

WallPaper is a *BackSpace* module that is an encapsulation of the *wallpaper.ps* program (gradient wrapping paper, symmetry group P4M) that Elizabeth Zwicky <zwicky@erg.sri.com> submitted to *comp.sources.postscript*. (See enclosed `comp.sources.postscript.87` file for the original posting and program.)

WallPaper provides sliders on the *BackSpace Settings* panel to control the *wildness* of the images, as defined in the original PostScript program, and the *brightness* of the colors. (There are other defaults you can adjust listed below.) The program continuously dissolves from one output of the *wallpaper.ps* program to the next.

There are some modifications that Elizabeth suggests (and provides alternative possibilities) in the comments to her program. If you want to experiment with these, I suggest you `unshar` (or edit out the headers and execute the body using `cs`/`sh`) the `comp.sources.postscript.87` file to extract the original *wallpaper.ps* program and try the various modifications using *Yap* (unfortunately *Preview* doesn't execute this program in color). Once you settle on something you like, make the same modifications to the `WallPaperWrap.psw` file, which is nearly identical to *wallpaper.ps* but much less interactive for experimentation, and remake the module.

WallPaper was built and tested with the *NeXTSTEP 3.0* version of *BackSpace* and may be incompatible with earlier versions.

Installation

To install *WallPaper*, copy the `WallPaperView.BackModule` *bundle* (directory) into the `~/Library/BackSpaceViews` or `/LocalLibrary/BackSpaceViews` directory. The following will

install *WallPaper* in your `~/Library/BackSpaceViews` directory:

```
make install
```

Or you can specify the installation directory:

```
make install INSTALLDIR=/LocalLibrary/BackSpaceViews
```

Or use `'cp -r'` or `tar` to move the file to the desired location.

Defaults

WallPaper has several defaults that you can set by doing a `dwrite` to the owner *BackSpace* (the first two can also be set from sliders in the *BackSpace Settings* panel):

```
WallPaperWildness ( = "0.5" )
```

Possible values for this default are 1, .5, 0, -.5 and -1. (According to the original program, in monochrome .5 and 0 are hard to tell apart.) The setting varies from psychedelic at 1.0 to slightly more tame at lower settings.

```
WallPaperBrightness ( = "0.5" )
```

This puts a damper on the brightness of the colors so that in addition to a constantly changing screen image, you don't have one that's too bright to be a good screen saver. The setting ranges from 1.0, full brightness

which is great for showing off color machines, to 0.0 which is pitch black.

```
WallPaperStep ( = "0.1" )
```

Ths default is the step size used in dissolving from one image to the next. Its range is between 0 and 1.

```
WallPaperCount ( = "4.0" )
```

Ths defaults controls how many repetitions (horizontally) you'll see on the screen. Since screen height to width is typically a ratio of 3:4, multiples of 4.0 work best but you can adjust to your screen setup. Unlike the above defaults, this is only checked at initialization and won't affect *WallPaper* once running.

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