Dark Side of the Mac
version 2.5

by Tom Dowdy

Introduction
DarkSide is a screen saver application for Macintosh computers that run MultiFinder. It runs in the background and has an expandable set of “blackouts” or “Faders” which you can select from.

Special note to users of old versions (before 2.1)
Please take a look at the release notes for this version, as well any any new faders you haven't looked at before. You never know when you'll find a “new” one that you'll like better than your old ones. In addition, 2.1 introduces some changes in the shell, so faders in this version will **not** work with older versions of DarkSide - be sure to upgrade DarkSide along with your faders! Old faders, however, should work just fine with the new DarkSide if you have written any of your own.

Setting up DarkSide…
I usually set DarkSide up as one of my Startup applications (via the SetStartup command for users of 6.0.x). You can also simply run the program. Once DarkSide is running, you should select a screen fader that you would like to use. Use the “Choose Fader…” menu item to do this. (You can also double-click on a Fader from the Finder to select it, either before or after running DarkSide) You can control the options with the “DarkSide Settings…” menu item. Most faders also have their own settings to allow you to customize them. This is found in the “Fader Settings…” menu item. That's all there is to it. All settings within DarkSide and the faders are saved between runs of the program – so you should only need to set up DarkSide once.

Fading right away
A quick way to take a look at all of the faders is to double click on one of them and then command-F (Fade Now) to glance at it, then move on and double click on the next one. Note that there is a 2 second delay from when you move the mouse into the Fade Now corner and when the fade occurs. This is on purpose to avoid conflicts with INITs such as OnCue.

Random fading
You can set DarkSide to randomly choose between faders within the same folder as your selected fader. Do this by choosing “Randomly choose a fader” from within the DarkSide Settings dialog. Note that this will only take effect when you say “Fade Now…” or use the fade now corner, and not if you just let DarkSide fade automatically. This is due to a limitation in 6.0.x MultiFinder – I chose to place this limit rather than not implement the feature at all.

Special note to users of System 7
The easiest way to make DarkSide run every time you turn on your Mac is to make an alias of the application and place it into your Startup Items folder in your System Folder. A future version of DarkSide will likely be 7.0 dependant, while providing lots of neat features for users of 7.0.

Coming back from a fadeout…
You can bring you Mac back from a fadeout by moving the mouse, typing on the keyboard, pressing any modifier keys, or inserting a disk. I recommend that you keep the time before fade value above 5 minutes or so for best performance.

About the faders…
These faders are small, standalone applications that perform some kind of animation when you Macintosh is not in use. In theory, any screen saver that works by a similar launching mechanism (including Lunarmobiscuit's Blackout screen saver) will work with these faders. I've tried to include enough kinds of faders to cover everyone's favorites. If you have one that isn't here, let me know. As far as I know, these run on all Macintosh computers to date (that support the required level of ROM and System). If you have trouble with any of them, please let me know (almost always the bugs are with the Faders, and not with DarkSide itself). Most of these are designed to give up a good amount of background time under MultiFinder for those of you who leave compiles or other time consuming tasks running in the background. As a result of this, they shouldn't interfere with background tasks such as printing or downloads.

Listed in the order in which they were added:

Invert
Invert is a rather annoying little blackout that I wrote mostly so that I could test my shell application. Some like to use it with a large timeout value to let them know they haven't done anything for a while. The Settings do allow you to turn off the inversion if you would just like to use a fader that blacks the screen.

BounceBox
This is inspired by an old screen saver I used to use that bounced a box around the screen. Doesn't take up much computing power and isn't too annoying. You can choose between a framed box and a filled in box.

Rain
I saw this on a co-workers screen exactly once and figured that I could duplicate it. Wrote it in 15 minutes after a Christmas party. Looks sort of like raindrops falling on a pond. The settings allow you to set the number of raindrops, from a light drizzle, to a real downpour, as well as choosing a small set of colors, a wider range, or none at all (which I personally like best).

Galaxy
The code for these spiral starburst patterns comes from one of my co-workers. Random locations and colors are generated. This is now much faster so you may use it on 68000 class machines with ease. The settings allow you to control the maximum size of the Galaxy bursts.

Clock
Everyone likes clocks as screen savers, or at least you would think so by the number of them that are out there. This one is pretty simple, but looks nice and clean. Settings allow you to specify if you would like a second hand or not, and if you wish to have tick marks on the hours or not, and if you like seeing the circle that represents the clockface.

