

WBStarsD

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Chapter 1

WBStarsD

1.1 WBStars Guide (english) - Contents

Welcome to the new WBStars 2.0

© 1996, 1997, 1998 by Alexander Pokahr

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<http://www.amigaworld.com/support/wbstars/>

Sorry, but there are still no stars in this release.

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](#) .

See [New](#) for changes since the last release (30-May-1997).

How to use WBStars:

[Installation](#)

[How to start WBStars](#)

[How to quit WBStars](#)

[Usage](#)

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Additional Information:

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1.2 WBStars Guide (english) - New

New tooltype PLANES to set the depth of the new (pseudo) 3D-effect. 1st-plane flakes fall at full speed, 2nd-plane flakes at 1/2 speed, 3rd at 1/3 speed, Setting PLANES=1 deactivates the 3D-effect. The max # of planes is 15.

New tooltype WIND to set the windforce. . the wind will be randomly set to left, right or none, using the specified windforce. WIND=0 deactivates the wind.

With the new tooltype INITIAL_DELAY WBStars can be forced to wait for some 1/50s before first allocating the BG_COLOR (Useful while booting, if WBStars is faster than the loading of workbenchs backdrop-picture).

New tooltype FEW_FLAKES=n creates new flakes only every nth loop.

See [Configuration](#) for details.

1.3 WBStars Guide (english) - Installation

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 started 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 started from WorkBench), or from the argument line (if started 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.

1.4 WBStars Guide (english) - Starting

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 be started while booting) 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 DefaultTools 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
```

```
1.System:>
```

4. (not very useful) 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.

1.5 WBStars Guide (english) - Quitting

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

1.6 WBStars Guide (english) - Usage

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 inactivated 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().

1.7 WBStars Guide (english) - Configuration

Configuration:

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

CX_PRIORITY=0 Commodity-Priority

CX_POPKEY=control alt w Commodity-Hotkey

BG_COLOR=-1 Pen-number of background color (if set to -1 WBStars will automatically find the best pen to use as BG_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)

CHECK_STICK=5 how often should 'sticky' flakes be tested (-> 1/5 CPU-usage)

V_FLUTTER=20 changes the vertical speed (0 -> constant, 100 -> very fluttering)

REMEMBER (default: off) if activated, flakes that have been overdrawn (by eg. a window) will be redrawn if the window has been removed.

FORCE (default: off) if activated, flakes will be drawn in front of every windows, icons, etc. (MAX_STICK and CHECK_STICK will have no effect)

PLANES=1

INITIAL_DELAY=0

WIND=0

FEW_FLAKES=1

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.

For the four new tooltypes, see [New](#) .

1.8 WBStars Guide (english) - Author

WBStars was developed by:

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WBStars is MailWare!!!

1.9 WBStars Guide (english) - Future

Future of WBStars:

I think there will soon be a new release (as this is still beta).

BTW im just working on the PPC-version (no joke). OK, WBStars would not become much faster, but i always wanted to modularize WBStars (Commodity=M68k, Module=PPC). Of course, there will be M68k-modules, too.

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.

1.10 WBStars Guide (english) - Writing own modules

I've still included the text from the last release, but there will be some changes in the near future.

I'm working on a wbstars.library that will be as easy to use as the graphics.library .

Details soon at the HomePage (<http://www.amigaworld.com/support/wbstars/>).

How to write own modules (see warning above):

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 ?-)

1.11 WBStars Guide (english) - The End

Do you want more to read?

Sorry, this is the end of the guide.
