

Multiformatinputfilesorrydoesn'tknowthisargumentisnotusers

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COLLABORATORS

	<i>TITLE :</i> Multiforminputfilesorrydoesn'tknowthisargumentisnotusersfault.		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

Multiformatinputfilesorrydoesn'tknowthisargument

1.1 Madhouse 2.6 Contents

Madhouse 2.6 Documentation (english). Hello World!

Well, let's skip all the junk text and get started.

Miscellaneous

ATTENTION! Graphics cards!

Authors, Registration, Thank

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For Programmers: writing own Blankers

Documentation in Autodoc format can be found in the seperate Developers directory.

1.2 Error Messages

The errors from the main programs are explained below (excluding those that have to do with "not enough memory" situations).

File ENV:Madhouse.prefs does not exist.

This is not a real problem, it simply shows you that you have to configure Madhouse again, because it's config-file "ENV:Madhouse.prefs" is not available.

Please select a COMPLETE path

Here you have to input a path with the name of the volume in it, like "Work:Tools/Madhouse/blankers".

BlankerInfo-Chunk does not exist!

The gadget file of this blanker has no BlankerInfo-Chunk. Madhouse can not read whether the blanker uses the CPU a lot or not.

Unknown macro: xx

A called macro xx in the gadget file of the called blanker doesn't exist.

You started Madhouse the second time. Do you want to remove it?

By starting Madhouse twice, you will have the opportunity to quit. This requester checks to be sure you want to.

Couldn't load the gadget file!

The gadget-definition is needed to open the window.

The prefs file is not in the subdir!

Not a real problem. You will have to configure this blanker again.

Couldn't start this blanker:

The blanker file in the blanker's subdir is missing.

Problems with your password

You cannot use <Alt>, <Ctrl>, <Caps Lock> or other control keys while

entering the password.

Need a stack minimum of 3500!

The stack is just a block of memory which is allocated by DOS (not by the program) for every started program. The program itself has no ability (in my knowledge) to size this stack. The user who starts the program has to set the size. Normally it's easy and you shouldn't have to do it once it is set. Where you input the stack size (which should be 4096 Bytes) depends on where you start Madhouse. It can be done three ways:

- o From the Workbench or by moving Madhouse's icon into the WBStartup drawer: Click once on Madhouse's icon. Select 'Information' in the 'Icon' menu. A requester appears. Click in the box near "Stack:" and correct the value.
- o From the Shell or the S:User-Startup / S:Startup-Sequence: Every Shell window has it's own stack value. The programs you run from this Shell get this value. You set this value by typing stack 4096 <Return> in this window before starting Madhouse. In the Startup-Sequences you insert this line before the Madhouse call.
- o From the Toolmanager: Enter the value 4096 in the program-requester for Madhouse.

4096 bytes is the normal value for Amiga-programs - so there shouldn't be any problems, but who knows?

Notice that if you don't start Madhouse from Workbench or via WBStartup, Madhouse needs the MadhouseConfigEd in the same directory, because it won't look for Tooltypes in this case.

Bug #1 in program!

It's pretty hard to get this error. The Bug #1-error is an internal debugging routine, to help me when writing a program.

No chance to run Madhouse on your 1.3-machine!

Arrrrrgh!

Couldn't open asl.library V37!

asl.library is not in the LIBS: path.

Couldn't generate AppItem!

Couldn't create Message port for AppItem!

Internal errors.

Can't read the gadget file...Version of Madhouse

The first line "Madhouse v1.0, BlankerPrefs-Window" is not in the prefs file of this blanker! Perhaps you made an error when creating a gadget file, or we made a newer Madhouse which is not able to load the old files (I don't think I'm going to change the file structure, so all old gadget

files will be compatible with new ones.)

Couldn't access the Config-Editor.

Madhouse wasn't able to start the program "MadhouseConfigEd". If it was able to get the settings, it can continue running and you can change the ToolType. If the settings were not available, Madhouse has to quit. The previous requester and this one tell about this situation.

So quit Madhouse (if you need to do so) and change the Tooltype 'CONFIGED' of Madhouse, so that it includes the complete path and the name of MadhouseConfigEd. If you do not want to start Madhouse with WBStartup or with the Workbench, but with the Shell, remember that Madhouse will search for ConfigEd in the current directory when started by Shell.

The MadhouseConfigEd can only be started by Madhouse itself.

As the requester says, MadhouseConfigEd can only be started by Madhouse, not by the user. This may change in the future.

1.3 Shell Options

You can run Madhouse from Shell, too. The following template is ← used:

```
CE=CONFIGED,RE=RESTART,NT=NOTOOLSMENUENTRY/S
```

The arguments equal the
tooltypes

.

Example:

```
sys:wbstartup/Madhouse CE=work:tools/Madhouse/MadhouseConfigEd RE=REQUESTER NOTOOLSMENUENTRY
```

1.4 Die Merkmale/Tooltypes of Madhouse

Madhouse itself supports three tooltypes:

CONFIGED

Type the complete path of MadhouseConfigEd after the "=", example: "CONFIGED=Work:Madhouse/MadhouseConfigEd". Do not use spaces after the "=".

RESTART

This defines Madhouse's behaviour when getting started twice. Three parameters are possible:

- o With "RESTART=QUIT", Madhouse quits without giving any sign. (This equals the old "QUIETQUIT" tooltype.)

- o With "RESTART=POPUP", MadhouseConfigEd gets started automatically. After that, Madhouse remains running.
- o With "RESTART=REQUESTER", you get a Requester which provides the possibilities explained above.

NOTOOLSMENUENTRY

Enabling this tooltype prevents Madhouse from adding a "Madhouse" entry to your Workbench Tools menu. Of course you can run MadhouseConfigEd anyway, using Exchange, the RESTART tooltype or a defined hotkey.

1.5 System requirements

Nowadays, even screen blankers have special needs. Here is what you need for Madhouse:

- o An Amiga with OS 2.0, localized (but still english in your case :-)) with OS 2.1.
- o A hard disk, to install Madhouse. The newer versions of Madhouse need, unlike Madhouse 1.1, a hard disk.
- o MUI (© Stefan Stuntz). You need only version 2.2 to use Madhouse, but newer versions offer Balance objects and BubbleHelp.
- o Madhouse was programmed to use the least amount of memory possible. That's the reason why 'Madhouse' has no graphical user interface, but a separate program, 'MadhouseConfigEd' which does all the configuration. 'Madhouse' has an executable size of only 40 KByte.
- o If you have OS 2.0, not OS 2.1 or anything better, you will need the reqtools.library (by Nico François) for the screen mode requester, which is used in some Blankerprefs windows.

