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AAP QB 7-line graphical text screensaver collection

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PRESENTED TO YOU BY ADIGUN AZIKIWE POLACK.

Hello and I am so glad you have come!! ;\*)! These following screensavers that were programmed in QBasic/QuickBASIC were based on a challenge thread I have started on Sunday, September 19, 2004 in the QbasicNews.com forums. The rules were:

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- 1 » Your program *\*must\** be "Pure-QB"-based only. No external libraries at all, please.
  - 2 » Your program must also have no more and no less than seven (7) lines total.
  - 3 » You are welcome to use **ANY** text mode that is built into QB itself (e.g. 40x25, 80x43, 80x50).  
^\_^!
  - 4 » No colon-joined lines, subs/functions, or Call Interrupts allowed. Ever.
  - 5 » Remark lines ( ' ) do not count as a line. You are to, however, use at least one of the remark lines at the VERY start of your coding to *name your project, who you are that created it, and what your project is really all about.*
  - 6 » Aside from the allowable text modes, leave all of the other modes alone for this challenge, please.
  - 7 » For the output of your program, you are only allowed (in *\*any\** color(s) you want!) to display any of the four (4) characters:  
  
    ■ - chr\$(176)      ■ - chr\$(177)  
    ■ - chr\$(178)      ■ - chr\$(219)  
  
.....and that is all. No other characters.
  - 8 » After you are all finished on your project, paste it up on your reply of this thread so that we can see it!
  - 9 » You are **ABSOLUTELY** welcome to enter as many times as you like!!
  - 10 » The deadline for this special challenge is Monday, November 1, 2004.
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Well, interestingly enough, I managed to get in seven of my own examples to help people and to get them to prove my point. They are:

### *7linertw.bas* — Twin Whirlwind of Colors

(DISQUALIFIED ENTRY)

Reason for disqualification: The usage of "space"-marks from within the coding of this demo.

In my very first attempt at a text-based 7-line screensaver demo in QB, it presented two fast-moving whirlwinds of random colors. It made some people dizzy just watching it when I showed it to some of them in the QbasicNews.com forums! :\*( And thanks to Antoni Gual himself for pointing out to me that my entry was considered disqualified because of my usage of spaces indeed on the coding of this demo. Since then, I have gone on to prepare better demos like the following ones, so keep right on readin' forward, pal! ;)

### *80x50tvs.bas* — 80 x 50 Television Static

This is my second demo in which it presents what it is..... the actual text-mode simulation of static on a television screen, all set to seven lines of QB coding, with the static color set to a dark grey one. Cool to look at!

### *firefall.bas* — 80 x 50 Textmode Firefall

In my next one, this portrays falling fire on a text screen of 80x50 resolution, using just 5 of the default 16 colors.

### *ffallper.bas* — 80 x 50 Textmode Firefall Perfect

A remake of "80x50 Textmode Firefall", but is not really perfect visually, actually, because of the count of me working with a monitor with no more than an RB (or a Red-Blue) combination. Nonetheless, this was my very first attempt at working with a palette of 64 default EGA colors, and a bit of a visual improvement overall. ;\*)!

### *flowsea.bas* — Flowing Sea, Starry Dusk

One of my best works yet! In this seven-liner from QB, prepare to experience a living picture of a most calming and serene sea at the darkest night, with stars twinkling and the stream flowing. (It just makes me smile so deep when I even think it, people!! ;\*) !!)

### *grassuts.bas* — Grasslands Under the Stars

This is another one of my works in 7 lines of QB coding where it portrays a lush, lush grasslands at night just flowing with the wind. Beautiful to look at, especially after such hard stress and stuff! :D

### *chamagma.bas* — Chambers of Molten Magma

If it is something in my text-based 7-liners that is just **OVER THE TOP** in this compilation, this has gotta be the one!!! In here, you gotta witness the first-ever "7-line Pure QB code"-based parallax scrolling of the magma in a generated volcanic chamber!!! Just leaves you absolutely breathless, don't it? ^\_-=**b** !!

Also during the challenge, I had some entries from other people. But I am sad to say that they all have been disqualified on them violating one or more of my challenge rules. Anyway, these are available, too, and they are:

### *meg7l-01.bas* — Seven Line Screensaver (Submission 1)

*Author: Meg Berry*

(DISQUALIFIED ENTRY)

Reason for disqualification: No description in the remark line(s) of what the project was about.

Yes, the title of the project was there, the author's name was there, but one problem which caused this entry to be disqualified: no description on what the project was about! In what would have been a VERY acceptable entry, it shows a very good screensaver program using many of the 16 colors, ALL in seven-lines of QB code. And you know what, despite this entry being disqualified, **I think Meg did a very good job on his attempt overall. ;)**

### *meg7l-02.bas* — 7-Line Screensaver (Submission 2)

*Author: Meg Berry*

(DISQUALIFIED ENTRY)

Reason for disqualification: No author's name in the remark line(s).

In what would have been another one of my acceptable entries, it shows some interesting formula of it crawling around the screen "drawing" one of the four characters that are required and acceptable for this challenge. In spite of this one being a rejected entry, **another good job here anyway. ;\*)**

### *meg7l-03.bas* — 7-Line Screensaver (Submission 3)

*Author: Meg Berry*

(DISQUALIFIED ENTRY)

Reasons for disqualification: Usage of Screen-13 within the demo: and only 6 lines.

In this one, it portrays a drawing of some sort of a pencil-like pattern in any of the four acceptable characters. Unfortunately, had that thing not use Screen-13 (which is graphics mode, NOT text mode) **and** used only 6 lines instead of the required seven (7), then I would have DEFINITELY accepted this entry. At least Meg has corrected much of the mistakes, so **this entry is a real all-around good attempt here. ;\*)**

### *antoni7l.bas* — Translucent Plasma

*Author: Antoni Gual*

(DISQUALIFIED ENTRY)

Reasons for disqualification: No description in the remark line(s) of what the project was about.

In this attempt, this portrays a translucent plasma in textmode in 7 lines of QB code. After the code was first presented in my thread pertaining to the challenge, I may have said to him that his entry was not acceptable because of the fact that there was absolutely **no** description in the remark line(s) of what his project was about. He then got mad and left. Well, it is a shame, really. :\*(

All of the disqualified entries are found in the "Non-accepted Entries" section as you extract the contents.  
Please enjoy this original screensaver compilation package most richly, and thank you so much!!! ^\_^!!

WISHING YOU ALL SUCH SPLENDIDLY EXCELLENT INSPIRATION LIKE THAT,



Adigun Azikiwe Polack  
November 9, 2004

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**EXTRA SPECIAL THANKS:**

*Wildcard (a.k.a. Brendan Urquhart)*  
*Dav*  
*Richard Eric M. Lope (a.k.a Relsoft)*  
*Meg Berry (for helping to pave me the way to more of my works!!)*  
*Pete*  
*Dark\_prevail*  
*TheBigBasicQ*  
*Nemesis*  
*Na Than Assh Antti (a.k.a. Na\_th\_an)*

**.....AND A WELCOMING SHOUT-OUT GREETINGS TO:**

*Antoni Gual*  
*Fling-master*  
*Oracle*  
*Neo Deus Ex Machina*  
*Nekrophidius*  
*Rhiannon*  
*Offensive Screenshot*  
*Z!re*  
*Rockuman*  
*Aetherfox*  
*.....and as well, to EVERYONE in the QbasicNews.com forums!!! ;\*) !!*