

WallMkr v1.02 - The Windows wallpaper grabber for Windows / Dos

Brighten up your Windows desktop with an endless supply of great wallpapers, the easy way!

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What is WallpaperMaker?

WallpaperMaker is a utility which can capture part of a displayed graphic and save it for use as Windows wallpaper.

WallpaperMaker makes it easy to grab games screens and use them as Windows wallpaper.

What can WallpaperMaker do?

WallpaperMaker allows you to choose part or all of a graphic display to be captured.

WallpaperMaker can automatically scale the chosen portion of an image to fit your desktop exactly. You can choose fullsize, or repeat an image a number of times across the desktop.

WallpaperMaker can save wallpaper as normal bitmaps which can be edited using Windows Paintbrush, or as compressed bitmaps which save memory.

WallpaperMaker can translate the colours used in the original graphic to the standard 16 colours used by Windows display drivers to further save memory, substituting the nearest colour match.

WallpaperMaker can mix the standard 16 colours to produce hundreds of colour shades for closer colour matching.

WallpaperMaker uses a number of techniques to enable it to pop-up over games.

How to Register

To register WallpaperMaker send £6 or US\$12, cheque or cash to:

Andrew King,
25 Montem Road,
New Malden,
Surrey KT3 3QW,
U.K.

CompuServe: 100112,204
Telephone: (44) 81 949 4283

WallpaperMaker can also be registered through the Compuserve registration facility.

When you register you will receive a copy of the latest version of WallpaperMaker with the reminders to register removed (the registered version cannot remove the word 'register' from images created using the unregistered version). An order form is included at the end of this document. [See Registration Form below.](#)

How to use WallpaperMaker

WallpaperMaker is a pop-up utility (TSR) which is installed under Dos (before you start Windows). Once installed, it sits around in the background waiting to be activated when you hit a special combination of keys on the keyboard. When you give the correct key combination WallpaperMaker pops-up and allows you to capture part of the screen currently displayed. Once WallpaperMaker has finished, the program you were running before continues.

To Make WallpaperMaker Ready for Use

WallpaperMaker is made ready in Dos as follows.

Either Change directory to the directory where the WallpaperMaker distribution files were installed
eg. `cd \WallMkr`

Or Add the directory where the WallpaperMaker files were installed to your path (in your Autoexec.bat file)
eg. `path=c:\WallMkr`

Then load WallpaperMaker by typing the program name

eg. `WallMkr`

A screen summarising how to use WallpaperMaker will be displayed to remind you of the options available.

The following options can be set when loading the program. These take the form of switches which are appended to the command line after the program name. Multiple switches may be used, with a space between each.

To enable Freeze Action use the /F switch

i.e. `WallMkr /F`

To use the Left Shift key in the hotkey combination instead of the Right Shift key, use the /L switch

i.e. `WallMkr /L`

How to Remove WallpaperMaker

WallpaperMaker may be removed so that it is no longer sitting in background waiting to be activated.

WallpaperMaker is removed in Dos as follows.

If the directory where the WallpaperMaker distribution files were installed is not in the path
Change directory to the directory where WallpaperMaker is installed

Type *WallMkr /r*

To Activate WallpaperMaker

Once WallpaperMaker has been made ready it can be activated over a graphic display at any time by using a special key combination as follows.

Hold down the *right Shift key* and at the same time hit the *Caret (^)* key (or 6 on the alpha keypad).

(You can optionally set the hotkey combination to use the Left Shift key instead of Right Shift, by adding the /L switch to the command which loads the program i.e. *WallMkr /L.*)

A box will be displayed on the graphic. The box is used to choose the portion of the graphic to be captured (see below).

If a box is not displayed on the graphic WallpaperMaker is unable to pop-up over this display. The reason for this will be one of the following.

The display mode used by the graphic program is not supported by WallpaperMaker. See below for a list of display modes supported.

Some games programs take control of the timer interrupt which WallpaperMaker needs to be able to pop-up.

If you wish to use a Caret (^) character while you have WallpaperMaker waiting in the background you can still use the left shift key and caret.

To Cancel WallpaperMaker

If you pop-up WallpaperMaker then decide the picture is not suitable to be used, or you have finished saving a series of images, you can cancel by hitting the *Escape* key or *F10* key. It is usually better to use the F10 key as this last keystroke is often also read by the program over which you popped.

Movement Keys

Once WallpaperMaker has popped-up, the portion of screen to be captured as an icon or bitmap can be selected by moving the box displayed. The following keys may be used.

