

Twilight II

The Ultimate Screen Saver For Your Apple IIGS

DigiSoft Innovations

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Twilight II

Thank you very much for your purchase of Twilight II™, the ultimate Apple IIGS® screen saver! Don't forget to mail in the enclosed registration form so we can notify you of future versions of Twilight II as they become available.

Twilight II safeguards your valuable monitor from phosphor burn-in, an irreversible condition that occurs when the same image has been left onscreen for so long that it becomes permanently etched into the monitor glass. Twilight II presents an elegant solution to this problem, automatically protecting your screen, by changing the image being displayed in many different selectable ways after you do not interact with the computer for a specified amount of time.

Twilight II works with all GS/OS desktop programs (such as the Finder, AppleWorks GS, GraphicWriter III, Platinum Paint, and many others); program switchers such as The Manager and Switch-It!; all text screen-based programs (such as ProDOS 8 gems like AppleWorks Classic and ProTerm 3, and GS/OS text-based programs like America Online); and also with other programs such as Publish-It!

Our goal is to make the best featured screen saver possible, enabling you to use your computer more productively. Twilight II has been in the making for over two years and represents an enormous amount of effort of many different people. In making this quality product available at a reasonable price without copy-protection, we hope that you will be supportive of our efforts by not giving copies of Twilight II to your friends and family, or distributing copies electronically via modem or other means. By supporting us, we will best be able to continue to support you and your computer well into the nineties.

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About DigiSoft Innovations

Quality Software Without Copy Protection

DYA, which originally stood for "Digital Youth Alliance," was founded in January 1990 to join the efforts of several people to create quality programs for the Apple IIGS. Presently, DYA has faded to two members busily trying to complete their educations.

DigiSoft Innovations is a small business formed in January 1992 by DYA, to handle marketing, distribution, and promotion of new DYA products, the first of which is Twilight II. We are a group of die hard Apple II hacker-enthusiasts who love expanding the known 'limits' of the Apple IIGS in the fields of animation, sound, education, entertainment, and productivity. We strive to create high quality products at modest prices. But producing quality programs requires much time, and if we cannot make enough money to make it worthwhile enough to continue pouring so much time and effort into the Apple IIGS, then our remaining efforts will be severely limited. Please support our efforts by not allowing your friends and family to copy this software.

Reaching Us

If you have any questions, comments, or suggestions for improving Twilight II; or would like information on other DYA programs, please contact us! We welcome your feedback and ideas.

Be sure to complete and return the enclosed registration form so we can best serve and support you and be able to notify you of future versions of Twilight II and other products from DigiSoft Innovations, as they are released.

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Starting Out

Before attempting to use Twilight II, please at least glance through this section first so that Twilight II is installed properly and you have a general idea of what is happening. This will save you much time in the long run.

Twilight II employs the concept of screen saver modules. When it is time to blank the screen so that burn-in does not occur, in a GS/OS™ desktop based program Twilight II will use the currently selected module (or a randomly selected module if random mode is activated.) Each module is responsible for the effect performed when the screen is blanked (e.g. Fireworks, Mountains, Snow, etc.)

It is your choice which modules you want to install – if you want to install them all, or install some or none of them. If you choose to install no modules, however, the screen will always be made pitch black when it is time to blank and no special effects or animations will be possible. The only advantage to not installing all the modules is that Twilight II will take up less space on disk.

Twilight II also is able to run all Phantasm effects through a Twilight II module called Phantom. If you are a Signature GS owner upgrading to Twilight II, you can still use all your old effects!



Vital Information

Manual Terminology and Conventions

Keys on the keyboard are referenced in *italics* by the name printed on them (e.g. *Shift*, *Option*, *J*, etc.) The *Open-Apple* key is referred to as the *Command* key.

Names of disks, files and directories (folders) on disk are printed in *italics*.

Keyboard equivalents, where available, for controls and buttons on screen are listed to the right of the titles of the controls.

Steps to follow are indented and numbered. For example:

- ❶ Purchase Twilight II.
- ❷ Use the Installer for easy installation onto your system.
- ❸ Never worry about screen burn-in!

❖ *Note*: Important or special information appears in notes such as this.

Requirements

To use Twilight II you need:

- An Apple IIgs
- System 6
- Two 3.5" floppy drives or one 3.5" drive and a hard disk drive.
- A minimum of 100k RAM free for use by Twilight II. (A good indication of how much free memory you have available can be obtained by selecting "About the Finder..." and noting the display of available memory.)

While 1.125 megabytes of memory might suffice on a stripped down system, to best use Twilight II, 1.5 megabytes of memory or more is recommended. The more desk accessories, inits, control panels, and system sounds you use, the less free memory will be available for use by Twilight II.

Installing Twilight II

Module Concept Overview

For a module to show up in the available module list when the Twilight II control panel is opened, it must be present in the *Twilight* folder, which must be located in the same directory as the *Twilight.II* control panel. The Installer scripts take care of all this for you, while allowing you to customize the installation to your particular setup and tastes. After initial installation, should you decide you wish to delete a module, all you have to do is use a utility program such as the Finder to delete the appropriate module in the *Twilight* folder.

Before You Go On ...

Before installing and using Twilight II, you should read and understand the manual addendum included with Twilight II. It contains important last minute information about Twilight II that came up after this manual went to print. Also, make sure you fill out and return the warranty registration form, also included.

Installation Options

There are several different ways in which you can install Twilight II. Each installation option is controlled by an Installer script. Which script to choose depends mainly on your hardware setup. Apple IIGS System 6 must be installed beforehand. If you do not install Twilight II on your startup (boot) disk, then Twilight II will not automatically be installed every time you start your computer.

- ❖ *Note:* Twilight II is shipped on two disks, *T2.Install* and *T2.Extras*. Make sure you have both disks on hand during installation.

