

# **SuperDark**

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COLLABORATORS

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# Contents

<b>1</b>	<b>SuperDark</b>	<b>1</b>
1.1	SuperDark . . . . .	1
1.2	Disclaimer . . . . .	1
1.3	Introduction . . . . .	2
1.4	Installation . . . . .	3
1.5	Utilization . . . . .	3
1.6	Configuration . . . . .	4
1.7	darkdir . . . . .	4
1.8	cxpopkey . . . . .	4
1.9	blankkey . . . . .	5
1.10	modmain . . . . .	5
1.11	param . . . . .	5
1.12	tempo . . . . .	5
1.13	quiet . . . . .	5
1.14	lock . . . . .	6
1.15	password . . . . .	6
1.16	taskpri . . . . .	6
1.17	topaz . . . . .	6
1.18	smallmem . . . . .	6
1.19	passwd . . . . .	6
1.20	remove . . . . .	6
1.21	save . . . . .	7
1.22	help . . . . .	7
1.23	hide . . . . .	7
1.24	modules . . . . .	7
1.25	3d . . . . .	8
1.26	anim . . . . .	8
1.27	Arexx . . . . .	8
1.28	ASWarm . . . . .	9
1.29	Effets . . . . .	9

---

1.30 FireWork . . . . .	9
1.31 flyingtoaster . . . . .	9
1.32 fracblank . . . . .	10
1.33 line . . . . .	10
1.34 line2 . . . . .	10
1.35 melt . . . . .	10
1.36 mistify . . . . .	11
1.37 music . . . . .	11
1.38 plasma . . . . .	11
1.39 plasma_cycle . . . . .	11
1.40 shuffle . . . . .	12
1.41 slide-show . . . . .	12
1.42 spot . . . . .	12
1.43 star . . . . .	13
1.44 text . . . . .	13
1.45 time . . . . .	13
1.46 random . . . . .	14
1.47 not_yet_ready . . . . .	14
1.48 Improvement . . . . .	14
1.49 bugreport . . . . .	14
1.50 doc . . . . .	15
1.51 history . . . . .	15
1.52 post . . . . .	17
1.53 address . . . . .	18
1.54 new . . . . .	18
1.55 thanks . . . . .	18

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# Chapter 1

## SuperDark

### 1.1 SuperDark

SuperDark v2.1

THE screen blanker for the Amiga

Disclaimer  
Introduction  
Installation  
Utilization  
Configuration  
Modules  
Improvement  
Few words about the doc...  
superdark is postcardware!  
Bug report  
History  
Address  
Thanks to...

What's new

### 1.2 Disclaimer

Now the usual Crap...

SuperDark has been thoroughly tested and debugged. Although there can be some Bugs which may cause Damage or Problems. The SuperDark Package is provided "as is" without Warrenty of any Kind! The entire Risk by using this Program is assumed by you, the User! Neighter Thomas Landspurg nor Pieter Hollants are liable for direct, indirect, incidental or consequential Damage resulting from Using SuperDark, even if they have been advised of the Possibility of such a Damage.

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But remember, don't forget to send me a postcard if you use superdark,

If you have any Questions about this, contact the Author and tell him what you want to do with the Package. You will be told whether it's legal or not.

If you've already changed the Configuration some Things in this Manual may be different!

## 1.3 Introduction

SuperDark is a Screen Blanker. For those who don't know what it is: On some old Monitors (maybe also the newer ones) there's the Possibility that if the Display (f.E. the Workbench Screen) stands for a longer Time this Screen stays in the Monitor! This means, when you turn the Computer off and on again, you may see the Workbench Screen IN the Kickstart Screen or Bootmenu!!! To pretend this, there are Screen Blankers. After a Period of Time they become active and blank the Screen black like if it's turned off or they do some Kind of Activity.

SuperDark is such a Screen Blanker...Yes, another one, but this one has some special Features. You'll have seen a well known Program named AfterDark in the MS-DOS and Macintosh World. Well, this is an Amiga Adaption requiring Kickstart 2.0 or higher. SuperDark\_13 isn't supported any longer.

Some characteristics:

- Many different effects (only one effect is loaded in memory at a given time) examples:
  - o FireWorks,
  - o Flying Toaster,
  - o ASWarm,
  - o Classic ones like "Clock", "Mistify", ...
  - o More originals like Music, Shufffle, Spot, ...
  - o etc...
- Password protected Screen Locking
- Immediate blanking
- Font sensitive
- CPU timeout
- Greatly improved.....