<i>Right Arrow</i>	Move box one pixel right
<i>Left Arrow</i>	Move box one pixel left
<i>Up Arrow</i>	Move box one pixel up
<i>Down Arrow</i>	Move box one pixel down
<i>Shift + Arrow</i>	Move box ten pixels in direction of arrow
<i>Control + Right Arrow</i>	Move right side of box one pixel right
<i>Control + Left Arrow</i>	Move left side of box one pixel left

Control + Up Arrow Move top of box one pixel up
Control + Down Arrow Move bottom of box one pixel down

Shift + Control + Arrow Move one side of box ten pixels in direction of arrow

<i>Home</i>	Move box to top left corner of screen
<i>Page Up</i>	Move box to top right corner of screen
<i>End</i>	Move box to bottom left corner of screen
<i>Page Down</i>	Move box to bottom right corner of screen
<i>Numeric Pad 5</i>	Move box to centre of screen

Control + Home (or Page Up or End or Page Down or Numeric Pad 5)
Move box to corner of screen and set to 32 pixels by 32 pixels

<i>Shift + Numeric Pad 5</i>	Box whole screen
<i>Insert or E (enlarge)</i>	Increase size of box by two pixels in width and height
<i>Delete or R (reduce)</i>	Decrease size of box by two pixels in width and height

<i>Shift + Insert or E</i>	Increase size of box by eight pixels in width and height
<i>Shift + Delete or R</i>	Decrease size of box by eight pixels in width and height

To Accept Chosen Area of Screen

Once the correct portion of the screen is bounded by the box, and all conversion options are set hit *Enter*.

The chosen area of screen is now processed and the output file produced. If a large area has been chosen this may take a few seconds.

Conversion Options

The following options may be set or unset while a box is displayed on the screen.

The option is set by hitting the key indicated in the first column below. Default values for each option are underlined.

When an option is set the edges of the box grows inwards and back out again to indicate that a change has been registered.

<u>1</u>	<u>VGA (640 x 480)</u>	The output bitmap will be scaled to a size which will enable an exact number of copies of the image to fit on to a wallpaper of 640 x 480 pixels.
<u>2</u>	<u>800 x 600</u>	The output bitmap will be scaled to a size which will enable an exact number of copies of the image to fit on to a wallpaper of 800 x 600 pixels.
<u>3</u>	<u>1024 x 768</u>	The output bitmap will be scaled to a size which will enable an exact number of copies of the image to fit on to a wallpaper of 1024 x 768 pixels.
<u>4</u>	<u>1280 x 1024</u>	The output bitmap will be scaled to a size which will enable an exact number of copies of the image to fit on to a wallpaper of 1280 x 1024 pixels.
<u>F</u>	<u>Fullsize Wallpaper</u>	The output bitmap will be scaled to the maximum dimensions of the wallpaper option chosen. (See options above)

S	Original Size	The output bitmap will be the same size (number of pixels in width and height) as the boxed area of the original.
F1	<u>16 cols (16 driver)</u>	The output image will be translated to the standard 16 colours used by a Windows 16-colour bitmap, using the closest colour match available. The colours will be suitable for use with a 16 colour Windows display driver. (The shades of the standard 16 colours are different between 16 colour drivers and 256 colour drivers)
F2	16 cols (256 driver)	The output image will be translated to the standard 16 colours used by a Windows 16-colour bitmap, using the closest colour match available. The colours will be suitable for use with a 256 colour Windows display driver. (The shades of the standard 16 colours are different between 16 colour drivers and 256 colour drivers)
C	Original Colours	The output image will use the same colours as in the original. This option is only available for bitmap output.
F5	RGB Average	When scaling an image down to icon size each output pixel will be the colour which most closely matches the average red, green and blue components of the source pixels it represents. This is the better translation rule for complex images.
F6	<u>Most Common Colour</u>	When scaling an image down to icon size each output pixel will be the colour which most closely matches the most common colour of the source pixels it represents. This is the better translation rule for more simple images.
F7	<u>Mix Colours On</u>	The output image will use colour mixing to more closely match the colours of the original. This option produces better colour reproduction of the original but may produce a less clear icon.
F8	Mix Colours Off	The output image will use plain colours. This option may produce a poor colour match to the original but produces a clearer icon.
P	Pages	This option allows you to access other display pages (if any) in the computer's memory.
Bckspc	Freeze Action	This special option changes the behaviour of the program when you are about to pop it up. When this option is set On the current activation is cancelled. Subsequently hitting the Right Shift key (or Left Shift key if the /L option was used) immediately freezes the displayed graphic until either the shift key is released, allowing the program to continue, or the Caret (^) key is hit to cause WallpaperMaker to activate. Freeze Action may also be set on by using the /F option on the load command, i.e. <i>WallMkr /F</i> .

Output File

WallpaperMaker creates a file in the current directory for each accepted screen. The file has the extension *.bmp* for a bitmap file. The filename assigned is the next available name in the series *wall-a* to *wall-z*, eg. *wall-a.bmp*.

It is recommended that these files be renamed to something more meaningful if they are to be kept.

Display Modes Supported

WallpaperMaker supports the following graphics display modes.

04	CGA 4 colour
05	CGA 4 colour
06	CGA mono - does not work properly
0d	EGA 16 colours, low resolution (320 by 200)
0e	EGA 16 colours, normal resolution (640 by 200)
0f	EGA mono (640 by 350)
10	EGA 16 colours, high resolution (640 by 350)
11	VGA mono (640 by 480)
12	VGA 16 colours (640 by 480)
13	VGA 256 colours (320 by 200)

WallpaperMaker does not support the following display modes and will not pop-up over the display.

