WBStarsD

COLLABORATORS

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REVISION HISTORY

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WBStarsD

1.1 WBStars Guide (english)

Welcome to the new WBStars 2.0

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http://www.amigaworld.com/support/wbstars/

Sorry, but there are still no stars in this release.

This release is a very early beta, so the documentation is a bit short, so if you have questions, or something else to say see how to contact me .

See New for changes since the last release (27 Mar 1997).

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1.2 WBStars Guide (english)

The tooltype FG_COLOR has been removed, WBStars will find the best pen itself.

You can now set BG_COLOR to -1 and WBStars will automatically find the best pen to use as BG_COLOR (now default).

The tooltype FORCE has been added. Click below, to see how it works (second click ends WBStars).

start/end WBStars

See Configuration for details.

1.3   WBStars Guide (english)

Installation of WBStars:

There's nothing to install, to get WBStars running, but you may want to copy the icon 'WBStarsUP' to your WBStartup drawer, so WBStars is startet every time you boot (you may need to change the DefaultTools entry of this icon to the path you copied WBStars to).

The preferences are read from the tooltypes (if startet from WorkBench), or from the argument line (if startet from Shell).

I have included a picture Trees.IFF , that can be used as backdrop pattern (with Prefs/WBPattern).

And you may have to change the Configuration to get it doing something on your System.

1.4   WBStars Guide (english)

How to start WBStars:

There are four ways to start WBStars:

1. (easiest way) from Workbench

Just double-click, configuration is done via ToolTypes.

2. (if it should be startet while booting) from the WBStartup drawer

Copy the WBStarsUP Icon to SYS:WBStartup/ and change the DefaultTool of this icon (path of WBStars followed by either /WBStars for 68000 version, or /WBStars020 if you have a 68020 with 68881 or better). Configure WBStars via the Tooltypes of the DefaultTools icon.

3. (for CLI Freaks) from the Shell

WBStars starts as a background process, so you will get a new prompt immediately. The Configuration is set by the arguments, eg:

1.System:> WBStars BG_COLOR=1 MAX_OBJECTS=-1

[CLI 2]

1.System:>

4. (not very useful) in the S:User-Startup

WBStars starts as a background process, so you can call it without 'run <>NIL:'. The Configuration is set by the arguments, as in 3.

1.5   WBStars Guide (english)

Quitting WBStars:

There are two ways to quit WBStars, in both ways WBStars will remove all snowflakes from the screen before quitting.

1. Exchange

Select WBStars and click on 'Remove' .

2. start WBStars a second time

If WBStars is startet a second time, both processes will quit (even if one may be startet from the shell, or one may be WB-Stars020).

1.6   WBStars Guide (english)

Usage:

You can stop WBStars from drawing snowflakes using either the Hotkey (default is 'control alt w') or using the Commodities Exchanges Program.

To restart the drawing just hit the Hotkey again. If you have inactivatet WBStars via Exchange it will not recognize the Hotkey, so you have to activate using Exchange.

If you want to close the Workbench (eg. for changing to screenmode) you have to inactivate WBStars using the Hotkey or Exchange, because WBStars does a LockPubScreen().

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Configuration:

Regardless of how you start WBStars (Shell or Workbench) you can set the following Values (using Tooltypes if startet from Workbench or commandline arguments if startet from shell):

CX_PRIORITY=0 Commodity-Priority

CX_POPKEY=control alt w Commodity-Hotkey

BG_COLOR=-1 Pen-number of background color (if set to -1 WBStars will automatically find the best pen to use as BG_COLOR)

LOOP_WAIT=3 how often is a flake drawn (1/50s)

MAX_OBJECTS=1000 maximum number of flakes

MAX_STICK=100 how long does a flake lie on windows, icons...

TOOLPRI=0 Taskpriority (-128 - 127)

CHECK_STICK=5 how often should 'sticky' flakes be tested (-> 1/5 CPU-usage)

V_FLUTTER=20 changes the vertical speed (0 -> constant, 100 -> very fluttering)

REMEBER (default: off) if activated, flakes that have been overdrawn (by eg. a window) will be redrawn if the window has been removed.

FORCE (default: off) if activated, flakes will be drawn in front of every windows, icons, etc. (MAX_STICK and CHECK_STICK will have no effect)

The above values are the defaults, that will be used, if the Value isn't set in the Tooltypes or arguments.

If you specify a negative MAX_OBJECTS, the number of flakes will be unlimited (until the RAM's full :-)

If you specify a negative MAX_STICK, the flakes will stick forever (until you inactivate or quit WBStars). If MAX_STICK is negative 'sticky' flakes won't use any CPU-time (as they will if MAX_STICK is positive), but they won't fall down if you close, for example, the window they're lying on.

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WBStars is MailWare!!!

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Future of WBStars:

I think there will soon be a new release (as this is still beta).

If you have any suggestions what to implement in the new release see how to contact me . (BTW WBStars still is Mailware as defined in paragraph 4b of AFD-Copyright , so please mail, even if you haven't something to say !). Didn't I said that before ?!?

I will try to implement the missing features of WBStars1.3 (@ Aminet://util/wb/wbstars.lha) and, of course, the ones, that I promised before.

Until then, because this release is in no way a replacement of the old one, you may use both versions as you like it, or try (yawn) some static backgrounds.

1.10   WBStars Guide (english)

I've still included the text from the last release, but there will be some changes in the near future.

I'm working on a wbstars.library that will be as easy to use as the graphics.library .

Details soon at the HomePage (http://www.amigaworld.com/support/wbstars/).

How to write own modules (see warning above):

You only (only? ;) have to rewrite the file source/WBStars_plot.c . Use the old file as template.

This (argumentless) functions are to be written:

InitObjects() Initialize your data before using it (Because the snowflakes are allocated dynamically this function is currently empty).

ClearObjects() is called if WBStars is inactivated or quitted. You mainly have to remove all objects from the screen.

PlotObjects() This is the most important function. It is called several times a second. You have to calculate a new position for every object (stars, snowflakes, or what you like), clear the pixels of the object, and draw it at the new position.

In source/WBStars_plot.h (you should #include this) it is defined, what functions you may call, to set or clear pixels, and what values are available (read only!).

This is very short, I know, so if you have any questions please contact me . (Did I mention, that WBStars is mailware ?-)

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Do you want more to read?

Sorry, this is the end of the guide.