

# **SuperDark**

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	<i>TITLE :</i> SuperDark		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Contents

<b>1 SuperDark</b>	<b>1</b>
1.1 SuperDark	1
1.2 Introduction	1
1.3 Installation	2
1.4 Utilization	2
1.5 Configuration	3
1.6 darkdir	4
1.7 expopkey	4
1.8 blankkey	4
1.9 modmain	5
1.10 param	5
1.11 tempo	5
1.12 quiet	5
1.13 lock	5
1.14 password	5
1.15 taskpri	6
1.16 topaz	6
1.17 smallmem	6
1.18 passwd	6
1.19 remove	6
1.20 save	6
1.21 help	6
1.22 hide	7
1.23 modules	7
1.24 3d	8
1.25 anim	8
1.26 Arexx	8
1.27 ASWarm	9
1.28 Effets	9
1.29 FireWork	9

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1.30 flyingtoaster . . . . .	10
1.31 fracblank . . . . .	10
1.32 line . . . . .	10
1.33 line2 . . . . .	10
1.34 melt . . . . .	11
1.35 mistify . . . . .	11
1.36 music . . . . .	11
1.37 plasma . . . . .	11
1.38 plasma_cycle . . . . .	12
1.39 shuffle . . . . .	12
1.40 slide-show . . . . .	12
1.41 spot . . . . .	13
1.42 star . . . . .	13
1.43 text . . . . .	13
1.44 time . . . . .	14
1.45 random . . . . .	14
1.46 Improvement . . . . .	14
1.47 bugreport . . . . .	15
1.48 history . . . . .	15
1.49 adress . . . . .	17
1.50 thanks . . . . .	18

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## Chapter 1

# SuperDark

### 1.1 SuperDark

SuperDark

Introduction

Installation

Utilization

Configuration

Modules

Improvement

Bug report

History

Address

Thanks to...

### 1.2 Introduction

What is SuperDark?

SuperDark is a Screen Blanker...Yet another one, but this has some special features. It's based on the well-known program called AfterDark for the PC and Macintosh World.

SuperDark\_1.3, the version of SuperDark for Workbench 1.3 and 1.2, is no longer supported. Get WB2.0!

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Some characteristics:

- Many different effects (only one effect is loaded in memory at a given time) examples:
  - o FireWorks,
  - o Flying Toaster,
  - o ASWarm,
  - o Classic ones like "Clock", "Mistify", ...
  - o More originals like Music, Shufffle, Spot, ...
  - o etc...
- Password protected Screen Locking
- Immediate blanking
- Font sensitive
- Greatly improved since V1.2

## 1.3 Installation

### Installation

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To install SuperDark, just put the SuperDark directory somewhere on your hard disk, and put the SuperDark program in your WBStartup drawer. Then run `superdark --` but don't forget to put the name of the directory where all the blankers modules are into the DARK DIRECTORY string gadget. If all is correct, you should now see a list with different modules in the main configuration window.

If nothing happens, maybe SuperDark is running and the main configuration window is closed. To open it, just run SuperDark a second time or press the "hotkey" (look

Configuration  
)

You can also open the window using your Workbench's "commodities exchange": Select SuperDark and press the 'show' gadget.

Note: SuperDark uses `reqtools.library` if present, and especially the screen format requester, only available with `reqtools V38` or higher...

Note 2: SuperDark needs WB2.0 or higher

Tips:

- If you've put `superdark` in your WBStartup, and if there is this requestor after reboot: "SuperDark not yet returned, keep waiting?" or something like that, just add the ToolType `DONOTWAIT` in the `.info` of `superdark`.

## 1.4 Utilization

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## 1.9 modmain

In the modules list, you must see the superdark modules (like `firework, effets, random, ...`). If no, look at the Dar directory paragraph!. With this list you select the module that you want to be active during the blanking. The current selection is shown at the bottom of the list.

Look at:

Modules

## 1.10 param

Param:

This button opens the configuration window of the selected module.

