuzzy
#Keys
Time

1.23 Mouse-preferences

Fuzzy:

Here you can adjust the mouse motion sensitivity. If you set it to "0" then even the slightest tremor is enough to switch off the blanker. If you set it to "20" you can even drum your fingers on the mouse without the blanker being turned off.

1.24 Mouse-preferences

#Keys:

This slider determines after how many key strokes the mouse will be blanked. You must take into account the fact that the press AND the release of a key are regarded as TWO keypresses. If the slider value is "0" the mouse won't be blanked by keystrokes.

1.25 Mouse-preferences

Time:

Here you can chose how much time in seconds will pass until the mouse is blanked. A mouseclick or a mouse movement will reset the timer. A "0" will make sure that the mouse won't be blanked due to a timer.

1.26 Options

Options:

Watch CPU
Pass Key
Joystick-Check

1.27 Options

Watch CPU:

This aktivates the CPU load watch of BlitzBlank. It is responsible for the switch-back to a black 320x200 screen with 1 bitplane if the blanker stops due to a heavy CPU load of another task.

1.28 Options

Pass Key:

If this option is activated the key that caused the blanker to stop will be passed thru to the previously activated window. If it is deactivated the key will directly go to heaven.

Example: Before the blanking an editor was activated. As the timer reaches zero BlitzBlank starts the blankmodule. Now the module is stopped because you pressed the "G"-key. If the option is activated the blanker stops and the "G" appears in the editor window. If the option was deactivated the blanker stops and the editor window appears without the "G".

1.29 Options

Joystick-Check:

This option switches the joystick monitoring on and off. If it is activated joystick action (just like mouse action) will turn off the blanking or reset the blank timer.

Due to possible problems with some games (until now none were reported) this option can be turned off.

If you use a dongle (for Real 3D for example), you should turn off this option.

1.30 Corner-preferences

Corner-preferences:

Size

Blank Now

Blank Never

1.31 Corner-preferences

Size:

Here you can adjust the size of the corners for the blank-now and blank-never option. If the value is set to "1" the mouse pointer has to be exactly over the cornerpixel for the option to be activated.

1.32 Corner-preferences

Blank Now:

Here you chose one (or none) of the four corners of the screen. If the mouse pointer is moved to this position and stays there for a moment the screen will be blanked at once.

1.33 Corner-preferences

Blank Never:

Here you chose one (or none) of the four corners of the screen. If the mouse pointer is moved to this position and stays there for a moment the screen will never be blanked. The blank timer (Blanktime) is stopped.

1.34 Menus of BlitzBlankPrefs

Menus of BlitzBlankPrefs:

All menu items can also be activated with the key combination that can be found at their side.

Project/Open:

Loads a previously saved configuration.

Project/Save As:

Saves the current configuration under a selectable name.

Project/About:

Shows informations/copyright.

Project/Quit:

Quit BlitzBlankPrefs without saving the current configuration.

Edit/Reset To Defaults:

Resets BlitzBlank with the default values.

Edit/Last Saved:

Activates the previously saved configuration.

Edit/Restore:

Activates the configuration selected at BlitzBlankPrefs startup.

Settings/Create Icons?:

Determines if an icon is saved with the config-file.

Action/Stop BlitzBlank:

This quits BlitzBlank (not BlitzBlankPrefs).

1.35 ARexx commands

ARexx commands:

BlitzBlank offers an ARexx port (Name: "BLITZBLANK") with which one can control BlitzBlank and change the configuration temporarily. The following instructions are implemented:

QUIT

Quits BlitzBlank.

BLANK

BlitzBlank starts the current blank module at once.

UNBLANK

BlitzBlank stops the running blank module at once.

RELOAD

Configuration is reloaded.

MODULE=modulename

The name for the current module is selected.

Similar to selecting in the Module-list .

RANDOMMODULES=Modulname,Modulname,Modulname

The modules for the Randomizer are selected.

Similar to double clicking in the Module-list .

PREFSKEY=key

Selects the key combination for BlitzBlankPrefs start.

Similar to the Prefskey gadget.

BLANKKEY=key

Selects the key combination to start the blank module at once.

