Developer

Michael D. Bayne

COLLABORATORS

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Chapter 1

Developer

1.1 Garshneblanker Devloper's Guide

Ok. Since I don't want to have to keep writing blankers for ever, I'll give
a bit of a tutorial on how to write blankers.

There are three parts to a Garshneblanker blanker.

1) An executable that opens a message port and conforms to a particular
protocol (which is all taken care of for you in some startup code that all
the blankers share).

2) An interface description file that describes what sort of preferences
items you have. This is pretty straight forward and I'll explain it in a
bit.

3) And a little text file that describes it all and can be popped up when
the user clicks the "Info" button.

The explanations will be in a few sections:

Setting everything up so you can compile.

Writing the program that blanks the screen.

Writing the preferences file to go with it.

Reaping fame and fortune.

1.2 Setting everything up so you can compile

You'll need to get the source distribution. The way I have my source tree
set up is like so:

SYS:Hack/Projects/

All my development stuff on subdirectories of which are:

GBlanker/

The executable distribution.

GSource/

The source distribution.

So you'll probably want to extract both of those somewhere to make

development easier.

Then the modules are located like so:

GSource/

Blankers/

ASwarm/

Dragon/

etc...

So you can make a directory in GSource/Blankers/