

GBlankerMod2

COLLABORATORS

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REVISION HISTORY

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Chapter 1

GBlankerMod2

1.1 Garshneblanker modules collection vol.2

GarshneBlanker modules collection

volume II

version 1.0 (Apr 04 1995)

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advertising GBlankerMod1.lha ...

1.2 Paragraph 1: GBlankerMod2.lha archive

```

                Foolish test:
-----

Do you know what "screen blanker" mean?
~~~~~
|
+-> NO:  sorry, you lose!
|
+-> YES: Have you already downloaded M. D. Bayne's great Garshneblanker?
      | ~~~~~
      |
      +-----> NO: download it immediately!
      |
      +-----> YES:  Would you like to install two new blankers?
      | ~~~~~
      |
      +-----> NO:  drop this archive (SIGH!!)-;
      |
      +-----> YES: Have you already downloaded GBlankerMod1.lha?
      | ~~~~~
      |
      +----> YES: install these two new modules and
      |   enjoy them!
      |
      +----> NO:  go on reading, install these two
      new modules, and if you like'em try
      to download GBlankerMod1.lha, too.

```

In this archive you can find two NEW Garshneblanker modules:

- 1) MostlyDark blanker : a TRUE blanker.
- 2) Waves blanker : a blanker based on a wavy pattern.

```

They have been developed and tested using Garshneblanker version 38.8
-----
(Release 36.6) and its source code distribution; if you have an older
-----
version of Garshneblanker they will not work.
-----

```

You can find their source codes in directories:

```

GSource/blankers/Waves/
GSource/blankers/MostlyDark/

```

but, in order to re-compile them, you'll need to get the original Garshneblanker source distribution.

If you want to know more about them, you'll find some technical stuff in files:

Docs/Waves.doc

Docs/MostlyDark.doc

1.3 Paragraph 2: Installation

>>> If you have an Amiga equipped with 68020 or higher CPU:

copy all files in directory GBlankerMod2/blankers020 to your

Garshneblanker blankers directory.

For example, if you've installed Garshneblanker and its modules in
SYS:WBStartup/, you can enter this from CLI:

```
CLI> copy GBlankerMod2/blankers020/#? SYS:WBStartup/blankers/
```

>>> If you have an Amiga equipped with 68000 CPU:

copy all files in directory GBlankerMod2/blankers to your

Garshneblanker blankers directory.

For example, if you've installed Garshneblanker and its modules in
SYS:WBStartup/, you can enter this from CLI:

```
CLI> copy GBlankerMod2/blankers/#? SYS:WBStartup/blankers/
```

1.4 Paragraph 3: NON-AGA machine owners

If your Amiga ISN'T equipped with the AGA chipset, you must ↔
change
the blankers' default preferences, in order to make 'em work
properly.

If you're using a High-Res WB, the blankers will not work (or they will not
work properly), indeed they will try to open a 32 colors high-res screen.
In order to fix this problem, you must change the setting of both
blankers (entering their Prefs window): you can select LowRes Resolution
or reduce the number of colors they use (Depth).

NOTE: after you've changed the prefs, don't forget to save'em
(simply click on Save button :-)

See also

Getting their best
paragraph.

1.5 Paragraph 4: Getting their best

The blankers' default preferences are made for my
double-pal-high-res-no-flicker WB screen and they look good TO ME;
you can take'em as they are but I advise you to spent a few minutes

"playing" with their preferences until you find YOUR best configuration.

Here I suggest you some good settings:

Waves blanker

AGA machines	NON-AGA machines
~~~~~	~~~~~

1)

SPOTS=3	SPOTS=3
WAVE LENGHT=50	WAVE_LENGHT=50
SIZE=4	SIZE=2
DELAY=15	DELAY=15
COLORS=32	COLORS=32
RES.=HIRES NOFLICK	RES=LOWRES

NOTE: the default settings

2)

SPOTS=5	SPOTS=5
WAVE LENGHT=10	WAVE_LENGHT=10
SIZE=4	SIZE=2
DELAY=10	DELAY=15
COLORS=64	COLORS=32
RES.=HIRES NOFLICK	RES=LOWRES

NOTE: a very complex wave pettern

3)

SPOTS=3	SPOTS=3
WAVE LENGHT=100	WAVE_LENGHT=100
SIZE=1	SIZE=1
DELAY=5	DELAY=10
COLORS=256	COLORS=32

RES.=LORES            RES=LOWRES

NOTE: if you don't need a quick wave pattern :-)

4)

SPOTS=5            SPOTS=5  
WAVE LENGHT=20        WAVE_LENGHT=15  
SIZE=1            SIZE=1  
DELAY=5            DELAY=10  
COLORS=256        COLORS=32  
RES.=LORES        RES=LOWRES

NOTE: GREAT but slow!