Similar to the Blankkey gadget.

BLANKTIME=sec

Selects the time that will pass till the blank module is started.

Similar to the Blanktime gadget.

RANDOMTIME=sec

Selects the time a single module runs in the randomizer mode.

Similar to the Randomtime .

PATH=path

Selects the path to the modules.

Similar to the ModPath gadget.

MODPRI=num

Selects the module's task priority.

Similar to the ModPri slider.

FUZZY=num

Selects the sensitivity regarding mouse motion during blanking.

Similar to the Fuzzy slider.

KEYSTROKES=num

Selects the number of keys till the mouse pointer is blanked.
Similar to the #Keys slider.

MOUSETIME=sec

Selects the time that will pass till the mouse pointer is blanked.
Similar to the Time field.

WATCHCPU=YES|NO

Determines whether the CPU load is monitored during blanking or not.
Similar to the Watch CPU option.

PASSKEY=YES|NO

Determines if, after the blanking is stopped, the key will be passed through or not.
Similar to the Pass Key option.

JOYSTICK=YES|NO

Determines whether the joystick is monitored or not.
Similar to the Joystick-Check option.

CORNERSIZE=num

Selects the Size of the corners.

BLANKNOW=NONE|UPPERLEFT|UPPERRIGHT|LOWERLEFT|LOWERRIGHT

The blank-now corner is selected. Description can be found in Blank Now .

BLANKNEVER=NONE|UPPERLEFT|UPPERRIGHT|LOWERLEFT|LOWERRIGHT

The blank-never corner is selected. Description can be found in Blank Never .

DISABLE

Similar to "Disable" in commodities exchange and deactivates BlitzBlank

ENABLE

Similar to "Enable" in commodities exchange and reactivates BlitzBlank after a DISABLE.

DEBUG

Starts the current module in a way that it can be only aborted with the UNBLANK Arexx instruction.

Examples:

```
rx "ADDRESS 'BLITZBLANK' 'MODULE=Fade' "  
(The fade module is configured)
```

```
rx "ADDRESS 'BLITZBLANK' 'BLANK' "  
(Blanking starts at once)
```

```
rx "ADDRESS 'BLITZBLANK' 'BLANKTIME=0' "  
(Blanker is deactivated)
```

```
rx "ADDRESS 'BLITZBLANK' 'MOUSETIME=5' "  
(The mouse pointer will be blanked after 5 seconds of inactivity)
```

1.36 Key shortcuts

AmigaOS Key shortcuts:

AmigaOS uses certain terms to describe key combinations. These are used in BlitzBlank to describe the prefskey and the blankkey.

Selektion key:

```
ctrl      = CTRL-key
lshift    = left SHIFT-key
rshift    = right SHIFT-key
lalt      = left ALT-key
ralt      = right ALT-key
lcommand  = left AMIGA-key
rcommand  = right AMIGA-key
```

Other keys:

```
esc       = ESC-key
help      = HELP-key
f1 bis f10 = F1- to F10-key
a bis z   = alpha-keys
0 bis 9   = numeric-keys
```

To describe a certain key combination any number of selection key + other key are valid.

Examples:

```
ctrl esc
ctrl alt f1
lshift lalt a
ctrl lalt ralt help
```

1.37 Terminating BlitzBlank

Terminating BlitzBlank:

- Within BlitzBlankPrefs with the menu item
- Start BlitzBlank a second time and answer the requester with "yes"
- With the ARexx instruction QUIT
- With the commodities exchange program of the workbench

1.38 Randomizer

Randomizer:

BlitzBlank has a build in randomizer.

It can be activated if at least 2 modules of the Module-list are selected with a doubleclick (the name then is displayed in a bold typeset).

Then the blank module to start is selected from the list of the bold displayed modules instead of the normally selected (selected for random display = bold, normal selected = blue).

If at least 2 modules are selected (to select less makes obviously no sense) und a Randomtime >0 is additionally entered the modules will be switched during blanking.

1.39 Tooltypes/CLI-Parameters

Tooltypes/CLI-Parameters:

BlitzBlank recognizes the following parameters:

CX_PRIORITY=num
Determines the commodity's priority. Should be 1.

