# Monitor Your Resources

**NOTE:** This section applies only to WFS Pro.

Once you're running Talking Monitor™, it immediately starts tracking system resources, free memory, and free disk space. If these resources fall below a specified level (10%, 128K, and 128K, respectively), the application warns you until you resolve the problem!

The following steps describe how to change the monitor warning levels, how to change the announcement voice and face, and how to add a warning sound.

1. Start Talking Monitor if you are **not** already running it by

    *   **Windows 3.1:** Clicking its button in the WFS Pro main window -OR-
        by double clicking its icon in the Talking Apps program group

    *   **Windows 95:** Clicking its program in the Talking Apps folder
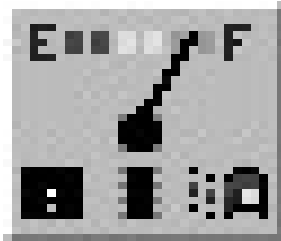
    The Talking Monitor window appears:
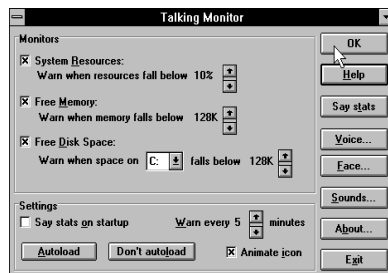
2. Choose **System Resources** to monitor system resources, then click the **up** and **down arrows** until the *percentage* value that you want to use appears (for example, 25%).

3. Choose **Free Memory** to monitor free memory, then click the **up** and **down arrows** until the *memory size* value that you want to use appears (for example, 256K).

4. Choose **Free Disk Space** to monitor free disk space, then click the **up** and **down arrows** until the *drive* and *disk space* values that you want to use appear (for example, C: 1M).

    Optional: Repeat this step for each hard disk you want to monitor.

5. **Optional:** Choose **Say stats on startup** to announce current statistics for the selected monitors when you first run Talking Monitor.

6. **Optional:** Click the **up** and **down arrows** to set the **Warn every** *number of minutes* frequency value (for example, 10 minutes). Default is every 5 minutes.

7. **Optional:** Choose **Animate icon** to display monitored items in the minimized Talking Monitor icon.

NOTE: When this option is **not** selected, Talking Monitor's icon does **not** appear on the desktop. Talking Monitor still issues warnings, however, when monitored items fall below the specified levels. You can restore Talking Monitor by restarting it.

8. **Optional:** Choose **Say stats** to hear current statistics for the selected monitors.

9. Click **Voice…** to select the voice for announcing monitored items. When the Voice dialog box appears, select a *voice*, then click **OK**.

10. Click **Face…** to select the face for announcing monitored items. When the Face dialog box appears, select a *face*, then click **OK**.

11. Click **Sounds…** to set up a sound for one or more of the selected monitors. When the Monitor Sounds dialog box appears, choose one of the *sound buttons* (for example, **Low Resources Sound…**). When the Choose Media Elements dialog box appears, select a *sound*, then click **OK**.

12. Click **OK** to minimize Talking Monitor. Your settings are now saved. Talking Monitor will announce monitored items and play sounds as you requested.

NOTE: Do **not** exit Talking Monitor now; otherwise, it will **not** monitor your system.

Liven up Your Icons

NOTE: This section applies only to WFS Pro and Talking Icons.

To breathe new life into your icons, use

- IconMotion™ to place animated icons over Program Manager's program and program group icons, or anywhere on your Windows desktop (WFS Pro and Talking Icons only)

- ICM Edit™, the animated icon editor, to edit and/or create your own animated icons (WFS Pro and Talking Icons only)

Animate Your Program Manager Icons

NOTE: This section applies only to WFS Pro and Talking Icons.

> **Windows 95 Compatibility:** IconMotion does not function with Windows 95; however, it does function with Windows 3.1 (or higher).

> **Norton Desktop Compatibility:** IconMotion requires The Norton Desktop™ 3.0 (or higher) for full compatibility with Norton Desktop for Windows (NDW). If you've created a new icon with ICM Edit since opening IconMotion, exit and restart IconMotion so your new icon will appear in its list.

Once you're running IconMotion, your icons are animated in the Main, Accessories, *Aristo-Soft product* (WFS Pro, CD Mania, or Talking Icons), and After Dark (if you *have* After Dark!) program groups! If you want even more action, use IconMotion to place other animated icons onto your Windows Desktop over program and/or group icons. You can also place animations over Norton Desktop Quick Access Group items, minimized windows, and so forth!

IconMotion comes with 50 animated icons. You can use pre-made icons or icons of your own design. To create some of your own, please refer to the "Liven up Your Icons: Create Your Own Animated Icons" section.

Place an Animated Icon

NOTE: This section applies only to WFS Pro and Talking Icons.

> **Windows 95 Compatibility:** IconMotion does not function with Windows 95; however, it does function with Windows 3.1 (or higher).

> **Norton Desktop Compatibility:** IconMotion requires The Norton Desktop™ 3.0 (or higher) for full compatibility with Norton Desktop for Windows (NDW). If you've created a new icon with ICM Edit since opening IconMotion, exit and restart IconMotion so your new icon will appear in its list.