Moire
Once again this is one of those screen savers that seems to be everywhere, but I personally never liked that much. This is a simple bouncing line that changes color every few moves. I do have to admit that I like it on small screen slower machines, such as a Mac Plus. You can control the number of lines, and how often the lines will change colors. In addition, the selection of the complex shapes option will cause the Moire pattern to use rectangles and ovals in addition to lines.

Stars
Another classic, this one was written in another 20 minute dash after a holiday party. Wasn't it Hemingway who drank to write? Pretty simple, but fun. The settings allow you to control the number of stars which will appear.

String
This one lets you enter a string of text at the start of the blackout, which will be displayed. Good for leaving a message on your machine while you are out at a meeting. The text is remembered across runs, and if you don't enter a text in 30 seconds, the old one will be used. I use this on my main machine so people know if I am out to lunch, or just wandering around the floor. You can in addition set the string from the settings menu item. The settings dialog also allows you to specify a font and size to use for the text display.

Fireworks
Pyro! is a popular commercial screen saver, but I never thought that the fireworks looked all that real. This one uses gravity to achieve the burst effect as well as the trail of the rocket. I've fixed the speed for this version, and the fireworks are more likely to end up on the screen now. The settings allow you to choose between multi-color fireworks and single color ones. Maybe it isn't all that real – but I think it looks nice anyway.

ZoomRect
Stealing the "ZoomRect" code from DTS here at Apple resulted in this pretty interesting and low CPU power blackout. The settings allow you to choose the number of steps the zooming process will take.

LEDs
Only fun on an Apple Extended Keyboard, this blackout will simply make your screen black, but the LEDs on the keyboard will cycle from left to right or right to left, your choice. Runs cleanly on all other keyboards, but isn't too exciting. If you like a totally black screen, this one is also for you. Settings allow you to control the direction and speed of the LEDs.

Recycles
This little blackout is one that I wrote for the Apple Recycles program. (and they didn't even give me a coffee cup!) It just toggles between the two pictures. Neat as it is, you might also change the two PICTs in the program to those of your own choosing by using ResEdit. Be aware that with larger PICTs you might also need to increase the SIZE resource. The settings allow you to select one, two, or both pictures for display.

Puzzle
This little gem splits the main screen up into lots of little pieces and shuffles them around. Cute. Not much of a screen **saver** really, but kind of fun. Sam Weiss told me to do this one, and it actually turned out to be pretty popular in our group. The settings control the thickness of the separator lines. You can make the lines disappear, or be very large.

Boids
Keith McGreggor is thanked for this implementation of "flock behavior," which is a rather CPU intensive guy, but it looks neat. Based on something from the ACM, no doubt. You can set the number of boids that will appear.

Kaleidoscope
A really fun one, it is only super interesting on Color QuickDraw machines, but it does work on all machines. Alan Mimms did this one in his "spare" time. The settings allow

you to choose between lines, rectangles, and ovals. The ovals can be very slow, but look rather nice.

Globes
This one draws kinda 3D looking globes on the screen in lots of neat colors. Works on black and white machines as well. The settings control the maximum number of globes that will be drawn before the screen is cleared, as well as the maximum and minimum size of the globes.

LostInSpace
This fader from Alan Mimms reminds me of the opening graphics from Lost In Space. LostInSpace can also do palette animation on color machines. Alan seems partial to faders that goof around with Palettes. I expect that this is because after all of the time he spent figuring out how to use the palette manager, he wants to show off. The settings allow you to choose between the animating and non-animating versions of the LostInSpace fader.

Ico
Ico is a famous idle process that you will often see running on people's machines who use the X Window System. Alan Mimms converted the code over to run as a screen fader, and I later removed the dependencies on having a FPU, color, and a 32 bit QuickDraw machine. I use Fixed point math to get decent speed on all machines. Runs pretty well now on all machines, although I could probably speed it up some more in the future. Ico likes to pig up your CPU time a great deal, so it may not be a good choice for development machines. The settings allow you to specify that a wire frame version be drawn, even on color machines. This results in faster execution.

