

BServer

COLLABORATORS

	<i>TITLE :</i> BServer	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		July 22, 2024
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REVISION HISTORY

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Chapter 1

BServer

1.1 Bserver documentation

BServer version 1.3
Copyright © 1994 by Stefano Reksten
of 3AM - The Three Amigos !!!

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- o COPYRIGHT and CARDWARE
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- o WHAT DOES BSERVER NEED?
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- o USING BSERVER FROM WORKBENCH
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- o KNOWN BUGS
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1.2 Disclaimer

DISCLAIMER

The author is *NOT* responsible for the suitability or accuracy of this documentation and/or the program(s) it describes. Any damage directly or indirectly caused by the use or misuse of this documentation and/or the program(s) it describes is the sole responsibility of the user her/him self

1.3 This is for real!

COPYRIGHT

BServer v1.3, Copyright © 1994 by Stefano Reksten. All rights reserved.
This program may be distributed non-commercially only providing that the
executable, source code, documentation and copyright notices remain
unchanged and are included with the distribution.

The archive should contain the following directories/files:

```
BServerDir/  
  Clients/  
    Balls  
    Balls.info  
    BlackScreen  
    BlackScreen.info  
    Clock  
    Clock.info  
    DisplayIFF  
    DisplayIFF.info  
    FadeScreen  
    FadeScreen.info  
    Fireworks  
    Fireworks.info  
    KillDMA  
    KillDMA.info  
    Life  
    Life.info  
    Line  
    Line.info  
    Mandelbrot  
    Mandelbrot.info  
    RastaParrot  
    RastaParrot.info  
    ScreenFall  
    ScreenFall.info  
    Shade  
    Shade.info  
    ShutScreen  
    ShutScreen.info  
    StarField  
    StarField.info  
  Docs/  
    BServer.guide  
    BServer.guide.info  
  Install/  
    Catalogs/  
      Italiano/  
        BServer.catalog  
    Libraries/  
      bitmap.library  
      client.library  
  Sources/  
    clients/  
      Balls.c  
      BlackScreen.c  
      Clock.c  
      DisplayIFF.c
```

```
FadeScreen.c
Fireworks.c
KillDMA.c
Life.c
Line.c
Mandelbrot.c
RastaParrot.c
ScreenFall.c
Shade.info
ShutScreen.c
StarField.c
include/
  bitmap/
    bitmap.h
    bitmap_pragmas.h
  client.h
  client_pragmas.h
  server.h
lib/
  libsources/
    client.fd
    client_library.c
    client.lib
server/
  catalogs/
    BServer.cd
    BServer_Dansk.ct
    BServer_Deutsch.ct
    BServer_Español.ct
    BServer_Français.ct
    BServer_Italiano.ct
    BServer_Nederlands.ct
    BServer_Norsk.ct
    BServer_Português.ct
    BServer_Svenska.ct
  askfiles.c
  bserver.c
  builtin_blanker.c
  commodity.c
  gadgets.c
  makefile
  modeid.c
  startclients.c
  window.c
BServer
BServer.info
ClientList
ClientList.info
Clients.info
Docs.info
README
README.info
Sources.info
BServerDir.info
```

Please note that the Sources directory comes in an archive.

Of course Fred Fish is allowed to include this program in his library. I know there are other people doing like Fred: they are allowed to distribute BServer if the former conditions are respected.

This program is CARDWARE. If you use it you *MUST* send me a postcard from your city/country. He who uses this program not having sent me a postcard can be prosecuted by diarrhoea, data loss, expired driving licence. I aint asking a lotta money from your pockets, just a stamp! :-)

1.4 What have we got?

WHAT IS BSERVER?

1) HOW IT WAS BORN

Well, here's a program you can happily live without. It is a screen blanker tha... hey! Wait! Don't delete it immediately! It's NOT a common blanker! Infact, it is a SERVER for other blankers. It was born because of two main reasons: First, I somewhat liked a similar program for another machine: the well-known AfterFart® for FuckinTrash® computer family (IS it a computer?), but, luckily, I do not own a similar machine. And second, I'm really bored with the Blanker that comes along with Workbench. So, I thought to code a blanker on my own. But I said, "Maybe other people want to build a blanker, and maybe they're not so good at coding or they're just (like me) too lazy to start reading Includes and AutoDocs. Or maybe they just don't have them, like my friend Luca Viola, who often asks me to lend them to him! >B-(" So I decided to program BServer. This program was made to help people build their own screen blankers.

2) FEATURES (or: how does this program work)

Mainly, BServer does this thing: it blanks the screen if the user does not press any key, move the mouse, insert a disk, and the computer does not pop up any requester. (Everybody says "oooooh" ;-)

But, the magic is the way the screen is blanked. Screen blanking can infact be done by clients. What's a client? It's one of your programs that, having handshaked with BServer, is now blanking and waiting BServer's commands.

At launch time BServer will try to get a file called ClientList. This file must contain a client's name (possibly containing path) per row. These will appear in the ListView gadget in BServer window; a blanker will be chosen from this list (randomly or not, it's up to you). You can remove a client from this list with the Kill gadget or add some new with the Add gadget. There is a ListView gadget containing all possible screenmodes you can use. Clients should use the selected one. (At least MY clients do that!)