1.6 MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993-96 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY

Support and online registration is available at

<http://www.sasg.com/>

1.7 Graphics cards

Madhouse was designed to minimize any problems with Graphics cards. This means that a screen mode option is available for nearly every blanker and for the black screen. All blankers use the OS to draw graphics.

Please use these screen mode options, before testing a blanker the first time! (Then save...) Select a mode which is offered by your graphics card. Do not promote blanker screens using NewMode or something similar. The best solution would be a promote exception for the task "Blanker".

If you have problems with your graphics card, send an EMail (preferred) to c.jahn@gmx.de. I can only fix problems I know about.

1.8 Madhouse <-> MadhouseConfigEd

Are there two programs?

You may have noticed during the installation process that there are two programs which belong to Madhouse: Madhouse and MadhouseConfigEd. Maybe MadhouseConfigEd will get a nicer name in the future, but at the moment we will call it that. One of the programs is the blanker, the other the config editor.

Madhouse

Madhouse a modular screensaver. It will be started during Workbench start, if placed in the WBStartup drawer. Madhouse "oversees" the user. During periods of no input from the user, it will run blankers, depending on the settings you made in MadhouseConfigEd.

Madhouse runs in the background and is a commodity. You can tell whether

it's running or not by looking in your Workbench Tools menu. There will be an entry named "Madhouse".

In the event you run Madhouse a second time, and the program is already working, you will quit Madhouse. (You may need to confirm a requester first). There are two more possibilities to quit Madhouse: using the commodity "Exchange" and using MadhouseConfigEd.

MadhouseConfigEd

MadhouseConfigEd (which I'll call "ConfigEd" for the rest of the text due to lack of discipline on the author's part...) serves for configuration purposes and has functions to import alien Blankers (from Swaz-, Blitz- and Garshneblanker); after an import you can use these blankers as if they were Madhouse blankers.

The ConfigEd has no icon. It can be run by selecting "Madhouse" in the Workbench Tools menu. If you have installed Madhouse and started it for the first time, it won't be able to find its configuration file ("ENV:-Madhouse.prefs"). Thus, Madhouse will start ConfigEd on its own.

Both possibilities of starting MadhouseConfigEd require the CONFIGED-Tooltype to be set correctly. This will be done by the installation script automatically, but if something seems to be wrong with this Tooltype, you can set it on your own. Write the path and name of MadhouseConfigEd in the CONFIGED line, without spaces or quotation marks, for example CONFIGED=Work:tools/Madhouse/MadhouseConfigEd

Please do not try to run MadhouseConfigEd from a shell or something similar. This is possible (I've programmed only a small barrier against such attacks...), but not recommended at all. In a later version of Madhouse, it may be possible to run MadhouseConfigEd like any other prefs program.

1.9 ConfigEd, Basics

Online help

First, you can get a small BubbleHelp-Message for every gadget, just put the mouse cursor over a gadget for some seconds. Second, you can press the Help button at any time, and this documentation will pop up in the correct context.

How to quit this thing...

Using Remove will quit both Madhouse and MadhouseConfigEd. If you click on Use, the settings will be gone after the next reset. Save, saves them to your hard disk, where they will remain until you change them.

If you just want to cancel all changes you made and quit MadhouseConfigEd, without quitting Madhouse, you can click on the close gadget in the titlebar of the MadhouseConfigEd window.

The List on the left side of the window -

By clicking on entries of this list, you can switch the gadget groups on the right side. The list has no other function.

1.10 System page

If everything is 'disabled' on this page, enter the blankers into the Path gadget...

Path

If the 'Use' gadget and some others are disabled, use this gadget to enter a correct path for the blankers. Click on the small popup button, a filerequester will appear. Select the 'Blankers' directory of Madhouse. ConfigEd will complete the path (because the name of the volume has to be in it for Madhouse to work correctly). Madhouse recognizes the correct path using the 'the_right_drawer' file, so do not delete it!

Update

If you have used a DOS tool like DirOpus to delete or rename Blanker subdirectories, Madhouse won't find its Blankers as they are noted in the settings. Simply selecting the same path again would destroy all Blanker related settings, like the Duration settings and others. With the Update button, Madhouse will read the same directory again and will keep, if it is possible, the settings.

Blank Time

If you leave your Amiga, Madhouse waits a special time before its starts the first blanker. Select this time with the 'Blank Time' gadget (in minutes and seconds).

Dimm Time

Here, you set whether you want to use the dimmer or not (Checkmark gadget), and after which time it should start (Slider). More information about the dimmer can be found in the explanation of the dimmer page. The dimmer has to work before the blanker, not the other way round. So you should set a shorter Dimm Time than Blank Time, with some seconds (10 to 50) difference. Try out a value that fits best.

Exchange Blankers

You can set whether or not Madhouse changes the blankers after a while. If you turn it on, the 'Duration' slider on the Blankers page will be enabled. With the 'Duration' slider every Blanker module can be set for a different blank time.

Of course it is not very intelligent to change the blanker if only one is activated, in this case the 'Exchange Blankers' gadget will be disabled.

black Background

As Madhouse opens a black screen on a lot of occasions, (for example to prevent the Workbench being while two Blankers exchange; this screen is

used to enter the password, too, but it gets other colors for that purpose.) You can set which screen mode should be used. Users of Graphics cards will need this setting... or if you don't want your multisync monitor to click all the time.

1.11 Blankers page

Please note:

All settings on this page (excluding the BlankerPrefs window) will be lost (like all other settings made within ConfigEd) if you don't click on 'Save' or 'Use'. If you read the blankers directory again, using the 'Path' gadget (not 'Update'), they will be lost, too.

The active or highlighted blanker has its name written on a colorful background, after you have clicked on the name once or twice.

Unfortunately, the top of the page is divided into two other pages... that is what you find in "settings":

Sound

Look belooooow--

Duration

With this slider, you can select how long the highlighted blanker will work, after this time Madhouse will start another blanker. Note that this will only happen if 'Exchange Blanker' is selected. Otherwise, you cannot use this gadget.