Snowblower
I was interested in a particle simulation written by Gavin Miller of the Apple ATG Graphics group. The code I borrowed from him shares little in common with the code I use in this fader, except for inspiration. I sped his basic code up by a factor of 3 and then tweaked it to run with decent speed on a Macintosh class machine (Gavin spends his days playing with Irises. The Mac just can't compete with raw graphics hardware). Then I threw out calculations that were taking too long, and reduced the complexity to the point where I got some decent looking things out on the screen. The speed of this version is still too slow for machines less than a Mac II. However, Snowblower will run on them if you really wish to see what this fader is all about. I'll just say that this reminds me of winters before I had the sense to move to California. The settings allow you to control the number of particles that will appear. Smaller settings result in faster execution, but larger settings result in a nicer pack of snow.

Munch
This algorithm comes from MIT and the late 60's. Those of you who play around with X will again recognize this one. Thanks to Jack Palevich for telling me the algorithm. You can specify a munch square that is a single color, or multiple colors. The effects are quite different.

RunRun
This is one of those “lava-lamp” style screen savers. It uses a similar algorithm to Flowfazer (I think), which I derived from the 'ol Halliday and Resnick Physics book. The basic equation is that of a charge field between point charges. I smooshed up the equations a tad, resulting in slightly faster computation with more interesting results. This fader generates new patterns (and random color ramps, 4 different kinds) every 4 minutes. Works best on 8 bit color displays, although 4 bit is okay. Any other depth (or black&white machines) will just paint a black screen. It will run on the first 8 bit screen it can find on your machine, even if it isn't the main device. Generates two

patterns - one is a more accurate charge map (Circle), and one is an approximation (Starburst). The approximation results in neat looking pointy lines - Rob Johnson is thanked for the formula for distance approximations. You can control through the settings which of the patterns and colors will appear. RunRun will choose at random between those which you like.

Zap
A recursive algorithm for drawing lightning-like jagged lines. One of those standard graphics things you read about. The trick is tweaking up the constants so that you get something that doesn't look like an HFS tree structure (my girlfriend said it looked like dill weed hanging upside down - I guess that makes me a geek.) You can control how jagged the lightning bolts are with the settings.

City
This fader draws a city skyline, and slowly begins to turn out the lights. After 5 minutes, the city is redrawn. The settings allow you to turn on and off each of the portions of the city skyline.

Channel3
This fader shows you what happens if you leave your TV set tuned to channel 3 all night long. The fader will switch between all of your available monitors. If you have the “Use color” check box selected, then on color monitors you will see some attractive color animation. If you do not have it checked then you will get fast black and white static on those color monitors. On black and white machines, this checkbox has no effect. Hardie Tankersley is thanked for challenging me to write this one, and helping me with some speed up ideas. The settings allow you to turn on and off the sound that goes along with this fader. If you are in an office, I recommend that you keep sounds turned off.

Rug
Alan Mimms has done it again with this Oriental Rug looking fader. Moves from screen to screen on your Mac, and it has 3 styles of rugs, lines, dots, and ovals. A really nice job because it is so simple, yet looks very nice.

Trig
This fader draws interesting spirographic patterns on the screen by the use of some simple high school trig. It's just x = r * cos(angle) and y = r * sin(angle), folks! But it sure does look pretty, doesn't it? The program randomly generates new deltas for the radius and angle increases, which is what results in the neat patterns. Be sure to try all of the end cases of the settings. I like 4 or 5 points and a very long trail. Thanks to Scott Jenson for suggesting that he would use my screen saver if only I wrote this one (he probably isn't, you can never trust those Human Interface people…).

Hieroglyphics
This fader based on an idea from Alan Mimms draws cartoon-y characters on top of one another in color to generate interesting looking characters. Try it out and see. You can set the number of characters that are drawn. Requires Symbol, Cairo, and Mobile fonts. You can use ResEdit to edit the fonts which are used if you are really interested in that sort of thing.

Earth
Another fader from the spare time of Alan Mimms, this bounces a picture of the earth around the screen. You can control the speed of the earth's rotation as well.