BlitzBlankPrefs accepts the common parameters:

Tooltypes:
CREATEICONS=YES|NO
ACTION=USE|SAVE

CLI-Parameters:
FROM
EDIT
USE
SAVE

1.40 Technical stuff

Some technical information about BlitzBlank:

- BlitzBlankPrefs uses the same look as the system prefs.
 - BlitzBlank is a commodity and supports the usual commodity tooltypes.
 - BlitzBlank uses a second task to determine if the module has stopped due to heavy CPU load. This causes BlitzBlank to switch to a completely black screen.
 - BlitzBlankPrefs is completely controlable with the keyboard.
 - BlitzBlank's screenmode requester is fully font sensitiv and (contrary to the OS 2.1/3.x ASL-requester) controlable with the keyboard.
 - BlitzBlank is the result of more than a year development.
 - BlitzBlank and all supplied programs have been tested with Enforcer and Mungwall and didn't lose any memory during tests.
 - BlitzBlank and BlitzBlankPrefs can be started from shell.
-

- BlitzBlank uses almost no CPU time (0.010% on an A4000). If the mouse blanker is not activated it uses none at all. Even if the mouse is moved the used CPU time is very low.

1.41 Problems?

Possible Problems:

Problem: BlitzBlank doesn't work at all.

Solution: AmigaOS 2.04 or higher isn't installed.

Problem: Some modules won't work.

Solution: Not enough memory.

Problem: Configurations are not saved properly and XPK/XFH is in use.

Solution: Install the most recent XPK/XFH version.

Problem: BlitzBlank, BlitzBlankPrefs or a module crashes.

Solution: Contact the author.

1.42 Graphic Cards

BlitzBlank and Graphic Cards:

BlitzBlank has been tested with the PicassoII and Piccolo. The following must be regarded if you intend to use a graphic card screen:

- The "Nasty" option should be turned off with the Spot and Tiles module.
- You shouldn't use more than one spot in the Spot module.
- The "buffering" option should not be used since double buffering is either very slow or won't work at all with graphic cards.
- Some modules will crash if you are using EGS 7.1 (Piccolo) and you are running the module on a Piccolo screen. Since these problems didn't show up when we were running a quick test with the CyberGfx 40.40 system (on the same setup) it seems like EGS 7.1 is the problem and not the modules.

1.43 Bugs? Ideas for improvement?

Bugs and ideas for improvement:

If there should occur any errors please contact the Author with a detailed description of the error and your machine configuration (model, OS version ↵
, additional hardware, etc.).

The same applies to all kinds of ideas and comments.

1.44 Author

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1.45 Copyright/Warranty

Copyright and warranty:

BlitzBlank and BlitzBlankPrefs are copyright 1993-95 by Thomas Börkel.

BlitzBlank is GIFTware. If you like it you can send me a gift (money etc.) or at least write a postcard or a mail. But this is not a must.

It is prohibited to supply BlitzBlank with commercial products or with PD/FD disks with a price higher then DM 3.-/US\$2.

BlitzBlank may be supplied on the Aminet/Fish/Saar-AG CDs.

BlitzBlank may be freely copied but no part may be altered.

BlitzBlank may only be copied as a complete and unchanged archive.

BlitzBlank must not be sold with profit.

The sourcecodes are only supplied to give you an idea how to program certain modules. They may not be used in another package without the prior agreement of the respective authors. The same applies for the graphics.

There is NO warranty for BlitzBlank. The use of BlitzBlank is at your own risk. The author is in NO way responsible for ANY damage inflicted by BlitzBlank.

The same applies for the BlitzBlank modules.

1.46 Thanks go to...

Thanks go to:

My special thanks go to:

Alexander Wiggert for betatests, ideas, tips and pushing me forwards ;-)))
Also for the the english translation of the documentation!

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- Mark Rose for betatests and the MagicWB icons
- Stefan Scholl for betatests
- Mathias Supp for betatests and ideas
- Christian A. Weber for the iff.library
- Peter Wenz for betatests

1.47 History

History of BlitzBlank:

V1.00:

First public release.

V1.01:

Bugfix for 1.00.

