

SwazBlanker/Labyrinth

David Swasbrook

Copyright © Copyright(C)1994 David Swasbrook. All Rights Reserved.

COLLABORATORS

	<i>TITLE :</i> SwazBlanker/Labyrinth		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	David Swasbrook	March 1, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1 SwazBlanker/Labyrinth	1
1.1 Labyrinth (08.01.95)	1
1.2 What it actually does...	1
1.3 Configuration preferences...	1
1.4 Bug fixes and updates...	2
1.5 index	2

Chapter 1

SwazBlanker/Labyrinth

1.1 Labyrinth (08.01.95)

```
SWAZBLANKER : Labyrinth
=====

(C) 1992-95 David Swasbrook,
    All Rights Reserved.
```

```
Introduction
What it actually does
```

```
Interface
Configuration preferences
```

```
History
Bug fixes and updates
```

1.2 What it actually does...

```
Labyrinth/Introduction
=====
```

```
This blanker blanks the screen.
```

1.3 Configuration preferences...

```
Labyrinth/Interface
=====
```

```
Save - save and use the current settings.
```

Use - use the current settings.

Test - test the blanker under the current settings

Cancel - cancel all changes.

Cell Size - this sets the width of the Labyrinth corridors.
Default: 8.

Speed - sets how fast the Labyrinth should be solved. Low values are slower, higher values are faster.
Default: 5.

Copper List - if checked then a copper list will be used to change the color of the text. This may not be available for some screen modes and the gadget will be ghosted to indicate this. In the case that the screen mode does not support copper lists or you do not want to use a copper then the text will have the color cycled.
Default: Yes.

Display Mode - the screen mode to use. If the preferred screen cannot be opened then the default screen mode will be tried, if this fails then the minimum screen mode required for this blanker will be tried, if that fails then the blanker will quit and let SwazBlanker choose an alternative blank method.
Default: Hi-Resolution Laced.

1.4 Bug fixes and updates...

Labyrinth/History
=====

`1.0' o Localized

1.5 index

Labyrinth/Index
=====

History
Bug fixes and updates

Interface
Configuration preferences

Introduction
What it actually does

