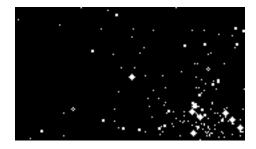# STARBG

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STARBG creates a random star field for your screen background and and a little flying saucer to follow your cursor when it's in space (so it doesn't get lost). It also supplies an alternate IDLE function, Cosmos.

The star field will look something like this:

The saucer will look like this:

USAGE

(STARBG)   [Function]

STARBG fills a screensized bitmap with random stars, turns the saucer on, and calls CHANGEBACKGROUND. If you don't like the star pattern you get, try it again.

(Cosmos window)   [Function]

Cosmos is puts an evolving universe in a window. It's intended as an IDLE function, but will entertain you for hours in any decently sized window.

(SaucerOn)   [Function]

SaucerOn turns the saucer on by changing the CURSORBACKGROUND*FNs.

(SaucerOff)   [Function]

SaucerOff turns the saucer off and sets the BACKGROUNDCURSOR*FNs to NIL.

CUSTOMIZATION

There are lots of user-settable parameters, all of which have reasonable defaults. Here are some of the interesting ones:

STARBGParameters   [Variable]

is a list of settable parameters. Most are dotted pairs specifying ranges (e.g. stars3 defaults to (6 . 70) meaning that STARBG will make 6 to 70 type-3 stars). The others are bitmaps.

BM1, ..., BM5   [Variables]

The star bitmaps used to BLT the stars. BM1 must be a single bit.

SBM   [Variable]

The starry screen bitmap. This is reused in subsequent calls to STARBG.

stars1, ..., stars5   [Variables]

Ranges for the 5 kinds of stars.

constellations   [Variable]

Range for number of constellations. A constellation is a group of bright stars.

clusters   [Variable]

Range for number of clusters. Clusters are tightly globular.

superClusters   [Variable]

Range for number of superClusters. SuperClusters are clusters of clusters.

eventPause   [Variable]

Number of milliseconds to block between events. Larger numbers have the effect of slowing down the rate of evolution..

changeStars   [Variable]

Will use the IDLE-ing star field as your new background.