V2.00:

Version for the programing contest of a german Amiga magazine.
Unfortunately it didn't win and was never published.

V2.50:

- Almost totally rewritten.
 - MUI-GUI.
 - Modules are significantly shorter.
-

- New options.
- Significantly more stable.
- Less CPU time consuming.
- Splitted in blanker and prefs
- Arexx port.
- Many new modules.

V2.50a:

- Enforcer-Hit in BB.Lines killed
- Minimum screen depth for BB.Radar set to 3 (crash with 2)

V2.50b:

- Black screen between the modules in randommode has the correct overscan dimensions, black border and correct ModeID
- Fast Unblank even with heavy CPU

V2.60:

*BlitzBlank:

- BlitzBlank ported to C (-> shorter and faster)
- Fuzzy Mouse bug killed: Works better now
- Default Blank/Mousetime is correct
- Mouseblanking is 100% compatible to the Commodore Mouseblanker
- Tooltype/Parameter NASTYMOUSEBLANK no longer exists
- Reblank function added, currently set to 5 seconds
- Blackout works correct in randommode
- If a module cannot be found, Blackout is used instead
- WB will not be examined if not really necessary (and opened therefore)
- Internal bugfixes and changes

*BlitzBlankPrefs:

- BBPrefs crashed when quitting, if there was no .info
- Cleaned up ARexx routine of BBPrefs
- Fuzzy Mouse is adjustable between 0 and 30
- Selected modules will always be saved when clicking Use/Save

*Modules:

- Clock has the right priority earlier in analog mode
- 24h-mode in Clock/Digital can really be switched off
- Slideshow also scans subdirectories
- Lines has a better palette
- Delay in Lines implemented
- Clock, Mosaic, Spot, Tiles, Worms have a correct aspect ratio
- Snow has a new parameter (max. snowheight)
- Noise and Fountain are fading out in randommode
- New modules: ASwarm, FlyingToaster, Fractal, Goats, Gravity, Maze, Plasma, Skyline, StarField, TicTacToe

*blitzblank.library:

- Interrupting blanking with the right mousebutton no longer holds the modulescreen
- New library functions: BBL_RainbowPalette(), BBL_RemainingTime(),

BBL_CloneFirstScreen()

- New variables in BB_Screeninfo: xpixelsize, ypixelsize
- locale strings were freed to early

1.48 MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz
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80935 München
GERMANY

1.49 Modules

Every module (except Blackout) has it's own preferences window.

Pressing the HELP-key in this window will display the module's documentation.

The following non module specific options are available:

- Save - The current preferences will be saved
 - Test - Test the current preferences
 - Screen - Select the screen mode for this module
 - Info - About the module
 - Presets - Reset the preferences to default values
 - Cancel - Leave the window without saving
-

These options are not available in all modules.

The following modules are included:

Blackout
AmigaSign
ASwarm
Butterfly
Clock
Crumble
Dissolve
Electric
Execute
Fade
Flash
FlyingToaster
Fountain
Fractal
Goats
Gravity
Guru
Life
Lines
Mandel
Maze
Melt
Mosaic
Noise
PatternCycling
Plasma
Pyro
Radar
Skyline
Slideshow
Snow
Splines
Spot
StarField
Text
TicTacToe
Tiles
Tunnel
Worms
Worms2

1.50 Blackout

Blackout:

This is the build in blank module of BlitzBlank. It's always available. It just opens a black 320x200x1 screen in the mode of the frontmost screen.

1.51 AmigaSign

AmigaSign:

The famous Amiga symbol flies over the screen and rotates.

Parameters:

Movement - In which direction the symbol should fly
Rotspeed - How fast the symbol should rotate (0=normal speed)
Speed - How fast the symbol should fly
Buffering - Switches the Double-Buffering on/off

AmigaSign is Copyright by Thomas Börkel .

Graphics are by Alexander Wiggert

1.52 ASwarm

ASwarm:

Bees and wasps fly around. The bees chase the wasps.

Parameters:

Speed - How fast they fly
Color - Colorcycling yes/no
Aim - Where the bees aim
Bees - Number of bees
Wasps - Number of wasps
Bee Accel - Acceleration of the bees
Wasp Accel - Acceleration of the wasps

Original source by Alexander Kneer and Michael D. Bayne.
Ported to BlitzBlank by Thomas Börkel .