CPU timeout:

This is the major improvement of v2.0. Before, I superdark was running when there was a big cpu usage (like a raytracing computation) the blanker was stopped, showing the current image, but not moving it.

Now, if there is not enough CPU time, a black screen will popup, but the current superdark module will come back when CPU will become available.

## 1.4 Installation

Installation

-----

- Move SuperDark where you want it to be and modify the User-Startup or Startup-Sequence to call SuperDark at Startup.
- Or just drop the SuperDark Icon into your WBStartup Drawer.
- If you don't have WB3.0, copy reqtools.library to your LIBS: if it isn't already present. The Version should be V38 or higher. if you have WB3.0, you don't need any more reqtools...

If you did the second Way or if the Blankers Directory is not in the same Directory as the SuperDark Program you need to change the Configuration to enter the new Path. Look in Usage how to pop up the Configuration Window.

If you've put SuperDark in your WBStartup Drawer and after Reboot a Requester appears saying "SuperDark hasn't returned yet..." or something like that, click on the SuperDark Icon, select "Information" from the Icons Menu and add the Tooltype DONOTWAIT. Then select Save and the Requester should not appear any longer.

You can also open the window using your Workbench's "commodities exchange": Select SuperDark and press the 'show' gadget.

Note 2: SuperDark needs WB2.0 or higher

## 1.5 Utilization

II Utilization

-----

When you start SuperDark, and the configuration is correct, a small window will be opened unless <QUIET = YES>

To modify the parameters, press the key <left shift> and the key <f3> -- a window will appear...the explanation will be given next chapter.

Attempting to start SuperDark while it is already running also will open the configuration window.

Immediate blanking: If you press the <left shift> key and the <f4> key at

the same time, there will be an 'immediate blanking', This means that the screen will be instantly be blanked.

You can also put the mouse in the lower left corner of the screen to blank the screen after 2 seconds.

If you put your mouse in the lower right corner of the screen, the screen will never blank.

Of course, if don't use your computer for the time specified in the configuration, SuperDark will send the screen into a 'blanking state'

## 1.6 Configuration

The main window configuration:

```

-----
|                                     |
|                                     | SD V1.5 | | |
|                                     |         |
|      modules                       |         |
|                                     |         | Smallmem |
|                                     |         |         |
|      Tempo                         |         | Topaz   |
|                                     |         |         |
| Param                             Quiet |         |
|                                     |         |         |
|      Dark directory |_____|         |         |
|                                     |         |         |
|      CxPopkey      |_____| TaskPri  |         |
|                                     |         |         |
|      Blankkey      |_____|         |         |
|                                     |         |         |
|      Lock   PassWord |_____|         |         |
|                                     |         |         |
| Remove      Save      Help      Hide |         |
|                                     |         |
-----

```

## 1.7 darkdir

Dark directory:

Explanation:

This String Gadget is one of the most important Things in the Configuration File. SuperDark will look in the Directory specified here for his Blanking Modules. So, if you see nothing in the Modules list, the Path specified here could be wrong.

Examples:

SYS:Tools/SuperDark/Blankers

DH0:Data/Blankers

## 1.8 cxpopkey



You put in this gadget the hotkey used to open this window. This is a standart Amigados 2.x key description, like "shift f2", or "ctrl f1", or "left shift ctrl a".

Default is "shift f3"

## 1.9 blankkey

This is the gadget where you put the defintition of the hotkey used to make an immediate blanking. Like the Cxpopkey, it's a standart amigados key definition. But do not use the same hotkey than cxpopkey!

Default is "shift f4"

Note that you can also make an immediate blanking by moving your mouse the lower left corner of the screen.

If you want to disable screen blanking, just move your mouse to the lower right corner of your screen.

## 1.10 modmain

In this List, you see the Blanking Modules currently avaible (if not, check the Dark Directory Path!). Click on the Module you want to be active during the blanking. The current Module is shown at the Bottom of the List.

Look at:Modules

## 1.11 param

Param:

This button open the configuration window of the selected module.

Use this to modify the parameters of any module.

## 1.12 tempo

Explanation:

This Slider Gadget allows you to choose the Time after which the Blanker is started.

