

BTDSnow

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COLLABORATORS

	<i>TITLE :</i> BTDSnow		
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REVISION HISTORY

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Chapter 1

BTDSnow

1.1 Options

Options

- Snowflakes - Define maximum number of snowflakes on the screen.
- Max X-Step - Maximum steps (in pixels) a snowflake moves left or right in one frame.
- Max Y-Step - Maximum falling speed (in pixels per frame) of snowflakes
- Whirlfactor - Define how much the flakes whirl around
- Max Snowdepth - Set maximum snow depth at bottom of screen
- Smooth - If checked, the snowflakes fly a bit smoother. Try it out!
- Keep Snow - If checked, keep snowflakes at bottom.
That's looks quite good, but may burn into your monitor,
so if you're blanking for a long time, turn it off!

1.2 BTDSnow 1.0

Snow 1.0 BTD

```
~Description~~
  What is it ?

~Disclaimer~~~

~Requirements~
  What do yo need ?

~Installation~
  The hard work?!
```

```
~Options~~~~~  
  
~Author~~~~~  
    Who wrote this *$! ?  
  
~Copyright~~~~  
    Legal stuff  
  
~History~~~~~  
  
~Future~~~~~  
    What future ?  
  
~Bugs~~~~~  
    Known Bugs  
  
~Greetings~~~~  
    Thanx!
```

1.3 Description

Description

This is a blanker-module for the excellent blanker 'Beyond the Dark' written by Matthias Scheler and Markus Illenseer.

This module is based on XSnow by Rick Jansen. It's not exactly like XSnow because the 'Trees'~and 'Santa Claus'~is missing. That will be "fixed" in a later version.

1.4 Requirements

Requirements

You NEED:

- An Amiga :)
- Kickstart/Workbench 3.0 (V39)
- At least an '020
- A correctly installed 'Beyond the Dark'

Best Configuration:

- Two or more Amigas :)) (it's always better)
 - Kickstart/Workbench 3.1 (V40)
-

-An '030/25 or faster

-A graphic-board

1.5 Copyright

Copyright

Some part of the source should be regarded as (c) Rick Jansen. The other Parts are (c) by the Author.

BTDSnow V1.0 is Freeware and may be distributed freely.

BTDSnow V1.0 may be spread on BBS' , ftp-servers, and mailboxes.

For use in commercial products the permission of the authors is required.

BTDSnow 1.0 may be distributed on CD-ROM, Fred Fish's Collection or other PD-Collections.

1.6 Versions

BTDSnow 1.0 (31.8.95)

-Initial Release

1.7 Future

Future of BTDSnow

- Trees and 'Santa Claus' (I need bitmaps for this)

- Some funny features will be added :))

1.8 Bugs

Known Bugs

-On 15/16/24 Bit (CybergraphX-) Screens the right and the lower edge of the snowflakes are cut off.

This seems to be a bug in CybergraphX (I got 2.08 at this time).
Or is it my fault (please tell me, if you know) ?

-On 15/16/24 Bit (CybergraphX-) Screens the V39 Version isn't working.

This seems also to be a CybergraphX-Bug.

- "The V40 Version is slooow on my EGS-Screens"

That's a problem of the EGS-Emulation (I got 7.2), which does not emulate the WriteChunkyPixels()-function. Use the V39 Version!

- "Whuaaahh, my monitor burnt in"

You checked '

Keep Snow

' . If you know that you'll blank for a long time with BTDSnow, turn 'Keep snow' ~off!

->Disclaimer

1.9 Author

Author

MAXIM@THE-TWIN.DOMINO.DE

If you have any suggestions, found bugs, or just to say 'hello' write a little (or not so little) mail.

1.10 Greetings

Greetings

Fellow - U know

Flash - U know

'Someone who wants to stay anonymous' - Gerwald suxx, >120 rulez!

JAZz/HJB - RULU!!

Nadine - for a lotta fun !

Rick Jansen - for writing XSnow

Matthias Scheler - for writing BTD and a lot more.

Markus Illenseer - for writing BTD

All the ones I forgot this time.

All those SEHC/Old-School-HC Bands for their music-support.

All Amiga-Programmers for keeping the Amiga alive.

1.11 Installation

Installation

There exist two Versions of BTDSnow 1.0. The first Version is for Kickstart >=3.0 (>=V39) and planar-optimized.

Use this if:

- you don't have Kickstart 3.1 (V40)
- if you got no graphic-board
- if you use the EGS-Emulation

The other Version is ONLY for Kickstart 3.1 and up (>=40) and chunkypixel-optimized.

Use this if:

- You have Kickstart 3.1, a graphic-board with CybergraphX or an other good emulation which emulates WriteChunkyPixels() (try it out).

So if you know which version you want to use, copy the file 'snow.btd' from the directory 'V39' or 'V40' into your 'BTD:Blankers/' directory. That's all!

1.12 Disclaimer

Disclaimer

This software is provided "as-is" and the
author
accepts no responsibility for
damage and/or loss of data/equipment resulting from the use of this software.