## 1.11 tempo

Tempo:

This slider gadget allows you to choose the inactivity time of the blanker, in seconds.

## 1.12 quiet

Quiet:

This little checkbox just tells SuperDark not to show the little window when started, the window with: "SuperDark Started, ....."

## 1.13 lock

Lock:

If you select this checkbox, a password will be asked after each blanking of the screen. Example: you go somewhere else, but you don't want your computer to be used by someone else.

## 1.14 password

This gadget allows you to enter the password used to unlock the screen. Note

that the

LOCK

gadget must be 'on' to use the password features.

---

## 1.15 taskpri

This slider allow you to change the priority of the blanking task. By default, this priority is zero, but you can put it to a lower value, so the blanker won't still any precious CPU time to the other task running at this time.

## 1.16 topaz

Topaz:

SuperDark can use default system font, or use a normal topaz 8 font. I use this because sometime default fonts are too big, so I can just go back to a small font quickly.

## 1.17 smallmem

SmallMem:

This gadget allow you to choose if you want the module to be loaded only during the blanking period. This use less memory when the blanker is not used, but take a little bit to re-load the module each time, especially with disk drive

## 1.18 passwd

Passwd:

This gadget allow you to enter the Passwd needed to Unlock Screen.

## 1.19 remove

Remove:

If you press this button, SuperDark will be removed (it will exit)...

## 1.20 save

Save:

To Save the current parameters of SuperDark and the Random module.

## 1.21 help

Help:

This will shows you a little information window.

---

## 1.22 hide

Hide:

This button will close this configuration window. If you want to open it again, just press <left Shift> and <F3> (or the CxPopkey you've defined) .

## 1.23 modules

### 3.2 Blankings Modules

Note:

All the parameter window of the blanking module have the four following buttons:

OK: to close the parameters window and to save configuration

TEST: to test the effect.

CANCEL:to close the parameter window, without saving configuration.

INFO: to have some information on this effect.

Anim

Line

Slide show

ARexx

Line2

Spot

ASWarm

Melt

Star

Effets

Mistify

Text

FireWork

Music

Time

FracBlank

Plasma

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Random

FlyingToaster

Plasma Cycle

You can easily add or remove modules, even when superdark is running. ↔

Maybe you don't like the module "music", so you just can erase it using your favorite disk tool, and then just select the "dark directory" field, press return and the module list will be updated.

If you want to add new module, it's the same kind of operation, just put new modules in the dark directory, select the dark directory string gadget and press return....

## 1.24 3d

### 3.2.1 3d

This effect show you a 3d Object moving on the screen. That's all for the moment, but this effect is still in developpement to be more attractive! Note: that effect was called 'anim', but 3d is a most appropriate name!

\* Medium cpu-user.

\* small memory-user.

## 1.25 anim

This module show IFF animations, but be careful, AND READ THIS:

- This module call an external anim player. I use mugiff, but you can use the player you want, BUT THIS PLAYER SHOULD EXIT AFTER A CTRL-C SIGNAL!!! PP\_anim DON'T EXIT AFTER A CTRL-C, so DO NOT USE PP\_ANIM! Use MugIFF, it's small, and fine to use.

- Do not put more than one filename in the file requester....If you do this, the anim player will never exit!

- And at least, this I put this module in this distribution, but I'm not shure that it will work perfectly....

## 1.26 Arexx

### 3.2.2 ARexx

This effect allow you to send an ARexx command at the beginning of the blank, and another command at the end of the blanking period. This allow you to start for example a music program, paint program or custom program during blanking. I'am sure that a lot of poeple will find good idea for this effect!

AREXXPORT: This is the name of the ARExx port where the ARExx command are send.

CMD: This is the command send at the beginning of the blank.

ENDCMD: This is the command send at the end of the blank.

- \* Small CPU-Usage

- \* Small Memory-Usage.

## 1.27 ASWarm

### 3.2.3 ASWarm

This module show you little things moving on screen....Just look at it to understand! It's based on a Sun effect's, and it was made by Markus Illenser and Matthias Scheler for another blanker.