Examples:

10 - lowest possible Value; After 10 Seconds the Screen starts blanking

300 - highest possible Value; After 5 Minutes the Screen starts blanking

## 1.13 quiet

Quiet:

This Checkbox just tells SuperDark not to show the little Window saying "SuperDark started..." at Startup.

---

## 1.14 lock

Lock:

After the screen blanking, if you have selected this checkbox, a password is requested. So, if you need to go somewhere, but you don't want your computer used by anyone else, you should use this feature.

## 1.15 password

This gadget allows you to enter the password used to unlock the screen. Note that the LOCK gadget must be 'on' to use the password features.

## 1.16 taskpri

This slider allows you to change the priority of the blanking task. By default, this priority is zero, but you can put it to a lower value, so the blanker won't still any precious CPU time to the other task running at this time.

## 1.17 topaz

Topaz:

SuperDark can use default system font, or use a normal topaz 8 font. I use this because sometime default fonts are too big, so I can just go back to a small font quickly.

## 1.18 smallmem

SmallMem:

This gadget allows you to choose if you want the module to be loaded only during the blanking period. This use less memory when the blanker is not used, but take a little bit to re-load the module each time, especially with disk drive

## 1.19 passwd

Passwd:

This gadget allows you to enter the Passwd needed to Unlock Screen.

## 1.20 remove

Explanation:

If you press this Button, SuperDark will be completely removed from Memory. Be careful, it quits without any Request!!

---

## 1.21 save

Explanation:

Pressing this Button causes SuperDark to save the current Configuration of SuperDark and of the Random Module.

## 1.22 help

Help:

This will shows you a little information window.

## 1.23 hide

Explanation:

This Button will close the Configuration Window, just like if you click on the Close Gadget. It does NOT remove SuperDark. See above about how to open it again.

## 1.24 modules

Blankings Modules

Yes, this Chapter describes everything about the Blanking Modules!  
If you select one and click on Param, the appearing Window will have these Buttons:

- OK: Saves the Configuration and goes back to SuperDark's Window
- TEST: To test the Module
- CANCEL: Goes back to SuperDark's Window without saving
- INFO: Information about the Module

Now I'll handle the single Modules which should accompany SuperDark.  
They are:

Anim	Line	Slide show
ARexx	Line2	Spot
ASwarm	Melt	Star
Effets	Mistify	Text
FireWork	Music	Time
FracBlank	Plasma	Random
FlyingToaster	Plasma	Cycle

New modules:

Dimmer          Music dream

You can easily add or remove modules, even when superdark is running.  
May be you don't like the module "music", so you just can erease it using

your favorite disk tool, and then just select the "dark directory" field, press return and the module list will be updated.

If you want to add new module, it's the same kind of operation, just put new modules in the dark directory, select the dark directory string gadget and presse return....

## 1.25 3d

This effect show you a 3d Object moving on the screen. That's all for the moment, but this effect is still in development to be more attractive! Note: that effect was called 'anim', but 3d is a most aproprate name!

- \* Medium   cpu-user.

- \* small memory-user.

## 1.26 anim

This module show IFF animations, but be careful, AND READ THIS:

- This module call an external anim player. I use mugiff, but you can use the player you want, BUT THIS PLAYER SHOULD EXIT AFTER A CTRL-C SIGNAL!!! PP\_anim DON'T EXIT AFTER A CTRL-C, so DO NOT USE PP\_ANIM! Use MugIFF, it's small, and fine to use.

- Do not put more than one filename in the file requester....If you do this, the anim player will never exit!

- And at least, this I put this module in this distribution, but I'm not shure that it will work perfectly....

## 1.27 Arexx

This effect allows you to send an ARexx command at the beginning of the blank, and another command at the end of the blanking period. This allows you to start for example a music program, paint program or custom program during blanking. I'am sure that a lot of poeple will find good idea for this effect!

AREXXPORT: This is the name of the ARexx port where the ARexx command are send.

CMD: This is the command send at the beginning of the blank.

ENDCMD: This is the command send at the end of the blank.

- \* Small CPU-Usage

- \* Small Memory-Usage.

---

## 1.28 ASWarm

This module show you little things moving on screen....Just look at it to understand! It's based on a Sun effect's, and it was first made by Markus Illenser and Matthias Scheler on the Amiga.

SPEED=[Slow motion | Very Slow | Slow | Normal | Fast | Very Fast | Incredible ]

WASPS=[1-10] number of Wasps!

