Wallpaper Control Panel

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Introduction

Wallpaper Control Panel (WPCP) was created to make selection of wallpaper a faster and more fun thing to do. With WPCP you can preview the bitmap file before using it as wallpaper and at the push of a button hang the wall paper. (and see the results) Up until now most Windows users have had to keep all their bitmap files in the Windows subdirectory. This is no longer the case! You can now easily select a bitmap file from any drive or subdirectory.

Installation

WPCP requires that you have the file VBRUN300.DLL in your Windows system directory. It is not included in the distribution file to decrease download time. This file, VBRUN300.DLL, is available from nearly all BBS's and other on-line services. Many programs require this file, so you may already have it. For other installation details see readme.txt.

Operation

For the most part WPCP's usage is self-explainatory, however, there are some features that require a little explanation.

The **Wallpaper preview** frame contains a checkbox which lets you do one of two things depending on the size of the bitmap being viewed. If the bitmap is smaller than the preview area then the checkbox will allow you to see a preview with multiple copies of the bitmap filling the preview area (tiled). If the bitmap is larger than the preview area then the checkbox will allow you to see the upper left portion of the bitmap that fits in the preview area or allows you to see an image sized to fit in the preview area. (Great for full screen bitmaps)

The "Tile the New Wallpaper" checkbox just above "Hang Wallpaper" if checked will tile the wallpaper when you hang it. If it is not checked the wallpaper will be centered.

Under the "Options" menu, **"When to Tile..."** allows you to default the "Tile the New Wallpaper" checkbox. (explained above) Some good values for different screen resolutions are:

Resolution	Recommended values	
1024 x 768	950 x 700	
800 x 600	750 x 550	
640 x 480	600 x 400	(the defaults)

The **free memory display** is updated when WPCP uses or frees more memory. If your system has low memory then you may want to watch how the free memory changes each time you hang or strip wallpaper. In WPCP you can get an "Out of Memory" error *even* when you have thousands of kilobytes of memory free. This is caused when not enough *REAL* RAM, in a contiguous block, is available to hold the image. The display reports free system memory, which is RAM + virtual memory. Virtual memory is disk space set aside for use as memory. Read your Windows documentation to learn more about RAM and virtual memory. In most cases if you get this error the bitmap file is too "big" for your system.

The **Icon Animation** option will show a moving ocean when the program is minimized. On some slower machines this causes an annoying flicker That's why its an option!

Limitations

WPCP cannot display 16.8 million color (24-bit true color) bitmap files. If you try to load a true color bitmap WPCP will stop and give you an error message. (No harm done!) This is really a limitation of Visual Basic, but that doesn't make it work any better!

Some 16 color bitmaps are dithered to gently fade from one color to another or to simulate more than 16 colors. When viewing a bitmap of this type and WPCP's Preview Image is shrunk then a *checkerboard* effect will take place in the areas where the dithering is used. This *checkerboard* effect will **not** show up on the wallpaper.

Disclaimer

AMP Computing has expended significant time and resources to ensure that WPCP will function properly in all work settings, however there is no such thing as a sure thing. In any case, we are not liabile for lost time, data, luggage or anything else.

Copyright

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Registration

If you register you will receive a registration number for WPCP and will be supporting future improvements to the program. (Not to mention that warm *fuzzy* feeling you get!) Registration is only eight U.S. dollars (\$8) and also entitles you to free upgrades until the next major release. (ie major: 1.x to 2.x minor: 1.1 to 1.2) To print out a registration form go to the Help\Registration Form and fill in the blanks. Then just mail it with cash, check or money order to AMP Computing. Your registration will be processed the day it is received. For faster service we can fax your registration number back to you. (for a small fee)

Feel free to send questions or comments (likes & gripes) to the Internet address at the top of this document. Please pass this program along to friends and colleagues and be sure to use the original distribution file when you do so.

Thanks!

David Phillips

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