# CaBoom

| COLLABORATORS | | | |
| --- | --- | --- | --- |
| | *TITLE* : <br><br> CaBoom | | |
| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
| WRITTEN BY | | April 16, 2022 | |

| REVISION HISTORY | | | |
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| NUMBER | DATE | DESCRIPTION | NAME |
| | | | |

# Contents

# Chapter 1

# CaBoom

## 1.1   CaBoom version 1.5

```
                CaBoom 1.5
   Copyright ©1995 Lee Kindness
   Copyright ©1996 Juan J. García de Soria Lucena
   ------------------------------------------------
   Windows 'explode' when opened or closed!



           Introduction
           : What is it?

           Installation
           : Setup

             Usage
           : How?

           Distribution
           : Read it!
                 Other Progs   : ditto!

             Thanks
           : Ta Billy

             History
           : Development history

             Contact
           : How to contact me
```

## 1.2   Introduction

CaBoom 'explodes' windows when you open and close them. When a window is
opened trails start at the mouse pointer and arc round to the position
and dimensions of the window. When you close a window the trail start at
the window and grow smaller towards the mouse pointer.

Since version 1.4 there are several different "animations" for windows explosions, which can be cycled or selected randomly.

## 1.3  Installation

Simply drag CaBoom into your WBStartup drawer...

## 1.4  Usage

CaBoom supports a number of tooltypes:

SPEED: this sets the speed that the window explodes/implodes. 0 is the fastest. The argument is actually the time in microseconds between each frame of the explosion. Default 1000.

LINE:  this sets the line pattern. The argument is specified as a decimal number, but it is best worked out using a 16 bit binary number and then converting that to decimal. For example if you want the explosion lines to be dotted (ie 1010101010101010 in binary) then you would set this tooltype to 43690. Default 65535 (ie full line)

NOBACKDROPS: if this option is specified then backdrop windows will not be exploded. Best to try it... Default unspecified (ie False)

NUMBER: this selects which number of animation frames (how many lines) keep visible in each time interval. Default 5.

METHOD: this selects the method (animation style) in which windows will be exploded/imploded. Currently this value may vary in the range 0..5. Default 0.

STEPS: this selects how many frames will the animation last. Default 40.

MAXPEN: this selects which will be the maximum colour above which the animations will be drawn. Defaults to 255, but if you set it to lower values the animations will be drawn in less bitplanes, so giving it an extra speed (ie with MAXPEN=1 it will only draw in one bitplane, with MAXPEN=127 it will draw into seven of them). I prefer setting it to 1, getting full speed, except for graphic cards, for which it should be set to 255 (anyway try what works better for you).

CYCLE: if specified will make CaBoom to switch the animation in each explosion/implosion, one each time in turn.

RANDOM: if specified will make CaBoom to select randomly an animation for each explosion/implosion.

NOBORDERLESS: like NOBACKDROPS, but for excluding borderless windows. It's useful if you're using a program like MagicMenu (version 2 or up) which opens and closes a lot of borderless windows (also for MUI's

```
        help bubbles).
```

These can also be specified if you launch CaBoom from a Shell:

```
        SPEED/K/N,LINE/K/N,NOBACKDROPS/S,CX_PRIORITY/K/N,NUMBER/K/N,
        METHOD/K/N,STEPS/K/N,MAXPEN/K/N,CYCLE/S,RANDOM/S,BORDERLESS/S
```

To quit CaBoom you can send it a CTRL-C break, run it again and select
quit or select quit from commodities exchange.

## 1.5  Disclaimer, Distrubution and Copyright

```
Note
~~~~
```
What follows was written by Lee Kindness, the original author of
CaBoom. I, Juan J. García de Soria got permission from him to
continue his work from version 1.4. I have not changed what follows
because I agree with it in full. So consider that it is still
correct.

```
Disclaimer
~~~~~~~~~~
```
I hereby reject any liability or responsibility for these or any
other consequences from the use of CaBoom whatsoever. This includes,
but is not limited to, damage to your equipment, to your data,
personal injuries, financial loss or any other kinds of side effects.
Although CaBoom has been tested thoroughly on several different
machines, I cannot rule out the possibility that CaBoom

    1. is somehow incompatible to your equipment

    2. has bugs that show up on your equipment

    3. does not do what it is supposed to do on your equipment

    4. does not work with future versions of AmigaDOS.

It is your responsibility to take any precautions necessary to
protect yourself from these or any other effects. I explicitly
reject any liability or responsibility from the consequences of you
using CaBoom

```
Distribution
~~~~~~~~~~~~
```
CaBoom may be freely distributed and copied, as long as the following
conditions are fulfilled:

    1. All parts of the program and the documentation must be complete.
       The distribution of single parts or incomplete subsets of the
       original distribution is forbidden.

    2. If CaBoom is to be included in a commercial distribution (including
       magazines!) then I must be sent a copy of the product (or if it is a

mag that I am subscribed to then an increase in subscription). It
would be better if you contacted me beforehand to ensure you have the
latest version. In any case full credit must be given within the
program documentation or magazine.

   3. If the included source code is used in another program then credit
      must be given in the documentation.

Note To Magazines
~~~~~~~~~~~~~~~~~

In the past I have had some of my programs included on magazine coverdisks
without my permission when in the documentation it was stated that this
was required... I want my programs on coverdisks but you _MUST_ read and
fufil the "Distribution" section above. If you disagree then contact me
or write a message in the AMIGA_MAGS echo...

## 1.6  Thanks...

Thanks to...

 Lee Kindness: For starting CaBoom and giving me permission to continue it.

 All those that keep Amiga Spirit alive.

Original (Lee Kindness) Thanks to...

 Bruno Costa: CaBoom is based on the source of Explode. Explode was written
 in 1991 and does not work with 2.0 and higher methods of opening windows.
 Explode also contained many bugs... :(

 Iain Sherrit: My Fido BOSS

 Jen Allen : The perfect ami user... :)

## 1.7  contact

Please send any comments (and bug reports) to:

    Juan J. García de Soria
    Alte. León Herrero 31, 5J
    11100 San Fernando (Cádiz)
    SPAIN

 Internet: soria@bart.us.es
           amisanf@ctv.es

Juan J. García de Soria (Skandalfo) is a member of OuTdoOr.

```
 Original author address:

    Lee Kindness
    8 Craigmarn Road
    Portlethen Village
    Aberdeen
    AB1 4QR
    SCOTLAND

  Fidonet: 2:259/26.20

  Internet: wangi@fido.zetnet.co.uk

... Lee
```

## 1.8  History

```
1.2 : 16.07.95
    - Added NOBACKDROPS option again... I lost the source to version 1.1
      due to a HD error :( This version is actually smaller than the previous!
      Thank god for the Junction 9 BBS!!!!

1.4 : 01.12.96
    - Project taken over by me, Juan J. García de Soria Lucena.
    - Added NUMBER, METHOD, STEPS, MAXPEN, CYCLE and RANDOM options.
    - Now there are 6 different animations.

1.5 : 18.12.96
  - Added NOBORDERLESS option. A lot of people complaint about CaBoom going
    unusable with MagicMenu.
```