Twilight II (startup disk)

If you have a hard drive with System 6 installed and enough free disk space (about 1.3 megabytes), we recommend this script be used. The selected disk must be a startup disk. Technically, this script does the following: ("*" represents the volume name of the boot disk that you have selected)

- the *Twilight II* screen saver control panel is copied to the **:System:CDevs* folder
- all the Twilight II effect modules are copied to a new **:System:CDevs:Twilight* folder; where separate sound and no-sound versions of a module exist, the module with sound is copied
- the Twilight II Finder icons are copied to the **:Icons* folder
- the Twilight II Clock Font, used by default in the Clock module, is copied to the **:System:Fonts* folder
- the Twilight II YouDrawIt! module's included animation template files (ATF's) are copied to the **:System:CDevs:Twilight:YDI.Animations* folder
- all included freeware effects for use with the Phantom module are copied to the **:System:CDevs:Twilight:Phantom.Effects* folder

Twilight II (any location)

This script is very similar to the above one, except that most files are copied to a folder you specify. You should use this script if you don't have enough room on your boot disk, or if you do not want Twilight II to be automatically installed every time you boot your computer. This script technically does the following:

- the *Twilight II* screen saver control panel is copied to the folder you have selected
- all the Twilight II effect modules are copied to the *Twilight* folder which is created in the directory you selected; where separate sound and no-sound versions of a module exist, the module with sound is copied
- the Twilight II Finder icons are copied to the *Icons* folder of the disk used to boot your computer
- the Twilight II Clock Font is copied to the *System:Fonts* folder of the boot disk
- the Twilight II YouDrawIt! module's included animation template files (ATF's) are copied to a new *Twilight:YDI.Animations* folder, in the directory you specified
- all included freeware effects for use with the Phantom module are copied to the **:System:CDevs:Twilight:Phantom.Effects* folder

Twilight II (no modules)

This script installs the minimum amount of files needed to use Twilight II. We recommend you use this script if your boot disk has very little space, but you still want Twilight II to be copied to it (so it can be automatically installed every time you boot.) The selected disk must be a startup disk. This script should be used in conjunction with one or more of the scripts for individual modules. Technically, this script does the following:

- the *Twilight.II* screen saver control panel is copied to the **:System:CDev*s folder
- the Twilight II Finder icons are copied to the **:Icons* folder
- all included freeware effects for use with the Phantom module are copied to the **:System:CDev*s:*Twilight:Phantom.Effects* folder

Sound Control Panel Patcher

This script installs a copy of our Sound Patcher program in the directory you select. This program allows you to painlessly modify your copy of Apple's System 6 Sound control panel so that you can assign sounds to play for "Screen Blanking" and "Screen Unblanking" events. See *Using Sound Patcher* for more instructions.

❖ *Note:* The only way to install Sound Patcher from the Installer is by using this script.. No other scripts install the Sound Patcher program.

Signature Phantasm Effects

Via Twilight II's versatile Phantom module, all Phantasm effects can be used with Twilight II! Only people who also own Signature GS from QLABs should use this script, as it requires your original Signature GS disk. This script accomplishes the following:

- the seven Phantasm effects are copied from the *:Signature:Effects* folder to a new **:System:CDev*s:*Twilight:Phantom.Effects* directory.

These effects can now be selected for use with the Twilight II Phantom module.

Scripts for Individual Modules

Each of these scripts installs one screen saver effect module onto the startup disk you select. (The module is copied to the **:System:CDev:Twilight* folder.) Some modules have sound and no-sound versions (e.g. Fireworks); because digitized sound files take up extra space, the no-sound versions are also provided for people trying to conserve disk space.

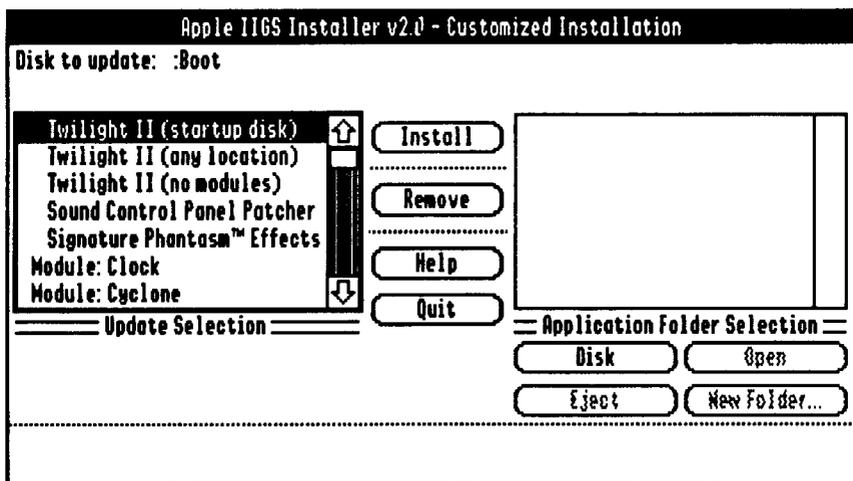
Scripts for Individual Animation Template Files

Each of these scripts installs one animation template file (ATF) onto the startup disk you select. ATF's are animation images used by the YouDrawIt! (YDI) module. (The selected ATF is copied to the *System:CDev:Twilight:YDI Animations* folder of the volume you select.) The scripts for *Blank.ATF* and *Blank.EATF* install blank templates that you can use to create your own animation. See the YouDrawIt! section of this manual for more information.

Using the Installer

To use the Installer to easily install Twilight II, do the following:

- 1 Start up your Apple IIGS as you normally do.
- 2 Insert the *T2.Install* disk into a 3.5" drive.
- 3 Launch the *Installer* program. The main window will soon appear, as pictured below.
- 4 Select the script or scripts you want installed from the list of available scripts.
- 5 Use the disk button to select the disk you wish to have Twilight II or its modules installed upon. Some scripts will require you to select a folder to copy the files to. Feel free to click help on any script for additional help information.
- 6 Click the install button to install the selected script or scripts.
- 7 After Twilight II has been installed successfully, click the quit button, restart the computer, and remove the original Twilight II disk, putting it in a safe place.



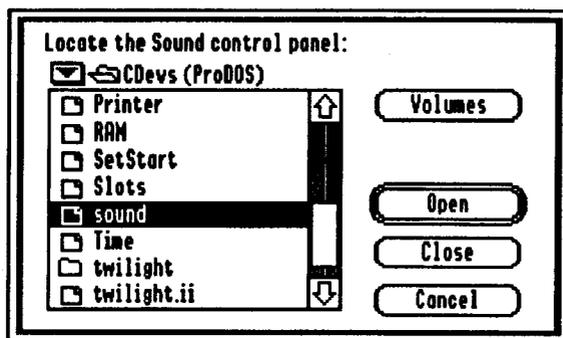
Apple's Installer with custom scripts for Twilight II.

Using Sound Patcher

Sound Patcher is a simple program that allows you to harmlessly modify the Sound control panel that comes with System 6 to allow the assigning of specific sounds to “Screen Blanking” and “Screen Unblanking” events. Twilight II generates these events whenever the desktop or text screens blank or unblank, with only two exceptions. First, when you preview a module by clicking “Blank Now” from the main window, these sounds will not be generated. Also, the sounds will not be played when you are running a ProDOS 8 program and the text screen blanks.