MostlyDark blanker

-----

AGA machines            NON-AGA machines  
~~~~~                    ~~~~~

1)

DENSITY=7 DENSITY=7
DELAY=2 DELAY=2
COLORS=32 COLORS=32
RES.=LOWRES RES.=LOWRES

NOTE: the MostlyDark essence ...

2)

DENSITY=8 DENSITY=8
DELAY=7 DELAY=8
COLORS=64 COLORS=32
RES.=LOWRES RES.=LOWRES

NOTE: they seem stationary, but ...

3)

DENSITY=2 DENSITY=2
DELAY=4 DELAY=4
COLORS=16 COLORS=16
RES.=HIGHRES NOFLICK. RES.=HIGHRES

NOTE: very few pixels

Try 'em!

1.6 Paragraph 5: Bugs report and contributions

The blankers have been developed and tested on an Amiga 4000/030 ↔
 + 68882,
 and they all seem to work right.

IF YOU ENCOUNTER SOME PROBLEMS INSTALLING THEM, FIND OUT SOME BUGS OR HAVE

 SOME SUGGESTIONS (ABOUT THEM OR ABOUT NEW BLANKERS YOU WOULD LIKE TO HAVE)

PLEASE CONTACT ME
 !!!!

```
+-----+
|
| IF YOU INSTALL THEM AND LIKE THEM (OR HATE THEM) PLEASE SEND ME AN |
| ----- |
|
|           E-MAIL
|           : REALIZING THAT SOMEONE USE MY MODULES, WILL BOOST MY
| ----- |
| BLANKERS-PRODUCTION !!! :-)
| ----- |
|
+-----+
```

1.7 Paragraph 6: About the author

If you want to contact me:

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1.8 Paragraph 7: Acknowledgements

THANKS TO Micheal D. Bayne FOR HIS GREAT BLANKER.

and to Martin Huttenloher for his beautiful MagicWB icons.

... and thanks to all "GBlankerMod1" fans 8-).

1.9 Paragraph 8: Distribution

"Garshneblanker Modules Collection Volume I" package is FREeware. You may freely distribute it as long as all of its files are included in their original form without additions, deletions, or modifications, and only a nominal fee is charged for its distribution. It cannot be distributed as a part of commercial product without author's written permission.

- \* This program may be included in freeware collections, providing that the previous conditions are respected.
- \* TO SOFTWARE REVIEWS: if you include this program in one of your disks, please send me a copy of the review, thanks :-)

1.10 Paragraph 9: Disclaimer

No responsibility or liability will be accepted for any damage that may appear to have resulted from use of this program. All use is at your own risk. The software is provided "as is" without any warranty implied or otherwise to the fitness or accuracy of the software and documentation. The author reserves the right to update the software and/or documentation without notice.

1.11 Paragraph 10: advertising GBlankerMod1.lha ...

You haven't downloaded it yet ... download it now!
GBlankerMod1.lha archive contains three new blankers for the great Garshneblanker:

- 1) CrazyAnt blanker : a blanker based on a 2D Turing machine.
- 2) Scrawls blanker : a blanker based on iterated function systems (IFS).
- 3) Demons blanker : a blanker based on a cellular automata.

You can find it on Aminet (util/blank directory :-).

1.12 Waves blanker

GarshneBlanker modules collection

volume II

version 1.0 (Apr 04 1995)

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Waves blanker
\*\*\*\*\*
v1.0
technical information

Description

This blanker makes a wavy pattern on the screen then starts cycling the colors.

In the wavy pattern, the color of each pixel is determined by the sum of the sine of the distance between the pixel and one of the starting spots.

Garshneblanker preference window

You can set the following parameters:

Spots : the number of starting spots. You can think of them as the
----- "number of stones that will be thrown into your monitor";
if you "throw" a lot of stones the wavy pattern will be
very complex; if you "throw" only one stone the wavy
pattern will be made of concentric circumferences.

Wave lenght : distance between the crests of two adjacent waves.

Size : size of the pixels used for the wavy pattern; if you choose
----- a true pixel (size=1), the generation of the wavy pattern
will be very slow. You can get good resuluts even with
5x5 pixels.

Delay : cycling speed; lower values correspond to a faster cycle.

Algorithm description

Sorry, no algorithm description (due to lack of time)-:
If you want to know more about the algorithm, take a look to the source
code.

1.13 MostlyDark blanker

GarshneBlanker modules collection

volume II

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MostlyDark blanker
\*\*\*\*\*
v1.0
technical information

Description

This blanker "softly" flashes some white pixels on a dark screen;
consequently, your monitor looks like a very relaxing starfield.

Garshneblanker preference window

You can set the following parameters:

Density : the density of pixels that will appear on the screen.

Delay : controls the the flashing speed of the pixels; lower
----- values of delay correspond to a faster flashing.

Algorithm description

No algorithm description for such a simple algorithm ;-)