SPEED=[Slow motion | Very Slow | Slow | Normal | Fast | Very Fast | Incredible ]

WASPS=[1-10] number of Wasps!

BEES=[1-500] number of bees!

TIGHTNESS=[1-10]

COLOR CYCLING=[ON|OFF]

AIM MODE=[ON|OFF]

- \* Medium to big cpu-user

- \* Small cpu-user

## 1.28 Effets

### 3.2.4 Effets

This in fact three different effects. But all these three effects have been described in an old issue of the scientific america.

TYPE= [ INTERFERENCES | DRAGON | FRAC EFFECT | RANDOM ]

DUREE= [ 50-100]

- \* Big cpu-user

- \* Medium memory-user

## 1.29 FireWork

---

### 3.2.5 FireWork

This effect show you a FireWork on your screen....

- \* Big cpu-user
- \* Medium memory-user

## 1.30 flyingtoaster

### 3.2.xx FlyingToaster

This effect seems to be greatly inspired from the well now AfterDark. I've take the code from a PD ScreenBlanker, FlyingToaster, from xxx

- \* Medium CPU-user
- \* Medium meory-user

## 1.31 fracblank

### 3.2.6 Fracblank

Adapted from .....

## 1.32 line

### 3.2.7 Line

The screen will slowly disappears under the lines....

- \* Small cpu-user
- \* Medium cpu-user

## 1.33 line2

### 3.2.8 Line2

This effect will show you multicolored lines...You can choose the number of lines, their speed, etc....

- \* Big cpu-user
  - \* Medium memory-user
-

## 1.34 melt

### 3.2.9 Melt

Very nice effect! The current screen is suddenly moving in a very particular manner...Look at this one!

Three type of effects are available:type1,type2,type3 (not very clear...)

- \* Medium cpu-user
- \* Medium cpu-user

## 1.35 mistify

### 3.2.10 Mistify

Draw moving line on screen, once again...Based on the Window's effect...

NUMBERS=[1-3]  
SPEED =[1-10]

- \* Medium to Big cpu-user
- \* Medium memory-usage

## 1.36 music

### 3.2.10 Music

This effect is based on my old demo named "The PoiPoi". Four little guys move with music, while PoiPoi musicians are playing the music...

You can select wich SoundTracker or protracker module to play, by selecting it's name in the "Module" string gadget (sorry, no requester for the moment).

Each of the musician have one or mor instrument assigned to him. Example, right drummer can play instrument number 5,9 and 15. YOu can see the name of the instrument by pressing the Instr. button. So you can easily now witch voice is playing wich instrument.

If the module can't find your module, or if the selected file is not a protracker/stk module, a default module will be played (mod.wizardy).

Try this effect....Really nice!

MODULE=<name of the file to be played>  
VOICE [1..32]=[0..5]

- \* Medium cpu-user
- \* Medium memory-usage

## 1.37 plasma

### 3.2.11 Plasma

This effect is based on plasma effect from the demos. But it's not a perfect programming, so there must be some problems on some Amiga...

- \* Big cpu-user
- \* Big Memory-usage

## 1.38 plasma\_cycle

### 3.2.xx Plasma\_cycle

This effect also make plasma, but using a standarts bitmap after cycle the colormap, so it must look nice...

- \* Big cpu-user
- \* Medium Memory-usage

## 1.39 shuffle

### 3.2.12 Shuffle

Based on a blanking effect from the XSB program...

SPEED=[SLOW | MEDIUM | FAST | VERY FAST ]

- \* Small cpu-user
- \* Medium memory-usage

## 1.40 slide-show

### 3.2.13 Slide-Show

Rem: This effect is only available in WB2.0 or higher....

This effect allow you to make a slide show of your picture during blanking. Useful if you are a gfx artist!

Some explanation:

You must select wich pictures are shown during blanking by pressing the 'Add' buttonm and then select the picture you want. Delete will remove the selected filename in the list of the pictures.