Task priority

This feature was cancelled in Madhouse 2.5, because it did not make much sense. Instead of priority, Madhouse uses a blanker priority, which is not related to a program's running priority.

Blank priority

This sets the internal priority of the blanker and has NOTHING to do with exec-priorities of programs.

If you select a high number with this slider (relatively high compared to other blankers), Madhouse's enhanced random function will choose this blanker more often than others.

Shows WB

Some blankers copy the frontmost screen and do some things on it (Shuffle, Worms and others). This is what is meant by 'Shows WB'. You don't need to change the contents of this cycle, as long you are not confronted with an 'Unknown' entry.

With 'Exchange Blankers' on, Madhouse will stop a blanker and start a new one after 'Duration' is reached. You may see the Workbench screen for a

few seconds, before Madhouse opens a little black screen. This is to make the blankers change more 'quietly'. Of course, copying the frontmost screen will end up in Shuffle shuffling this little black screen...

For this reason, you can select 'Yes' in the 'Shows WB' cycle. Madhouse will simply close it's little black screen before starting a blanker which has the attribute 'Shows WB' = 'Yes'.

'Unknown' only appears if you have imported without using the ImportHelp directory. This is treated as 'No'.

On the second page, "info", you'll find:

Author

Here you can see the name of the author of this blanker.

CPU loading

Here you can see if the blanker uses the CPU a lot ('medium to high') or very little ('low'). This is necessary for the "CPU active" setting, which will not take a 'medium to high'-blanker if 'use simple ones' is selected there.

See "CPU active" on the
Control page
for further explanation.

Version

Here you can see the version-number of the selected blanker.

Protocol

The type of the blanker you have selected.

Below the pages, there are some "actions"...

Delete Blanker

If you import often, you'll notice how often authors of modular Screen Savers copy their blankers. Some look more alike than others ;-). With this button, you can delete the active blanker, not only in the list, but also from your hard disk!

Take Duration for all Blankers

If you don't like the pre-defined 5 mins., you can select the time you want in the Durating setting of the active blanker, and then click on this gadget. Now every blanker in the list has this setting.

And now, to the Sound popup:

Sound

With this sound menu, it is possible to assign a music module to a blanker and to play it.

First, it is necessary to define HOW music should be played. Madhouse does not have its own playing routines, since that would have enlarged the program a lot and many good players are available. Madhouse can control every ARExx-featuring sound player, and the medplayer.library. You should configure these sound options first, they are on

Sound page

and

SoundRexx page

. Only if everything is set up correctly

in these pages, will you be able to have sound played during Blanking.

First of all, you'll have to select a blanker (click one time). If you already selected a mod for it, you will see it in the string gadget. Of course you have not, otherwise you won't read this chapter... So click on the popup button next to the string gadget.

The Sound popup appears. It has the following gadgets:

Add...

Use this button (and select a filename) to add a file to the soundlist.

Del

Deletes a file from the soundlist. It will be deleted from Every blanker which had this mod in its sound setting.

Tapedeck-play-arrow

Do you really need an explanation for this gadget? Arrrgh, here it is: this gadget plays the selected module.

Tapedeck-stop-button

Stops the music.

The soundlist

The task of the soundlist is to handle the modules you want to use with Madhouse. You can double-click on the list to use the selected mod with the selected blanker and to close the popup. The real reason I made this list was the fact that every user expects a list when he or she clicks on a popup button. :)

By the way, you can enter the pathname directly into the string gadget, but that's boring, isn't it?

Note: Madhouse only saves the blanker-sound-settings and will rebuild the list on the next start of the program. So if you add a module to the list and if you don't assign it to a blanker, it will be erased after Madhou-

seConfigEd quits.

1.12 Control page

Perhaps the title "Control" is not that good, but I'm sure you will get an idea of what this page does.

CPU active

With this cyclegadget you can select what Madhouse should do if your computer has something to work on. Starting a complex screen blanker would slow down the calculations of other programs. Madhouse checks the CPU activity and - if your processor is working - uses this setting to decide what to do. The cycle gadget has three positions:

- o use all Blankers means that Madhouse doesn't take care of your CPU at all.
- o only simple ones influences the random function of Madhouse. If this option is active, Madhouse will only start Blankers which don't use the CPU much. If you selected only Blankers which use your CPU a lot, you would see a blank screen when the blanker started, after which a message would appear explaining the situation.
- o show nothing tells Madhouse that it has to open a black screen if your computer is working.

If you want to know which blankers are the big CPU users, select a blanker in the Blankerlist and take a look at the Blankers page.

CPU measuring: Madhouse reads IdleCount and DispCount from ExecBase. This is precise (in my opinion) and system-friendlier than running a counter task with taskpri -128. Unfortunately, TinyMeter (v 4.31) uses such a task. As a result, Madhouse cannot get a correct CPU loading percentage, as well as Executive can't. To solve the problem, you should install Executive and configure TinyMeter to use it. (Richard Martin)

Madhouse makes use of Executive automatically, if available.

abort Blanking

A lot of registered users wanted to abort the blankers not only using the keyboard or clicking a mouse button, but also by moving the mouse and by inserting / removing a disk. You can select the checkmarks next to the events you want to consider important enough to abort a blanker. Of course, you can not deselect all events, how would you stop the blankers then?

1.13 Exceptions page

There may be cases in which you don't want to see a blanker, maybe while playing a system friendly game or transmitting data on a slow system. Use the Exceptions page to define blanking exceptions, which are based on the computer's screen and task list. When a specific task is running or a screen is open, Madhouse will react differently.

The exceptions list shows all exceptions. Madhouse processes the list from top to bottom and looks for open screens and running tasks. The first matching entry will trigger the effect, so the frontmost entry will rule in ambiguous cases.

You add a new entry using Add. A new line gets active and you can set the Task/Screen cycle to fit the type of your exception. In the string gadget below, you enter the name of the task resp. the name of the screen to look for. AmigaDOS patterns (#?) are okay.

On the right side, you set the reaction of Madhouse. It can do just nothing (Sleep), open a Black Screen or show a specific blanker you set in the field below.

This string gadget accepts no patterns. If you don't want to enter a blanker's name manually, Drag a name out of the left out

Blanker List
and Drop it here.

Entries can be, as usual, reselected and edited. Use Remove to delete an exception.

