

DoubleVision 1.1

Anders' DoubleVision Screen Saver

Written by Anders Ohlsson

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About this document

Read it! You won't regret it.

Program

DoubleVision - A screen saver guaranteed to knock the socks off of your innocent passing colleagues if you choose the right bitmaps...

Version

1.1.

Copyright

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Availability and rules for distribution

Distribute DoubleVision as much as you want. You are not allowed to sell the program, you may however charge a little for your distribution costs.

DoubleVision is available at my homepage <http://www.it.kth.se/~ao/> and hopefully in the near future at many popular ftp sites.

History

1.1 Released on the 8th of May, 1995.

- If you don't specify a bitmap or two, one or two will be built for you. This also means that there will be no 'file not found' error messages any more.
- The bitmaps are tiled to fill the entire screen if they aren't big enough to do so. Otherwise you wouldn't see the balls when they were outside the bitmaps.
- The file open dialog always puts you in the directory where the previously selected bitmap, if any, is (or was).
- Added a status bar in the setup dialog.
- Bug fix: Having both masses set to zero would cause a division by zero exception, which of course couldn't be seen, since the screen saver is always the topmost window... The screen saver would just halt... Not so any more...
- There can't be any weightless balls any more... See above.
- The section in CONTROL.INI has been renamed to [Screen Saver.Anders' DoubleVision] instead of just [Anders' DoubleVision]. You can delete the previous section if you'd like.

1.0 Released on the 4th of May, 1995.

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Files

Files included in this archive are:

READ.ME	- Short 'read me first' file
DBLVIS.SCR	- The DoubleVision screen saver
DBLVIS.WRI	- The documentation

Note that there are no bitmaps included in the archive. The reason for this is that two bitmaps (two bitmaps are preferred) would make the package much bigger, since Windows bitmap files are huge. There are many bitmaps available on the Internet and at the time of release of DoubleVision there will be at least two bitmaps available at my homepage. I can't guarantee that they will be there forever though...

Installation

To run DoubleVision you *must* move (or copy) DBLVIS.SCR to your Windows directory (e.g. C:\WINDOWS\). Now, all you need is two bitmaps and you're set. The bitmaps can be in any directory. Read more in the configuration section below.

The only file affected by DoubleVision is CONTROL.INI in your Windows directory, since that's where screen savers save their options.

Deinstallation

What? Deinstalling already? Have you given DoubleVision a fair chance? Didn't you like the program?

Oh, you need the disk space! Why didn't you say so? Here's what you do: Zip those saved DOOM games, and move them to a floppy disk...

Well, ok...

Delete DBLVIS.SCR from your Windows directory and optionally nuke the bitmaps you installed. That's it.

Configuring and testing

First a few words of warning:

1. This screen saver is very graphics intense and therefore requires a fast computer and a fast graphics card. You need to use a high color mode (more than 256 colors) to see both bitmaps clearly if one or both bitmaps has a palette of 256 colors. I haven't figured out how to merge two palettes into one yet... However, using two bitmaps that uses the standard system colors works OK even with a 16 color mode.
2. The bitmaps involved **MUST** be in Windows bitmap (BMP) format.
3. There is no password option in this screen saver yet... It's coming though.
4. If a ball gets a very high speed, then you may experience strange flashing effects...
5. There are probably a few more limitations that I haven't stumbled upon yet...
6. Your mileage may vary...

That said, on we move...

The first thing you need to do after installing DoubleVision is to configure it. Don't hit the test button just yet, that will only yield two error messages, telling you that the program

can't find the bitmaps.

Launch the control panel and hit the configuration button in the screen saver section of the desktop setup. Now you'll see a quite large window with lots of options as follows:

1. Two bitmaps. Enter the filenames (including path) of your bitmaps. You can browse your directories by double-clicking the edit boxes.
2. A box of options for the first ball (spotlight). The randomize check box determines if the values below (size, mass, position and velocity) should be randomized or not. Uncheck this box if you want the initial values to be the same every time. The x and y positions are in pixels. The x and y velocities are in pixels per frame. The mass is in mass units, whatever that is...
3. A box of fun parameters to play with. The progress check box determines whether or not the program shows three panels of information while the screen saver runs. Gravity will make the balls fall down, friction will make the balls go slower and slower and slooower. The mode of the screen saver can be normal (just plain balls), trails (the previous balls are not deleted), spotty (random spots over the screen) or checkers (this has nothing to do with balls. Well, your bitmaps might...).
4. A box of options for the second ball. Refer to '2' above.
5. The OK button saves your options. The Cancel button aborts your changes. The Test button runs the screen saver with your changes. Finally, the about button gives a little message.

What else has to be said? Experiment! It's fun! You can even learn how to play pool if you like! With two balls that is...

The collisions are physically correct and even the strangest phenomenon can be explained. Take, for example, this one:

Have one ball weighing much much more than the other one. Now, let the first ball move from the left edge to the right (no y-vel) and let the second one move from right to left (also with no y-vel). Also, have the balls on a horizontal line, so that the balls will collide "head on". Do you think the heavier ball is going to crush the lighter one? Nope, it'll escape thanks to the "tunnel effect"! ;-)

Have as much fun playing with DoubleVision as I had making it!

Support

1. If you like this program:

Send me a couple of dollars, a size XL T-shirt (company label, university, football team, WWW shirt and so on), a postcard or whatever you think it's worth. Yes, I collect T-shirts...

2. If you find bugs or other problems with DoubleVision:

Send a postcard, e-mail or a letter describing the problem to me.

Feedback

If you have any questions/comments relating to this program, please feel free to send me mail or e-mail (e-mail is faster). See the author section above for more info.

Disclaimer

DoubleVision is released as is. You use this program entirely at your own risk. In no event whatsoever, shall I (the author of this program) be held responsible for any damage inflicted by this program. Be cool though, damage is not very likely to be inflicted.

Your mileage may vary.

Bugs (a.k.a. undocumented features)

If you find any, please let me know, and I will try to fix them. Note that bugs often depend on the phase of the moon. Try again tomorrow...