Using *Sound Patcher* is easy. Just follow these steps:

- 1 Start up your Apple IIGS as you normally do.
- 2 Launch the *Sound.Patcher* program, wherever you instructed the Installer to put it, or from directly off the *T2.Install* disk. “Patch...” from the File menu will automatically be chosen, and the following window will soon appear:



- 3 Locate the *Sound* control panel in the *CDevs* folder of your boot disk, select it, and click open.

In a few short moments, the operation will be complete. You now can open the Sound control panel and assign sounds to your two new Twilight II events.

Activating Twilight II

If *Twilight II (startup disk)* or *Twilight II (no modules)* Script Was Used

After installation, Twilight II will be located in the *System:CDevs* folder of your boot disk. Twilight II will be automatically activated during boot and ready to use after you restart your computer.

For future reference, you can prevent Twilight II from loading by holding down the Control key when you start the computer. This will be visually indicated by a red *X* being drawn over the Twilight II bootup icon.

If *Twilight II (any location)* Script Was Used

Twilight II will be located in the folder you have chosen. You will have to manually activate Twilight II each time you boot your computer. You can do this by double-clicking from the Finder the *Twilight.II* control panel icon wherever you chose to have it installed. This will also open the main Twilight II window at the same time.

❖ *Note:* After Twilight II has been activated, you must keep the disk it is on write enabled for Twilight II to function correctly.

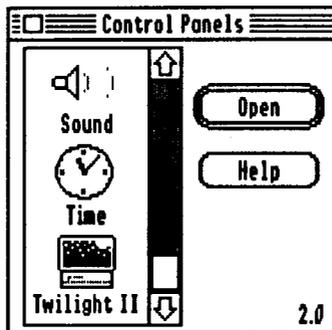
Opening the Main Window

At any time after Twilight II has been activated, to open the main Twilight II window, follow these steps:

- ❶ Choose the Control Panels item from the Apple menu.
- ❷ Click the Twilight II icon to select it.
- ❸ Click the Open button.

Alternatively, if the “Install T2 NDA” option is on, you can simply select the Twilight II item from the Apple menu.

As a shortcut, you can also press *Command-Control-T*, *Command-~* or *Command-`* to open up the main window. (These equivalents are only available when not already in use by the application running when you press them.) The System 6 Control Panels desk accessory must always be installed for Twilight II to operate, with no exception.



The Control Panels desk accessory.



Reference

This section describes every aspect of Twilight II in detail. If you have any questions about a particular feature, the answers are probably here. Once you have familiarized yourself with a few concepts, using Twilight II will become largely intuitive. Refer to this section when any questions arise.

There are a few frequently used terms and ideas that will benefit you by familiarizing yourself with. You might want to quickly glance over a few concepts presented in this section before fully experimenting with Twilight II.



Key Concepts and Terms

When your Apple IIGS has not been used (interacted with) for the amount of time specified in Setup: Options, Twilight II blanks (animates or moves around) the screen to protect your costly monitor from permanent phosphor burn-in, a condition that occurs when the same image has been left on screen for too long a time..

Types of Screen Blanks

There are two distinct types of screen blanks:

Background Blank

The screen is made entirely black (i.e. no special effects or animations are run) and the program you were using continues running. So if you were printing or copying files when the screen blanked, the printing or copying will not be interrupted. Background blanking is used all the time in text mode-based programs.

Foreground Blank

The screen is blanked using the effect module you have most recently chosen and the program you were in stops running. Because foreground blanking takes control of the computer, if you were printing or copying files when Twilight II kicked in, the printing or copying would be interrupted and would not continue until the screen was unblanked (i.e. a key was hit, the mouse moved, etc.) Foreground blanking is not available in programs that use the text screen; foreground blanking is only used in desktop based programs that run under GS/OS.

❖ *Note:* You can have the best of both worlds in regard to background versus foreground blanking. See *Options: Watch Cursor* in the next section.

Compatibility

Twilight II is very AppleTalk and AppleShare friendly. It can be run off a network without interference with network communication. Also, when a server shuts down, Twilight II will not crash or hang.

Being very stable, Twilight II should not interfere with any applications. The screen can be blanked under the few different types of programs below.

Mouse screen corners can be used in all of the types of programs below. However, corners assigned to foreground blank now will only work in desktop-based programs. Also, when corners are used in other than desktop-based programs, you must position the mouse exactly in the corner to achieve the desired result. We are investigating workarounds to make this easier for the future.

Desktop-Based

Desktop-based programs run under GS/OS and are easily identified by the standard Apple menu bar, interface look and feel. Examples include: GraphicWriter III, Platinum Paint, AppleWorks GS, Finder, Installer, ShrinkIt-GS, Universe Master, Foundation, Switch-It, and many others. Twilight II is most flexible under such programs — both background and foreground blanks are possible.

Text Mode-Based

Text mode-based programs can run under either GS/OS or ProDOS 8™. The classic desk accessory menu that appears when you press Command-Control-Escape is an example of text mode, as are America Online, AppleWorks Classic, ProTerm 3, the Orca/M shell, and many more. In text mode based programs, Twilight II will automatically perform a background blank when the computer has not been interacted with for the amount of time specified. Foreground blanking is not possible, so you will never notice any special effects being performed by Twilight II in text mode based programs.

Low-Res, High-Res, and Double High-Res Mode-Based

ProDOS 8 programs, such as Publish-It!, that use the low-resolution, high-resolution, or double high-resolution graphics modes can also be blanked by Twilight II. When it is time to blank, Twilight II will clear the screen to black in the background, thus allowing the program running to continue. No special effects will be performed in these programs, in order to ensure full compatibility.

Using Twilight II

Each time Twilight II is opened you will see a window similar to the picture at the bottom of this page.

The Main Window

Changes made to Twilight II's main window will not take effect until the window is closed. For instance, if you turn on random mode or make Twilight II temporarily inactive, these changes will not take effect until the main window is closed.

Unfortunately, at times this logic can be somewhat confusing until you adjust to it. For instance, if you previously had the Fireworks module selected and then you open up Twilight II, select Cyclone, and move to a foreground blank now corner, the screen will blank using Fireworks, not Cyclone, because the module change does not take effect until the main window is closed.



The Twilight II main window.