1.14 Import page

Default Blanker Screen

As for the "black Background", you should select a displayable screen mode here. It will be used as a default setting when importing Garshne and Blitz blankers. The Import function of Madhouse makes it possible to use Garshne- Swaz- Blitz- and Madhouseblankers in ONE program, as if they were all the same protocol and format. Perhaps other programmers of modular Screensavers will stop converting every source code they can get to their own system now.

To import other blankers, you'll have to get them first. We respect the copyright of other authors and don't submit their blankers directly. So get an original Blitz-, Swaz- or Garshneblanker archive (or an extension package, but begin with the main package as it contains necessary libraries) and extract the files. Here are some Aminet filenames, which are interesting:

- o util/blank/AgBlankers1_1.lha
- o util/blank/ARoseGarshn1_4.lha
- o util/blank/GBlnk36.lha
- o util/blank/GBlankM1.lha
- o util/blank/GBlankM2.lha
- o util/blank/NoGBlank_1_1.lha - (not that good)
- o util/blank/SBTimeModule.lha

- o util/blank/ShowPics.lha - (to show pictures with the Garshneblanker 'Executor')
- o util/blank/SwazBlanker240.lha - don't take the newer beta from the homepage!
- o util/blank/BlitzBlank260.lha

The version numbers may not be up-to-date, but I think you get the idea.

Please notice that Garshne-, Blitz- and Swazblankers need their own library, which is NOT submitted with extension packages. So begin with importing the contents of the main archive, which includes extra libraries (SwazBlanker240.lha, GBlnk36.lha, BlitzBlank260.lha).

Ok, is your archive decrunched? Maybe you have to rename / delete obsolete versions of the blankers (for different processor types), first (see below). Please install included libraries / catalogs, too.

Now click on one of the Import buttons, depending on which type of blankers you want to import. A window will be opened.

Hints

You should read them, too.

After the import process, this field may show some error messages. These can be:

"Creating new Blankerinfo-Chunk for gadget-file! Some (not extremely important) info missing, see doc." This means that Madhouse was not able to get the ImportHelp file (see below) for the reported blanker. Read in the next section what consequences this may have.

"Couldn't start blanker!" This message can be caused by many things. Madhouse thought that something was a blanker, which really was not. You can delete the drawer of the reported blanker, which Madhouse will have made in your Blankers directory.

"ImportHelp" Directory

I'm sure you have noticed a directory with that name in the Madhouse distribution. Just select its path in this string gadget. The directory contains files like "Garshne.Clock", which means that this file contains further information about the Garshneblanker "Clock". This additional information is needed, because other blankers don't have functions which are in Madhouse. An example is "CPU active", Garshneblanker is CPU sensitive, but it starts no blanker at all when a program is calculating heavily. Madhouse would try to start a simple blanker, but how would it know which Garshneblankers are simple? (In Madhouse, this information is noted in the 'gadget' file of every blanker.) This and more information is inside this ImportHelp directory. Another example: if you do an Import without selecting this directory, you will get 'Unknown' in the cycle gadget "Shows WB" on the

Blanker page
for every new blanker, instead of 'Yes' or 'No'.

Blanker Source

The most import gadget. Select the directory where the blanker modules are. You may need to rename some blankers if they have a cpu specific extension. Please keep in mind that MadhouseConfigEd will read the selected directory and import anything that looks like a blanker. So you should prepare the directory a bit, maybe you have to delete subdirectories or replace blanker versions for special processors.

Blanker dest.

I think you agree that the new blankers belong in Madhouse's blankers directory...

Progress

Here you can watch Madhouse processing the new blankers.

Okay and Cancel

Okay starts the operation, Cancel closes the window.

How to update imported blankers

There is the possibility that blankers which you imported, get updated. In this case, just import the updates like you would normally. Madhouse will notice that there are blankers which have the same name and are of the same 'type' (are reached with the same protocol). You will be asked whether you want to replace the old blanker, or if you want to skip this blanker. For updating purposes, you should select 'Replace'.

Please notice:

Madhouse is Shareware. You may configure and start the imported Blankers in MadhouseConfigEd, but Madhouse will refuse to start them. You need a keyfile, which you can get from the authors for DM 20 or US\$ 15. We think the price is fair.

Important

I hope you can get versions of other blankers which I mentioned above. I have no way of knowing if the Import will work with other versions.

The blitzblankers should be able to access their global .catalog (for locale.library), if you want a special language in the BlankerPrefs windows. After importing them, you can forget about the catalog.

At the moment, you cannot read the documentation guides of swazblankers by selecting 'Help' in the menu of a Swaz-Blankerprefs window.

Problems with imported blankers

I would like to mention some problems with imported blankers:

Problems with CyberGfx have: Alerts (Swaz), Headlines (Swaz), Fractals (Blitz), Life (Blitz), Tunnel (Blitz), Stars-Swaz, Spot, Text (Blitz).

Some blankers refuse to use color cycling with CyberGfx: Labyrinth (Swaz), Lines (Swaz), Maze, Quotes (Swaz).

Crashes were discovered: Flash (Blitz), Melt (Swaz). But you should try them, anyway; I have no problems with them.

1.15 Dimmer page

Okay, here comes the dimmer. It only works with OS 3.0 or higher, because only 4096 colors would look terrible for a dimmer.

A dimmer dimms (fades) the screen, together with the 'Dimm Time' Slider on the System Page, you can be 'warned', before the blanker starts. Anyway, the dimmer looks nice. I am quite sure that the dimmer won't work on a 24bit Workbench.

Delay

With 'Delay', and with...

Step

you can control how fast the dimmer will work. I advise you to let one of the sliders be 1. Step gives Madhouse the amount of color steps it goes in one step; and delay is the time in 1/50 seconds which is between two steps. Try it out...

Kill WB Copperlists

Programs like WBVerlauf (© Christian A. Weber) give the WorkBench a nice copper list. But if you dimm the colors, the copper list will stay as it was. With 'Kill WB Copperlists' enabled, Madhouse will remove the copper list and install it again, after dimming. This is, like WBVerlauf, a hack and can be disabled.

Depth red, green, blue

Normal dimmers have a special depth, 'how far' they dimm. In Madhouse, you can control this depth seperately for red, green and blue. The higher you set a slider, the less color will remain. An Example: If you set Red=20, Green=240 and Blue=250, you will get a red horror Workbench while dimming. Experiement with these sliders, you will find a lot of difference between compositions!