BEEES=[1-500] number of bees!

TIGHTNESS=[1-10]

COLOR CYCLING=[ON|OFF]

AIM MODE=[ON|OFF]

- \* Medium to big cpu-user
- \* Small memory-user

## 1.29 Effets

These are three different Effects in one Module. They've all been described in an old issue of the Scientific America.

TYPE= [ INTERFERENCES | DRAGON | FRAC EFFECT | RANDOM ]

DUREE= [ 50-100]

- \* Big cpu-user
- \* Medium memory-user

## 1.30 FireWork

Just Fireworks...A Happy New Year ;-)

- \* Big cpu-user
- \* Medium memory-user

## 1.31 flyingtoaster

This Effect seems to be inspired from the well known AfterDark. The Code was taken from a PD Screenblanker, FlyingToaster.

- \* Medium CPU-user
  - \* Medium memory-user
-

## 1.32 fracblank

Adapted from a program by Olaf Barthel. Real plane fractals (yes, real fractals) are drawn. The algorithm employed comes from the September 1986 issue of Scientific American; some of you who are familiar with OpenWindows Version 2 (such as running on the Sun4) will know it from the popular 'xlock' program.

- \* big cpu-user
- \* medium memory user

## 1.33 line

The screen will slowly disappears under the lines....

- \* Small cpu-user
- \* Medium memory-user

## 1.34 line2

This effect will show you multicolored lines...You can choose the number of lines, their speed, etc....

- \* Big cpu-user
- \* Medium memory-user

## 1.35 melt

Description:

Very nice Effect! Forget melting Nuclear Power Plants - watch this!

Types:

Type1: Looks like it shrinks

Type2: Looks like it melts to the Floor

Type3: Really undefineable

Aleatoire: Also undefineable

TYPE = [type1|type2|type3|random]

TEMPO = [50..200]

- \* Medium cpu-user
- \* Medium memory-user

---

## 1.36 mistify

Moving Lines on the Screen...based on a Window's Effect.

```
NUMBERS=[1-3]  
SPEED  =[1-10]
```

- \* Medium to Big cpu-user
- \* Medium memory-usage

## 1.37 music

This effect is based on my old demo named "The PoiPoi". Four little guys moves with music, while PoiPoi musicians are playing the music...

You can select wich SoundTracker or protracker module to play, by selecting it's name in the "Module" string gadget (sorry, no requester for the moment).

Each of the musician have one or more instrument assigned to him. Example, right drummer can play instrument number 5,9 and 15. YOu can see the name of the instrument by pressing the Instr. button. So you can easily now witch voice is playing wich instrument.

If the module can't find your module, or if the selected file is not a protracker/stk module, a default module will be played (mod.wizardy).

Try this effect....Really nice!

```
MODULE=<name of the file to be played>  
VOICE [1..32]=[0..5]
```

- \* Medium cpu-user
- \* Medium memory-usage

## 1.38 plasma

This effect is based on plasma effect from the demos. Not that this effect is based on copperlist only, absolutly no image is displayed (0 bitplanes).

- \* Big cpu-user
- \* Big Memory-usage

## 1.39 plasma\_cycle

3.2.xx Plasma\_cycle

This effect also make plasma, but using a standarts bitmap after cycle the colormap, so it must look nice...

---

- \* Big cpu-user
- \* Medium Memory-usage

## 1.40 shuffle

Based on a blanking effect from the XSB program...

SPEED=[SLOW | MEDIUM | FAST | VERY FAST ]

- \* Small cpu-user
- \* Medium memory-usage

## 1.41 slide-show

Rem: This effect is only available in WB2.0 or higher....

This effect allows you to make a slide show of your picture during blanking. Useful if you are a gfx artist!

Some explanation:

You must select wich pictures are shown during blanking by pressing the 'Add' button and then select the picture you want. Delete will remove the selected filename in the list of the pictures.

Show will show you the selected picture during a few seconds.

NEW: Slide show now use WB3.0 datatypes. So if you have the good datatype, SLide show use it, and can show any kind of image. If you don't have datatypes, or if he seems that he can't use it, slide show use his old IFF screen loader :-( .

Note: The list of the filename will be saved in the file s:slide-show.cfg

You can modify this file yourself if you want.