The following steps describe how to place an animated icon:

1. Access the program manager (for example, Windows or NDW).

2. Start IconMotion if you are **not** already running it by

   - **WFS Pro in Windows 3.1:** Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group

   - **Talking Icons in Windows 3.1:** Clicking its button in the Talking Icons main window -OR- by double clicking its icon in the Talking Icons program group
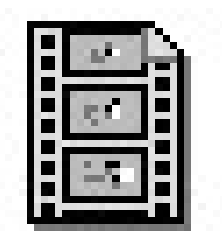
   The IconMotion dialog box appears, showing the available icons on the left (icon list), and a sample window on the right:
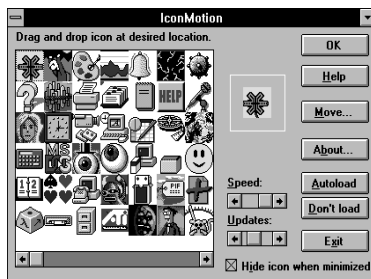
3. Select an *icon* from the list.

   The selected icon is now animated in the sample window. If this is the icon you want, proceed to the next step; otherwise, select a different icon.

4. Click the scroll box arrows to adjust the **Speed** and **Updates** options.

   Speed determines how often your system redraws the icons; **Updates** determines how many icons your system redraws at one time. As you increase speed and updates, system performance decreases; however, if you have a "fast" system (such as a 486–66MHz computer), performance decrease is negligible.

5. Select the *icon* in the sample window with the PRIMARY MOUSE button, then drag-and-drop it over the icon you want to animate -OR- anywhere on your Windows desktop.

   The animated icon now appears in the selected location. Repeat Steps 3–5 for other icons you want to animate.

NOTE: If you want the animation to replace a Quick Access Group item or a minimized program icon, ensure the cursor is over the icon you're replacing before you "drop" the animated icon.

6. Click **OK**. The animated icon settings are now saved.

NOTE: Do **not** exit IconMotion now; otherwise, icons you've animated will **not** be animated.
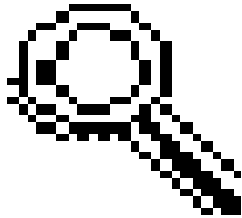
Move or Remove an Animated Icon

NOTE: This section applies only to WFS Pro and Talking Icons.

Windows 95 Compatibility: IconMotion does not function with Windows 95; however, it does function with Windows 3.1 (or higher).

Norton Desktop Compatibility: IconMotion requires The Norton Desktop™ 3.0 (or higher) for full compatibility with Norton Desktop for Windows (NDW). If you've created a new icon with ICM Edit since opening IconMotion, exit and restart IconMotion so your new icon will appear in its list.

The following steps describe how to move or remove an animation:

1. Access the program manager (for example, Windows or NDW).

2. Start IconMotion if you are **not** already running it. The IconMotion dialog box appears.

3. Click **Move**. The cursor changes to

and then to

when it's close to an animated icon.

4. Drag-and-drop the animated icon to its new location. If you want to remove it from the desktop, drag-and-drop it onto the IconMotion trash can icon in the lower-left corner of your screen:

The animated icon is now moved/removed.

Optional: Repeat Steps 3–4 for other animated icons you want to move or remove.

5. Click **OK**. The animated icon settings are now saved.

NOTE: Do **not** exit IconMotion now; otherwise, other icons you've animated will **not** be animated.

Create Your Own Animated Icons

NOTE: This section applies only to WFS Pro and Talking Icons.

ICM Edit is an animated icon editor. It lets you create your own animated icons, or edit existing ones, using an interface similar to Windows' Paintbrush. You can import animations from .ICM, .MVE, .ICO, and .BMP files, even icon collections in .EXE and .DLL files. If you open a file type other than .ICM, .ICO, or .BMP, however, ICM Edit opens it as an untitled file, so you do **not** have to worry about overwriting the original.

NOTE: Standard icon size is 32 x 32 pixels; however, you can create larger and smaller icons if you prefer. To do this, click and drag the small, black box at the lower-right corner of the display window. Please be aware, however, resizing may visually d^i_st^{o}r$_t$ the icon animation.

The following steps describe how to create a simple animated icon, using the Cursor Changer icon (\WFSOUND\ CURSOR.EXE) as an example. It may **not** be the coolest icon you'll ever create, and it doesn't hold a candle to our \WFSOUND\ICM\CURSOR.ICM. It will, however, teach you how to use the ICM Edit tools.

1. Start ICM Edit if you are **not** already running it by

    - **WFS Pro in Windows 3.1:** Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group

    - **WFS Pro in Windows 95:** Clicking its program in the WFS Utilities folder

    - **Talking Icons in Windows 3.1:** Clicking its button in the Talking Icons main window -OR- by double clicking its icon in the Talking Icons program group

    - **Talking Icons in Windows 95:** Clicking its program in the Talking Icons folder
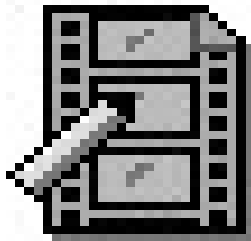
    The ICM Edit window appears:
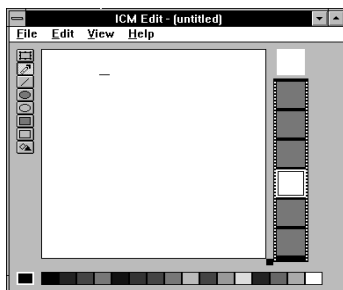
2. Choose **Open…** from the **File** menu. When the Open dialog box appears, double click the *file name* you want to open. Change **Directories** and **Drives** as necessary.