Dimmer Preview

This field shows you how the background color of the actual screen will look after Madhouse has dimmed it. This will only work if your OS is 3.0 or better and if there is one color register left on the screen. This won't be the case if you have set your screen to eight colors - use the MUI preferences editor to define a screen where the ConfigEd windows can open.

Undimm speed

Normal dimmers undimm at once, after you move the mouse. You can do this in Madhouse by setting 'Undimm speed' to the maximum. If you set smaller values, the dimmer will undimm more slowly.

1.16 Action page

On the Action page, you can define Hotkeys and define actions for the corners of the screen. The blankers can be automatically started from a corner or forced not to start at all.

You can read the contents of this page like a chart. On the left side are the actions and on top, the way you want to trigger them.

These actions are:

- o No blanking. If the mouse is in the selected corner, Madhouse won't blank, no matter how long you do nothing. The dimmer won't be started, either. There is no hotkey for this "anti-action"
- o Dimmer. This will start the dimmer immediately, but Madhouse won't blank after the selected time.
- o Blanker. This starts a blanker immediately.
- o Start ConfigEd. This starts MadhouseConfigEd per Hotkey.

Using the three cycle gadgets, you can assign a screen corner to every action, or select 'Off' if you don't want to trigger the action by mouse.

Next to the cycles, there are text gadgets for the Hotkeys, which can be used alternatively to start an action. The common commodity syntax is used, for example "shift d" means that you press the shift button, keep it pressed, and press "d". More about that is in your Commodore Workbench manual, for OS 3.0 it is chapter 10.13.2.

Below the cycle gadgets, there are two settings for the Screen Corner function. Min. Screen-XY can be used to switch off the Screen Corners for small screens. (Useful e.g. for picture viewers which open a 40x40 screen to display a brush and it is hard not to point in a screen corner.) The slider defines the minimum width and minimum height a screen needs to have to activate the Screen Corner function.

The Size of corners can be set now, too. The slider level means the length of the square's edges. The mouse cursor has to be parked there, if you move it inside the square, Madhouse won't react.

1.17 Sound page

The Sound page and the SoundRexx page are used to set up the communication of your sound player and Madhouse. ↔

select player control

Every well-known player offers an ARexx port, which is used by Madhouse to control the player. For the commands which differ from player to player, five presets are available.

If you have found the player you would like to use, feel free to select it. I hope all presets are working! Madhouse has the ability to work without a player using the `medplayer.library`. As the name suggests, you can start MED modules only. It is not distributed with Madhouse.

If you choose "own definition", you may enter any ARexx commands to adapt your favourite player on the
SoundRexx page

Delitracker hint

Here's a nice hint from Aicke: if you want the Delitracker to be quiet after Madhouse activities, disable 'Play at Start' in the Delitracker-Config. It's a good idea to turn off 'Songend', too. Delitracker won't load a new Soundmod when the current blanker blanks longer than the selected mod.

Sound player Autostart

If you don't want your player working in the background at any time, you can direct Madhouse to start and quit (end) the player itself, if it is necessary.

Using "Program", you can set the executable program, the player itself. You can enter arguments, in the same way you would start the program from shell. Madhouse will run the selected program with a stack of 20,000 bytes. Madhouse will ensure you select a full path, with the name of the volume in it, as Madhouse has a different "current directory" than `MadhouseConfigEd`.

"Auto start" has to be activated to enable Madhouse to run the player.

"Auto end" enables Madhouse to quit the player, after the work has been done.

Every setting on this page will influence the function of the Sound-Popup on the Blankers page directly.

1.18 SoundRexx page

On the SoundRexx page, you can set ARexx commands that fit your ↵
sound

player, if you don't want to use the presets (select "own definition" on the

Sound page
, otherwise no text gadget on this page will be editable).

Port name

This is the name of the ARexx host (ARexx port), which will receive the commands. The port name and all other commands can be looked up in the

documentation of your sound player.

Alternatively, you can enter "shell" (without quotation marks) in this text field. In this case, all commands will be treated as if you had entered them directly into a shell.

in general:

You can enter more than one command per text field. Separate commands using the semicolon ; and Madhouse will send them one after another.

It is of course possible that some text fields will remain empty, since you won't need the "initial" and "final command" very often.

initial command

Madhouse sends this command, before it sends the first command to play a music module. It can be used to set some parameters of your sound player, for example.

play module

Put the command that makes your sound player play a sound mod in this box. Madhouse will insert the name of the module, where you've put the %s sign. In many cases it is necessary to put the name of the module in quotation marks. An example, using quotes, would be:

```
PLAYMOD '%s'
```

stop

Here, you should enter a command that makes the player stop a module and free its memory.

final command

Madhouse sends this command, after you have aborted a blanker (if some sound mods were played). You can use it to restore some settings you made with the "initial command".

quit program

Enter the command that makes the player quit. Madhouse will send it, if you switched "Autoend" on. You won't find an appropriate command for every player.

1.19 Password page

Password

If you want to use a password, check the 'Use' button. Enter your password in the string gadget. BE CAREFUL: you'll have to remember it. If you forget there will be no chance of going back to your application. (At least I can't figure out a way...)

After setting the password, Madhouse lets you enter it again to see if you are able to remember your password and if all used chars are valid for a password (you cannot use <Alt>, <Ctrl> or any other control keys).

After you stop a blanker, the password screen will appear. You will see only a string gadget (which is, in fact, not a real one). You don't see a cursor and all chars you enter will be only displayed as a "*". You have three chances to type the correct password. You can abort the process by pressing Escape or confirm the password with Return. Backspace deletes the right-most char. Other keys are not supported. Case is sensitive.

Warning: There is a delay between the time MadHouse exits the password screen and starts a new blanker. Be sure that this delay is not long enough to allow users to get at your system.

In one of the next versions of Madhouse, there will be a ReqTools requester for entering the password. This solution isn't the most compatible way of entering the password, compared to other programs, since it shouldn't be possible to see the Workbench before the password has been entered correctly.

1.20 Info page

Here, you can read a lot.

1.21 Blankerliste

Well, I've changed the blankerlist in nearly every version of Madhouse, ↵
because the number of blankers in my list has increased dramatically (at the moment 129) using the Import function. So some sort of filter was necessary to have fast access to every blanker.

where is the list?!

