

BServer

COLLABORATORS

	<i>TITLE :</i> BServer		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		March 1, 2023	

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Chapter 1

BServer

1.1 Bserver documentation

BServer version 1.2
Copyright © 1994 by Stefano Reksten
of 3AM - The Three Amigos !!!

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1.2 Disclaimer

DISCLAIMER

The author is *NOT* responsible for the suitability or accuracy of this documentation and/or the program(s) it describes. Any damage directly or indirectly caused by the use or misuse of this documentation and/or the program(s) it describes is the sole responsibility of the user her/him self

1.3 This is for real!

COPYRIGHT

BServer v1.2, Copyright © 1994 by Stefano Reksten. All rights reserved. This program may be distributed non-commercially only providing that the executable, source code, documentation and copyright notices remain unchanged and are included with the distribution.

The archive should contain the following directories/files:

```
BServerDir/  
  ClientLibraries/  
    bitmap.library  
    client.library  
  Clients/  
    Balls  
    Balls.info  
    BlackScreen  
    BlackScreen.info  
    Clock  
    Clock.info  
    DisplayIFF  
    DisplayIFF.info  
    FadeScreen  
    FadeScreen.info  
    Fireworks  
    Fireworks.info  
    KillDMA  
    KillDMA.info  
    Life  
    Life.info  
    Line  
    Line.info  
    Mandelbrot  
    Mandelbrot.info  
    RastaParrot  
    RastaParrot.info  
    ShutScreen  
    ShutScreen.info  
    StarField  
    StarField.info  
  Docs/  
    BServer.guide  
    BServer.guide.info  
  Sources/  
    clients/  
      Balls.c  
      BlackScreen.c  
      Clock.c
```

```
DisplayIFF.c
FadeScreen.c
Fireworks.c
KillDMA.c
Life.c
Line.c
Mandelbrot.c
RastaParrot.c
ShutScreen.c
StarField.c
include/
  bitmap/
    bitmap.h
    bitmap_pragmas.h
  client.h
  client_pragmas.h
  server.h
lib/
  client.lib
server/
  askfiles.c
  bserver.c
  builtin_blanker.c
  commodity.c
  gadgets.c
  makefile
  modeid.c
  startclients.c
  window.c
BServer
BServer.info
ClientList
ClientList.info
Clients.info
Docs.info
README
README.info
Sources.info
BServerDir.info
```

Of course Fred Fish is allowed to include this program in his library. I know there are other people doing like Fred: they are allowed to distribute BServer if the former conditions are respected.

This program is CARDWARE. If you use it please send
me
a postcard from your
city/country.

1.4 What have we got?

WHAT IS BSERVER?

1) HOW IT WAS BORN

Well, here's a program you can happily live without. It is a screen blanker tha... hey! Wait! Don't delete it immediately! It's NOT a common blanker! Infact, it is a SERVER for other blankers. It was born because of two main reasons: First, I somewhat liked a similar program for another machine: the well-known AfterFart@ for FuckinTrash@ computer family (IS it a computer?), but, luckily, I do not own a similar machine. And second, I'm really bored with the Blanker that comes along with Workbench. So, I thought to code a blanker on my own. But I said, "Maybe other people want to build a blanker, and maybe they're not so good at coding or they're just (like me) too lazy to start reading Includes and AutoDocs. Or maybe they just don't have them, like my friend Luca Viola, who often asks me to lend them to him! >B-(" So I decided to program BServer. This program was made to help people build their own screen blankers.

2) FEATURES (or: how does this program work)

Mainly, BServer does this thing: it blanks the screen if the user does not press any key, move the mouse, insert a disk, and the computer does not pop up any requester. (Everybody says "oooooh" ;-)

But, the magic is the way the screen is blanked. Screen blanking can infact be done by clients. What's a client? It's one of your programs that, having handshaked with BServer, is now blanking and waiting BServer's commands.

At launch time BServer will try to get a file called ClientList. This file must contain a client's name (path is optional) per row. These files will appear in the ListView gadget in BServer window; a blanker will be choosen from this list (randomly or not, it's up to you). You can remove a client from this list with the Kill gadget or add some new with the Add gadget. There is a ListView gadget containing all possible screenmodes you can use. Clients should use the selected one. (At least MY clients do that!)

Popping up BServers window with the hotkey (default: lalt b) will allow you to do all these nice things.

Clients are external programs that will be launched when blanking activity should take place and that will quit when not needed any more; this allows BServer to use a very small amount of RAM.

When a client fails, another one will be choosen (that which comes before the client who failed). This can proceed up to Builtin Blanker.

If you run a client when BServer is active, this will immediately blank the screen.

1.5 What do BServer need?

WHAT DOES BSERVEN NEED?

-
- o Kickstart 2.04.
 - o To make clients work, client.library and for some of them bitmap.library must be present in your LIBS: directory. These files can be found in the ClientLibraries drawer.
 - o Some clients to have fun with!
I included 13 clients; it's up to you to increase their number! If you write some clients and you think they're nice, stupid or crazy enough to
-

be enclosed in this collection just send them to
me
and I will put them
in future releases of this program!