1.53 Butterfly

Butterfly:

Colorful butterflies are fluttering over the screen.

Parameters:

Butterflies - Number of butterflies
Minimum Speed - The minimum speed of a butterfly
Maximum Speed - The maximum speed of a butterfly

Wing Speed - The speed of the fluttering of the wings
Buffering - Switches Double-Buffering on/off

Butterfly is Copyright by Thomas Börkel .

Graphics are by Asha Develder.

1.54 Clock

Clock:

This module shows either an analogous or digital clock on the screen.

General Parameters:

Movement - In which direction the clock should fly
Speed - How fast the clock should fly
Seconds - Switches the seconds on/off
Buffering - Switches the Double-Buffering on/off
Optimizer - Always tries to draw the least possible number of points

Analogous Parameters:

Size - Size of the clock in percent of the screen size
Circle - Draw the outer circle yes/no

Digital Parameters:

Font - Which font should be used (even proportional and color fonts are usable)
Color - Color (if it isn't a color font)
24h - 12/24 hour display
Cache - Calculate in advance
(faster, but uses more CHIP-RAM)

Clock is Copyright by Thomas Börkel .

1.55 Crumble

Crumble:

This module "crumbles" the current screen from top to bottom.

Parameters:

Speed - How fast the screen will be crumbled
Dark Background - A dark background will remain
Brightness - The screen's brightness during the effect

Delay - Delay till the brightness is reached

Crumble is Copyright by Thomas Börkel .

1.56 Dissolve

Dissolve:

The front-screen (Workbench) will slowly dissolve.

parameter:

speed [1-5000] number of pixels to be removes per frame.

version 1.0

Dissolve is Copyright by Dirk Farin .

1.57 Electric

Electric:

High voltage in your monitor.

parameter:

details [10-100] the higher the better but the slower

version 1.1

Electric is Copyright by Dirk Farin .

1.58 Execute

Execute:

This module executes a program. It MUST be breakable with CTRL-C or CTRL-D or must terminate itself.

Parameters:

| | |
|-----------|-------------------------------------------|
| Execute | - Path and name of the program to execute |
| Arguments | - Parameter for the program |
| Stack | - Stacksize (default is 4000) |

```
CTRL-C      - Program will be stopped with CTRL-C
CTRL-D      - Program will be stopped with CTRL-D
Final Command - This command will be executed at break time
               (optional)
```

Execute is Copyright by Thomas Börkel .

1.59 Fade

Fade:

This module fades out the current screen smoothly. AGA/OS 3.0 is supported (smoother fading).

Parameters:

```
Brightness - The remaining screen brightness
Delay      - Delay till the brightness is reached
```

Fade is Copyright by Thomas Börkel .

1.60 Flash

Flash:

This module displays a thunderstorm on the screen.

Parameters:

```
Flashes - The maximum number of flashes
Highlight - The Background will flash with the flashes
```

Flash is Copyright by Thomas Börkel .

1.61 FlyingToaster

FlyingToaster:

Toasters are flying around your screen.

Parameters:

```
Toasters - Number of toasters
Speed    - How fast the toasters fly
```

Original source & gfx by Gernot Reisinger and Michael D. Bayne.
Ported to BlitzBlank by Thomas Börkel .

1.62 Fountain

Fountain:

Points flying over the screen.

parameters:

| | | |
|--------|----------|--------------------------------------|
| points | [10-500] | how many points |
| spread | [10-100] | how much it will spread horizontally |

note:

screen modes with 2 or 3 planes are sufficient.

version 1.2

Fountain is Copyright by Dirk Farin .

1.63 Fractal

Fractal:

Fractals will be drawn on the screen.

Original source by Olaf Seibert and Alexander Kneer.
Ported to BlitzBlank by Thomas Börkel .

1.64 Goats

Goats:

Simulation of herders and goats on your screen.

Parameters:

| | |
|--------------|----------------------------------------|
| Delay | - Global speed |
| Herders | - Number of herders, which plant grass |
| Goats | - Number of goats |
| Reproduction | - Reproduction |

Screen - Use new screen or top screen

Original source by Steve Akers.

