

Plasma Thing

by JMK — 23rd of December, 2018.

Cheers for checking out my Plasma Thing program! Before you start, make sure you have the right requirements. You will need to be running a revision of Mac OS X capable of working with programs compiled for PowerPC CPUs. (So, up to Mac OS X Snow Leopard.) The earliest revisions such as Cheetah and Puma, may not be able to extract the archive anyhow. I'm not too sure.

I have not tested it in Classic. It may have issues there.

Earlier G3 CPU based Macs may struggle a bit with this program. Cranking up all the settings makes my Power Mac G5 work pretty hard.

How can you run this without the appropriate Mac? Well, you'll need to buy a suitable copy of Mac OS X and run it in an emulator or a virtual machine. PearPC will run PowerPC copies of the OS, and VirtualBox should be able to run the Intel renditions.

This is not an accurate physics simulation; it just does a bunch of stuff with randomisations and trigonometry to give the effect of a plasma ball.

For the 1st time in my Mac programs, this one has help messages when you put your mouse cursor over certain controls.

Initially, the program was going to have features that made the line colour choice bitmap more appropriate. In any case, you can change this to have as many of your own colours as will fit on it. (4096 in total.) The program just extracts whatever colour your mouse arrow is over. The glow colour button brings up the usual system colour picker. Smack me for inconsistency there if you wish.

You can decrease your CPU usage by making the lines more rough, and by making the update speed lower. This is done by moving the slider to the right, which does seem a bit backwards.

You can use Quartz rendering to make the lines anti-aliased, but it needs more oomph.

The program only uses this for the lines — everything else is done with QuickDraw.

The Locality Sustaining slider control sets how long the virtual plasma streams stay in the one area. The lower the setting, the more psycho they move about.

I may provide updates to this program, so it's up to you to keep the version(s) of the program you like, in case I change something significant.

By using the program, you need to acknowledge that it may not be perfect, and any damage it causes to your files or computer, is completely unintentional. I'm pretty harsh on bugs though, so it should work fine.

Conditions / Restrictions Of Use:

Yeah, this is the boring part. You may not offer the program or any of its associated files for any form of profit. You may not use it for any commercial purposes. I am open to considering the inclusion of my programs on magazines, but only with confirmation first. Screen shots and video of the program for review purposes and discussion, is permitted. Any form of reverse engineering, if that's even possible, is not permitted.

You may give the original, unchanged archive to your friends, and offer it for free on web sites.

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