

# **SwazBlanker/Goats**

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## Chapter 1

# SwazBlanker/Goats

### 1.1 Goats (26.03.95)

```
SWAZBLANKER : Goats
=====
```

```
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```

```
Introduction
What it actually does
```

```
Interface
Configuration preferences
```

```
History
Bug fixes and updates
```

### 1.2 What it actually does...

```
Goats/Introduction
=====
```

```
This module is a simulation of Goat herders and Goats running around a
field. The herders plant grass and the goats eat the grass. This blanker
shows interesting behavior and is fun to watch.
```

### 1.3 Configuration preferences...

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## Goats/Interface

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- Save - save and use the current settings.
- Use - use the current settings.
- Test - test the blanker under the current settings
- Cancel - cancel all changes.
- Headers - number of headers.  
Default: 40.
- Goats - the number of goats to start with.  
Default: 80.
- Reproduction - how fast the goats reproduce.  
Default: 5.
- Display Mode - the screen mode to use. If the preferred screen cannot be opened then the default screen mode will be tried, if this fails then the minimum screen mode required for this blanker will be tried, if that fails then the blanker will quit and let SwazBlanker choose an alternative blank method.  
Default: Hi-Resolution Laced.

## 1.4 Bug fixes and updates...

## Goats/History

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'1.0' o Code originally taken from the GBlanker Goats module source.

## 1.5 index

## Goats/Index

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- History
- Bug fixes and updates
- Interface
- Configuration preferences
- Introduction
- What it actually does

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