

# Programmable Slide Show 1.2 for After Dark 2.0

Programmed by:  
Glenn C. Slayden  
glenns@microsoft.com

This version (1.2) is "charityware." Please send me email with comments or suggestions if you find this program useful. If you enjoy the program, you can make a suggested tax-deductible 501(c)(3) contribution of \$20 to:

Northwest AIDS Foundation  
127 Broadway E., Suite A  
Seattle, WA 98102

Please let me know if you're a contributor, so I can notify you of updates, and prioritize feature requests.

## **- DESCRIPTION**

This module allows you to create slide shows as a list of Windows BMP files. The files are faded in and faded out at a user-specified speed, or displayed instantly without unattractive visible "banding." Each image can be displayed at a specified position on the screen, with an individual zoom setting.

## **- INSTALLATION**

To install this module, simply copy SLIDES.AD to your After Dark 2.0 directory. The slide show will appear in your After Dark control panel under "Slides."

## **- INSTRUCTIONS**

The file lists are called programs, and you can create and maintain several of them using the "Edit Program" features. Unless the "random" checkbox is selected, the program that shows in the drop-down control is the active program. The "random" setting will cause a program to be chosen at random each time the screen saver is activated.

To create a program, click the "Program" button, and then click "New." Type a name for the new program, and add files using the "Insert" button. Multiple files can be inserted at the same time in the "Select Image File" dialog.

The "Setup" button brings up a dialog which shows a reduced view of the screen. You can drag the image to any location, and zoom in or out. This dialog also displays the dimensions of the image and how many colors it uses. Selecting "Next" or "Previous" in this dialog lets you move through the slide show in the order specified.

## **- NOTES**

### 256-color displays

Some Windows bitmaps use RLE compression to reduce their size. This screen saver will not display images that use this feature.

This screen saver requires a 256-color palettized display driver. Display drivers for 15-bit, 16-bit, and 24-bit video cards are not supported because they cannot perform palette animation, which is

used to fade in and fade out the images, a key feature of this screen saver. Fading an image on these displays would require redrawing the entire image numerous times, which is prohibitively slow on most computers.

If your driver supports both 15/16 bit and 8-bit modes, you may want to use 8-bit mode for viewing images anyway, since color rendition is usually more accurate. This is because, in 15-bit mode, only 5 binary bits of information are used for red, green, and blue (in 16-bit mode, one of these "channels" uses 6 bits), and the other 3 bits of the 8-bit red, green, and blue components in an image are discarded. On the other hand, for the first 254 colors in the image, the 8-bit mode displays the exact colors specified by the image. Since many images don't use an extremely wide variety of colors, 8-bit mode can yield better results.

#### How to disable banding

If you have an **ATI Mach 32** card, you may see a problem with black bands displayed across your images. This is due to an ATI driver bug, and the workaround is to add an entry to the AD\_PREFS.INI file in your Windows directory. Right under the [After Dark] section heading, add the following line:

```
NoBand=1
```

If you do this, then this screen saver will not attempt to use invisible banding to display a bitmap on the screen, which normally helps reduce the amount of memory used. Banding does this by copying images from the disk to the screen in several smaller chunks. If "NoBand" is set to 1, then the entire image must be loaded into memory and then copied to the screen. Regardless of this setting, images always appear on the screen "instantly" or "faded;" the copying process is always invisible to the user.

#### Slides.ini

The program keeps the list of your programs in a file, slides.ini, which will be created in the same directory as the screen saver module. Since this is a binary file, you cannot use a text editor to modify it. Use the After Dark 2.0/slides control panel instead.

#### Palette use

Since this screen saver module uses the entire display when it is active, it can take over Windows palette entries which are normally reserved for use by the system. This allows images to be displayed with the richness of a full 254 color palette, rather than the 240 color palette most image display programs must use. This means that pictures should look slightly better in this slide show module than with any other Windows program. This also explains why some system colors are missing or incorrect in the control panel when you use After Dark's "demo" button with this module.

Since this module takes over the Windows palette, using it in a MultiModule may have unexpected results. This is not recommended.

### **- RELEASE NOTES**

#### **1.0 - 1/23/93**

The functionality of the "preview" button in the "Edit Slide Program" dialog is not yet implemented.

When you select more than one file in the "Select Image File" dialog, the files are inserted in the program in reverse order.

### **1.1 - 9/14/93**

I rewrote part of the main redrawing code in 386-assembly code, so the program will no longer run on an 80286 processor. It's much more efficient to access bitmaps this way, with 48-bit addressing. I don't think Windows 3.0 supports flat addressing for bitmaps, so Windows 3.1 is also be required now.

Program files from the previous version should still work fine.

The "Setup" button (formerly "preview") in the "Slide Program" dialog brings up a dialog which lets you specify the position of each image on the screen, as well as a zoom factor. This dialog also has individual edit controls for display time and fade time, which are not implemented yet.

Caching is implemented so that if there is enough memory, the next image is read while the current image is still displayed. This yields much better results when the images are on a slow media or network. Setting "delay" to zero will display the next image as soon as possible.

### **1.2 - 10/2/93**

Fixed the problem mentioned above with version 1.0 where files are inserted into the program in reverse order.

Fixed a bug with certain bitmaps that use a non-zero biClrUsed field. These bitmaps were showing up incorrectly aligned--with the left and right edge running down the middle of the image.

Monochrome (1-bit), 16 color (2-bit), and 256 color (8-bit) images are now supported. Redid some code so that doing RLE and possibly GIF support in the future should be easier.

Added the "NoBand" option as a workaround for drivers whose banding functionality is broken.

Added support for displaying OS/2 (BITMAPCORE) bitmaps.