

Midnight

Trevor Andrews

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COLLABORATORS

	<i>TITLE :</i> Midnight		
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REVISION HISTORY

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Chapter 1

Midnight

1.1 Midnight AmigaGuide Document

Documentation for Midnight

Date: 7 May 1994

Author: Trevor Andrews

I. **Preface**

II. **Copyright**

III. **Acknowledgments**

IV. **Installation**

V. **Midnight Preferences**

A. **Menus**

B. **Gadgets**

C. **Shell interface**

VI. **BPrefs, daemon**

VII. **ALock, security system**

VIII. **AmigaDOS Reference**

IX. **Technical Notes**

X. **Writing Custom Modules**

This documentation is NOT complete! It is still in the process of being written.

Midnight® Screen Blanking System

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Engineered by Trevor Andrews

Imagine Software, Inc.

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1.2 Midnight Preface

VERSION

Version 0 Revision 07

AUTHOR

Trevor N. Andrews

DESCRIPTION

Midnight is a modular screen blanking system designed with AmigaDOS 2.x/3.x in mind. A few of its features are listed below:

- Screen Mode selection (AGA support) in most modules
- Standard 2.x Preferences interface
- Font sensitive window
- Enforcer Proof Code
- Public screen support
- GadTools interface
- IFF Preference file
- Seperate Dameon and GUI
- Amiga Guide support (library is optional)

Currently, the following blanker modules are available:

- Nightfall (Simple black screen)
- Rainbow (Bouncing lines with 256 colours in AGA)
- Shuffle (Slides selectable pieces around)
- Mindmelt *(An AfterDark inspired module)
- PhaseFade (Fade to black)
- Fireworks (Traditional fireworks with 256 colours in AGA)
- Textual *(Floats text around)
- Spotlight (Your screen has just broke out of jail)
- IceMelt *(Screen melts like an ice cube)
- Starfield (Prepare for space flight)
- Random (Randomly chooses your modules)
- Breadth (It's strange...)

* Not included in this pre-release.

Additional features include:

- Concise message signaling system
 - Mouse blanker (OS friendly with gameport support)
 - Random blanker selection mode
-

1.3 Midnight's Copyright

Midnight is Copyright 1994 Imagine Software Inc.

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Commercial use of this product is strictly prohibited. Please contact us for licensing agreements.

The cost of Midnight is \$15 US (No foreign cheques) and our address is as follows:

Imagine Software, Inc.
1218 South 5th Street
Lafayette, IN 47905-1716

1.4 Acknowledgements

Thanks goes out to the following people:

For their "creative" computer.

Commodore-Amiga, Inc.

For his GUI prototyping tool.

GadToolsBox release 2.0b

(C) Copyright 1992-93 Jaba Development

Written using DICE C v2.07.54R by

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For their compiler.

SAS/C Amiga Compiler

SAS Institute Inc.

For their undying support.

Jana Bowling (My wife to-be)

Matthew Wells (Endless hours of testing)

Silly (What would I do without my cats?)

Z

Fluff

1.5 Installation

Quick -- "To see what it's like..."

Double click on Bprefs.

Double click on Midnight and set your preferences,

see [Menus](#), [Gadgets](#), or [Shell interface](#)

Workbench Installation:

Drag [BPrefs](#) to your "SYS:WBStartup" draw.

Drag Midnight, the preference software, to your "SYS:Prefs" draw.

Drag the Blankers draw to any desired location, such as "WORK:".

Place Midnight.guide or Midnight.reference into your desired manual draw.

See "Quick", above.

Shell Installation:

Users wishing to install Midnight via the command line interface should be familiar with Workbench enough to translate the above procedure to fit their particular needs.

1.6 Menus

Project

Open O

Save As... A

About ?

Quit Q

Edit

Default D

Last Saved L

Restore R

Settings

Save Icons? I

1.7 Gadgets

Min

Sec

Time

Keys

Auto

Toggle

Test

Editor

Guide

Save

Use

Cancel

?

{Directory Requester Gadget}

{Directory String Gadget}

1.8 Shell interface

FROM,EDIT/S,USE/S,SAVE/S,PUBSCREEN/K:

1.9 BPrefs, daemon

Performs all internal operations...

I developed this software as a daemon/preference program to remove the need of having both residing in memory all the time, such as a commodity would have done. This seems to be trivial on systems with lots of memory. However, to respect low memory users the GUI/preference code does not have to "hang around" all the time, just run it when needed.

If you change your keyboard type, you will need to run (reset) BPrefs!

1.10 ALock, security system

NOTE: This is the original docs... {Needs updated!}

o ALock is a limited multi-user security system for your Amiga.

You should place ALock in your S:Startup-Sequence before any window or screen is ever opened! I have mine right after IPrefs, so it has a chance to grab my prefs. Feel free to run it in the

background with the command "Run >NIL: ALock". You should also make an assign to ETC: eg. "Assign ETC: S:" This is the location where ALock will look for the passwd file and also place the finger.log.

If you have a few networked Amigas try mounting ETC: on a shared device.