Kaos
Kaos draws “cloudlike” pictures in color using an interative fractal algorithm. This

fader comes to you thanks to Reinoud Lamberts, and I recommend you check out his excellent “Kaos” program which is available on Usenet and other places. Reinoud was nice enough to send me the algorithm he used, and I took some time speeding it up and making it use a bit less memory – actually the final code isn't related very much to his, but the algorithm is. However, this fader still will only work on machines with 32 bit Color QuickDraw – sorry all of you Plus and Classic owners! Kaos renders its data into an offscreen area, finally moving it onto the screen once the image has darkened enough. Kaos continues darkening the image and displaying it to you until either a timer expires (3 minutes) or an element of the image becomes fully intense. Unless you select otherwise in the settings dialog, you will see a small dot moving from the bottom of the screen to the top – this is a “progress” indicator to let you know how far away the first image will be. It takes about 15 seconds to generate the first picture on a Mac II class machine. This fader needs a good deal of RAM and a large amount of CPU – so this fader isn't a good one to leave running if you are doing background printing, downloads, or compiles at the same time. The current SIZE resource within in the fader provides enough RAM for a standard Apple RGB monitor to be rendered at half resolution. You may lower this value (which will result in a chunkier image) or increase it (which will result in a slightly smoother image) via ResEdit. Those of you with 32 bit displays will find you can actually decrease it a great deal (probably to around 40 or 50 K) because 32 bit displays do not require the large offscreen rendering area that 8 bit displays do.

Searchlight
This fader makes it look like searchlights are scanning across your Mac desktop. You control the number, size, and speed of the searchlights. Runs in color on color machines. You can decrease the RAM and still get a black and white representation of the desktop – reducing RAM even more will get you a pure white series of searchlights.

VaseDance
Charlie Reiman wrote this great fader that draws smooth vase-like objects that can also create some fantastic line reflection patterns. Be sure to try out various options for this fader because you can produce some very different results with just a few changes.

Kitten
A kitten chases a ball of string around the screen. Kenji Gotoh’s excellent freeware “Neko” desk accessory is the source of the kitten icons. You can control how lazy your kitty is – low numbers make him hyperactive, high ones make him not care too much about the ball.

If you have trouble
If you find that a particular fader is giving you trouble, you might want to try increasing the SIZE resource using ResEdit. This is often the case if you are running lots of INITs that take up memory. I have done my best to figure out the correct size for each fader, however, I can't test them all on all machines. If you find that increasing the SIZE resource fixes your problem, I would appreciate you letting me know so that newer versions of DarkSide will not cause the same trouble for you and others.

Thanks
Special thanks go to Lunarmobiscuit from CMU for the original blackout launching screen saver (he and I exchanged a set of e-mails that led to the idea of sub-launching to force the fader to the front). Daniel Lipton is thanked for the Galaxy math function, which I modified for speed and size, it became the first fader that I didn't write. Thanks to somebody on the net who asked me to write the LEDs screen saver.

Thanks to all of those who asked me for a new version with a nicer user interface. Thanks to all (mentioned above) who either wrote new faders, or inspired me to write new ones for them. And of course, thanks to all of the folks who have reported bugs or feature requests.

Technical Info
Most of these blackouts were written over my Christmas break 1989. I wrote them using MPW version 3.1. They were written in C. The code and shell is all of my own design and construction. The main section of DarkSide was written on Feb 20, 1990. The faders were worked on and improved over time and more were added as people submitted new ideas. This code patches no part of the Macintosh operating system and as far as I know is clean and runs on all systems, including A/UX.

Requirements
DarkSide does require MultiFinder and 128K ROMs. (Actually, it will run without MultiFinder, but it isn't as useful) System 6.0.x or greater is suggested, and 32-bit QuickDraw will give you faster drawing for some of the faders on color machines. For users of color machines, I strongly recommend 6.0.5 or higher and 32-bit QuickDraw. DarkSide works with System 7.

Technical Philosophy
Patching out half of the Macintosh operating system for some silly little utility such as a screen saver is really a crime. MultiFinder is perfectly capable of doing this task for you in a clean way. This code was written to be clean and follow as many rules as I was able. The two minor things I do that aren't totally perfect are use of the _Launch trap for starting the fade process, and some window manager fiddling to get the menu bar to be erased. The cleaner you are, the more systems your program will run on and the less time you will spend mucking with it to make it run in the future. (I spend my time mucking with this to make it more fun and better, not to fix things because of system revs). Remember, it's much more fun to add features than to fix bugs!

Known problems
The only problem that I know of is related to notification manager, and INITs that place dialog boxes on top of things (such as SmartAlarms™). There is no way for the fader to tell that these things happen and thus the dialog boxes will appear on top of the fader and will stay there until dismissed. If anyone has any ideas how to prevent this or even detect it (without patching out things) let me know.

Change history
2.5 - Left out the Kitten documentation. Bug in VaseDance on 1 bit color displays. Top Left didn’t behave well as a “fade now” corner.

