

# **SwazBlanker/Pyro**

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**COLLABORATORS**

	<i>TITLE :</i> SwazBlanker/Pyro		
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# SwazBlanker/Pyro

### 1.1 Pyro (27.11.94)

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                                SWAZBLANKER : Pyro
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                                Introduction
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```

### 1.2 What it actually does...

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Introduction
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This blanker draws fireworks explosions on the screen.
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### 1.3 Configuration preferences...

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

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Use - use the current settings.

Test - test the blanker under the current settings

Cancel - cancel all changes.

Max Rockets - this sets the maximum number of rockets that may be launched at the same time.  
Default: 5.

Explosion Size - this sets the number of elements that make up the explosion. Large values give nicer looking explosions but do tend to put a bit of a strain on the CPU.  
Default: 100.

Duration - this sets how long the explosions last on screen. Low values are for short period, high values for longer periods.  
Default: 100.

Release Rate - this sets how fast the rockets are released. Low values result in a slow release rate, high values mean a faster release rate.  
Default: 4.

Big Dots - if this is selected then the graphic pixels used to draw the rockets and explosions will be four times the normal size.  
Default: On.

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: Lo-Resolution, 8 Colors.

## 1.4 Bug fixes and updates...

History  
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None at the moment.

## 1.5 index

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Index

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