Popping up BServers window with the hotkey (default: lalt b) will allow you to do all these nice things.

Clients are external programs that will be launched when blanking activity should take place and that will quit when not needed any more; this allows BServer to use a very small amount of RAM.

When a client fails, another one will be chosen. This can proceed up to Builtin Blanker.

If you run a client when BServer is active, this will immediately blank the screen.

1.5 What do BServer need?

WHAT DOES BSERVR NEED?

- o Kickstart 2.04 should be enough (if it is not, LET ME KNOW!); 3.0 if you want to use Locale catalogs.
- o To make clients work client.library and for some of them bitmap.library must be present in your LIBS: directory. These files can be found in the Install/Libraries drawer.
- o To handle your language, you have to copy the catalogs in your LOCALE: directory. These catalogs can be found in the Install/Catalogs directory
- o Some clients to have fun with!
I included 16 clients; it's up to you to increase their number! If you write some clients and you think they're nice, stupid or crazy enough to be enclosed in this collection just send them to me and I will put them in future releases of this archive!

1.6 About

As I think it's real fun and nice to have a program that speaks my language I enclosed some catalogs. If you see that your beloved language is not here with the others, you can do the following actions:

- Get your language's .ct file in the Sources/Catalogs directory.
- Fill in the entries.
- Send it back to me and I will compile and enclose it in the archive.

The following catalogs were compiled by:

Deutsch: Marcel GRONER (Ironcode) gronm@info.isbiel.ch

Française: Alan GUILLEVIC (Kangourou) guillevi@andromede.u-bourgogne.fr
25, Avenue du MAIL
21240 TALANT

Italiano: me! :-)

Norsk: Haavard N. JAKOBSEN (Tittentei) haa_jako@spirea.gih.no

Svenska: Richie OLSSON (richie) richie@medio.mh.se
<http://www.medio.mh.se/anvandare/richie/richie.html>

Many thanks ppl!

PS: I had to do some little retouchs to fit them in the few space I had...
So if there's any error it's my fault! :-)

1.7 From CLI...

RUNNING BSERVER FROM CLI

If you want to launch BServer from CLI you should pass him its arguments according to its template that can of course be popped up with 'BServer ?'. The template is: CX_PRIORITY/K/N,CX_POPUP/S,CX_HOTKEY/K,R=RANDOM/S,T=TIMEOUT/N/K,D=DISPLAY/K,L=LIST/K,B=BRIGHTNESS/K/N,NM=NOMOUSE/S,ND=NODISK/S

Here's a brief explanation of the non-standard voices:

RANDOM: Determines if BServer should choose casually from its list of clients. If it's set then its builtin blanker will not be chosen. (That is because it could be annoying to look at a black screen having other nice progs drawing birds or fishes or girls :-) etc...) I decided to provide you with a client named "BlackScreen" that (guess?) pops up only a black screen, just in case you can't live without it. ;-)

TIMEOUT=SECONDS: Determines the amount of time that should pass before our server starts its activity.

DISPLAY=ModeID: Determines the preferred display type; it should be based upon the monitor you've got. Example: "DISPLAY=NTSC:Super-High Res Laced". Note that the string is locale-sensitive. If you don't use english language you are supposed to type in the localized name of that ID. For an example as I use Italian I should insert THIS tooltype: "DISPLAY=NTSC:Super-Alta ris. inter."

LIST=filename: The name of the list containing desired clients. This file will be loaded and kept in memory; within its entries the server will choose a file and launch it. Default file is "ClientList".

BRIGHTNESS=PERCENTAGE Specifies the effective brightness of the screen that the user wants to get, from 0 (totally black) to 100 (that is, normal). So if you think these blankers have too shiny colors, just reduce the brightness from here, not from the monitor. FadeScreen handles a BRIGHTNESS tooltype overriding this one.

NOMOUSE: Blanker won't be stopped by mouse movements.

NODISK: Blanker won't be stopped by disk insertion/removal.

You can quit BServer by sending a CTRL_C.

1.8 From Workbench...

USING BSERVER FROM WORKBENCH

Just double-click on its icon. You can specify the CLI options by writing them in the ToolTypes. (See RUNNING BSERVER FROM CLI.)

In the menus you can find a Events voice, in which you can select/exclude the input events that would normally stop the blankers (mouse movements and disk insertion/removal) ...I did that mainly because my mouse is nasty! :-)

1.9 What are clients?

CLIENTS

Well mainly clients are programs made "ad hoc" for BServer. They are run, they start blanking the screen, they receive a signal and quit themselves. They use to stay in the Clients directory, but this is not needed. In the ClientList file you can specify as many clients' names as you want, with the trailing path.

If there is no client in its list, BServer will pop up a dark empty screen until any input activity takes place. But if there is a client waiting, it will be launched and will start blanking the screen itself. When the user presses a key, moves the mouse etc, the client will be told to stop.

If you want you can drag BServer in your WBStartup drawer.