    For this example, select **Icon Collections** from the **List Files of Type** drop-down list box, then double click **CURSOR.EXE**. The Cursor Changer icon appears in the editing window.

3. Choose **Save As...** from the **File** menu. When the Save As dialog box appears, type in a new *file name*, then click **OK**.

   For this example, type **CURSOR2.ICM** in the **File Name** box and change the **Directory** to **\WFSOUND\ICM**, then click **OK**.

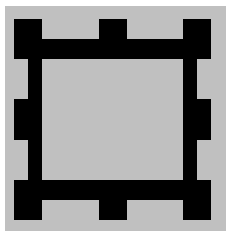4. Choose **Insert** from the **Edit** menu -OR- press INSERT.

   Repeat this step seven more times. You should now have eight frames:
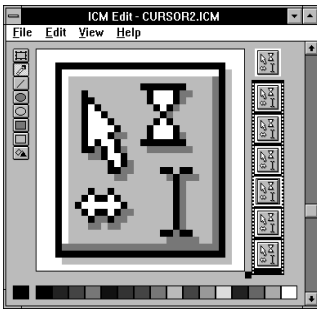
NOTE: All eight frames are there; however, only three may be visible. Select the last frame in the frame viewer -OR- drag the scroll box along the right side of the window—more frames will appear.

5. Use the **Marquee Select** button and the **Cut** command to select and cut part of the icon from the frame.

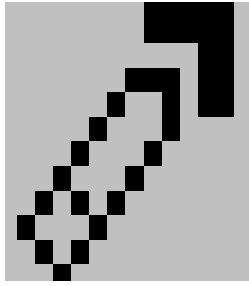   • Select the first frame in the viewer.

   • Choose

   • Press and hold the PRIMARY MOUSE button over part of the icon picture, drag the mouse down toward the lower-right corner, then release the mouse button.

   • Choose **Cut** from the **Edit** menu -OR- press CTRL+X.

   The Cursor icon is now animated—look in the animation window, located above the frame viewer, to see how it looks. Look to this window any time you add an animation to see how it looks.

6. Use the **Pencil** button to edit a frame.

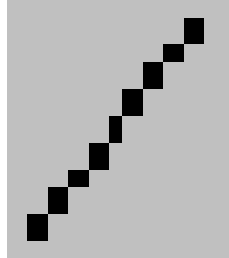   • Select the next frame in the viewer.

   • Choose

- **Optional:** Change pencil color by selecting a new color (such as magenta) from the color list.

- Click a few areas within the arrow pointer, then click its shadow (dark gray) areas.

The arrow pointer is now animated.

7. Use the **Line** button to edit a frame.

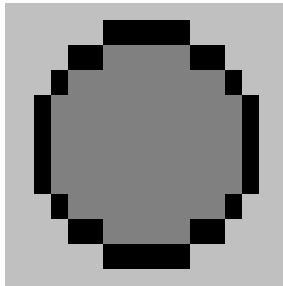   •   Select the next frame in the viewer.

    •   Choose

    •   **Optional:** Change the line color (such as from magenta to blue).

    •   Draw an "x" over the I-beam pointer. Press and hold the PRIMARY MOUSE button near the top-left corner of the I-beam, drag it to the lower-right corner, then release the mouse button. Next, press and hold the PRIMARY MOUSE button near the top-right corner of the I-beam, drag it to the lower-left corner, then release the mouse button.

    The I-beam pointer is now animated.

8. Use the **Filled Oval** button to edit a frame.

    •   Select the next frame in the viewer.

    •   Choose

    •   **Optional:** Change the outline color (such as from blue to purple). To change the fill color, press the SECONDARY MOUSE button on another color (such as magenta).

    •   Draw an oval/circle over the Hourglass pointer. Press and hold the PRIMARY MOUSE button near the top-left corner of the I-beam, drag it to the lower-right corner, then release the mouse button.

    The Hourglass pointer is now animated.

9. Use the **Hollow Oval** button to edit a frame.

    •   Select the next frame in the viewer.
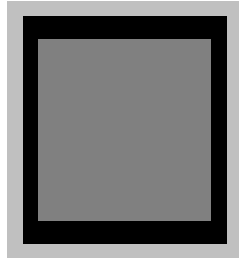
    •   Choose

- Draw an oval/circle over the Hourglass pointer again. Press and hold the PRIMARY MOUSE button near the top-left corner of the I-beam, drag it to the lower-right corner, then release the mouse button.

The Hourglass pointer is now animated with two different effects, fill and a hollow circle (oval).

10. Use the **Filled Square** button to edit a frame.

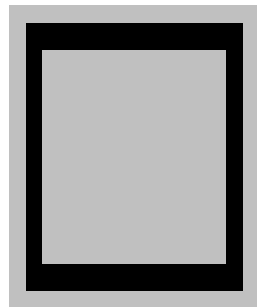   • Select the next frame in the viewer.

   • Choose

   • **Optional:** Change outline and fill colors.

   • Draw a square/rectangle over the Resize pointer. Press and hold the PRIMARY MOUSE button near the top-left corner of the I-beam, drag it to the lower-right corner, then release the mouse button.

   The Resize pointer is now animated.

11. Use the **Hollow Square** button to edit a frame.

   • Select the next frame in the viewer.

   • Choose

   • **Optional:** Change the outline color.

   • Draw a square/rectangle over the Resize pointer. Press and hold the PRIMARY MOUSE button near the top-left corner of the I-beam, drag it to the lower-right corner, then release the mouse button.