2.4 - DarkSide sometimes would display the incorrect cursor. Bug in some setup dialogs. Fixed String vs Suitcase bug at the expense of a slightly ulgy pop up. Increased heap size for RunRun (very wide monitor bug fixed here). Globes is now finally fixed, and really nice on black and white machines. Centered about box, added color icon to about box. Earth now rotates the correct direction. Fixed disk inserted errors with uninitialized disks. Added the Searchlight fader. Added the Randomizer. Added the VaseDance fader. Added the Kitten fader.

2.3 - Lotsa changes – thanks to all for bug reports! Bug in Trig and Moire setup dialogs caused one of the numbers not to appear at first. Caps Lock and Command keys didn't play very well together within all faders, and also prevented the Fade Now corner from working properly. Clock now has an option not to draw the circle. Fixed a bug in Clock that could cause the second hand to “run backwards” for a second, and reduced the time prior to waking up from the fade. Fixed several of the faders which

failed on various machines due to running out of memory by increasing their sizes. Snowblower now doesn't lose snow off of the top, added a red snowblower. Added code to shell to handle updates of portions of the window when covered with dialogs, and to try to make sure color tables are restored during the exit process – these two fix problems with Remember! and non-32 bit Color QuickDraw machines. Removed symbols from code, reducing size, although this makes it more difficult to you folks with Macsbug to help me find bugs – the price of progress I suppose. RunRun uses more control points now for some more interesting looking pictures. RunRun is also now much cleaner than it was before and thus should work on a more wide class of machines and with the MaxApplZoom INIT (although I am unable to test this). Updated the copyright notice for the new year. Small additions to the shell. Corrected the icons. Fixed wire frame on Ico not to be in gray scale. Added Kaos fader, check it out, man! Fade Now corner should be more responsive, and you should see less fades when you aren't supposed to. Some faders had trouble on non-color machines. Recycles went through the pictures too fast. DarkSide flushes volumes now, before under some strange cases your settings might not be remembered.

2.2 - The blackout shell caused some trouble with very large setup dialogs and very small screens. Fix to some versions of string which would crash when notifications came through.

2.1 - Converted to MPW 3.2 (slight speed increase in some faders). Trig is more random than before, and has a “color screen only” option. Three new utilities in the fader shell. All dialogs are now centered over the upper third of the screen. String now has a nicer looking dialog, and deals correctly with long text strings, in addition to providing the ability to specify a font and size to use via pop up menus. Added the Hieroglyphics and Earth faders. Sometimes DarkSide would fade when scrolling through a long document, with the mouse button held down, but not moving the mouse. This has been fixed. Faders also now let Notification Manager show through in the menu bar. Dialogs now don't “flash” as they come up.

2.0.5 - Snowblower crashed on 68000 machines due to a stupid bug. Channel3 now has more interesting things to show (and tell) you. Boids also had a silly bug in it where if you selected more than 20 Boids for display and left the fader running for a long time, some of them would disappear, this should be fixed now. Added Trig fader. This was the first Usenet release of DarkSide.

2.0.4 - Bumped up the memory just a tad. This was needed due to how tight RAM was getting on some faders. Especially helpful in 32 bit heaps such as A/UX. You can reduce the size of DarkSide itself via the Finder if you like, and the faders via ResEdit. I f you have enough RAM, I recommend leaving them where they are. RunRun now does a SwapMMUMode before attempting to write to the video card, helpful for cards that run in 32 bit mode. Added the Channel3 & Rug faders.

2.0.3 - Fixed a stupid bug in RunRun that prevented it from working on 4 bit displays. It still doesn't look great, but at least it works now. Also, RunRun now gives up time during the “fade down” process and will stop during this if you move the mouse. LostInSpace on 1 bit color QD machines did nothing, this is now fixed. All of the faders had a bug where they would un-fade if any modifier keys were held down at the time of fading. This was especially annoying if you used command-F to fade the screen and didn't take your finger off of the command key fast enough. The faders now see which modifier keys you have down at the time of fade and un-fade only when they see that you have removed your hand from them and re-pressed them. (Whew! Took more lines to *explain* that than it did to fix in the source code!) Snowblower fixed on non-32 bit color QD machines, at the expense of needing more RAM now. But it also runs faster on multi-bit displays. The Select Fader dialog is now

centered. Faders have been re-done with more flexible speed options and smaller RAM footprints with some clever suggestions from Chuck Reiman.