Normally, you'll find the list on the Blankers page. If you selected the "arrow-right"-switch, the list will vanish and appear in a separate window. If you use "Save", and the list is in a separate window, ConfigEd will have a separate list on every start.

every gadget is "gosted", and not selectable

If that is the case, a wrong path was selected. Look at the description of the

System page
to see how to solve the problem.

the List

In the list, every blanker known to Madhouse and not "hidden" because of a filter selection (explained below), is shown. Every entry in the list

consists of the name of the blanker (yes, these are their names.... don't blame me!) and a checkmark or a space next to them, on the left side.

- o The little checkmark gadgets next to the names of the blankers are used to define which blankers will be started by Madhouse. You can select / deselect blankers by clicking once on a checkmark. You cannot deselect the last active blanker, of course. When Madhouse starts blanking, it will choose one of the selected blankers using an enhanced random function. If only one blanker is selected, "Exchange Blankers" will be deactivated.
- o With a single click on a blanker name, information about this blanker is displayed on the Blankers page. Some internal settings of the blanker are also enabled on this page.
- o Try a double click on a blanker name! This will open the BlankerPrefs window for the blanker.

Filter Selectors

The filters on the left side of the Blankerlist window make it possible to show only some of the blankers in the list. Using the empty image (top left position), every blanker is displayed. Every other filter, for example "3D", will hide every blanker which is not related to three-dimensional graphics. If you already know what type of blanker you want to select, you can select the appropriate filter first and get the desired blanker much quicker, as the list is very short using a filter. On top of the list, you can see the name of the selected filter.

Of course is it not necessary to use these filters if you have only the blankers which are submitted with Madhouse. But, as mentioned above, the Import function can give you lots of new blankers.

Prefs...

Instead of performing a double click on a blanker name, you can use "Prefs...", which will open the Blankerprefs window for the active blanker.

1.22 Blankers: in general

common gadgets

Some gadgets are in every BlankerPrefs window. These are 'Save', 'Test' and 'Cancel'. I think that their meaning is obvious. A lot of windows have a 'Screen Mode' button. This will open a screen mode requester, where you can select the proper screen mode for the blanker.

1.23 BouncingPixel

BouncingPixel

By Aicke Schulz

Aicke rewrote this blanker in AmigaE, it was part of the old AMOS-CrazyPixel blanker.

- o Jumpwidth sets the width of the steps. Very useful in combination with Screen Mode.

CPU loading: low.

1.24 DigitalClock

DigitalClock

By Aicke Schulz

Like other blankers, Madhouse has a "clock"-module. This one has a very nice digital-like font, vertical scrolling, and a date function. Note: This effect needs a real time clock inside your Amiga.

- o Dateformat Affects the date display. You may want to use 'MM.DD.YYYY', or select 'No date' if you want no date at all.
- o Color Sets the color of the LED numbers.
- o Shadow Turn this on, and you'll see the dark LED segments, too.

CPU loading: low.

1.25 Drops

Drops

By Aicke Schulz

Another blanker know from former Madhouse versions (done in AMOS), now ported to Amiga-E. Inspired from some old game...

- o Drop Percetage How many drops are shown simultaneously.
- o Drop color Guess what... :-)

CPU loading: low.

1.26 Fireworks

Fireworks

By Carsten Jahn

Fireworks was rewritten completely and looks much better now! Fireworks will adapt to every screen mode, and the number of colors can be changed, too (minimum is 16). The effects will be reduced, if you select a low number of colors.

The sliders are arranged in a table. On the left side are the effects.

- o simple Rockets are dark rockets, they raise and do nothing.
- o single Lights are small colorful points, which behave similar to the "simple Rockets"...
- o fountain Rockets draw a tail of Lights behind them. If you select enough colors, they will burn up slowly.
- o Light balls The rocket explodes, and leaves a ball of Lights.
- o gradient Rockets are similar to the Light balls, but the Lights draw a tail behind them, which will fade slowly.

The settings are on the top for these effects.

- o usage A high value makes the effect appear very often, "0" means that it won't be used at all.
 - o explosion energy A high value will cause very large effects. particles The amount of points used by that effect.
- Using the switch " show Rockets at effects", you can set if you want to have little Rockets to introduce an effect.

The second register page handles all color settings. You'll find a line of color popups for every effect group. Fireworks will choose one or more colors. Of course you can make the effect look very ugly...

Using the slider "Precision", you can set how much your settings influence Firework's color choice. Setting it to zero will cause random colors. But I advise to rather use "Random: bright" and "Random: dark" in the color popups instead of setting a low Precision value.

CPU loading: high

1.27 Flow

Flow

By Aicke Schulz

Flow draws an interference pattern and lets it flow with color cycling. After a while, Flow will draw another picture.

- o Colors Some palettes are available. Select 'Random', and Flow will choose one itself.
 - o Cycledirection Flow can flow in two directions, guess which.
-

- 'Random' is possible, too.
- o Cyclespeed Flow can flow fast and slow ;-)
- o Function type is the mathematical function which is used to draw the interference pattern.
- o Wait Flow can wait between two pictures. This is the time in seconds.

CPU loading: high.

1.28 FlyingToasters

FlyingToasters

By Carsten Jahn

Yep, they are back. Being heavily inspired from the AfterDark-Toasters (not the SuperDark-Toasters), I painted the graphics with PersonalPaint. They need a 16-color-hires-interlaced-screen and have 6 anim-phases.

- o Toasters sets the amount of toasters on the screen.
- o Toast sets the amount of toast on the screen. The toasters will "overdrive" them, but not crash them.
- o Speed can be a value between 1 to 7. 7 is the fastest mode.
- o Jam adds jam to the toast. The perfect breakfast!
- o Double Buffering enables, as the name says, double buffering. Normally, the blanker draws only on one screen and you can sometimes see the "Blitter" working (depends on your Amiga and the settings). With double buffering, the program will draw on one screen (which you can't see) and shows another, older screen. Then it will swap them. Double buffering needs more memory. If it is not available the Toasters won't use double buffering.
- o In/Out Moving With this option switched off, the Blanker will put and erase the Toasters immediately on the program's start / end. If you use "In/Out Moving", the Toasters will fly into the empty screen on startup. Before the 'Duration' time is over, the Blanker won't put any more Toast, so that the screen will be left empty again. The last thing is only possible if "Exchange Blanker" was checked.

CPU loading: high.