Ported to BlitzBlank by Thomas Börkel .

1.65 Gravity

Gravity:

Draws some points that behave like equally charged masses.

parameters:

| | |
|-------------------------|----------------------------------------------------------------------------|
| number of points [2-30] | how many points are flying around |
| attraction [0-20] | the strength of the gravitation |
| distraction [0-10] | the strength of the charge |
| point size [1-3] | how big the points should be drawn (useful for high screen-resolutions) |

remark:

a fast (co)processor is recommended!

version 1.0

Gravity is Copyright by Dirk Farin .

1.66 Guru

Guru:

The loved Guru appears.

parameters:

none

version 1.1

Guru is Copyright by Dirk Farin .

1.67 Life

Life:

Simulates the game of life.

parameters:

| | | |
|--------------|----------|-------------------------------------------------------------|
| resolution | [10-100] | the number of squares horizontally across the screen |
| refreshdelay | [10-500] | time delay between a new start with a new random pattern |

version 1.1

Life is Copyright by Dirk Farin .

1.68 Lines

Lines:

This module draws colored lines on the screen. The idea was from Jürgen Denner.

Parameters:

Lines - Number of lines

Lines is Copyright by Thomas Börkel .

1.69 Mandel

Mandel:

Draws pictures of the Mandelbrot-set.

remark:

a fast processor is recommended!

version 1.0

Mandel is Copyright by Dirk Farin .

1.70 Maze

Maze:

Creates a maze and finds a way out of it.

Parameters:

| | |
|--------------------|---------------------------------------|
| Cell Size | - Width of the ways |
| Solve Delay | - How fast the solution will be found |
| Multicolored Trail | - Leave a multicolored trail |

Original source by Michael D. Bayne.

Ported to BlitzBlank by Thomas Börkel .

1.71 Melt

Melt:

This module "melts" the current screen.

Parameter:

| | |
|---------------|-------------------------------------------|
| Speed | - How fast the effect will run |
| Size | - Width of the melt units |
| Refresh cycle | - Delay till the screen will be refreshed |
| Brightness | - The remaining brightness |
| Delay | - Delay till the brightness is reached |

Melt is Copyright by Thomas Börkel .

1.72 Mosaic

Mosaic:

This module "mosaics" the current screen.

Parameters:

| | |
|---------------|-------------------------------------------|
| Speed | - How fast the effect will run |
| Size | - Size of the rectangles |
| Refresh cycle | - Delay till the screen will be refreshed |
| Brightness | - The remaining brightness |
| Delay | - Delay till the brightness is reached |

Mosaic is Copyright by Thomas Börkel .

1.73 Noise

Noise:

Creates white noise on your monitor, as it can be seen on tv-sets.

parameters:

brightness [0-100] how many percent of the screen will be white

note:

The more colors, the better the effect.

version 1.2

Noise is Copyright by Dirk Farin .

1.74 PatternCycling

PatternCycling:

Draws some nice color-patterns and applies color-cycling to them.

parameters:

| | |
|--------------------|-----------------------------------------------|
| rings, bars, waves | selects which patterns will be drawn. |
| speed [-10 - 10] | selects speed and direction of color-cycling. |
| change [0-300] | time between new patterns (0 means no change) |

remark:

OS 3.0 and a 256-color-screen recommended.

version 1.0

PatternCycling is Copyright by Dirk Farin .

1.75 Plasma

Plasma (Written in BlitzBasic)[]

=====

Draws a plasma like pattern using your chosen screenmode and number of

colours, and then cycles the colours so that the plasma moves.

Parameters:

- Pattern Type - The pattern type just alters the palette used to create the plasma. The choices are: Plasma, Clouds, Electrical. Rather than explaining them, just look at it.
- Colour Cycle Rate - The rate at which the colours are cycled, ranging from Very Fast to Slow.
- Brightness - The brightness level of the palette, ranging from 0 which is the least bright, to 4 which is very bright.
- Screen Mode - Choice of screenmode is very important with this module. For higher resolution screenmodes it takes a long time to draw the pattern. Lower resolutions still look really good, and don't take nearly so long. The number of colours make a negligible difference to the time taken to draw the pattern, and more colours look MUCH better.