   The Resize pointer is now animated with two different effects, a filled and a hollow rectangle (square).

12. Use the **Fill** button to edit a frame.

- Select the next frame in the viewer.
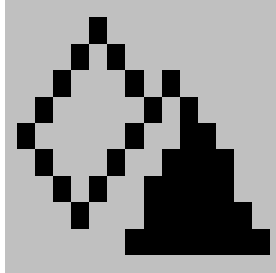
- Choose

- **Optional:** Change the fill color with the PRIMARY MOUSE button.

- Click inside the Arrow pointer.

The Arrow pointer is now animated with two different effects, dots (from the pencil) and fill.

13. Choose **Save** from the **File** menu.

You may now use IconMotion to place your newly-animated icon over the existing Cursor Changer Icon (refer to the "Animate Your Program Manager Icons" section).

NOTE: If you're already running IconMotion, exit and restart it so your icon will appear in its icon list.

Create Cool Windows Effects

NOTE: This section applies only to WFS Pro and Talking Icons.

Once you're running Windows FX™, your desktop has cool effects! You can use Windows FX to further change the look and feel of your Windows desktop, applying various effects, including animating menu buttons and title bars, changing fonts and background color, or choosing wallpapers for dialog boxes.

You can set up your own FX styles, either by using any of the preset ones listed in the **FX Styles** list, or combine some of your own effects and save them as a style, by clicking **Save**. If you want to save your new style as the default, click **Make default**.

NOTE: **Default styles:** The default style is **Stainless Steel** (default style appears as **Default** in the **FX Styles** list). If you want to change it, select a new style from the **FX Styles** list and click **Use** (for the current window) -OR- **Make default** (for all windows without a specifically-applied style).

Exiting Windows FX: If Windows FX is driving you crazy, exit it by clicking **Exit** in the Windows FX dialog box -OR- by double clicking its program manager icon, and then clicking **OK**.

Windows 95 Compatibility: Windows FX functions properly with some Windows 95 applications. However, some applications that do not follow standard window conventions may not be able to fully utilize the features of Windows FX.

This section describes how to configure button, caption, client area, and frame effects for your windows and dialog boxes.

## *Create Cool Button Effects*

NOTE: This section applies only to WFS Pro and Talking Icons.

This section describes how to configure effects for your window and dialog box **Control menu**, **Minimize**, and **Maximize** buttons:

1. Start Windows FX if you are **not** already running it by

   - **WFS Pro in Windows 3.1:** Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group

   - **WFS Pro in Windows 95:** Clicking its program in the WFS Utilities folder

   - **Talking Icons in Windows 3.1:** Clicking its button in the Talking Icons main window -OR- by double clicking its icon in the Talking Icons program group

   - **Talking Icons in Windows 95:** Clicking its program in the Talking Icons folder
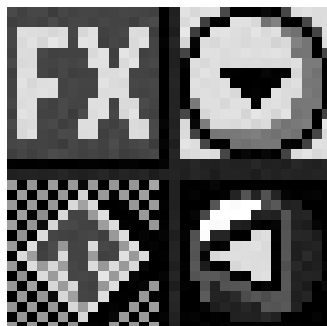
2. Choose **Configure FX…** from the **Control** menu of the *window* -OR- *dialog box* you want to configure effects for. The Configure FX dialog box appears:
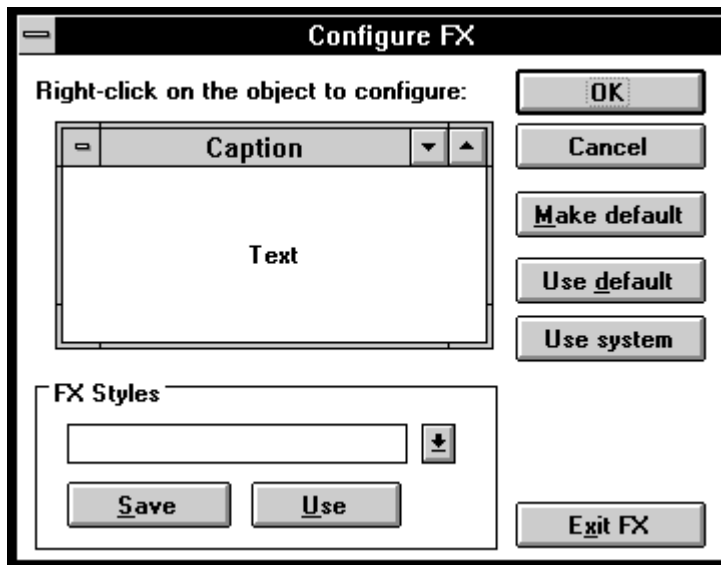
3. Press the SECONDARY MOUSE button over the **Control menu** object. A popup menu of replacement boxes appears.

NOTE: Once Windows FX is running, you may press the SECONDARY MOUSE button on the box **Control** menu, Minimize, and Maximize buttons within the window or dialog box to which you want to apply the effects—both open the same popup menu (that is, this replaces Steps 2–3 with one step!).

This "replacement" step, using the SECONDARY MOUSE button, is used in the "Create Cool Caption Effects" and "Create Cool Frame Effects" sections in place of Steps 2–3 shown above.

4. Click a *button*. The new button appears in the **Control menu** box location.

Optional: Repeat Steps 3–4 for the **Minimize** and **Maximize** button objects.