1.29 FunnyAlerts

FunnyAlerts

By Aicke Schulz

After a short pause you come back into the room where your computer is

and what do you see: a red, flashing box around short text. Ohh, no! Why was there a crash? Don't worry, after you've pressed the left mouse button you can keep on working. FunnyAlerts tries to shock nervous people...

- o effect Select the effect you want to appear after the 'wait' time. Try them out.
- o Wait This is the time in seconds, which FunnyAlerts will wait before starting an effect.
- o Led You can have a blinking Power led before watching the alert.
- o fadeup On some Amigas, the screen becomes grey after the reset and before the alert appears. You can fake this behaviour with selecting this checkmark.

CPU loading: low.

1.30 Glitter

Glitter

By Aicke Schulz

It's not the latest in technical programming, but a nice effect that shows ... shows what? Glittering stars.

- o Number sets the number of stars. This will slow down the startup-process, but not the animation.
- o Speed sets the speed of the "glittering".
- o Bright, Dark Set two colors here, the glitter dots will color-cycle between them.

CPU loading: low.

1.31 Interference

Interference

by Carsten Jahn

This is the common Waves effect ("throwing stones in water"), but it is quite fast (due to buffers). And you can animate the effect centres.

- o Wavelength Length of one wave in pixels. The smaller you set this value, the smaller waves you will get.
 - o Waveflattening Select a small value if you want the waves to get flat as they move away from the effect centre.
 - o Spots Number of Stones you throw into the water surface.
 - o Effect Besides the normal color cycling, you can choose the animated effect, which calculates a new picture for every animation phase on a screen in the background. Be sure to select optimal
-

- parameters, so that Interference can display the next anim step very quick. (Only useful on relatively fast Amigas.)
 - o effect duration When running Color Cycling, you can set the delay (in seconds) between two refreshs.
 - o Pixel size Interference can draw larger pixels to gain calculation speed. Useful for the Animation mode.
- Palette Select two base colors for Interference's palette.

CPU loading: high.

1.32 Lightning

Lightning

By Aicke Schulz

Beware of the flashes!

- o Interval This is the (base) time between two flashes.
- o Random Interval A random time between 0 and "Random Interval" is added to the "Interval" time to make the flashes more irregularly.

CPU loading: low.

1.33 Nautic

Nautic

By Carsten Jahn

I've seen something like this in a demo and programmed it myself. Because of a drawing trick, this blanker needs an AGA Amiga or a graphics card.

- o Fast Switches in the slightly faster mode.
- o Wait How many 1/5secs. wait time until Nautic erases the picture and draws a new one.
- o Number of edges sets the amount of edges for the drawing template. '4' is a nice setting.
- o Random The amount of edges changes with every new figure, no matter what you set.
- o Colors Which combination of colors you prefer.
- o Monochrome The first two color combinations can be used with small color 'mistakes', which can look nice. If you set the checkmark, these mistakes won't be used.

CPU loading: low.

1.34 Shuffle

Shuffle

By Carsten Jahn

Have you ever seen a modular screen-blanker without a "Shuffle"-module? Here is our contribution, which isn't just a simple Shuffle. This has some new features. This Shuffle is able to restore a puzzle.

It is AGA-Chipset-sensitive and recognizes other Screenmodes like DblPal and others. You can use more colors, too. It will turn off the 3D-Grid if the colors are "wrong". It should run on graphics cards which use Screenmodes (tell me about it, I don't have such a card).

- o Mode sets the Shuffle-mode. "Shuffle" is the normal Shuffle as you surely know. The other modes can only be used with 'Change Blanker' (System page) activated, because the blanker has to know when to stop. "Shuffle & Restore" first shuffles the screen, and then solves the puzzle. "Restore" starts with a shuffled screen and then restores it in the 'Duration' time.
- o Speed sets the speed of the shuffling.
- o Grid turns the 3D-Grid on or off.
- o X/Y number sets the size of the tiles.

Please don't be confused if it takes a while before the blanker starts. If you select a high 'Duration' time and the mode 'Restore', Shuffle will take more time to prepare the 'Restoration'

Errors: 'The "Shuffle & Restore" mode and the "Restore" mode can be only used if "Exchange Blanker" is activated.' will occur. This means that you tried to use a Restore-mode when the blanker doesn't know when to finish. It has to know this so it knows what to do when the restore is finished.

CPU loading: low.

1.35 Soccer

Soccer

By Carsten Jahn, a lot of anims by Aicke Schulz

Hey, have you ever seen anything like this?! A soccer game as a screen saver! Forget your TV-set, now you can watch soccer while sitting in front of your Amiga. Perhaps, with this blanker, soccer will become more popular in the US...

Soccer has no sound, it's your task to cheer.

- o Line-up White/Red With these switches you can select the line-ups for the two teams.
 - o Keeper intelligence Of course, there is no intelligence in your Amiga, but this slider allows you to set the "artificial" intelligence of the goalkeepers.
-

- o Score table will display (from time to time) a small score table using a separate screen.
- o Double Buffering Using Double Buffering, Soccer will (try to) eat more graphics memory to prevent animated graphics from flickering. See below!

Soccer got the Screen mode setting with version 2.6 of Madhouse. It features AGA modes now, so Soccer can be used on VGA monitors. But the compatibility with graphics boards seems to be limited, still. I have problems with the CyberGraphX software emulation, Picasso96 works, however. If you encounter problems, try turning off the Double Buffering option.

CPU loading: High.

1.36 Snow

Snow

By Carsten Jahn

Let it snow on your workbench!

- o Collision You can have collision with the window borders (the best thing for normal screens, the snow will lay on the windows soon!) or with the contents of the bitmaps (Screen image).
- o Snow flakes is the amount of flakes used for this effect.
- o big flakes causes Snow to draw flakes which are four times bigger.

CPU loading: high.

1.37 Stars

Stars

By Carsten Jahn

What can I say... This is the Madhouse version of the well-known star blankers. This one has a new effect that I haven't seen on an Amiga: The turns and the backwards gear. Try it out. Many settings....

- o Number of Stars sets the number of stars.
- o Normal Movements (movements ON the z-axis)
 - o Maximum speed of the stars.
 - o Minimum speed of the stars. Negative values: backwards gear.
 - o Changes sets how often the stars change their speed (between the two values you select with Minimum...Maximum.
 - o Start sets the start speed.
- o Turns (movements AROUND the z-axis)

- o Maximum speed of the turn.
- o Acceleration sets how fast the stars get their new speed.
- o Changes sets how often the stars change their turn-speed.
- o Start sets the start speed.

