B-Splash

B-Login Splash Editor

Version 1.0

Add some excitement to logging in!

Designed and Coded by:

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Overview

With the B-Splash editor, creating splashes(bitmaps) for inclusion into a login screen is simple. B-Splash drawings are created using a mouse. The user can define color attributes and characters for the left and right mouse buttons. Filled boxes can be created with a simple point and drag motion, and the color attributes of a region can be changed just as easily. Splashes can be from one character in size to a full screen.

Hopefully the B-Splash editor will allow the login screen designer to develop screens that the network users will enjoy.

The following is a list of the menu options available:
F1 - Colors   Define the color attributes associated with the mouse buttons.
F2 - Chars   Define the characters associated with the mouse buttons.
F3 - Box   Create a filled box.
F4 - Shade   Alter the color attributes of a rectangular region.
F5 - Save   Save a region of the screen as a bitmap.
F6 - Load   Load a splash onto the screen.
F10 - Exit   Leave B-Splash.

Commands

F1 Colors - Set color attributes for the mouse buttons.
When <F1> is pressed, a box of colored triangles will appear on the screen. Move the mouse cursor over the triangle of the desired color attribute and press the left mouse button to set the color associated with it. Press the right mouse button in a similar fashion to set its color attribute. If blinking is wanted, click on the blinking blue dot with either the left or right mouse button to make its attribute blink.

Press <F1> to keep the new settings or press <Esc> to cancel the operation.

F2 Chars - Set character associated with the mouse buttons.
Press <F2> at the menu to set the characters associated with the mouse buttons.

In a point and click method similar to selecting the colors of the left and right mouse buttons, point and click on the desired character to set the character associated with the left or right mouse button.

Once again press <F1> to keep the selections and press <Esc> to cancel

F3 Box - Create a filled box on the screen.
Press <F3> to enter the box drawing mode. The box will be drawn with the current color and character attributes associated with the mouse button that the box is drawn in. To draw a box, simply hold down a mouse button somewhere in the drawing area and drag the mouse. Release the button to establish the box.

Press <Esc> to return to the main menu.

F4 Shade - Set the color attributes of a rectangular region.
Press <F4> to enter the shading mode. With the shading mode, a rectangular region can have its color attributes changed with a clicking and dragging like that when drawing a filled box. The color attribute of the region will be set according to the left or right mouse button color attributes.

Press <Esc> to return to the main menu.

F5 Save - Save a region of the screen to disk.
To save a region to disk, press <F5> at the main menu. The region to save must be designated by drawing a frame around the desired area. After holding down the left mouse button and dragging the mouse to define a region, press <F1> to save the region. After pressing <F1> an input box will appear. Enter the full path of the file to save the image to. B-Splash will NOT warn you when you are saving over an already saved image, so it is a good idea to save your images with a scheme that uses the 3 letter extension of the filename as a version reference. Press <Esc> to cancel a save operation.

You can save as many images in this mode as you like. Simply press <Esc> to exit to the main menu.

Note that a full screen background is simply a splash that is the maximum size of the drawing region.

F6 Load - Load a splash to a location on the screen.
To load a splash from disk, press <F6> at the main menu. An input line will appear asking for the location of the splash to load. Be sure to enter the complete path. If the splashes are saved in the save directory from which B-Splash was run, it is only necessary to enter the filename of the splash. Press <Esc> to cancel the load operation.

Once the image has been loaded, click the left mouse button at the desired location on the drawing area to position the image. You can do this as many times as you want. In fact, a splash can be used as a brush in a sense. If you want to undo the placement of a splash, press the right mouse button.

Press <Esc> to return to the main menu.

F10 - Exit B-Splash
Pressing <F10> at the main menu will ask you if you are sure you want to leave. Press <Y> to confirm or <Esc> to return to the program.

Have fun creating cool, neat, and awesome login screen images! (Or at least as cool, neat, and awesome as an image can be made in DOS text mode.)