

WallMk2 v1.02 - The wallpaper grabber for Windows / Dos - pass 2

Brighten up your Windows desktop with an endless supply of pictures from your favourite games!

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What is WallMk2?

WallMk2 is a utility which can redisplay screens captured by WallMk1, then take a part or all of the screen and convert it into a Windows 3.x bitmap file which can be edited using Windows Paintbrush, or used as Windows wallpaper.

What can WallMk2 do?

WallMk2 allows you to choose part of a graphic display to be captured.

WallMk2 can automatically scale the chosen portion of graphic to a size suitable to be used as Windows wallpaper.

WallMk2 can translate the colours used in the original graphic to the standard 16 colours used by a Windows 16-colour wallpaper, substituting the nearest colour match.

WallMk2 can mix the standard 16 colours to produce many more colour shades for closer colour matching.

WallMk2 can save the chosen portion of graphic as a bitmap at its original size, scaled to full-screen size, or scaled to fit a number of times across or down the screen. Bitmaps can be saved with their original colours or translated to the standard 16 colours used for a 16-colour wallpaper.

WallMk2 can save bitmaps in compressed or uncompressed formats. Compressed format can be used as Windows wallpaper and can take much less disk and RAM space. Compressed format can not be read by Windows Paintbrush - but can be read by other graphics programs including the shareware program Paintshop Pro which can convert a compressed bitmap into an uncompressed

one and vice versa. Uncompressed bitmaps can be read and edited by Windows Paintbrush but take up more disc space and RAM memory.

How to Register WallpaperMaker

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.](#)

To Run WallMk2

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 WallMk2 by typing its name

eg. `WallMk2`

An options menu will be displayed.

To End WallMk2

When you have finished saving bitmaps you can end by hitting the *Escape* key.

The Options Menu

The options menu allows you to select the input file to be redisplayed, the format of the output file and the conversion options to be used.

The following keys should be used.

<i>Space</i>	Select the highlighted file or option. Note - selecting an option may automatically reset associated options.
<i>Arrow</i>	Move to the next file or option without selecting the current one.
<i>Tab</i>	Switch between the file list and the output options.
<i>Page Up</i>	Display the previous page of files.
<i>Page Down</i>	Display the next page of files.

<i>Plus</i>	When setting a Specific Output Size <i>plus</i> will display the next bigger width or height which will fit exactly into the display size chosen.
<i>Minus</i>	When setting a Specific Output Size <i>minus</i> will display the next smaller width or height which will fit exactly into the display size chosen.
<i>Return</i>	Accept the currently highlighted input and output options.
<i>Escape</i>	Quit WallMk2 without further processing.

Compressed Bitmap Output

You can choose to write the output file either as a compressed bitmap or an uncompressed one. Compressed bitmaps may be used as Windows wallpaper but cannot be read by Windows Paintbrush. Other graphics programs can read compressed bitmaps, including the shareware program Paintshop Pro. Compressed bitmaps may use considerably less disk and RAM space than uncompressed bitmaps. **(See Known Bugs below).**

Colour Translation

The colours available for use in 16-colour Windows wallpaper are limited. Although the bitmap may contain a definition of the palette to be used for the colours Windows does not use this but instead uses a fixed palette of 16-colours. This palette varies depending on whether you are running Windows with a 16-colour driver or a 256-colour driver. A choice of translation is therefore provided for each of these palettes. Choose the appropriate translation method for your Windows setup.

Movement Keys

The portion of screen to be captured as a 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
<i>Control + Up Arrow</i>	Move top of box one pixel up
<i>Control + Down Arrow</i>	Move bottom of box one pixel down
<i>Shift + Control + Arrow</i>	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
<i>Control + Home (or Page Up or End or Page Down or Numeric Pad 5)</i>	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

Shift + Delete or *R* 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.

Input File

WallMk2 reads files produced by WallMk1. These have the extension .ik2. The file to be redisplayed should be chosen using the options menu.

Output File

WallMk2 creates a file in the current directory for each image processed. The file has the extension *.bmp* for a bitmap file. The filename assigned is the next available name in the series *wall2-a* to *wall2-z*, eg. *wall2-b.bmp*.

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

Display Modes Supported

WallMk1 supports the following graphics display modes.

04	CGA 4 colour
05	CGA 4 colour
06	CGA mono - doesn't 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)
6a	VESA 16 colours (800 by 600)
100	VESA 256 colours (640 by 400)
101	VESA 256 colours (640 by 480)
102	VESA 16 colours (800 by 600)
103	VESA 256 colours (800 by 600)
104	VESA 16 colours (1024 by 768)
105	VESA 256 colours (1024 by 768)
106	VESA 16 colours (1280 by 1024)
107	VESA 256 colours (1280 by 1024)

WallMk1 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
	display card specific SVGA modes

WallMk2 only runs on VGA or more capable graphics cards, it will not run on EGA or CGA only cards.

To Change your Windows wallpaper

Use the desktop option of Control Panel.

Enter the full path and filename of the wallpaper file you wish to use.

Tips

Known Bugs

- 1 If Windows is unable to load a wallpaper bitmap Windows fails to load! If this happens you need to edit the win.ini file in the windows directory and remove the line starting 'wallpaper=' or amend it to refer to another bitmap which it can load successfully. I have had problems with some compressed bitmaps produced from WallMk2 under Windows 3.0 (the same bitmaps were loaded successfully with another display driver). I have not had any problems with the same bitmaps in uncompressed form.

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 Ikonize 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 6 To 6.

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

Name	[]
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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.