2.0.2 - Moire now has an option for more complex shapes. The LEDs fader now has a rate control so the LEDs can flash either fast or slow, depending on which you like better. DarkSide's size is down to 24K again. Some users may need to bump this up when using some faders, however, in general less memory is used now notably when bringing up the settings dialogs. If you do find yourself in a low memory situation, please let me know what your system configuration is like and what you were doing at the time.

2.0.1 - Fix to randomness of the Puzzle fader - most noted on larger monitors. Also, the fader will not kick in when you are only typing in the foreground application. This is most noted by Unix™ people who spend the entire day in their terminal emulator. Added version number to about box.

2.0 - Added the ability for each fader to have its own settings. Changes to most of the faders to support this feature and give them new abilities. RunRun is on the order of 4X faster drawing the screen. Many minor improvements to faders. Added City fader. Fixes for Ico and Snowblower on 7.0 machines. Removed LostInSpaceII as it has been combined into LostInSpace via a settings dialog.

1.0.8 - RunRun made even neater and faster. LostInSpace and LostInSpaceII bug fixes for 4 bit monitors. Fix for Snowblower on b&w QuickDraw machines. Size of DarkSide is up to 26K to avoid some bad low memory situations. Added Zap fader. Globes is a bit weird in this release, but will be fixed in the next one.

1.0.7 - Bug fix for String which would cause the string to get clipped at the top sometimes. DarkSide won't fade if it doesn't get called within 4 seconds. This will keep it from fading right after a backup, or during CPU intensive tasks (happy now, Ron?). The “Fade Now” corner now has a built-in 2 second delay prior to fading. Added Snowblower, Munch, and RunRun faders.

1.0.6 - Cranked down size of DarkSide to 22K. Added version info at Jim Kateley's request. Funny bug in Ico fixed that would cause the shape to get messed up after running for a long time.

1.0.5 - Added the Ico fader. Smoothed out the Stars fader. Changes to the fader shell to make MPW happier and reduce memory requirements, thus giving the faders themselves a bit more elbow room.

1.0.4 - Galaxy is MUCH faster now due to fixed point math and some smarter MultiFinder things. Also has nicer colors on color machines. Sped up Rain a bit, most noticeable on slower machines.

1.0.3 - Bug fix for Boids on non-color machines. Added LostInSpace and LostInSpaceII faders. Updated Kaleidoscope to use the blackout shell for additional compatibility in the future. Globes is now *slightly* more interesting on a black and white machine.

1.0.2 - This version fixes some more minor things my fader shell. Globes fader added. Cancel button and Enter support added to String fader. Puzzle now gives up more time and can be stopped in mid-fade. Volume name is now saved instead of vRefNum, should be better for people with multiple hard disks and/or AppleShare volumes.

1.01 - This version fixes a bug with the fade now/fade never corners that made some combinations of them not work. The Random numbers used in the faders now generate more random displays. Faders that should keep things on a single screen (such as Recycles and String) now do so. Set the bit in the 'SIZE' resource that tells A/UX that this application is 32 bit compatible. Some internal changes to the faders that shouldn't be externally visible. Increased idle time to take up less CPU time, most notably under A/UX.

1.0 - First version released

Restrictions
DarkSide and these blackouts are freeware and can be given away, but not sold or included in any product which is sold for profit without first talking to me (this means commercial compilations of freeware and shareware that are sold for profit such as **EDUCORP** may *not* include DarkSide without first talking to me). User groups such as BCS, BMUG and SMUG may include this on their PD-ROM disks because they only charge their members distribution fees, and do not make a profit on the disks themselves. Commercial Services such as CompuServe, Dephi, GEnie and the like may post DarkSide. BBS systems that do not charge on a “per download” basis may also include DarkSide. The pattern here is simple: I am giving this away, so I don't want you making money off of it! I, Tom Dowdy, retain all rights to these blackouts and the DarkSide program. You must include this documentation and the entire folder of Faders, if you choose to distribute.

If you like DarkSide and these blackouts, drop me a card and tell me. Hearing from people who use my programs is much more rewarding than money. Once got a phone call from Tasmania!

If you are a programmer who would like to create your own Fader, source code to my fader shell (written in MPW C) is provided in the folder FaderShell. Sorry, but source code to the existing faders is not available. If you send me the source to your fader, I will include it in newer releases (probably tweaked up by me, because I just can't resist things like that).

Thanks to all who have written in the past,
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7/26/91

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