

Dimmer

COLLABORATORS

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

REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
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Contents

| | | |
|----------|---|----------|
| 1 | Dimmer | 1 |
| 1.1 | MBlank 1.22 - Modules/Dimmer | 1 |
| 1.2 | MBlank 1.22 - Modules/Dimmer/Settings | 1 |
| 1.3 | MBlank 1.22 - Modules/Dimmer/Bugs | 2 |
| 1.4 | MBlank 1.22 - Modules/Dimmer/Requirements | 2 |
| 1.5 | MBlank 1.22 - Modules/Dimmer/Introduction | 3 |
| 1.6 | MBlank 1.22 - Modules/Dimmer/Changes | 3 |

Chapter 1

Dimmer

1.1 MBlank 1.22 - Modules/Dimmer

Dimmer.

Introduction...

Requirements...

Settings...

Changes...

Bugs...

1.2 MBlank 1.22 - Modules/Dimmer/Settings

All settings can be set via a settings window or via tooltypes.

- MODE=NICE|BAD
default: BAD

If MODE=NICE, Dimmer.blm will only dim the frontmost screen if it is a public-screen on which it was able to get a lock, otherwise it will exit FALSE, which will cause MBlank to use 'Black-Screen'.

If MODE=BAD, Dimmer.blm will always dim the frontmost screen.

- DIM=number
default: 50

Percentage of dimming. Target brightness is (100-DIM)% of the original brightness, so if you want the palette to become 20% as bright as it is undimmed, you would specify a toolvalue of 80 here.

- STEPSIZE=number
default: 1

This value is subtracted from the current percentage each cycle. The larger this value is, the faster the dimming takes place. For a smooth dim, use 1.

- DELAY=number (only used if graphics.library version 39+)
default: 0 (actual delay=(DELAY+1)/50th sec.)

Delay, in 1/50th of seconds, between two consecutive cycles. Specifying 0 actually means a delay of 1/50 of a second(PAL).

- NOTON=SCREENNAME1|SCREENNAME2|SCREENNAME
default: NONE
note: case-sensitive

To exclude a screen from dimming, specify its public name here. If Dimmer.blm can't find that name in the pubscreen-list it will look at the screen-title, so you can use that too. If even that fails, Dimmer will try to match the screen-font name.

If a screen has a very long name/title, you can use the #? following behind a few first letters of the screen name/title. The first match found causes Dimmer to return FALSE to MBlank, which will use 'Black Screen' instead as a result.

example: NOTON=Work#?|Cyg#?
Dimmer will not dim on screens which names or titles start with 'Work...' or 'Cyg...', Workbench/CygnusED.

If all else fails, use the name of the font the screen uses. I use Scout to get these names from screens that have no pubname or title. For instance, to exclude both PPaint and DPaint from dimming, you could set NOTON=dpaint#?|Personal#?. This ofcourse will exclude ALL screens using those fonts.

note: You can specify as many names as you want, but keep in mind that a tooltype container is only 128 bytes long.

1.3 MBlank 1.22 - Modules/Dimmer/Bugs

- Doesn't work well with HAM screen-modes, the ramped colours don't get dimmed.
- Screens that have a 'child' in front will not get dimmed, only the child, since that's the frontmost screen. (ImageFX1.5)

1.4 MBlank 1.22 - Modules/Dimmer/Requirements

For smooth 24-bit dimming, you need graphics.library version 39 or higher. On systems using versions < 39, the dimming will be in 4-bit precision.

1.5 MBlank 1.22 - Modules/Dimmer/Introduction

Dimmer.blm This module will dim the screen by a user-specified percentage.

Dimmer can operate in two modes. MODE=BAD and MODE=NICE.

The mode can be set via a tooltype in the Dimmer.blm

icon. (Dimmer.blm.info)

See also the

tooltypes

.

Even though this module uses 'illegal' methods, it hasn't caused me and my A1230 III 50 MHz + 4 MB any problems. Read the history for more information.

1.6 MBlank 1.22 - Modules/Dimmer/Changes

Dimmer 1.20:

30-01 +In 24-bit mode, graphics.library v39+, the STEPSIZE is measured in 0.1 percent instead of 1 percent, thus enabling very slow dimming.

Dimmer 1.21:

01-02 +New gadget: 'Mode', 'BAD' or 'NICE'.