00, 01	40 column text
02, 03	80 column text
07	monochrome alphanumeric
6a	VESA 16 colour (800 by 600)
100 -	VESA modes

WallpaperMaker only runs on VGA or more capable graphics cards, it will not run on EGA or CGA only cards.

Windows

WallpaperMaker can pop-up over Windows just like over any other graphic program. To do so WallpaperMaker must be made ready in Dos before running Windows. Don't forget that WallpaperMaker only supports the standard display modes listed above. If you are using a 256 colour driver, many of which are specific to a particular video card, or a VESA driver, you will have to change to the standard VGA 16 colour driver before WallpaperMaker will pop-up over Windows - use the Windows setup program to change video driver. Icons produced by WallpaperMaker can be used with any Windows display driver.

The bitmap option is specially included in WallpaperMaker to allow you to edit an icon before using it. First capture the desired graphic as a bitmap, reduced to icon size and translated to the standard 16 colours used by Windows icons. (The default options for bitmap format will achieve this - simply hit B for bitmap while the box is on the screen). Run Windows and use Paintbrush to edit the bitmap file produced. Pop-up WallpaperMaker over Paintbrush and capture the bitmap as an Icon.

N.B. Use the numeric keypad arrows while popped-up over Windows.

Approximately 70% of DOS games will run successfully under Windows 3.0 and above. Some games run only if an expanded memory frame has been set up. (See your operating system manual).

To Tell Windows to use this Wallpaper

Tips

Memory

Some games require a large amount of base memory to run and will not run once WallpaperMaker has been installed. If this happens it may be possible to make additional base memory available by using a special boot configuration. To do this you would need to make special version of your config.sys and autoexec.bat files. Things you can do include loading DOS into upper memory (high) and removing drivers such as disk cacheing and ram disk. Your operating system manual should give details of how to boot the system leaving maximum base memory available to your programs.

WallpaperMaker may also be loaded into high memory to make more room in base memory.

Known Bugs

- 1 Occasionally WallpaperMaker registers a spurious Shift On character when you use the non-numeric keypad arrows. The shift can be cancelled by hitting the Shift key. The problem does not occur if you use the numeric keypad arrows.
- 2 After popping up in Windows the shift and control status are sometimes left on. To resume normal service hit the shift and control keys after WallpaperMaker has finished.
- 3 There is a problem on completion when saving a 256-colour file to a disk compressed by SuperStor Pro version 1.00, which causes the computer to hang. The same file can be saved successfully to an uncompressed disk.

License

You are licensed to use a single copy of the program.

WallpaperMaker is a shareware product. You may freely copy the unregistered version of WallpaperMaker and pass it to your friends and colleagues. Please encourage them to register if they like it as cheap utilities like WallpaperMaker will only be developed if the Shareware system is respected.

You may not sell wallpaper produced using WallpaperMaker for profit.

Registration Form

The next page contains a registration form for ordering copies of WallpaperMaker. You can print it using File, Print then selecting Pages, From 10 To 10.

First some details of two other programs available from Andrew King - **IconMaker** and **SlowMo**.

IconMaker is a utility which allows you to take snapshots from your favourite games and use them as program icons on your Windows desktop.

IconMaker makes it easy to choose which part of a screen to use and scales it to icon size.

IconMaker can produce ordinary bitmaps, which you can edit using Windows Paintbrush, before recapturing them as icons.

IconMaker's colour translation and colour mixing features can produce excellent 16-colour icons from 256-colour originals.

IconMaker is the ideal companion to WallpaperMaker. Now you can brighten up your desktop with your own icons without needing to be an artist!

IconMaker costs just £5 (US\$10) or only £3 (US\$6) if ordered with WallpaperMaker.

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SlowMo is a small pop-up utility which gives you slow motion at the touch of a key.

Are you having difficulty blasting that last alien, or maybe you need a little time to think in battle? **SlowMo** could be just the thing you need.

SlowMo can be configured to any speed from "very slow" to "normal". It can be activated in the middle of a game at the touch of a key and removed again just like that and the speed can be adjusted while playing. **SlowMo** also features Pause and Freeze, so you can stop and think, or answer the 'phone in the middle of a game. **SlowMo** lets you choose the best key for each action and gives audio feedback of all operations.

SlowMo can save the configuration you set for each game, which can be automatically called-up the next time you play the game.

SlowMo - an essential cheat for all action games!

SlowMo costs £4 (\$8) or £2.50 (\$5) if ordered with IconMaker or WallpaperMaker.

- | | |
|-------------------------------------|--------------------|
| [] WallpaperMaker | £6 or US\$12 |
| [] IconMaker | £5 or US\$10 |
| [] IconMaker + WallpaperMaker | £9 or US\$18 |
| [] <i>SlowMo</i> with any of above | add £2.50 or US\$5 |
| [] <i>SlowMo</i> | £4 or US\$8 |

All prices include postage

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- ☐ 3½" disk
or
☐ 5¼" disk

Please enclose cheque payable to "Andrew King", or cash.

Other currencies please add £2.50 for exchange and send cash notes to equivalent value.

Mail to: Andrew King
25 Montem Road
New Malden
Surrey KT3 3QW
U.K.