5. Press the SECONDARY MOUSE button over **Caption** (Title Bar) object.

6. Click **Animate buttons**.

7. Click **OK**. The effects are now saved for the selected window or dialog box.

NOTE: Do **not** exit Window FX now; otherwise, effects you've applied will **not** appear.

Create Cool Caption Effects

NOTE: This section applies only to WFS Pro and Talking Icons.

This section describes how to configure caption effects for your windows and dialog boxes:

1. Start Windows FX if you are **not** already running it.

2. Press the SECONDARY MOUSE button on the **Caption** (Title Bar) within the *window* -OR- *dialog box* you want to apply effects to. A popup menu of options appears.

3. Click **Pattern**. A popup menu of available patterns appears.

4. Select a *pattern*. The new pattern appears around the caption.

5. Press the SECONDARY MOUSE button on the **Caption** again, then choose **Text font / color…**.
The Select Font dialog box appears:
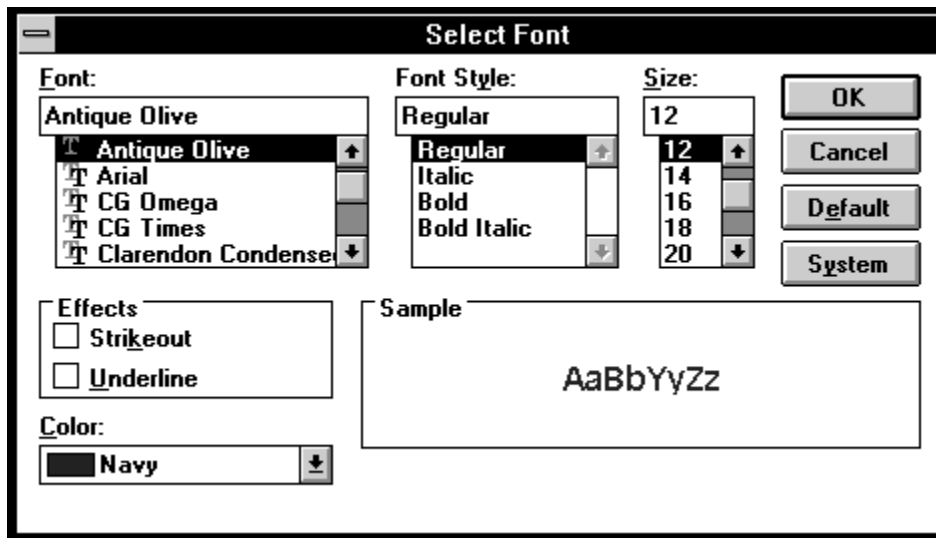
6. Select *font settings* you want to apply to the **Caption**: **Font**, **Font Style**, **Size**, **Effects**, and **Color** (for example, Antique Olive, Regular, 12, (none), and Navy, respectively).

> The combined font settings appear in the **Sample** box. Repeat this step until you are happy with the settings.

7. Click **OK**. The new font appears in the caption area.

8. Press the SECONDARY MOUSE button on the **Caption** again, then choose **Background color…**.
The Color dialog box appears:
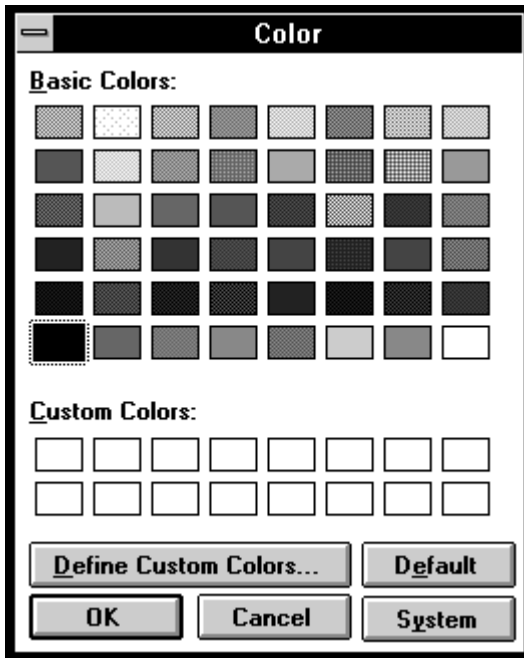
9. Select a *color* (for example, magenta).

10. Click **OK**. The new background color appears in the caption area.

11. Press the SECONDARY MOUSE button on the **Caption** again, then choose **Ticker-tape**. The caption now scrolls like ticker-tape.

12. Press the SECONDARY MOUSE button on **Caption** again, then choose **Caption** text. The Window Title dialog box appears. The following picture's text box is filled in to match the following step.
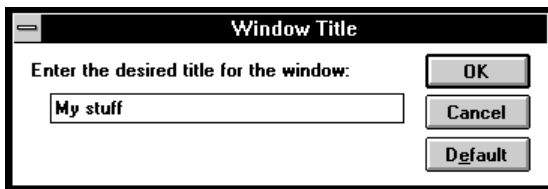

13. Type a *title* in the text box (for example, My stuff).

NOTE: The title appears in place of the window or dialog box's standard title bar caption; however, it does **not** erase or remove the original caption text!

14. Click **OK**. The new title appears in the caption area.

15. **Optional:** Press the SECONDARY MOUSE button on the **Caption** again, then select **Left**, **Right**, or **Center** (default) if you want the caption to appear to the left, right, or center of the caption area.

