

WBStarsD

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Chapter 1

WBStarsD

1.1 WBStars Guide (english)

Welcome to the new WBStars 2.0

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There are no stars in this release, but (as it's christmas time) snowflakes.

This release is a very early beta, so the documentation is a bit short, so if you have questions, or something else to say see [how to contact me](#) . (BTW WBStars still is Mailware as defined in paragraph 4b of AFD-Copyright , so please mail, even if you haven't something to say !)

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1.2 WBStars Guide (english)

Installation of WBStars:

There's nothing to install, to get WBStars running, but you may want to copy the icon 'WBStarsUP' to your WBStartup drawer, so WBStars is startet every time you boot (you may need to change the DefaultTools entry of this icon to the path you copied WBStars to).

The preferences are read from the tooltypes (if startet from WorkBench), or from the argument line (if startet from Shell).

I have included a picture Trees.IFF , that can be used as backdrop pattern (with prefs/WBPattern).

And you may have to change the [Configuration](#) to get it doing something on your System.

1.3 WBStars Guide (english)

How to start WBStars:

There are four ways to start WBStars:

1. (easiest way) from Workbench

Just double-click, **configuration** is done via ToolTypes.

2. (if it should always be startet) from the WBStartup drawer

Copy the WBStarsUP Icon to SYS:WBStartup/ and change the DefaultTool of this icon (path of WBStars followed by either /WBStars for 68000 version, or /WBStars020 if you have a 68020 or better). **Configure** WBStars via the Tooltypes of the WBStarsUP icon.

3. (for CLI Freaks) from the Shell

WBStars starts as a background process, so you will get a new prompt immediately. The **Configuration** is set by the arguments, eg:

```
1.System:>WBStars BG_COLOR=1 MAX_OBJECTS=-1
```

4. (???) in the S:User-Startup

WBStars starts as a background process, so you can call it without 'run <>NIL:'. The **Configuration** is set by the arguments, as in 3.

1.4 WBStars Guide (english)

Quitting WBStars:

There are two ways to quit WBStars, in both ways WBStars will remove all snowflakes from the screen before quitting.

1. Exchange

Select WBStars and click on 'Remove' .

2. start WBStars a second time

If WBStars is startet a second time, both processes will quit (even if one may be startet from the shell, or one may be WBStars020).

1.5 WBStars Guide (english)

Usage:

You can stop WBStars from drawing snowflakes using either the Hotkey (default is 'control alt w') or using the Commodities Exchanges Program.

To restart the drawing just hit the Hotkey again. If you have inactivatet WBStars via Exchange it will not recognize the Hotkey, so you have to activate using Exchange.

If you want to close the Workbench (eg. for changing to screenmode) you have to inactivate WBStars using the Hotkey or Exchange, because WBStars does a LockPubScreen().

1.6 WBStars Guide (english)

Configuration:

Regardless of how you start WBStars (Shell or Workbench) you can set the following Values (using Tooltypes if startet from Workbench or commandline arguments if startet from shell):

CX_PRIORITY=0 Commodity-Priority
CX_POPKEY=control alt w Commodity-Hotkey
FG_COLOR=2 Pen-number for snowflake color
BG_COLOR=0 Pen-number of background color
LOOP_WAIT=3 how often is a flake drawn (1/50s)
MAX_OBJECTS=1000 maximum number of flakes
MAX_STICK=100 how long does a flake lie on windows, icons...
TOOLPRI=0 Taskpriority (-128 - 127)

The above values are the defaults, that will be used, if the Value isn't set in the Tooltypes or arguments.

If you specify a negative MAX_OBJECTS, the number of flakes will be unlimited (until the RAM's full :-)

If you specify a negative MAX_STICK, the flakes will stick forever (until you inactivate or quit WBStars). If MAX_STICK is negative 'sticky' flakes won't use any CPU-time (as they will if MAX_STICK is positive), but they won't fall down if you close, for example, the window they're lying on.

1.7 WBStars Guide (english)

WBStars was developed by:

Alexander Pokahr

Adress: Lapplandring 74

D-22145 Hamburg

Germany

E-Mail: 5pokahr@informatik.uni-hamburg.de

WBStars is MailWare!!!

1.8 WBStars Guide (english)

Future of WBStars:

I think there will soon be a new release (maybe this year).

If you have any suggestions what to implement in the new release see [how to contact me](#) . (BTW WBStars still is Mailware as defined in paragraph 4b of AFD-Copyright , so please mail, even if you haven't something to say !). Didn't I said that before !?!

I will try to implement the missing features of WBStars1.3 (@ Aminet://util/wb/wbstars.lha) and, of course, the ones, that I promised before.

Until then, because this release is in no way a replacement of the old one, you may use both versions as you like it, or try (yawn) some static backgrounds.

1.9 WBStars Guide (english)

How to write own modules:

You only (only? ;) have to rewrite the file source/WBStars_plot.c . Use the old file as template.

This (argumentless) functions are to be written:

InitObjects() Initialize your data before using it (Because the snowflakes are allocated dynamically this function is currently empty).

ClearObjects() is called if WBStars is inactivated or quitted. You mainly have to remove all objects from the screen.

PlotObjects() This is the most important function. It is called several times a second. You have to calculate a new position for every object (stars, snowflakes, or what you like), clear the pixels of the object, and draw it at the new position.

In source/WBStars_plot.h (you should #include this) it is defined, what functions you may call, to set or clear pixels, and what values are available (read only!).

This is very short, I know, so if you have any questions please contact [me](#) . (Did I mention, that WBStars is mailware ?-)