Plasma is Copyright by Daniel Pink .

1.76 Pyro

Pyro:

This module displays a firework on the screen. The mathematical background for this module is from Wolfgang Börkel.

Parameter:

- Flares - Number of flares
- Double pixels - Exploding flares are doubled
(flares can be seen better, but it's slower)

Pyro is Copyright by Thomas Börkel .

1.77 Radar

Radar:

Showing a radar-screen.

parameters:

- speed [2-100] speed of rotation

| | | |
|--------------|---------|---------------------------------------------------------------------------------------|
| radar decay | [1-4] | decay rate of radar-beam (1 - fast decay, 4 - slow decay) |
| object decay | [1-10] | decay rate of the objects (1 - fast decay, 10 - visible till beam appears again) ← |
| objects | [0-100] | number of visible objects |

version 1.1

Radar is Copyright by Dirk Farin .

1.78 Skyline

Skyline:

Draws some skyscrapers at evening (or night) with a thunderstorm, stars, an airplane, shooting stars ...

parameters:

| | | |
|----------------|---------|----------------------------------------------------|
| thunderstorm | [0-9] | how hard the thunderstorm is (0 - no thunderstorm) |
| airplane | [0-9] | how frequent airplanes can be seen |
| shooting star | [0-9] | how frequent shooting stars can be seen |
| warning light | | if an air-traffic warning light is on a skyscraper |
| stars | [0-200] | how many stars will be visible |
| sunlight | [0-9] | how much sunlight is still visible |
| thunder volume | [0-64] | volume of the thunder (0 for off) |

version 1.1

Skyline is Copyright by Dirk Farin .

Idea, thunder-sound and some code by Jason Sonnenschein.

1.79 Slideshow

Slideshow:

This module shows a slideshow.

The viewer must be interruptable with CTRL-C to be used with this module (MultView from OS 3.0 doesn't work, but the 3.1-version does).

Parameter:

| | |
|-----------|----------------------------------------------|
| Viewer | - The viewer program |
| Parameter | - Additional parameters for the viewer |
| Directory | - The picture-directory |
| Pattern | - Namepattern for the pictures (e.g. #?.IFF) |
| Stack | - Stacksize for the viewer |
| Delay | - Delay between two pictures |

Buffering - Load the picture in the background

Note:

The buffer-option prevents the WorkBench from being displayed between 2 pictures and works best, if the viewer first loads the picture and then brings it's screen to front.

Slideshow is Copyright by Thomas Börkel .

1.80 Snow

Snow:

Lots of snowflakes falling down and slowly building a layer of snow at the bottom of the screen.

parameters:

| | | |
|------------------|----------|-----------------------------------------------|
| snowflakes | [10-500] | number of snowflakes on screen |
| wind velocity | [0-10] | 0-no wind, 10-stormy |
| wind probability | [0-100] | what percentage of time there is wind |
| snow height | [1-100] | percentage of screen that will fill with snow |

note:

screen modes with 2 or 3 planes are sufficient.

version 1.2

Snow is Copyright by Dirk Farin .

1.81 Splines

Splines:

Splines draws spline curves on the screen.

Parameter:

Modes - Straight, Bouncing, Various

For every mode:

| | | |
|--------------|---|-----------------------------------------------------|
| Fixpoints | - | Number of points in a curve |
| Splines | - | Number of Splines |
| Spline Speed | - | Speed of the Splines |
| Random Range | - | Time till the next random configuration takes place |

Splines is Copyright by Jürgen Denner .

1.82 Spot

Spot:

Moves spotlight(s) over the current screen.

Parameters:

| | |
|------------|--------------------------------------------------------------------------------------------------------|
| Speed | - How fast the spots are moving |
| Spots | - Number of spots (if more than 1 are selected double-buffering will be turned on automatically) |
| Size | - Size of the spots |
| Brightness | - The remaining screen brightness |
| Delay | - Delay till the brightness is reached |
| Update | - Screen underneath the spots will permanently be updated |
| Nasty | - Use non system friendly routines |

Tip:

The "Nasty" option tries to make the movements of a single spot flicker free. It's not system friendly and won't work with graphic cards. If there are more than one spot selected the option has no meaning since double-buffering is active anyway.