List of Installed Modules

The names of all the modules currently installed in the *Twilight* folder will appear in this list. The currently selected module, or modules if random mode is on, will be highlighted. Two modules will always be present in this list (even when the *Twilight* module folder is empty) because they are internally built in; their names are italicized to denote this. These modules are Background Fader and Foreground Fader.

Background Fader is special because it always does a background blank (allowing the program running to continue after the screen has been set to black by Twilight II) when the time to blank has elapsed, instead of blanking in the foreground (where the program running would be interrupted until the screen is unblanked.) For this reason, Background Fader is also underlined.

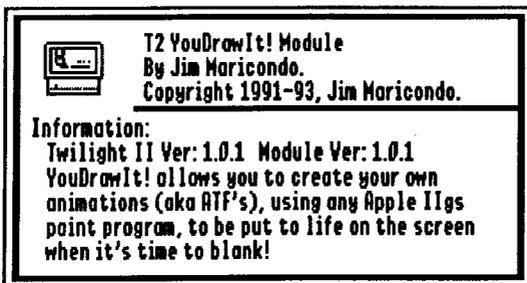
Foreground Fader will also make the screen black, but like all modules (other than Background Fader) it will interrupt the program running when Twilight II blanks the screen in a desktop-based program.

❖ *Note:* Any modules in the list that appear dimmed (gray and not selectable) all the time are not compatible with your version of Twilight II. Contact DigiSoft Innovations for information on upgrading to the latest version of Twilight II.

About Module

Command-?

This control gives information on the currently selected module and displays the current version of Twilight II. About information is not available in 320-mode programs, if random mode is on, the selected module is internal (i.e. italicized), or the setup window is open. When about module it is not available, the button will be dimmed or will produce a warning alert when clicked.



The About Module window.

Blank Now

Command-B

Blank now gives you a preview of the currently selected module's special effects. Previews are not available when random mode is on, so blank now will appear dimmed (unselectable) at such times.

Setup

Command-S

Clicking on the setup control will open the Twilight II setup window which allows you to configure how each module operates to suit your tastes. Not all modules support being set up, but most do. You can set up each module independently of every other — so when you change the setup of one module, the setups of the other modules aren't lost. In addition, if you boot your Apple IIGS off of a multi-user AppleShare® network, each user can have their own, independent set of Twilight II preferences that don't interfere with anyone else's!

Setup data under normal conditions is saved in a file called *Twilight.Setup* in the *Twilight* module folder. (If you are on an AppleShare network, it is saved to your user folder on the server.)

Setup is only available in 640-mode desktop programs. When not available, the setup control will appear dimmed or will produce a warning alert. If setup is clicked when random mode is off and a module that supports setup is selected, then Twilight II will directly open the setup screen for that module. Otherwise the setup window will be opened up to the corners screen.

Purge Twilight II

Command-P

This control allows you to quickly remove Twilight II from memory. After pressing purge Twilight II, your computer will behave like Twilight II was not installed (as if you held down *Control* during boot to prevent Twilight II from loading, or if Twilight II was not installed in your boot disk's *CDev*s folder at all).

This option only affects memory — Twilight II is not deleted from your disk! To reactivate Twilight II, you can either reboot, select the Twilight II icon from the Control Panels desk accessory, or double-click on the Twilight II icon in the Finder.

Random Mode

Command-R

Random mode is only available if you booted (started) the computer off of a hard disk drive or ROMDisk. When random mode is turned on, you can then select several different modules from the available module list, and each time Twilight II blanks the screen (in a desktop program) a different module's effect will be used! The Background Fader module, due to its nature, is not available when random mode is on and as such will appear dimmed. To select more than one module, click the mouse while holding down the *Command* key. To select a range of modules, experiment clicking with *Shift* pressed.

Some modules may behave differently or have special options when run from random mode. Short out, for instance, will short the screen to black and then immediately run the next random module when random mode is active. Otherwise it will short the screen to black and delay until a key has been pressed. For more information, refer to *Random Mode Special Behavior*, under *Other Information*, later in this manual.

Twilight II Active

Command-T

This control allows you to temporarily turn off Twilight II. The screen will not blank once Twilight II is inactivated in this fashion, but all memory allocated by Twilight II will be kept in use.

Toggling this option is the functional equivalent of pressing *Shift-Clear* until the border color flashes. See *Miscellaneous Features: Temporary Deactivation* for more information on this feature.

- ❖ *Note:* The status of this option is not saved to disk. The next time you turn on or restart your computer, Twilight II will automatically default to being active again.

Screen Corners

The screen corners setup screen, depicted below, allows you to give each of the four corners of the screen a specific function. There is a slight delay of a couple seconds before Twilight II will react to the mouse being placed in a corner. Four functions can be assigned:

Disabled

Twilight II does not behave any differently when the mouse is in the corner.

Never Blank

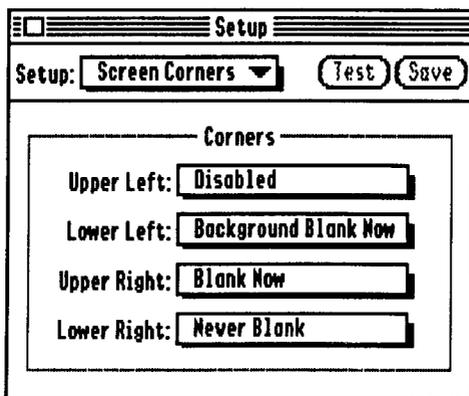
Twilight II will never blank the screen when the mouse is in the corner. The cursor will change into a little crossed out Twilight II icon to visually indicate this.

(Foreground) Blank Now

Twilight II will blank the screen immediately using the currently active effect module (the module that was last selected when the main window was closed, or a random module if random mode is on.) The program that was running will be halted and will not resume until it is time to unblank the screen.

Background Blank Now

Twilight II will immediately fade the screen to black, but the program that was running is not stopped. So if you go to a background blank now corner while copying files in the Finder, the screen will fade to black but the copy will not stop. With foreground blank now, the copy would have stopped until the screen is restored.



The Setup window with Screen Corners selected.

Options

This setup screen allows you to customize many features and aspects of Twilight II. These features are as follows, with keyboard equivalents where available listed to the right of the feature name:

Mouse Movement Unblanks Desktop

Command-D

When this control is unchecked, the mouse will not be allowed to restore the screen after the screen has blanked in desktop-based programs.