The only clients accepting any parameter by now are DisplayIFF, FadeScreen and Clock.

DisplayIFF:

You can specify a PICTURE tooltype, that will contain the name of the ILBM that will be used during screen blanking (loaded only when needed!). Please note that HAM mode is not supported by the bitmap.library scaling routine. Be sure the picture you want to use can be displayed on your machine using your preferred screen mode! (That is, if you haven't got AGA it is useless to try to display a 256 colors picture in high-resolution laced!!! ;-)

One more thing: please DON'T use a very large picture: it will be slow to scale it -> it will be slow to get back to Workbench :-)

The other tooltype supported is MASK, boolean. That is, it has just to be there. If specified your picture will be blitted using color 0 as transparent, *BUT* the last plane of the picture will be used for the mask, so if you use this the maximum number of colours will be 128 for an AGA machine. (If you use a non-AGA machine you'll get the same 32 colors, 16 for hires.)

FadeScreen:

This one accepts a BRIGHTNESS value that overrides that passed by BServer. The reason of this is easy to explain: a Brightness value of 100% passed by BServer would not blank at all... :-)

Clock:

You can specify FONTNAME (with trailing ".font") and FONTHEIGHT. This will be the font used by this blanker.

1.10 How can I write a client?

WRITING CLIENTS

If you decide to write a client you should not worry too much about how to handshake with BServer etc., (all the routines are included in client.lib) but eventually you MUST tell the server you could not perform the required blanking actions (e.g. could not open a screen for low memory conditions).

I have included with the distribution the files needed to write a client:

client.h (to be included within a client source) and client.lib (to link with the object). *Detailed instructions can be found within client.h* You can also look at a general client structure in StarField.c, BlackScreen.c, etc.

Many of my clients use bitmap.library to reduce their size.

The following clients have different authors:

Mandelbrot: Luca Viola and me.

RastaParrot: the RastaParrot concept is © Copyright by Massimo Capanni.

KillDMA: From an idea of Gianluca Marcocchia... It's USELESS :-)

1.11 bitmap.library

bitmap.library (currently version 1.3) is Copyright © 1994-1995 by me, that is Stefano Reksten. You are free to use it in your programs, but I retain the rights on it.

client.lib is useless if not used for BServer clients! :-)

1.12 Once upon a day...

HISTORY:

 May 5, 1994 : V1.0 - First release (alpha).

May 27, 1994 : V1.1 - ClientList and DisplayID were added (thanks must go to Luca Viola for the idea), linking libraries were debugged and transformed to shared to reduce clients' size (client.library and bitmap.library).

Nov 25, 1994 : V1.2 - Some bugs removed (thanks to Enforcer, SegTracker and FindHit!). Clients will be launched when needed, not at start time. -> All clients rewritten (shorter!), some BServer routines re-made from scratch.

Nov 27, 1994: "Line" and "KillDMA" client added.

Nov 29, 1994: "Clock" client added.

Jan 8, 1995: Removed a bug in bitmap.library; Mandelbrot, Fireworks and Balls reworked.

Jan 18, 1995: CTRL-C and RMBTRAP added.

(V1.1 and V1.2 were internal releases - just β-tests)

Jan 20, 1995: V1.3 - Localized and made SMALLER than ever before! "ScreenFall" and "Mandel881" added. Everything was recompiled to reduce size and increase speed.

Jan 21, 1995: Locale + Font adaptive.

Jan 23, 1995: "Shade" added.

Jan 24, 1995: Brightness added, "active" gadget removed (useless!).

Jan 29, 1995: Some clients were made aware of AGA/non-AGA machines.

Jan 30, 1995: A bug concerning TimeOut gadget removed.

Jan 31, 1995: Menues added. Now InputEvents can be "filtered" out.
Feb 6, 1995: Bug preventing BServer to work under 2.0 fixed.

- Deutsch, Norsk, Svenska to...
Feb ??, 1995: V1.3 released! :-)

1.13 Bugs :-)

KNOWN BUGS:

ShutScreen doesn't work well with screen modes different from PAL and NTSC. Moreover it is very slow... OK, I won't put it in the next release of this archive :-)

Shade doesn't work well on 4000/040 machines... but works on my 1200 and on 2000 machines! :-) (Don't know for other Amigas...)

You have to pick Events menu items ONE AT A TIME! Otherwise BServer will catch only the first... I am really running mad on this! :-)

I don't exclude there can be some other bugs left. *BUT* you have also the sources. So please, before writing me... if you can, check out what was it! This is only a CARDWARE program... And as I have NEVER received a postcard from anywhere yet for this program... I won't correct any bug! >:-p
OK, if you just can't find what the error is, or have some brilliant ideas or want to flame me, report something else, etc, etc... write me!

1.14 To do...

TO DO:

o Some other nice clients. (We are planning a faster Life, a Plasma, and a Hopalong for now...)

o Realize your ideas!

1.15 That's me!!!

HOW TO CONTACT THE AUTHOR:

You can E-mail your messages (or clients!) at this address:

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or snail mail to:

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Have fun!!!