Show will show you the selected picture during a few seconds.

NEW: Slide show now use WB3.0 datatypes. So if you have the good datatype, SSlide show use it, and can show any kind of image. If you don't have datatypes, or if he seems that he can't use it, slide show use his old IFF screen loader :-( .

Note: The list of the filename will be saved in the file s:slide-show.cfg

---



You can modify this file yourself if you want.

- \* Small cpu-user
- \* Medium to big memory-user

## 1.41 spot

### 3.2.x Spot

One or more spots will highlight the screen. If the module can open a screen of one or more bitplanes than the actual one, you can change the luminosity of the background.

You will see the real screen in the spot (I mean that if something happens, something move in the screen, you'll see this in the spots).

SIZE = [1-80]  
SPEED = [1-10]  
NUMBER = [1-5]  
DOUBLEBUFFER=[TRUE|FALSE] You can use or not dble buffer, but not in all the cases.

SHADOW = [0-90] Percentage of luminosity for the background

- \* Medium Cpu-user
- \* Medium Memory-User

## 1.42 star

### 3.2.14 Star

This effect will show you a Starfield in your screen. You can change number of stars and their speed.

STARS NUMBER=[10-150]  
SPEED = [1-10]

- \* Big cpu-user
- \* Medimu memory-user

## 1.43 text

Text

Not a very original effect, but evrybody need this one some days. Just write a little text on your screen, and you can choose resolution screen and screen font.

TEXT=<your text>  
FONTS=<font used> (don't modify it from .info)

---

```
SCREEN=<screen used> (don't modify it from .info)
SPEEDX=[0..5]
SPEEDY=[0..5]
```

- \* Small to high cpu-user (depend of the size font)
- \* Medium memory-user

## 1.44 time

Time

This effect show you a clock. You can choose three different clocks. You can also choose the Font, but only for the digital Clock.

The Clock can move on your screen, if put something else than Zero in the self-explaining fields SpeedX and SpeedY.

```
TYPE=[DIGITAL|NORMAL|MODERN]
SECONDS=[ON|OFF]
SPEEDX=0..6
SPEEDY=0..6
```

- \* Small cpu-user
- \* Medium memory-user

## 1.45 random

Random

This effect will choose randomly different other effects! You can select the effect that you want to be 'choosable' in the selection list. But if the All Checkbox is checked, all the effect are selectable!

The list of the selectable effects is saved in the file s:dark\_random.cfg

NOTE:  
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The blankers modules are executables, so you can pack them with powerpacker for instance!

## 1.46 Improvement

The future:

It would be nice to make a documentation in a correct english! :-)  
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More blankers, but also improve the old one.... They are now much more better than the earlier one, but it's only little things, but this make life easier for users.

o Idea of modules:

- Animation players (could have done using ppanim, but ppanim don't stop after Ctrl-C....)
- "Look-like demos" modules...shaded bobs, plasma
- AGA specific modules

o Implementation of a Timeout, like in ASWarmIII, to prevent the blanker to show only a 'static' image, because another program (like Raytracer) is taking the whole CPU.

## 1.47 bugreport

Now bugs:

- bug with spot: Problem with interlace screen...(no crash, but only look ugly)

Bug Report

Please, send me bug reports, or any information (idea, improvment,etc..)

I think there is some problems with A1200 or 4000, due to the Db1Pal mode.. I don't know a lot of this mode. If you have any information, or any problem you know what to do!

## 1.48 history

History

01/01/93

v.09: -First version realised, on some BBS

30/01/93

v1.0: -Lot of bugs fixed, but a lot of bugs still here...