Menu Bar Box

Command-M

When checked, Twilight II will flash a small black square in the upper right corner of the top menu bar of desktop-based programs to alert you that it is active. This square might seem to visually appear to interfere with some programs that have many menus spanning across the entire screen but no permanent damage can ever be caused.

Install T2 NDA

Command-I

When checked, Twilight II will always install a shortcut new desk accessory (NDA) item in the Apple menu that when selected will open up Twilight II directly, bypassing the Control Panels desk accessory. Twilight II's handy NDA will have keyboard equivalents of *Command-Control-T*, *Command-~*, and *Command-'*. Each of these equivalents is only available if it is not already in use by the desktop application currently running when the key combination is pressed.

Warning Alerts

Command-A

With this option enabled, Twilight II will alert you when any of the following situations occur:

- A setup screen has been modified and the changes have not been saved.
- Blank now has been pressed but the *caps lock* key is down and the caps lock "lock" option is on.
- Purge Twilight II has been pressed.
- Setup or about module has been clicked in a 320-mode desktop program.
- Setup has been clicked and the currently selected module does not support setup.

Prohibit Sound

Command-P

Many modules have sound effects to accompany their effects. While these sounds normally can be toggled on and off in each specific module's setup screen, this option enables you to quickly and easily prohibit sound use in all modules at once.

Low Memory Mode

Command-L

Low memory mode was designed for users with low memory. With low memory mode on, Twilight II uses 32k less memory than normal. The only disadvantages are that some modules might run slightly slower, and the few modules, such as Impulse 3-D, that require a special feature called *shadowing* to work right will be slightly more likely to produce error messages when run.

Beeping Unblanks

Command-B

Through this option, Twilight II can be told to unblank when your computer beeps. If the screen has been background blanked, in either a desktop-based or text mode-based program, and the application running emits a system beep (which may cause a specific sound effect to be played if the System 6 Sound control panel is installed), Twilight II will unblank the screen when this option is on. This option may not work with every program, but virtually all Apple IIGS-specific software should be compatible.

Use IntelliKey

Command-U

Twilight II incorporates a revolutionary new method to detect keypresses without interfering with your computer and the way you use it. However, this technique requires that you must be using a ROM01 or ROM03 Apple IIGS and an Apple Desktop Bus (ADB) keyboard, such as the detached keyboard that came with your computer. If these requirements are not met, you should not have this option enabled.

Caps Lock "Lock"

Command-C

When checked, the position of the *caps lock* key becomes important, because it 'locks' the current state of the screen when it is in the down position. With this option on, if the screen is unblanked and the caps lock key is pressed down, the screen will never blank until *caps lock* is returned to the up position. Similarly, if the screen is blanked and the caps lock key is down, the screen will not unblank until *caps lock* is released.

This is a very versatile feature. One nifty use is to use *caps lock* to stop the screen from accidentally unblanking. For instance, you might want to watch the snow fill up your desktop. Use this feature to stop you from accidentally restoring the screen (and stopping the snow!)

Text Screen Blank

Use this option to tell Twilight II which types of text mode-based programs you want the screen to be background blanked in. The following options are available: blank all programs that use the text screen (e.g. AppleWorks, ProTerm 3, America Online, etc.), or only blank GS/OS text mode-based programs, or never blank text mode-based programs.

DoubleClick Function

What double-clicking on a module's name (in the list of modules on the main Twilight II window) will do can be adjusted with this control. Double-clicks can either be ignored, set to "blank now" using the module double-clicked upon, set to select the module and close Twilight II, or set to setup the selected module. If you have the latter selected and then double-click on a module that does not support setup, Twilight II will select the "Screen Corners" setup screen for you.

Watch Cursor

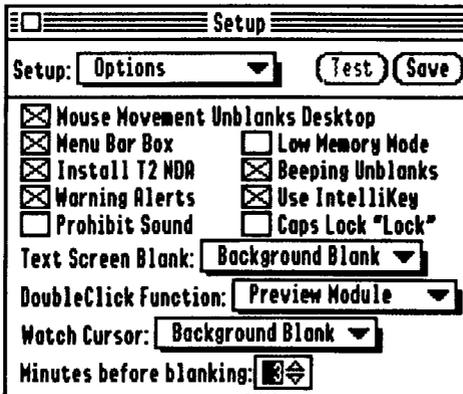
Twilight II can be set to behave differently when the on-screen cursor (in desktop programs) is a watch. Twilight II can either never blank in these cases; or automatically background blank; or be ignored so that a regular blank occurs (blank normally). This is a very powerful feature.

With this option set to background blank, you could be in the Finder and walk away while it's doing nothing, and a normal blank would occur (using the active effect module.) Then you could instruct the Finder to copy some files, and walk away, and automatically since the cursor has turned to a watch, Twilight II will do a background blank so the copy can continue. (Similar situations happen during many other operations such as printing with most programs, or shrinking and unshrinking files with *ShrinkIt-GS*.)

As you can probably tell, in most instances you will want to leave this option set to background blank. But there are a few special instances when you may want to have Twilight II set to not blank when a watch cursor is on-screen. Some older Apple printer drivers will not like the screen being made black during printing and will print a constant stream of black after the screen has background blanked during printing. If you notice this happening you will want to set this option to never blank.

Minutes Before Blanking

This control allows you to set the default number of minutes of no activity that Twilight II will let elapse before automatically blanking the screen. To change the value you may either press the up-arrow and down-arrow on the keyboard or click on the little up and down-arrow icons.



The Setup window with Options selected.

Other Modules

The setup screens of each installed module will vary. Most options are self-explanatory for the most part, but a few modules require extra elaboration:

Movie Theater

Movie Theater allows you to display PaintWorks (filetype \$C2) type animation files when it's time to blank. This popular file format can be viewed and created with programs such as DreamGrafix, PaintWorks, and Platinum Paint. Be careful to select animations that modify the contents of the screen enough to prevent burn-

Phantom

Phantom lets you use all effects from the Phantasm screen saver (part of Signature OS) with Twilight II. Phantasm effect modules have a filetype of "GS/OS Shell application" (\$B5, or EXE). Included with Twilight II are a variety of freeware effect modules you can use with Phantom. (All Phantom effect files installed by the procedure outlined previously in the section *Installing Twilight II* are installed in a folder named *Phantom.Effects*, in the *Twilight* module folder.)