1.6 From CLI...

RUNNING BSERVER FROM CLI

If you want to launch BServer from CLI you should pass him its arguments according to its template that can of course be popped up with 'BServer ?'. The template is: "CX_PRIORITY/K/N,CX_POPUP/S,CX_HOTKEY/K,INACTIVE/S,RANDOM/S,TIMEOUT/N/K,DISPLAY/K,LIST/K".

Here's a brief explanation of the non-standard voices:

INACTIVE: Determines whether BServer should blank the screen or not. Please note that it's different from CX_ACTIVE: this voice just prevents BServer from blanking the screen and nothing else! (Hotkey will still be active to pop up its window.)

RANDOM: Determines if BServer should choose casually from its list of clients. If it's set then its builtin blanker will not be chosen. (That is because it could be annoying to look at a black screen having other nice progs drawing birds or fishes or girls :-) etc...) I decided to provide you with a client named "BlackScreen" that (guess?) pops up only a black screen, just in case you can't live without it. ;-)

TIMEOUT=SECONDS: Determines the amount of time that should pass before our server starts its activity.

DISPLAY=ModeID: Determines the preferred display type; it should be based upon the monitor you've got. Example:
"DISPLAY=NTSC:Super-High Res Laced". Note that the string is locale-sensitive. If you don't use english language you are supposed to type in the localized name of that ID. For an example as I use Italian I should insert THIS tooltip:
"DISPLAY=NTSC:Super-Alta ris. inter."

LIST=filename: The name of the list containing desired clients. This file will be loaded and kept in memory; within its entries the server will choose a file and launch it. Default file is "ClientList".

1.7 From Workbench...

USING BSERVER FROM WORKBENCH

Just double-click on its icon. You can specify the CLI options by writing them in the ToolTypes. (See

RUNNING BSERVER FROM CLI
.)

1.8 What are clients?

CLIENTS

If there is no client in its list, BServer will pop up a dark empty screen until any input activity takes place. But if there is a client waiting, it will be launched and will start blanking the screen itself. When the user presses a key, moves the mouse etc, the client will be told to stop. If you want you can drag BServer in your WBStartup drawer, but don't forget to put in it also a client list (maybe with corrected paths!).

The only clients that accept any parameter by now are DisplayIFF and Clock.

DisplayIFF:

You can specify a PICTURE tooltype, that will contain the name if the ILBM that will be used during screen blanking (loaded only when needed!). Please note that HAM mode is not supported by the bitmap.library scaling routine. Be sure the picture you want to use can be displayed on your machine using your preferred screen mode! (That is, if you haven't got AGA it is useless to try to display a 256 colors picture in high-resolution laced!!! ;-)

One more thing: please DON'T use a very large picture: it will be slow to scale it -> it will be slow to get back to Workbench.

The other tooltype supported is MASK, boolean. That is, it have just to be there. If specified your picture will be blitted using color 0 as transparent.

Clock:

You can specify FONTNAME (with trailing ".font") and FONTHEIGHT. This will be the font used by this blanker.

1.9 How can I write a client?

WRITING CLIENTS

If you decide to write a client you should not worry too much about how to handshake with BServer etc., (all the routines are included in client.lib) but eventually you MUST tell the server you could not perform the required blanking actions (e.g. could not open a screen for low memory conditions).

I have included with the distribution the files needed to write a client: client.h (to be included within a client source) and client.lib (to link with the object). *Detailed instructions can be found within client.h* You can also look at a general client structure in StarField.c, BlackScreen.c, etc.

Many of my clients use bitmap.library, which is Copyright © by me! :-)

But of course you can use it in your blankers (or other progs!). Documents for that can be found within the include files.

The following clients have different authors:

Mandelbrot: Luca Viola and me.

RastaParrot: the RastaParrot concept is © Copyright by Massimo Capanni.

KollDMA: From an idea of Gianluca Marcoccia.

1.10 Once upon a day...

HISTORY:

May 5, 1994 : V1.0 - First release (alpha).

May 27, 1994 : V1.1 - ClientList and DisplayID were added (thanks must go to Luca Viola for the idea), linking libraries were debugged and transformed to shared to reduce clients' size (client.library and bitmap.library).

Nov 25, 1994 : V1.2 - Some bugs removed (thanks to Enforcer, SegTracker and FindHit!). Clients will be launched when needed, not at start time. -> All clients rewritten (shorter!), some BServer routines re-made from scratch.

Nov 27, 1994: "Line" and "KillDMA" client added.

Nov 29, 1994: "Clock" client added.

1.11 Bugs :-)

KNOWN BUGS:

ShutScreen doesn't work well with screen modes different from PAL and NTSC.

I don't exclude there can be some other bugs left. So if you find any bug or something weird or have some brilliant ideas for nice blankers or want to flame me, report something etc., write

me
!

1.12 To do...

TO DO:

o Some other nice clients.

o Realize your ideas!

1.13 That's me!!!

HOW TO CONTACT THE AUTHOR:

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Have fun!!!