16. Choose **Configure FX…** from the **Control** menu of the *window* -OR- *dialog box* to which you applied the effects. The Configure FX dialog box appears:
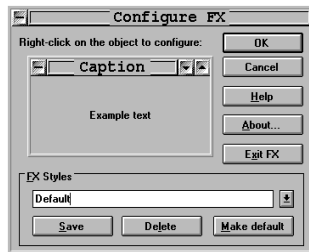
NOTE: After applying effects, this dialog shows the applied effects in the object area (such as in the picture shown above).

17. Click **OK**. The effects are now saved for the selected window or dialog box.

NOTE: Do **not** exit Window FX now; otherwise, effects you've applied will **not** appear.

Create Cool Client Area Effects

NOTE: This section applies only to WFS Pro and Talking Icons.

This section describes how to configure client area effects for your windows and dialog boxes:

NOTE: **Client area effects** are **not** as global as other effects! These effects only work with windows and dialog boxes that contain a **Control**-menu box, standard command buttons (such as **OK** or **Cancel**), check boxes, option buttons, and short text labels. For example, font effects will **not** appear in Program Manager groups; however, they **will** appear in dialog boxes such as the Windows FX Select Font dialog box (see the "Create Cool Caption Effects" section).

Despite this limitation, client area wallpaper and background color effects **do** appear in Program Manager groups (for example, Main or Accessories).

1. Start Windows FX if you are **not** already running it.

2. Choose **Configure FX…** from the **Control** menu of the *window* -OR- *dialog box* for which you want to configure effects. The Configure FX dialog box appears.

3. Press the SECONDARY MOUSE button over the **Example text** client area. A popup menu of options appears.

4. Click **Text font / color…**.

   After the Select Font dialog box appears, select a *color*, then click **OK**. The new font appears in the client area.

NOTE: If you need help with this step, please refer to Steps 5–7 in the "Create Cool Caption Effects" section.

5. Press the SECONDARY MOUSE button over the **Example text** client area again, then choose **Background color…**.

   After the Color dialog box appears, select the *font settings* you want to apply to the text, then click **OK**. The new background color appears in the client area.

NOTE: If you need help with this step, please refer to Steps 8–10 in the "Create Cool Caption Effects" section.

6. **Optional:** Press the SECONDARY MOUSE button over the **Example text** client area again, then choose **3D Look** if you want the text to appear three dimensional.

NOTE: You must exit and re-open the *window* -OR- *dialog box* for this effect to appear. This effect works best with a gray background color. Also, it's only available if you're editing a dialog box with a **Control**-menu box.

7. Press the SECONDARY MOUSE button over the **Example text** client area again, then choose **Wallpaper…**. The Select Wallpaper dialog box appears:
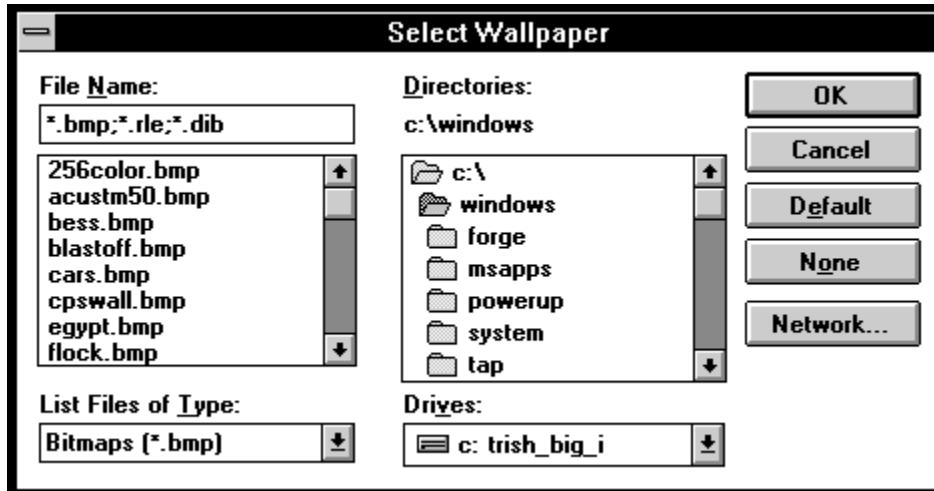
8. Select a *wallpaper* (for example, a .BMP, .RLE, or .DIB file) to attach to the selected event, changing the **Directories** and **Drives** as necessary.

9. Click **OK**. The new wallpaper appears in the client area.

10. **Optional:** Press the SECONDARY MOUSE button on the **Example Text** client area again, then select **Normal** (default), **Stretch**, **Center**, -OR- **Tile** if you want to change the way the wallpaper appears.

11. Click **OK**. The effects settings are now saved.

NOTE: Do **not** exit Windows FX now; otherwise, effects you've configured will **not** appear.

Create Cool Frame Effects

NOTE: This section applies only to WFS Pro and Talking Icons.

This feature only works for resizable frames.

This section describes how to configure frame effects for your windows and dialog boxes:

1. Start Windows FX if you are **not** already running it.

2. Move the cursor over the **Frame** (outside border) of the *window* -OR- *dialog box* to which you want to apply the effects.

3. Press the SECONDARY MOUSE button after the cursor changes from an arrow to a resize arrow.
A popup menu of options appears.

4. Choose **Highlight color…**. When the Color dialog box appears, select a *color*, then click **OK**. The new highlight color appears in the frame area.