The setup screen for Phantom has three controls: demo, configure, and select effect. Before blanking with Phantom or using demo or configure, you should select an effect to use by clicking the select effect button or pressing *Command-E*. Then open the effect you want to use. Be sure you are selecting a valid effect! Then click save to save the selected effect. Most Phantom effects do not support configure, so if you click it and nothing happens, do not be alarmed. To preview effects we recommend you use test (or blank now) rather than demo, because some modules may not demo correctly.

YouDrawIt!

The YouDrawIt module allows you to use any Apple IIGS paint program to design graphics that will be animated when the screen is blanked. Enclosed on the Twilight II disk are what we feel represent the best assortment of animations previously drawn by average users like yourself!. Use them for ideas and examples. During the installation procedure, these files are copied into a folder named *YDI.Animations*, in the *Twilight* module folder.)

There are two types of animation picture files for use with YouDrawIt: normal animation template files (ATF's), and extended animation template files (EATF's.) The only difference is that ATF's allow 14 frames of animation and EATF's allow 25. (Because of this, EATF's can also take up twice as much space on disk.) These are standard Apple Preferred Format (APF) pictures — make sure you tell your paint

program to save ATF's/EATF's in APF format for use with YouDrawIt. We recommend you use a nomenclature of giving the filenames of ATF's a suffix of ".ATF" and the filenames of EATF's a suffix of ".EATF" to prevent confusion.

To set the animation that will be used when it is time for YouDrawIt to blank the screen, click the set animation path button on the YouDrawIt setup screen, or press *Command-A*. Then 'open' the animation file that you want to use. ATF/EATF files can be located on any disk, with one restriction: they must be on a disk present when YouDrawIt blanks the screen. If YouDrawIt can't find the currently selected ATF/EATF, you will get an error. This won't hurt anything, but an error message is a lot less interesting to watch!

Creating your own animations for use with YouDrawIt is a fun and enjoyable experience. Blank versions of these picture templates are included with Twilight II. They have filenames of *Blank.ATF* and *Blank.EATF*. To create your own animation, do the following:

- ❶ Load up either of these blank templates into your favorite paint program.
- ❷ Draw each frame in the boxes provided.
- ❸ Fill in the box (using the paint bucket tool) next to the number of frames in your file. You may fill it with any color other than the color that was there to begin with.

You can now select the picture file from YouDrawIt. When the screen is blanked, your animation will be run.

Other Information

This section contains miscellaneous features, tips, and hints not found elsewhere in this manual.

Temporary Deactivation

To temporarily deactivate Twilight II at any time after loading, press and hold down *Shift* and *Clear* until the border color flashes. Twilight II's overhead will then be minimized and the screen will not blank, but no memory will be freed. (To free memory after loading you must purge Twilight II.) If you press *Shift-Clear* again, you can toggle Twilight II back on. The border will flash a different color to inform you that Twilight II is being reactivated. The colors the border will flash will depend on what color your border normally is.

The status of this option is also reflected by the Twilight II active control on the main window and is not saved to disk.

Restoring Default Settings

If for some reason you should ever want to restore Twilight II to its default settings, simply delete the *Twilight.Setup* file (located in the *Twilight* folder.)

Control-Booting

You can force Twilight II not to install itself by holding down *Control* while the computer is being started. To denote this, a red *X* will be drawn over the Twilight II icon when it is displayed at the bottom of the screen. This feature will only work when you have Twilight II installed in the *CDev* folder of your startup disk. For control-booting to work, *Control* must be the only key held down during startup, and you must hold it down before Twilight II loads.

Modules With Sound Effects

Due to the architecture of the GS, it is not always possible for some modules (e.g. Fireworks) to always play their digitized sound effects. Whether the sounds play or not depends on what program you are currently running, in the same way that system sounds configured with the Sound control panel do not play all the time.

Disabled Modules

Any Twilight II module can be made inactive with a utility such as the Finder. After a module has been made inactive, it will not appear in the main window's available module list in any way. Since the more modules you have installed, the longer it takes each time to open up Twilight II, disabling infrequently used modules can save time. The icons of disabled Twilight II modules have a red X drawn over them so they are easily distinguishable from the Finder.

In future versions of Twilight II, we plan to speed up the time it takes to open the main window.

Random Mode Special Behavior

Some modules have special features or behave differently in random mode. Modules such as Headlines, Mountains, String Art, and Plasma have options to quit to the next module after one headline, mountain, string art, or plasma screen has been generated (in random mode only). Short Out and Color by Color will automatically quit to the next module when run from random mode with more than one module selected. Meltdown will quit to the next module after a few minutes in random mode instead of flipping the screen upside down. You can combine these options for some really neat effects! Here are some ideas of ours that you can try in random mode. You must have the 'in random mode, quit after one ...' option turned on in all modules involved, where it is available. These are just a few examples; the possibilities are endless!

- Select Short Out with any other module. If Short Out comes up first, it will short the screen out and then run the next module.
For instance, select Short Out with String Art. After one string art has been completed, the screen will short out and another string art will be created.
- Select Mountains with the Color by Color module. After one mountain screen has been generated, the screen will fade out, color by color. After all the colors have faded out, another mountain scene will be rendered!
- Select Plasma and Worms. If Twilight II runs Plasma first, one plasma screen will be drawn, and then worms will draw over the plasma.

Delayed Blanking During Printing

When the screen blanks during printing you may experience a several second delay before the screen is blanked, and before it is restored.

Appendix I

Common Questions and Answers

If you have a question not adequately answered here or elsewhere, please contact DigiSoft Innovations for immediate help!

I'm in a GS/OS desktop-based program but the screen won't blank while the program is busy. Why not?

Twilight II does everything possible to blank the screen in as many programs as possible. However, due to the design of certain programs and the architecture of the Apple IIGS, Twilight II is unable to blank or animate the screen in all programs all the time.

A general rule of thumb, true most of the time, is if you are able to in some way interact with the program you are running, the screen will be able to blank. For instance, the screen can be blanked during printing because you can always cancel the printing with *Command-Period*; the screen is able to be blanked during copying files with the Finder because you can click the cancel button to stop the copy; the screen can be blanked in the middle of programs such as AppleWorks GS and GraphicWriter III because you can select something from a menu or type a key that the program will recognize. Whenever the desktop program running will recognize your input, Twilight II will usually be able to blank the screen. (Note that in text mode-based programs, the screen is always able to be blanked at virtually any time.)

Programmers are encouraged to follow a few simple guidelines to allow the fullest compatibility with Twilight II, so the desktop screen can always be blanked. See *Writing Twilight II Savvy Programs* in Appendix II for more information.

