

MBlank

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Chapter 1

MBlank

1.1 MBlank 1.06 - Guide

MBlank 1.06

DISCLAIMER

Copyright

Intro

Requirements

Installation

Usage

Tooltypes

Modules

History

Contact

Bugs

1.2 MBlank 1.06 - Copyright

Copyright Notice.

MBlank is FREeware and may be henceforth distributed without any notification towards the author AS LONG AS you distribute it contained in the original archive, or an exact copy. No charges may be made to consumers, other than the cost of the carrying media added to the cost of transportation.

1.3 MBlank 1.06 - Disclaimer

The author will not be held responsible for any damage to ANYTHING caused by the use of this program and/or modules.

1.4 MBlank 1.06 - Introduction

Program: MBlank 1.06

Status: FreeWare

Function: Blanks the screen after a user-defined period.
Type of blanking depends on user-selected module.

Features: -Commodity, external control via Exchange.
-Menu, (if desired) menu-item on WorkBench -> Tools menu, if picked, blanking will start in one second.
-Application window, throwing modules on it will cause MBlank to 'play' that module immediately, this is great for testing modules.
-Font sensitive window-sizing and gadget-placement.
-Very small, low memory consumption AND low cpu-usage if used without modules. (or Dimmer).
-Stable, but read the disclaimer first anyway.
-Surprising, future modules might surprise you.
-Internal custom module support.
-Developers will get friendly support.
-Most up to date version easy to download from the author's homepage.
-OS2.04 compatible. (I think). OS3.+ funcs. conditional.
-Custom modules are very easy to implement (in assembly), so maybe you could write a module!?

Motives: Wanted small/compact basic blanker.
Do some commodity research.

Language: Assembly, Devpac Lite.

Requirements: OS2.04+, 68020+, also see
Requirements

.

1.5 MBlank 1.06 - Requirements

Requirements: commodities.library (v37)
dos.library (v37)
gadtools.library (v37)
graphics.library (v37)
icon.library (v37)
intuition.library (v37)
workbench.library (v37)

Dimmer/Forces use:

mathffp.library (v37)

Forces uses:

mathtrans.library (v37)

1.6 MBlank 1.06 - Installation

Installation: Double-click the 'MBlank-Install' icon to start. Choosing the expert mode will allow you to set a few important tooltypes during installation.

or

You could install MBlank manually, but this is not advised, especially not if you want MBlank in your WBStartup drawer. If you do, remember to set the MOD_PATH tooltype in the MBlank icon correctly. (The installation script will take care of this for you automatically, saving you the hassle.)

As long as the MBlank directory-tree has the following structure, everything should be fine:

```
MBlank      (dir)
  MBlank      file
  MBlank.info file
  MBlank.guide file
  MBlank.readme file
  MB_Develop  (dir)
    module.i  file
    Test.blm.asm file
  MB_Docs     (dir)
    #?.blm.guide files
  MB_Modules  (dir)
    #?.blm    files
```

In this tree the MBlank tooltype 'MOD_PATH' would be 'MOD_PATH=MB_Modules', which is already the case.

1.7 MBlank 1.06 - Usage

Usage: MBlank can only be started from the WorkBench. Double-click its icon. If its window popped up, you can throw modules (xxx.blm files) on it which MBlank will show after a delay of one second. This allows a user to quickly see what a module is like.

Arguments: Use the
 tooltypes
 to simulate arguments.

1.8 MBlank 1.06 - ToolTypes

* = settable during installation in expert-mode.
- = settable via workbench information window.
+ = will be automatically set by installation script.
 (dependent on your other choices.)

- DONOTWAIT

- CX_PRIORITY
 default: 0

 Commodity priority.

- CX_POPKEY
 default: 'ctrl lalt b'

 Key combination that causes MBlank to popup it's popwindow.
 (shift, rshift, ctrl, lalt, ralt + a letter. QualSame not
 supported, i.e. no 'alt', 'shift' or 'caps'.)

* CX_POPUP=YES|NO
 default: NO

 Popup window at program startup?

- POPX=number
 default: 0

 Pop-window x-coordinate.

- POPY=number
 default: BARHEIGHT+1

 Pop-window y-coordinate.

- SECONDS=number
 default: 180

 Seconds before blanking.

* MENU=YES|NO
 default: NO

 If YES, a menu-item will be added(an attempt will be made
 at least), to the WorkBench/Tools menu; 'Blank Now'.
 If it is 'picked', blanking will start in 1 second.

- DELAY=number (1/50th of seconds)
 default: 50

This value determines the delay between selecting the 'Blank Now' menu-item and blanking. This allows you to release/park your mouse after the menu-action. This delay will also be used with thrown modules, they will not start immediately but will wait for this delay first.

* MOUSETRIG=YES|NO
default: YES

If YES, MBlank will signal a module to reset if a mouse-event happens. (Button press or move.)

