

SnowSaver 1.1b2

Description:

This is a Cocoa OpenGL screensaver. It's modeled on the pretty falling snowflakes animation that Apple have been running on an iMac in the window of the local Apple store. (Theirs is actually a QuickTime movie, and not available to customers. People have asked.)

This software should run on Mac OS X 10.1.5 or later. I don't have Jaguar (10.2), so I can't guarantee compatibility, but those who have tried it tell me it works.

The screensaver was written by mathew <meta@pobox.com>. Snow textures and icons were created by Scoo Multimedia <URL:http://www.scoo.com/>

How to install it:

Drag the SnowSaver file into the Screensavers folder inside the Library folder in your home directory.

Bugs I know about (you don't need to report these):

- If you have multiple monitors, the snowflake textures may not display on all of them. No idea about this one, and since I don't have a multiple monitor setup it's kinda hard for me to debug. There are some changes in this version which may have incidentally fixed the problem.

Possible improvements to come:

- A GPL release of the source code, once I've tidied it up a bit.

Things I won't be doing:

- Snow on top of your desktop. I think Snö already has that covered; you can download it from <URL:http://www.ittpoi.com/sno.html>. Alternatively, if you have Jaguar you can run SnowSaver on the desktop behind your windows.
- Shareware registration and annoying alert boxes. C'mon, who's gonna go through all that hassle for a screensaver?

Licensing:

This is free software. You're welcome to buy me gifts or send me money if you want to encourage me to release more screensavers (or the source code to this one). I already have a couple more ideas for screensavers, but I also have a dozen other projects to spend my time on...

Contact:

Developer:

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<URL:http://www.pobox.com/~meta/> for my web pages and journal.

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Copyright:

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Please do not redistribute this software; instead, tell people where they can download their own copy.

<URL:http://meta.ATH0.com/software/> is a good choice if you don't want to point people at (say) MacUpdate.

Change history:

1.1b2:

Fixed the "textures disappearing after leaving full screen preview" bug; it turns out startAnimation may get called multiple times during the life of a screensaver process.

Added support for multiple snowflake textures.

Texture code changes may also help with the "multiple monitors" bug, but I don't have a setup to test with.

Added support for snowflake resizing.

Added nice snowflake textures and custom icon provided by Scott.

Switched to properly-ordered snowflake rasterization. Wow, it *does* look better.

1.1b1:

Added preferences sheet, load/save of defaults.

Gave the thing a proper bundle/Info.plist.

Switched to older StuffIt compression for distribution.

1.0 (not released):

Added depth fogging, otherwise identical to 1.0b2/1.0rc.

1.0b1->1.0b2:

Removed console debug logging.

Blurred the snowflake texture slightly.

Fixed a crashing problem apparently caused by OS X calling the animate methods before telling the screensaver to initialize OpenGL. (I don't remember seeing that one in the documentation.)

Corrected the sky color to an aqua blue closer to the Apple demo.