No matter what I do, Twilight II will never blank on its own; I must always move to a blank now corner. What is going wrong?

After installing Twilight II, my computer sometimes crashes or hangs for no reason. Why?

Several different things could be happening. For some reason, the *Twilight.Setup* file could have gotten corrupted. This might have happened for a number of reasons, such as if you turned off the computer or hit *Command-Control-Reset* to reboot while the Twilight II main window was open — be sure to always close Twilight II first! In this case, you should try deleting *Twilight.Setup* (which is created in the *Twilight* module folder, or your user folder if you are on an AppleShare network) and rebooting. (Note that all your saved setup will be lost and must be reset to your preferences.)

Another possibility could be that there is a conflict between Twilight II and another one of your installed inits, desk accessories (DA's), or control panels. We have tried to minimize and correct all such incompatibilities as possible, but nonetheless some may still exist. To see if there is a conflict, try starting your computer with Apple's selfbooting *System.Disk* that is a part of System 6. This disk will only have Apple's programs installed. When the Finder comes up, locate the *Twilight.II* control panel icon and double-click it to install it. If the screen will now blank on its own, then you definitely have a conflict between Twilight II and an init, DA, or control panel. The next step is to locate which file is conflicting; to determine this, try deactivating each of your inits, DA's, and control panels one at a time and then rebooting. Eventually you will find the one conflicting with Twilight II.

If you suspect that Twilight II is conflicting with a specific program or init, you can control-boot (by holding down control during startup) to stop Twilight II from installing into memory, to see if your suspicions are correct. If you notice Twilight II inhibiting any other programs from working properly, be sure to report this to us so we can work at fixing the problems or creating workarounds.

How come after Twilight II background blanks during printing, my printout turns all black?

Some older, somewhat poorly written, GS/OS printer drivers make certain assumptions about the state of the computer during printing. If you are using one of these drivers, you have several options:

- change the *WatchCursor* feature (in Setup: Options) to don't blank
- always move the mouse to a never blank corner before printing
- turn on caps lock "lock" (in Setup: Options) and press *Caps Lock* before printing
- deactivate or purge Twilight II before printing and reactivate or reinstall after the printing is done
- update your printer driver; all drivers from Independence and Harmonie will work fine, and Apple is in the process of fixing theirs hopefully for system 6.0.1

When the Twilight II icon appears during startup, the computer beeps and then the icon is crossed out. What is happening?

Twilight II has encountered a serious error while starting up. Because the error occurred during boot, Twilight II has no way to tell you what happened, so installation and activation are skipped. If you would like a more descriptive error message, double-click the *Twilight II* icon from the Finder. Twilight II can often be restored to working order by deleting the *Twilight.Setup* file in the *Twilight* folder. This will fix many situations but is not a cure-all. Also make sure the disk Twilight II is on is not write protected.

If none of these suggestions nor the error message help, try reinstalling Twilight II. If that does not help, contact us.

When I run my telecommunication program with Twilight II installed, some of my incoming characters are lost. Why does this happen and how can I fix it?

The technical cause of this problem is that your system is getting bogged down with too many interrupts. You have too many inits, desk accessories, control panels, etc. installed and they're all competing for the same limited resources. This problem is most likely to occur on slower systems with fast modems and lots of inits, etc. installed. Your choices are several:

- Try inactivating or deleting some of your least used inits, desk accessories, and control panels. It is hard to tell which of them are most likely to combine with Twilight II to slow down your term program, so you might have to use trial and error.
- Temporarily deactivate Twilight II by unchecking the Twilight II active control on the main window (or pressing *Shift-Clear*) before running your term program.
- Purge Twilight II (or hold down *Control* during startup so Twilight II will not install) before running the term program.
- If your term program runs under ProDOS 8, you probably can press *Control-Reset* directly after launching the program. Twilight II will now be inactive until you quit back to GS/OS.

Twilight II's WatchCursor option does not work in one of my programs. What is wrong?

This option (having Twilight II automatically background blank or never blank when the cursor on-screen is a watch) only works with programs that use the standard method of displaying a watch. Fortunately, the majority of all programs work just fine. However, there are a few programs that insist on displaying a watch in a nonstandard way (e.g. GraphicWriter III, HyperCard IIGS). Unfortunately there is no way for you to make these programs work with Twilight II's WatchCursor option. If this disturbs you, we encourage you to contact the publishers of programs such as these and tell them you'd like to see them fixed.

Appendix II

Twilight II Technical Information

This section is intended to provide information on how to modify, understand, or take advantage of the more technical aspects of Twilight II. This section is mainly intended for programmers, but some information might be of general interest.

Due to excessive length, the Twilight II IPC documentation and the module format specifications (referred to at the end of this section) are not printed here. They are available separately on disk from us and also from several online services.

Useful Twilight II Resources

There are three resources (in Twilight II's resource fork) that would be worth modifying with a resource editor, such as Foundation™ from Lunar Productions.

rWString(\$00000001)

This resource contains the name of the directory that Twilight II will look for modules in. Normally it is set to "Twilight," but it can be set to any valid name you like.

rWString(\$00000002)

The filename Twilight II stores its preferences in is contained in this resource. Normally this is "Twilight.Setup."

\$0001(\$00000001)

This resource, one word in size, contains an integer value controlling how many modules Twilight II can handle. It is currently preset to 50 to save memory, but if you should install more modules than this, you must change this resource or only the first forty will be recognized. After modifying this resource, you must delete *Twilight.Setup* for the change to take effect.

Writing Twilight II Savvy Programs

Via System 6's new inter-process communication (IPC) capabilities, Twilight II and other programs can coordinate efforts by communicating with each other. Twilight II sports a comprehensive set of routines that inform programs when the screen is blanking and unblanking and also allow applications to control certain aspects of Twilight II.

If you would like more information than what is here or require other assistance developing Twilight II-aware software, feel free to contact us. We would be happy to work with you. Also, if you discover any bugs or would like to share features you'd like us to implement in future versions of Twilight II, please let us know.

By following a few simple guidelines (most of which already recommended by Apple, for good reason), you can insure full compatibility with Twilight II. Many of these suggestions will make your programs much more friendly to the system as a whole, and to other programs as well. This results in a much more pleasant computing experience for the user.

General Guidelines

Desktop Programs

Twilight II can only blank the screen in the desktop environment when QuickDraw II and the Event Manager are started, and SystemTask, GetNextEvent, or TaskMaster is called. Keep this in mind if you want Twilight II to be able to blank in your program.