Spot is Copyright by Thomas Börkel .

1.83 StarField

StarField:

Flight through a starfield.

Parameters:

| | |
|-------|-------------------------|
| Stars | - Number of stars |
| Speed | - Speed of the flight |
| Color | - Colored or grey stars |

StarField is Copyright by Matthias Bock .

Ported from Modula to C and from BB 1.x to BB 2.x by Thomas Börkel.

1.84 Text

Text:

Shows text on the screen either as message or scrolling.

General parameters:

- Font - Which font should be used
(even proportional and color fonts are usable)
- Color - Color (if it isn't a color font)
- Speed - How fast the text will be moved
- Buffering - Switches double-buffering on/off

Scrolling-parameters:

- Text - The text to be displayed
- Position - Position of the text on the screen
- Cache - Draw the text in advance
(faster, but uses more CHIP-RAM)

Message-parameters:

- Movement - Direction of the text movement
- Line 1-4 - The message to be displayed. Lower lines that are empty won't be displayed. If the message won't fit on the screen with the selected font the module won't do anything.

Text is Copyright by Thomas Börkel .

1.85 TicTacToe

TicTacToe:

The computer plays TicTacToe.

Parameters:

- Size - Size of playfield
- Delay - Delay between moves
- Mode - Normal: There's a way to win.
Wargames: "Funny, the only way to win is not to play at all!"
- Move - Playfield on different positions on screen.

TicTacToe is Copyright by Stefan Scholl .

1.86 Tiles

Tiles:

Tiles splits the current screen into small pieces and moves them around (simulates a well-known game).

Parameters:

| | |
|------------|-------------------------------------------------------------|
| Border | - The border of the rectangles |
| Speed | - The speed of the game |
| Size | - The size of the rectangles in percent of the screen width |
| Nasty | - Use non system friendly routines |
| Brightness | - The remaining brightness of the screen |
| Delay | - Delay till the brightness is reached |

Note:

The option "Nasty" tries to make the motion smoother, but is not quite system-compliant and doesn't work with graphic cards.

Tiles is Copyright by Thomas Börkel .

1.87 Tunnel

Tunnel:

Flight through a tunnel.

parameters:

| | |
|-------------|-------------------------------------------------------------------------------------------------------------------|
| speed | - how fast you want to fly |
| rectangles | - how many rectangles the tunnel has |
| length | - the length of the tunnel |
| aspect | - the aspect ratio of the tunnel rectangles (10 means your monitors-aspect, <10 is wider and >10 is taller) |
| x wabbel | - how fast the tunnel will bend horizontally |
| y wabbel | - how fast the tunnel will bend vertically |
| x amplitude | - how much the tunnel will bend horizontally |
| y amplitude | - how much the tunnel will bend vertically |

version 1.0

Tunnel is Copyright by Dirk Farin .

1.88 Worms

Worms:

Worms draws small, hungry worms on the current screen.

Parameters:

| | | |
|------------|---|--------------------------------------|
| Worms | - | Number of worms |
| Lenght | - | Lenght of the worms |
| Size | - | Size of the worm segments |
| Brightness | - | The remaining screen brightness |
| Delay | - | Delay till the brightness is reached |

Worms is Copyright by Thomas Börkel .

1.89 Worms2

Worms2:

Colorful worms crawling over the screen.

parameters:

| | | |
|-----------------|----------|-------------------------------------|
| number of worms | [1-50] | how many |
| length | [10-200] | length of a worm |
| crazyness | [3-30] | crawl straight on or turn most time |
| speed | [1-4] | speed of the worms |

note:

screen modes with 4 or 5 are best.

version 1.1

Worms2 is Copyright by Dirk Farin .

1.90 Moduleauthors

The modules of this release were programmed by the following authors:

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Jürgen Denner

Dirk Farin

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Stefan Scholl

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1.96 New modules?

Modules I like to have or are already planned:

- Something with 3D graphics
- all other kind of gags