If NO, MBlank will only reset the counter when it's not currently blanking, but a mouse-event will not reset blanking, in which case you'd have to press a key on your keyboard to reset the blanking.

* DISKTRIG=YES|NO
default: NO

If YES, tells MBlank that you want the display to be restored if a disk is inserted or removed.

+ MOD_PATH=path relative to MBlank home-dir or absolute path

Use 128 characters at max.

If you specify a module-path here and DO NOT specify a MODULE (below), MBlank will alternate all files in the specified module-path, but will only look at #?.blm files. This allows you to have all MBlank files in a single drawer. If you DO this, set 'MOD_PATH=' (without quotes), MBlank will then alternate all modules found in the drawer in which MBlank itself resides.

The RANDOM=YES tootype+value (below), will cause the alternation to occur at random.

- MODULE=Module.blm

Use 30 characters at max.

With this tootype you can force MBlank to use a specific module. The module-name will be appended to the MOD_PATH (if present).

If MODULE=BLACK, MBlank will use the standard built in 'Black-Screen' blanker.

- RESIDENT=YES|NO
default: NO

If a specific module was selected with MODULE, setting this tootype to YES will command MBlank to keep this module in memory after blanking has been reset. Default MBlank external-module behavior is:

```
-Load specified module,  
-Test module's validity,  
-Run module,  
-Test returncode,  
-If no errors occurred: Flush module from memory,  
  end of blanking.  
-If errors occurred: Flush module from memory  
  Run built in 'black-screen'  
  blanker.
```

This tooltype will be ignored if only a MOD_PATH was specified. (Alternating modules can not be made RESIDENT and will therefore allways be loaded from disk just before blanking.)

* RANDOM=YES|NO
default: NO

If only a MOD_PATH is specified, no MODULE, then MBlank will alternate all modules found in this path in order. If RANDOM=YES with the above situation being true, MBlank will alternate the available modules at random.

1.9 MBlank 1.06 - History

1996

Blanker_0.6:

12-10 +Added AppMenuItem() to Tools menu, IF MENU=YES (TOOLTYPE).
If selected by user, blanking will begin immediately.

15-10 +Added CX_POPKEY TOOLTYPE for hotkey. Limitations; you can only use lshift, rshift, ctrl, lalt, ralt + a letter.
+Included a default POPKEY for if ToolType CX_POPKEY is not used. (Globals)
+MODULE/MODPATH tooltypes added.
+Module support added.

16-10 +Fixed a bug.

Blanker_0.93:

+New ToolType: DISKTRIG=YES, causes diskinsertion/removal to trigger a blanker-reset.

Blanker_0.94:

+If blanker module fails, blackscreen takes over. If that fails too, KILL commodity.
+New DISKMOD=YES|NO tooltype, if set(default=NO), not preloaded. CallBlanker will call LoadModule every time CountSignal is sent.

Blanker_0.96:

+Added some font-sensitivity.(windowheight/gadgetpositions)
+Added keyboard shortcuts for gadgets in pop-window.

Blanker_0.97:

+Additional gadget: Current Module

<none> or <Test.blm>

+Replaced DISKMOD tooltype by RESIDENT tooltype. It's value should be the reverse of DISKMOD, if YES, module gets loaded into memory at the start and is held there. If not YES(default), modules get loaded just before blanking and flushed after blanking.

25-10 +ALTERNATE tooltype removed. If MODPATH=path and MODULE=not used, the modules in MODPATH will be alternated.

Blanker_0.98:

+Only display/use .blm files.

Added a little errorchecking as well, if the first 25 files of the MODPATH directory are not .blm files, Blanker will use BlackScreen.

+Insert pseudo-random number generator.(mod.alternation)

The entry to the random number generator is copied to the Globals structure so modules can make use of it.

Blanker_0.99:

+Changed name to MBlank.

+Found v39 C-includes with StormC-demo, using them for NewLookMenus.(new WA_Tags)

+Activated disabled menus.

+Removed 'Q' and 'H' vanilla-key checks from VKeyHandler, 'cause menu-commkeys take over.

17-11 +Module support: Supply the module with it's own(if available) module.info diskobject via gb_DiskObject. If NULL, MBlank was unable to open the diskobject, otherwise the tooltype parsing routines can be used on it. MBlank will free the diskobject itself, but checks gb_DiskObject for NULL first so it can be freed from within a module.

25-11 +Fixed 'GURU if specific module does not exist AND RESIDENT=NO'.
+Pop-window doesn't remember TopEdge. Fixed it.

MBlank_1.00:

02-01-1997

+POPX/POPY tooltypes. Behavior:

-if NONE: X=0, Y=0+BARHEIGHT

-if X: X=X, Y=0+BARHEIGHT

-if Y: X=0, Y=Y

-IF XY: X=X, Y=Y

MBlank_1.01:

08-01 +Revised message- and signal-handling.

+fixed(above): cx_unique messages not handled properly.(if pop up).