An example passwd file is included. The user information is in the form "LoginId,Password,Full Name" on separate lines followed by one EOL (end of line).

The system name should be placed in the file ENVARC:HostName, an example is provided. After login the user's full name is placed in ENV:UserName. This is per the Amiga Style Guide.

If you would just like to try out ALock just type ALock! If no passwd file exists or no ETC: ALock will work as normal except any name/password will work and no log will be created!

o Message of the Day (ETC:motd)

You may now place an optional motd in ETC: which will be displayed after someone logs in. It may only be 30 lines long and 80 characters wide.

o What ALock does...

ALock can also be ran while your system is up and running. It will act like a console lock eg. "xlock". It accomplishes this by deactivating screen dragging, Hot-Keys, and any other things that might allow a user into your system

o Why is it "limited"?

Under AmigaDOS 2.0 you can perform an action which will turn off the auto-execution of the S:Startup-Sequence. You can also boot off of a floppy which would bypass ALock...

o How to make it "Sound-Proof"!

First, the easy one. Set the boot priority of your HD above that of the floppies. That was easy wasn't it? :-)

The hard one, the not very well known method of deactivating the S:Startup-Sequence. To accomplish this you could patch the OS.

Very easy on a A3000 that boots its OS off a HD instead of ROM.

Or you could patch the OS and burn a new ROM. Those are sorta tough ones... A bit easier is to rewire the mouse.

o Screen Blanker Note.

ALock uses two macros OFF_DISPLAY and ON_DISPLAY for its screen blanking. This might cause problems with other screen blankers.

To turn it off use a "-d0" on the command line. Also the timing

of the Blanker isn't the best. But then the intire screen blanker only added 102 bytes to the programs length!
Support for external Screen Blankers is made by using the "-b" option. This only moves the Workbench screen to back, allowing other screens to the front! Be careful, security could be lost!
Don't forget the "-d0" to trun ALock's internal blanker off!

1.11 AmigaDOS Reference

MIDNIGHT

Format: MIDNIGHT [FROM <filename>] [filename]

[EDIT] [USE] [SAVE] [PUBSCREEN <screen>]

Template: FROM,EDIT/S,USE/S,SAVE/S,PUBSCREEN/K:

Purpose: To specify different settings for screen and mouse blanking.

Required: AmigaDOS 2.0 or higher.

Optional: AmigaGuide Library. (Recommended)

Path: SYS:Prefs/Midnight

Specification:

MIDNIGHT without any arguments or with the EDIT argument opens the Midnight editor. The FROM argument lets you specify a file to open. This must be a file that was previously saved with the "Save As" menu item of the Midnight editor. PUBSCREEN is used to specify an alternative screen to open on.

NOTE: If using saved preferences from icon, make sure Midnight is in your Workbench's path.

BPREFS

Format: BPREFS [QUIT] [KEY]

Template: QUIT/S,KEY/S (KEY is for registered users only)

Purpose: Daemon to implement different settings for screen and mouse blanking.

Required: AmigaDOS 2.0 or higher.

Optional: (nothing)

Path: SYS:WBStartup/BPrefs

Specification:

BPREFS takes as arguments QUIT and KEY (only for registered users).

QUIT...Forces BPrefs to shut down and exit.

KEY...Authentication Encryption Key report.

NOTE: If you change your keyboard type, you will need to run (reset) BPrefs!

1.12 Technical Notes

1. Pre amigaguide.library (V34.11) had a bug which caused an enforcer hit when it was called from inside most software using it. To remove this enforcer hit, simply, update your library to V34.11.
2. Some modules make use of the reqtools.library (V38+) to allow you to select screen mode and number of colours (AGA support). This library may be found in Fred Fish's Public Domain collection. If this library can not be found the standard asl.library (V38+) screen mode requester will be used. WB2.0 (V37) users should update to WB2.1 (V38) or find the newest version of reqtools.library.
3. The Mouse Blanker and Random option is disabled in the DEMO version. BPrefs has subtle priority henderences as well. There is a small window which will "pop" up every ten minutes.
4. There is a "Fonts" directory in the archive that contains a font called rose (pt size 12) that I found PD. It has a lowered baseline so that underscores look "normal". This is the font I use for my Screen Text. It's included for your enjoyment.
5. Watch for MORE blanker modules!

1.13 Writing Custom Modules

1. No detaching from calling process.
 2. Must recognize and handle EDIT/S, PUBSCREEN/K shell parameters.
 3. Load and save preferences from current directory as
"{Executable's_Name}.prefs"
 4. Follow Ctrl-C, Ctrl-D, and Ctrl-E rules as follows:
C ... Exit (Close down and leave!)
D ... Stop Blanking (Wait for C or E)
E ... Resume Blanking (Bring your screen to front. Wait for C or D)
 5. Maintain blanker's screen as the fron most screen during blanking.
 6. Blank mouse pointer, if necessary.
 7. Build "{Executable's_Name}.guide" to be placed in .MAN directory.
 8. Maintain task's priority in preferences program. (Remember CPU!)
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