   Repeat Steps 2–3 for the **Face color…** and **Shadow color…** options.

NOTE: If you need help with this step, please refer to Steps 8–10 in the "Create Cool Caption Effects" section.

5. Click **OK**. The effects settings are now saved.

NOTE: Do **not** exit Windows FX now; otherwise, effects you've configured will **not** appear.

Track Your Mouse and Keyboard Mileage

**NOTE:**   This section applies only to WFS Pro and Talking Icons.

Once you're running Mouse Meter™, it tracks your mouse and keyboard "mileage." When you close Mouse Meter, it stores the cumulative totals in the MMETER.INI file. Next time you run it, the cumulative totals appear so you can start tracking where you left off.

Start Mouse Meter if you are **not** already running it by

- **WFS Pro in Windows 3.1:** Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group

- **WFS Pro in Windows 95:** Clicking its program in the WFS Utilities folder

- **Talking Icons in Windows 3.1:** Clicking its button in the Talking Icons main window -OR- by double clicking its icon in the Talking Icons program group

- **Talking Icons in Windows 95:** Clicking its program in the Talking Icons folder
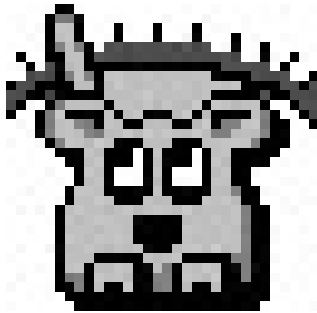
The Mouse Meter window appears:
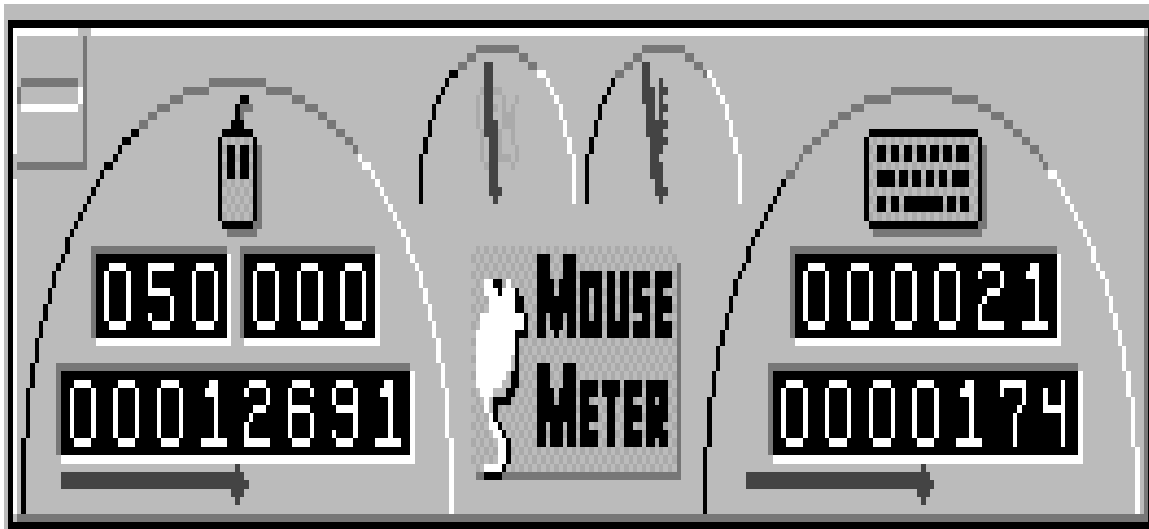
Close Mouse Meter by double clicking its window.

When you first start Mouse Meter, all the totals are zero. Afterward, it displays your cumulative totals. Mouse Meter displays the following four items:

- Cumulative PRIMARY MOUSE and SECONDARY MOUSE button clicks in the first row, and the number of units you've moved the mouse. Can be tracked in pixels (default), inches, feet, or miles.

- Current system resources.

- Current number of programs or tasks you're running, compared to what your computer system can handle.

- Keyboard clicks in the first row, and the number of words you've moved typed. Can be tracked in pixels (default), inches, feet, or miles.

If you like Mouse Meter and you want it to always run and be visible:

- Copy Mouse Meter into the StartUp group (Windows 3.1) or into the StartUp folder (Windows 95).
If you need help doing this, please refer to your *Microsoft Windows User's Manual*.

- Choose **Always on top** (default) from the **Control** menu.

Add More Sights and Sounds

NOTE: This section applies only to WFS Pro and CD Mania, as appropriate.

You can further enliven your desktop with even more cool sights and sounds, using the following applications:

- **WFS Pro:** Wallpaper Changer™, Multimedia Screen Saver™, and Multimedia Jukebox™

- **CD Mania:** Wallpaper Changer and Multimedia Screen Saver

Once you're running Wallpaper Changer, it automatically starts changing wallpaper bitmaps on your Windows' desktop. And, when you're running Multimedia Screen Saver, it automatically starts playing sounds, music, videos, and pictures when your system is idle. If you want to hear great sounds and music while you're working too, just start up the Multimedia Jukebox.