Very stable, just like other commodities, but it uses

WindowToFront(), if window is already open, on hotkey-signal,

CX_APPEAR and/or CX_UNIQUE.(COMMANDS)

+Resource deallocation tested, seems to be OK.

(still not using Enforcer)

MBlank_1.02:

+Added 'Next Module' text to Module-gadget

+Key-shortcut for 'Next Module', 'n'/'N', brings up next module, but

only if module alternation is active.

MBlank_1.03:

11-01 +Updated/changed/corrected modules, module.i, .guide, .readme.

MBlank_1.04:

12-01 +Actual support for MODULE=BLACK.

+MOUSETRIG tooltype, default=YES, if NO(or<>YES), the CX_Object will reset the blanker counter if blanking is currently not active, but will not reset the counter if blanking is active. In the latter case, mouse-events are CX_DISPOSEd of.

+MBlank pop-window -> AppWindow. Throw modules on it that immediately start blanking, thus generating an easy way to test modules. (And from different directories).

This cost me quite a while, definitely need to revise the LoadModule part, adding features would be hard right now.

MBlank 1.05:

+Revised .guide, split up in MBlank-, Forces- and Dimmer.guide.

+Fixed a memory-deallocation problem.

+Fixed: MBlank would still blank if a module was thrown on its window, EVEN if MBlank was inactive (via Exchange).

+DELAY=number tooltype.

+Display thrown module in window gadget, reset when done.

+Fixed: gb_DiskObject only for NON-RESIDENT modules, no more.

MBlank 1.06:

+Finally dealt with real installer script, oh boy oh boy.

This cost me the little bit of arrogance I had left.

Will be improved in time.

TODO:

-Start a new module, 3d with WIRE, SOLID, SHADE modes.

Will load an OBJECT=#?.geo and rotate it in realtime. Maybe movin' it on a user-defined path.

-Thinkin' about MUI, if not, go for complete font-sensitivity.

-Create Module prefs-editor.

Haven't decided on whether to create a separate editor or not.

Don't want the bare MBlank executable to become too big.

-Write modules. (BUSY! Dimmer, Forces)

1.10 MBlank 1.06 - Contact

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Use MBlank as the subject of your e-mail.

http: www.cybercomm.nl/~damian

Append '/personal/projects.html', without the quotes, to go to the 'Projects-Page' directly.

1.11 MBlank 1.06 - Bugs

Bugs:

Nothing dramatic as far as I know,
contact
me if you
find something, also read the individual 'Modules -> Bugs'
documents.

Bug-reports would be very much appreciated, but since MBlank and its modules are still under development, you could also wait for a few days and see if a later update of MBlank fixed a bug you noticed.

Also take a look at the individual module bug-reports.

1.12 MBlank 1.06 - Modules/Develop

Developers.

NOTE: If you decide to program a blanker-module or maybe convert an existing one, don't distribute the module yourself. Sent it to me, I will include it in a following release if I think it's worth it.

Your module should be as stable as possible(!?) and it should clean up the mess it has made.(resources etc.) It doesn't have to be original, as long as it has a certain level of class.

I've included the module.i include file with this archive.

If you want to write a module, bear this in mind:

- Your module must start with the BLM-structure as stated in module.i
- Don't use SECTIONS, do your own allocations. (MBlank loads your module as ONE data-block, so if you need CHIP or something, allocate it yourself from within the module.)
- Use position independant code.
- Your module will run on the MBlank task-context, this means that you can use the library-base pointers stored in the AllGlobals structure.
- See also the module.i include-file.

If you still have questions,

contact
me,
or take a look at the example source first.

1.13 MBlank 1.06 - Modules

Contents:

General...
Default...
 Dimmer...
Forces...

Third party...
 Custom modules available.

Developers...
 Create your own module.

1.14 MBlank 1.06 - Modules/Default

If the user, well maybe it's you, has not set the MOD_PATH tooltype and has not set the MODULE tooltype, then MBlank will use it's internal 'Black-Screen' blanker.

This blanker will open a low-resolution screen with a depth of 1 bitplane. All colours will be set to 0, which is black.

If MBlank cannot open this screen, it will KILL itself.

1.15 MBlank 1.06 - Modules/General

General Module Information.

To see how a module's tooltypes affect a module's behavior, you don't have to quit/change/start MBlank every time you alter a module's tooltypes.

You can change a module's tooltypes during blanking, MBlank loads in the icon just before blanking, so changed tooltypes will not be ignored.

To test modules, you only have to throw a module's icon on the MBlank popup-window(ctrl alt b). MBlank will start blanking with the thrown module one second later, unless the file which you threw was not a module. Multiple modules in

one throw are ignored, only the first is used. (Only if RESIDENT=NO, will MBlank accept modules this way, otherwise nothing happens.)

1.16 MBlank 1.06 - Modules/ThirdParty

No third-party modules available right now.
