

SwazBlanker/Dark

David Swasbrook

Copyright © Copyright(C)1994 David Swasbrook. All Rights Reserved.

COLLABORATORS

	<i>TITLE :</i> SwazBlanker/Dark	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY	David Swasbrook	January 12, 2023

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	SwazBlanker/Dark	1
1.1	Dark (14.04.95)	1
1.2	What it actually does...	1
1.3	Configuration preferences...	1
1.4	Bug fixes and updates...	2
1.5	index	2

Chapter 1

SwazBlanker/Dark

1.1 Dark (14.04.95)

SWAZBLANKER : Dark

=====

(C) 1992-95 David Swasbrook,
All Rights Reserved.

Introduction
What it actually does

Interface
Configuration preferences

History
Bug fixes and updates

1.2 What it actually does...

Dark/Introduction

=====

This blunker draws twinkling stars on a black night sky.

1.3 Configuration preferences...

Dark/Interface

=====

Save - save and use the current settings.

Use - use the current settings.

Test - test the blunker under the current settings

Cancel - cancel all changes.

Density - sets how many dense starfield should be.
Default: 7.

Delay - how often should stars be added.
Default: 5.

Display Mode - the screen mode to use. If the preferred screen cannot be opened then the default screen mode will be tried, if this fails then the minimum screen mode required for this blunker will be tried, if that fails then the blunker will quit and let SwazBlunker choose an alternative blank method.
Default: Hi-Resolutiion Laced 16 colors.

1.4 Bug fixes and updates...

Dark/History

=====

'1.0' o Based on code written by Marzio De Biasi.

1.5 index

Dark/Index

=====

History

Bug fixes and updates

Interface

Configuration preferences

Introduction

What it actually does