- o Shifts (movements on the x- and y-axis)
 - o Speed sets the speed of the shiftings.
 - o Usage How often this effect will be used. "0" means never, "10" means always.
 - o X/Y Which axis (or both?) will be shifted.

CPU loading: high.

1.38 Water

Water

By Carsten Jahn

This is a waterfall, but you don't see the rocks...

- o Drops Number of drops displayed.
- o Duration After that time (in seconds), you get a new constellation.

- o Bounce type Number of edges, or "bottom", that means the drops will bounce on the bottom of your monitor...

CPU loading: low.

1.39 Waves

Waves

By Carsten Jahn, a lot of palettes by Aicke Schulz

Here is a blanker which makes very interesting Plasma-effects. I don't want to explain in detail how this was made (because even I had problems explaining it in german, sorry.).

On the left side of the BlankerPrefs-Window you will see a selection of color-palettes. Waves uses one of these which are activated (checkmarks). If you deactivate all colorsets, Waves will choose itself.

On the right side are the parameters which influence the shape of the waves:

- o WaveSize influences the thickness of the waves.
 - o XWaves sets the width of the waves.
 - o YWaves sets the height of the waves.
-

- o XSize is the maximum of the horizontal sinus-arc.
- o YSize is the maximum of the vertical sinus-arc.
- o XSpeed sets the speed of the horizontal screen-scrolling.
- o YSpeed sets the speed of the vertical screen-scrolling.

It is useful to experiment with parameters.

If you are using CyberGfx, select a Productivity mode in the Screen Mode requester.

CPU loading: low.

1.40 Worldtime

Worldtime

By Aicke Schulz

Worldtime shows you a map of the world and a lot of cities (red points). It draws little boxes near the cities, including the name of the city and the time there.

- o Timeformat You can have 12 or 24 hours here.
- o Dateformat As in DigitalClock, you can select a date format. Perhaps you would like to have 'MM.DD.YYYY'.
- o Order decide if you want to see the cities in alphabetical order ('one after another') or in no order ('Random').
- o Wait How long the box will stay near a city (in seconds).
- o Hours / Minutes I hope your Amiga-clock is set correct. This parameter tells the blanker where you live. Please set it to the time-lag of the place where you live, compared with the MEZ (Mitteleuropäische Zeitzone, Germany for example needs the values '0' and '0'). Normally, you'll just have to change the hours.

CPU load: low.

1.41 Wusel

Wusel

By Aicke Schulz

As BouncingPixel, Wusel is from the old CrazyPixel-blanker, which was originally written in AMOS.

- o Length Length of Wusel.
- o Speed Use this to set the speed of Wusel.

CPU loading: low.

1.42 The authors / Registration

The Authors

Madhouse is under development since the beginning of 1994. The work is done by Carsten Jahn and Aicke Schulz (he did a lot of the blankers). If you have questions or problems concerning Madhouse, feel free to write me:

Carsten Jahn
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D-16761 Stolpe-Süd
Germany

Telephone / FAX: +49 3302 / 80 12 08
(You don't really want to call this number, do you?! If ever someone makes an international phone call, please speak slowly...)

email: c.jahn@gmx.de

Support is available also on the Madhouse Supportpage:
<http://www.amigaworld.com/support/madhouse/index.html>

As Aicke is doing his military service at the moment, you won't be able to reach him most of the time. (Aicke Schulz, Neudecker Weg 118, 12355 Berlin, Germany;
email: aicke.s@bbrandes.in-brb.de)

When asking questions, please don't forget to mention which version of Madhouse you are using. Normally, I answer very fast (registrations are handled on the same day I receive them), but if a problem has to be investigated first, it can take a while.

Registration

Madhouse was developed as Shareware. We'd like to ask you for a small amount of money, if you like and use the program regularly. When registering, you encourage us to continue the development of Madhouse and support of the Amiga.

Please send the registration form, together with the fee of DM 20 or US\$ 15 to my address (see above). After some days (up to two weeks, that depends on your distance to germany and the postal services) you will get your keyfile on a disk or emailed to you (that is of course faster). The received file "Madhouse.key2" belongs to your S: directory; alternatively, it can be put in several other directorys. The submitted installer script will do the work.

With this keyfile,

- o Madhouse won't bother you with 'Irritator Sreens' and
- o Madhouse will run imported blankers. (Otherwise you can run and configure them in MadhouseConfigEd only.)

Thank you in advance for supporting us!

How to get the keyfile per email

Especially over long distances, a letter can take up to one week, so we offer the possibility to send your keyfile encrypted per email. In the MadRegister drawer, there is an installer script named "email-Register". Please start it and write down your RequestKey ID on the registration form. After you got my email with the keyfile data in it, save the email as a plaintext file and invoke "email-Register" again. It will extract and decode the keyfile.

Usage of email-Registration is very easy, please give it a try.

If you encounter problems, just write me a short email, and I'll send the keyfile by snail mail.

Of course: There is no warranty for the program, all on your own risk... But I don't expect Madhouse to cause your monitor to explode...

I'd like to thank:

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Adam Fournier
Andreas Schlick
Kilian Servais
Thomas Maxen
Peter Simons
Staffan Palmroos
Todd A. Oberly

the editor of the english doc and english program texts:

Aaron Roberts (aaroneous@mad.scientist.com)
(Please note that I have to change and extend this file a lot. Typos and spelling faults are surely mine...)

all users who are registered already.

Okay, that was the documentation. I worked hard to write all this stuff, and I hope that my editors have caught any mistakes! See you later in the next doc,

Yours, Carsten

1.43 Index

Index

In this index, you will find all key words which I found useful or interesting. Inside the button, there is the headword. On the right, the chapter to which it leads.

If you click on a button, you will get the corresponding page. This AmigaGuide is designed so that it will scroll automatically to the line in which the headword occurs, if possible. Headwords are printed underlined there.

abort Blanking	Control page
About the Import facility	Import page
Action page	Action page
Add	Exceptions page
Author of a blanker	Blankers page
Authors, Addresses	The authors / Registration
Auto end	Sound page
Auto start	Sound page
black screen	Blankers page
Black Screen	Exceptions page
black Screen/Background	System page
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