

SwazBlanker/Interference

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COLLABORATORS

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REVISION HISTORY

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Chapter 1

SwazBlanker/Interference

1.1 Interference (23.08.95)

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SWAZBLANKER : Interference
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```

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```

Introduction	What it actually does
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1.2 What it actually does...

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Interference/Introduction
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```

This blanker draws figures that contain random fractals called "iterated function systems". Interference uses FFP numbers, and a probability distribution to minimize the probability of recalculating the same point over and over again.

1.3 Configuration preferences...

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Interference/Interface
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Save - save and use the current settings.

Use - use the current settings.

Test - test the blanker under the current settings

Cancel - cancel all changes.

Pools - number of wave sources.
Default: 3.

Wavelength - how big the Interference of each pool are.
Default: 60.

Color Gradient - set level for incrementing the color palette.
Low values give smoother color transitions, real low values
are best used in conjunction with a screen mode supporting
24 bit color.
Default: Varies depending on the default screen mode.

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: Screen with best depth and color palette.

1.4 Bug fixes and updates...

Interference/History
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'1.0' o Based on code written by Marzio De Biasi.

1.5 index

Interference/Index
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