05/02/93

v1.1: - Crash if incorrect configuration fixed

- TaskPri control added
- "Mouse in the corner" functions
- New effect in line.dark
- New: Spot.dark

12/02/93

v1.2: - SuperDark for OS2.0 or higher is now a commodities

- Cx\_popkey, and blankey can be modified
  - Memory allocation error fixed in spot and anim
  - New: Music.dark! GREAT...
-

- First version sent to FredFish and to BBS via SAN

25/02/93:

- v1.21: - Bug fixed in module spot.dark: if the screen width was not a multiple of 8 this cause a modulo problem...
- Bug fixed in the FireWork module, sometime the module never exit.
- The 3d Amiga logo was in the wrong direction in the anim module :-)
- French text removed in the effects and line 2 modules
- In overscan, Shuffle and line doesn't use the whole screen. Corrected.
- Bug in slide-show: when the param window was opened the first time, the file list wasn't correct. Fixed.
- The "Duree" field in the Random module was not correct. Fixed
  
- Source: I've finally got the last 2.0 includes files, and I've changed my files to fit them. No more "convert.h" file.

08/03/93:

- v1.22:
- New type of datas: IMAGE, and DATA\_STRING
- choice of screen resolution in some modules, using reqtools requester.

10/03/93:

- v1.3:
- Pointer should now disappear...
- Bug fixed in Plasma (screen depth is now really zero )
- Music: Now music players should be visible in NTSC :-)
- Music: File selector (and wait...soon, more interesting things)

20/03/93:

- v1.4
- Forgot to put UnLockPubScreen() ! Now fixed
- Look at the font size of window title bar.
- The famous Uppercase/Lowercase bug reported in Usenet corrected. Now blankers modules are also recognise even if they use uppercase letters.
- New type of data: FONT
- Bug removed in ASwarm if screen depth was less then 2 bitpl.
- Superdark\_1.3 support stopped
- new: text.dark

25/03/93:

- v1.4b
  - Support for other fonts than topaz 8. (All interlace WB users will be happy!)
  - New features: choice between Topaz and default font
  - New features and SmallMem
  - Bug: I had also a famous \_lock\_ bug... forgot to UnLock()..
  - bug: RemPort was used instead of DeletePort(), this cause some bytes of mem to be lost...
  - Fixed problem with mode who wanted a copy of workbench screen. Now this copy look like the original WBench screen...
  - UnLock screen is now in hires
  - Changed place of a SetTaskPri, so now even if there is a high CPU usage, you see the blanking module. But if there is absolutly no CPU left, it could stop and not show anything... next step: put a timeout and show a black screen...
-

27/03/93:

v1.5

- Size of superdark have been reduced from about 4k by writing my own printf(using RawDoFmt of course, scanf, etc....
  - Clock is now moving.
  - Better look of the blanker in random mode...Last screen is now taken as the current screen for effects like shuffle,melt...
  - Also in random mode: all the selected effects are show once No more seing twice the same effect, or never saw one..
  - Music module is now in 4 bitplanes, instead of 5 before-> smaller, faster.
  - GREAT (for me!): Slide show use WB3.0 datatypes, so now is you have the good datatype, you can display any kind of images, GIF,IFF,etc...
- Now the slide show file requester can also use multiselection

05/04/93:

v1.5b

- The font requester is now the asl font requester, no more the reqtools font req.
- Screen Mode requester, is now the ASL screenmode requester if available (V38), or Reqtools screenmode req. if available.
- Use protos instead of CLIB -> smaller
- NEW: module anim (play animation, the old anim is renamed to 3d)

11/04/93:

v.15c

- Correction of a bug in spot with WB3.0
- Main Window reorganisation, so all gadget are visible in NTSC screen.

## 1.49 adress

Contact adress

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(better use UseNet...faster and seafer)

SuperDark may not be included with any commercial product nor may it be sold for profit either separately or as part of a compilation without my permission. It may be included in non-profit disk collections such as the Fred Fish collection. It may be archived & uploaded to electronic bulletin board systems as long as all files remain together & unaltered.

So you can use this program freely, but if you find it useful, just send

---

me a letter or postcard with your opinion,

## 1.50 thanks

8. Thanks:

Thanks to:

- Eric Delord, for his help!
  - Frank Geider
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