If your program is doing something that should not be interrupted (e.g. unshrinking files, copying files, etc.), you have several options. If you call WaitCursor and then periodically call SystemTask, GetNextEvent, or TaskMaster, then Twilight II will be able to step in and background blank the screen (if the appropriate WatchCursor option is set) and let your program keep running. If at any time you think the screen *must* be blanked in the background, then you can use the `t2ForceBkgBlank` IPC request. If the screen should not be blanked at all, you can turn Twilight II off and on at will.

Also, if your program does not use the standard watch cursor (by calling the toolbox WaitCursor call) to indicate the computer is working (such as Foundation's spinning moon, the spinning beachball of AppleWorks GS, and GS+'s Cool Cursor control panel; or just a custom watch image as GraphicWriter III v1.1 and HyperCard IIGS), you also should also use the `t2ForceBkgBlank` IPC request before and after displaying your custom cursor or cursor animation. This

will allow the WatchCursor features to work with your program.

Finally, whenever you need to hide and show the menu bar, you should only use the HideMenuBar and ShowMenuBar toolcalls.

Tips

Usually it is not a good idea to install an interrupt that modifies the palettes. When Twilight II kicks in, it has no way to stop your interrupts, so the screen could get pretty nasty looking.

If you must patch the tool dispatcher vector, make sure you do it in the way described in Apple IIGS technote #87. Otherwise, the purge Twilight II option will not function properly.

If you ever need to get or set the super high resolution palettes, use the appropriate QuickDraw II call. Do not access the palettes directly, or you will cause conflicts with background blanking.

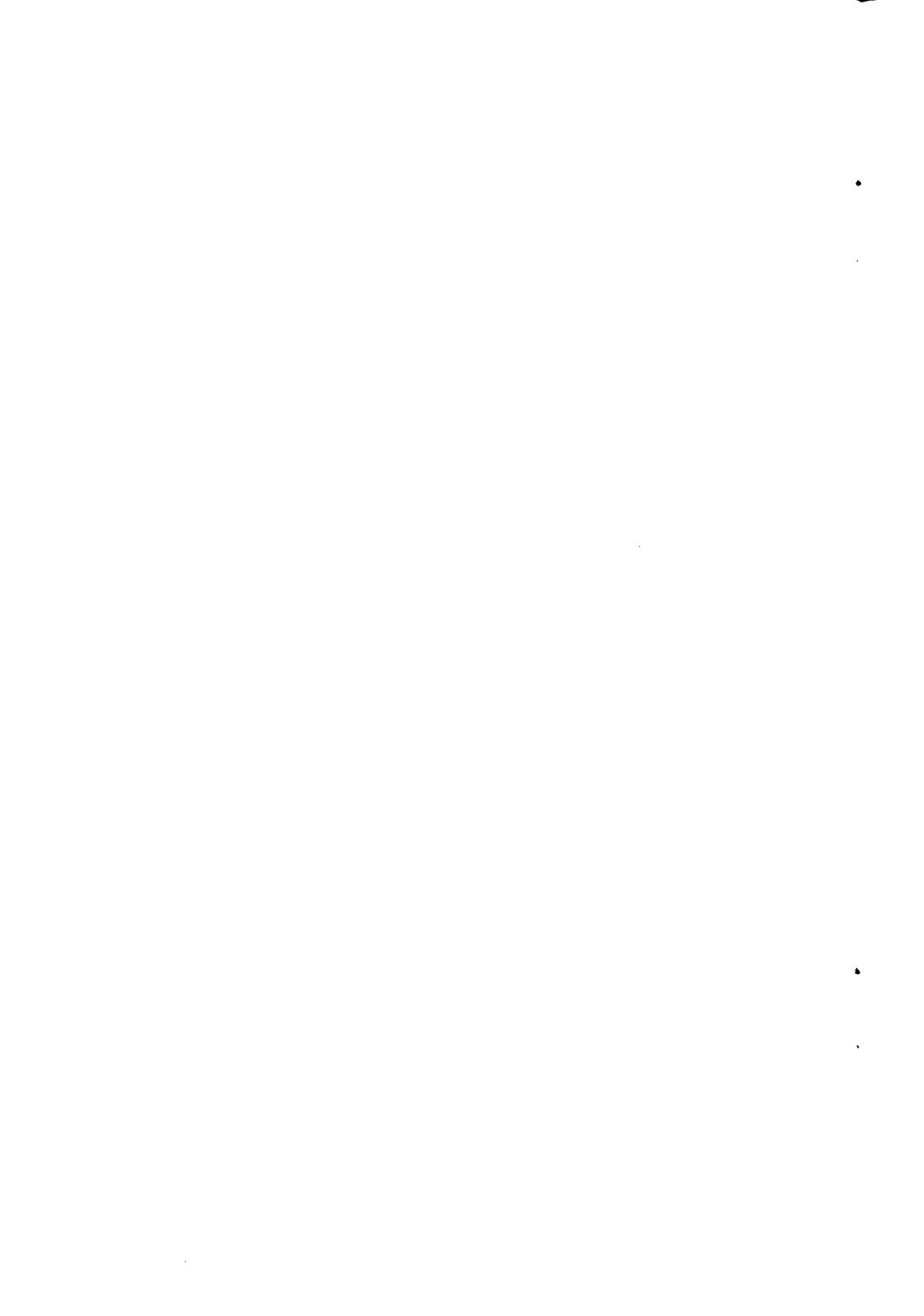
If you always want to be informed when Twilight II blanks the text screen, do not overuse the scheduler. For if the scheduler task queue is full when the text screen blanks, you never will be notified of the blank.

Twilight II IPC Routines

We feel that Twilight II and your program should work together, not against each other. Twilight II will notify your program when it is blanking the screen, and in some cases you will even be given the option to abort the blank. Your program can control many aspects of Twilight II's operation through the Twilight II IPC routines. The IPC info is regrettably too long to print here.

Writing Twilight II Modules

Twilight II employs an advanced custom module format, very similar to CDevs. Twilight II modules can be written in assembly language, C, Pascal, or any combination of the three, and have filetype \$BC (generic load file) and auxillary type \$4004. The modules included with Twilight II have been written in assembly and C; Twilight II itself was written in 100% assembly language. Writing Twilight II modules can be a very fun and satisfying task. Since the format is quite powerful and thus quite detailed as well, we regret that we do not have enough room to print it here. We will provide any information referred to here on request, and we will also make it available from national online services.



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