

SwazBlanker/Labyrinth

David Swasbrook

Copyright © Copyright(C)1994 David Swasbrook. All Rights Reserved.

COLLABORATORS

	<i>TITLE :</i> SwazBlanker/Labyrinth		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	David Swasbrook	February 12, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1 SwazBlanker/Labyrinth	1
1.1 Labyrinth (08.01.95)	1
1.2 What it actually does...	1
1.3 Configuration preferences...	1
1.4 Bug fixes and updates...	2
1.5 index	2

Chapter 1

SwazBlanker/Labyrinth

1.1 Labyrinth (08.01.95)

```

                                SWAZBLANKER : Labyrinth
=====

(C) 1992-95 David Swasbrook,
    All Rights Reserved.

    Introduction
    What it actually does

    Interface
    Configuration preferences

    History
    Bug fixes and updates
```

1.2 What it actually does...

```
Labyrinth/Introduction
=====

This blanker blanks the screen.
```

1.3 Configuration preferences...

```
Labyrinth/Interface
=====

    Save - save and use the current settings.
```

Use - use the current settings.

Test - test the blanker under the current settings

Cancel - cancel all changes.

Cell Size - this sets the width of the Labyrinth corridors.
Default: 8.

Speed - sets how fast the Labyrinth should be solved. Low values
are slower, higher values are faster.
Default: 5.

Copper List - if checked then a copper list will be used to change the
color of the text. This may not be available for some screen
modes and the gadget will be ghosted to indicate this. In the \leftrightarrow
case
that the screen mode does not support copper lists or you do not
want to use a copper then the text will have the color cycled.
Default: Yes.

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...

Labyrinth/History
=====

`1.0' o Localized

1.5 index

Labyrinth/Index
=====

History
Bug fixes and updates

Interface
Configuration preferences

Introduction
What it actually does