- \* Small cpu-user
- \* Medium to big memory-user

## 1.42 spot

One or more spots will highlight the screen. If the module can open a screen of one or more bitplanes than the actual one, you can change the luminosity of the background.

SIZE = [1-80]

SPEED = [1-10]

NUMBER = [1-5]

DOUBLEBUFFER=[TRUE|FALSE] You can use or not dble buffer, but not in all the cases.

SHADOW = [0-90] Percentage of luminosity for the background

- \* Medium Cpu-user
-



\* Medium Memory-User

## 1.43 star

A real Starfield! Scott' me up, Beamie...

```
STARS NUMBER=[10-150]
SPEED          =[1-10]
```

\* Big cpu-user  
\* Medium memory-user

## 1.44 text

Text

Not a very original effect, but everybody needs this one some days.  
Just write a little text on your screen, and you can choose resolution screen  
and screen font.

```
TEXT=<your text>
FONTS=<font used> (don't modify it from .info)
SCREEN=<screen used> (don't modify it from .info)
SPEEDX=[0..5]
SPEEDY=[0..5]
```

\* Small to high cpu-user (depend of the size font)  
\* Medium memory-user

## 1.45 time

Time

This effect show you a clock. You can choose three different clocks.  
You can also choose the Font, but only for the digital Clock.

The Clock can move on your screen, if put something else than Zero  
in the self-explaining fields SpeedX and SpeedY.

```
TYPE=[DIGITAL|NORMAL|MODERN]
SECONDS=[ON|OFF]
SPEEDX=0..6
SPEEDY=0..6
```

\* Small cpu-user  
\* Medium memory-user

---

## 1.46 random

Random

This effect will choose randomly different other effects! You can select the effect that you want to be 'choosable' in the selection list. But if the All Checkbox is checked, all the effect are selectable!

The list of the selectable effects is saved in the file s:dark\_random.cfg

NOTE:

----

The blankers modules are executables, so you can pack them with powerpacker for instance!

## 1.47 not\_yet\_ready

The documentation for these modules is not yet ready, but you can use them...it's easy to understand!

## 1.48 Improvement

The future:

More blankers, but also improve the old one.... They are now much more better than the earlier one, but it's only little things, but this make life easier for users.

o Idea of modules:

- "Look-like demos" modules...shaded bobs, plasma
- AGA specific modules

## 1.49 bugreport

Now bugs:

Bug Report

Please, send me bug reports, or any information (idea, improvement,etc..)

You can use the bugreport file to write all the important information and send a copy of this file (on paper).

---

## 1.50 doc

A lot of poeple send me some a correct doc file, so you think:  
"Why there is still so much mistakes in this doc?". There is different reasons:

- SuperDark is always moving, so when somebody send me a correct file, the current doc file is different, bigger,etc... So I have to make all the changes by hand, line by line!
- I'm a little bit tired of all these changes....I've try to get the best of all these docs, but I'm not shure that the final doc is correct!

So, a message to all my nice "Text senders"!:

Don't blame me if I've not always use all your corrected file! but thanks for your help!

## 1.51 history

History

01/01/93

v.09: -First version realised, on some BBS

30/01/93

v1.0: - Lot of Bugs fixed, but there are still a Lot of Bugs...

05/02/93

v1.1: - Crash if incorrect configuration found,now fixed

- TaskPri slider added
- "Mouse in the corner" functions added
- New effect in line.dark
- New: Spot.dark

12/02/93

v1.2: - SuperDark is now under OS2.0 and higher a commodities

- Cx\_popkey, and blankey can now be modified
- Memory allocation error fixed in spot and anim
- New: Music.dark! GREAT...
- First version sent to FredFish and to BBSes via SAN

25/02/93:

- v1.21: - Bug fixed in module spot.dark: if the screen width was not a multiple of 8 this causeed a modulo problem...
- Bug fixed in the FireWork module, sometime the module never exited.
  - anim.dark:The 3d Amiga logo was in the wrong direction :-)
  - French text removed in the effects and line 2 modules
  - with overscan, Shuffle and line doesn't use the whole screen. now fixed
  - Bug in slide-show: when the param window was opened the first time, the file list wasn't correct. Now Fixed.
  - The "Duree" field in the Random module was not correct. Fixed
  - Source: I've finally got the last 2.0 includes files, and I've changed my files to fit them. No more "convert.h" file.

08/03/93:

v1.22:

---

- New type of datas: IMAGE, and DATA\_STRING
  - Add Screen Resolution Choice in some Modules using reqtools.library

10/03/93:

v1.3:

- Pointer should now disappear...
- Bug fixed in Plasma (screen depth is now really zero )
- Music: Now music players should be visible in NTSC :-)
- Music: File selector added

20/03/93:

v1.4

- Forgot to put UnLockPubScreen() ! Now fixed
- SuperDark now looks at the Font Size of the Window Title Bar
- The famous Upper/Lowercase bug reported in Usenet have been corrected. Now are also modules recognized if they use uppercase letters.
- New type of data: FONT
- Bug fixed in ASWarm.dark: Appeared if Screen Depth was less than 2 Bitplanes
- Now SuperDark\_1.3 isn't any longer supported
- New: Text.dark

25/03/93:

v1.4b

- Support for other fonts than topaz 8. (All interlace WB users will be happy!)
- New features: choice between Topaz and default font
- New features and SmallMem
- Bug: I had also a famous \_lock\_ bug... forgot to UnLock()..
- bug: RemPort was used instead of DeletePort(), this cause some bytes of mem to be lost...
- Fixed problem with mode who wanted a copy of workbench screen. Now this copy look like the original WBench screen...
- UnLock screen is now in hires
- Changed place of a SetTaskPri, so now even if there is a high CPU usage, you see the blanking module. But if there is absolutly no CPU left, it could stop and not show anything... next step: put a timeout and show a black screen...

27/03/93:

v1.5

- Size of superdark have been reduced from about 4k by writing my own printf (using RawDoFmt of course, scanf, etc....
- Clock is now moving.
- Better look of the blanker in random mode...Last screen is now taken as the current screen for effects like shuffle,melt...
- Music module is now in 4 bitplanes, instead of 5 before-> smaller, faster.
- GREAT (for me!): Slide show use WB3.0 datatypes, so now is you have the good datatype, you can display any kind of images, GIF,IFF,etc...
- Now the slide show file requester can also use multiselection

05/04/93:

v1.5b

- The font requester is now the asl font requester, no more
-

the regtools font req.

- Screen Mode requester, is now the ASL screenmode requester if available (V38), or Regtools screenmode req. if available.
- Use protos instead of CLIB -> smaller
- NEW: module anim.dark (play animation, the old anim is renamed to 3d)

11/04/93:

v.15c

- Correction of a bug in spot with WB3.0
- Main Window reorganisation, so all gadget are visible in NTSC screen.

12/04/93:

v.15d

- Screen mode requester in the clock module.
- Correction of a bug in melt, which cause some crash in superhires mode!!
- Big doc corrections...

12/05/93:

v1.5e

- Screen mode requester in firework, star
- Music should now open correctly in dblpal
- Different text choices in text module.
- New: module hypno...

29/05/93:

v2.0a

- Screen timeout added
- Information windows are now standart information windows.
- Big changes in music.dark (new interface)
- minor changes in modules
- Changes in some fields of the communication structure, but old modules should still work.
- Added a debugging tool: show\_info. This tool allow to make some print\_d() (like printf) in blankers
- New module:Dimmer and music\_dream
- The pointer pixel bug should be corrected!

v2.0b

- Copy of current screen use openscreentag

v2.0c

- Corrections, new module : life....

14/01/94:

v2.1:

- MAJOR REVISION:  
A new way of cummication with modules! Old modules are no more compatible with the new ones!
- J.Sentini send me new modules (perco.dark )
- Bug corrected in slide\_show, 3d,....

## 1.52 post

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SuperDark is postcardware, this mean that if you like it, and if you use it, you have to send me a postcard of your contry! Nice no? look at my adress.

But due to the lack of foreign modules for superdark, maybe I'll make superdark shareware in the future!

## 1.53 address

Contact adress

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(better use UseNet...faster and seafer)

The last realease of SuperDark are availables on the Ramses BBS:

19-(33)-60037713 (up to 14.4 I think)

So you can use this program freely, but if you find it useful, just send me a letter or postcard with your opinion,

## 1.54 new

The major improvment of this version:

Random bugs of v2.0, caused by the "CPU Watchdog " function are now corrected  
And all AGA screen should open correctly!

## 1.55 thanks

Thanks to:

- Eric Delord, for his help!
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