All three applications use the same basic interface for creating and updating their playlists. You can customize the application's playlist by adding or removing media elements from its playlist:
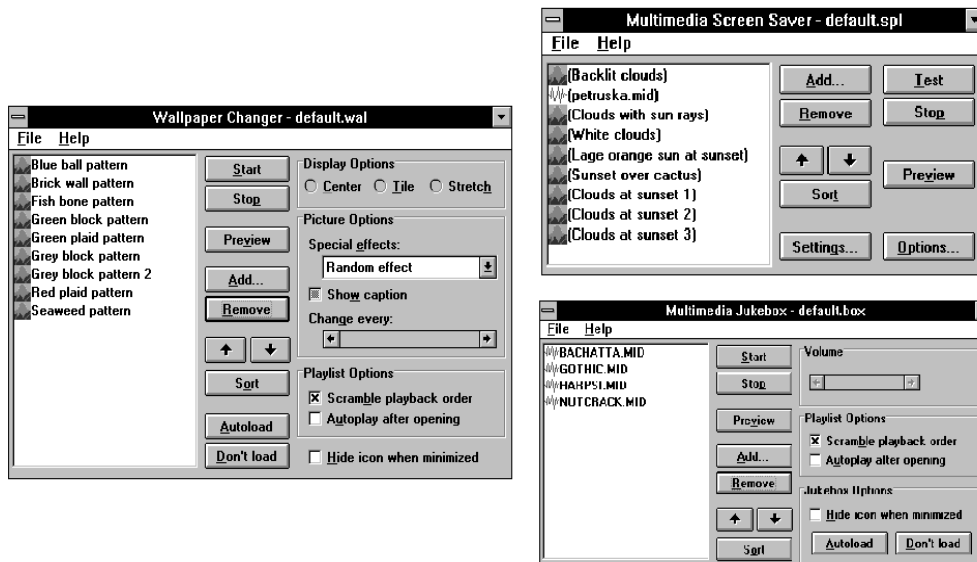
NOTE: If the selected media elements do **not** reside on your hard disk, insert the WFS Pro or CD Mania CD into your system's CD-ROM drive **now** so the application can locate the files.

The following steps describe how to create a new playlist.

1. Start Wallpaper Changer -OR- Multimedia Screen Saver -OR- Multimedia Jukebox if you are **not** already running it by

- **WFS Pro in Windows 3.1:** Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Pro program group

- **WFS Pro in Windows 95:** Clicking its program in the WFS Pro folder

- **CD Mania in Windows 3.1:** Clicking its button in the CD Mania main window -OR- by double clicking its icon in the CD Mania program group

- **CD Mania in Windows 95:** Clicking its program in the CD Mania folder
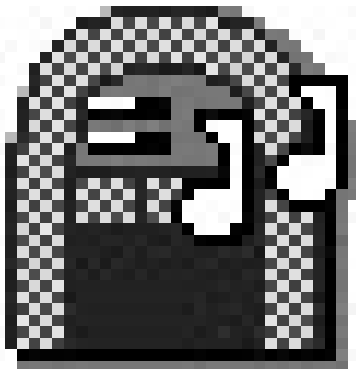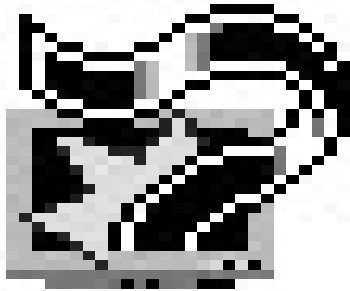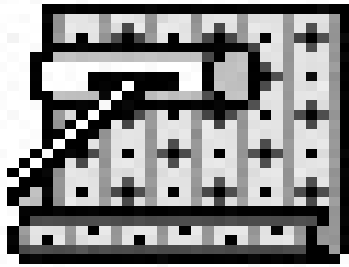
The application's window appears (see windows on previous page).

2. Choose **New** from the **File** menu. You may be asked if you want to save the current playlist first. If so, click **Yes** -OR- **No**.

3. Click **Add…**. When the Choose Media Elements dialog box appears, select one or more *media elements*, then click **OK**. The selected elements now appear in the playlist. If you add more elements, it appends them to the

list.

NOTE: If you want to remove media elements from the playlist, select the *media element(s)*, then click **Remove**. You may use the CTRL or SHIFT key, along with your PRIMARY MOUSE button, for multiple selections. **Remove** only removes the elements from the playlist—it does **not** delete them from your hard disk.

4. **Optional:** Click **Sort** to sort the media elements into alphabetical order. To choose your own order, select the *media elements* you want to move, then click the **Up** and **Down arrows** to move them up and down in the list. You **cannot** move the topmost element past the top of the list, or the bottommost past the bottom of the list. You may use the CTRL or SHIFT key, along with your PRIMARY MOUSE button, for multiple selections.

NOTE: Playlist order only matters if you do **not** select the **Scramble playback order** Playlist option.

5. **Optional:** Change any *settings* or *options* within the main window (Wallpaper Changer -OR- Multimedia Jukebox) -OR- click **Settings…** or **Options…** and change any *settings* or *options*, then click **OK** (Multimedia Screen Saver only). If necessary, refer to the online Help for assistance.

6. Choose **Save As…** from the **File** menu. When the Save As dialog box appears, type in or select the *file name* you want to save*, ensure the directory you're saving to is \WFSOUND, then click **OK** to save the playlist.

    * Optional: Choose the **Make default** (or startup) playlist option if you want this playlist (that is, a .WAL, .SPL, or .BOX file) to load every time you start the selected application.

7. Choose

    to minimize the selected application.

NOTE: Do **not** exit the selected application now; otherwise, the playlists you've set up will **not** play.

Change Your "Scape"

NOTE: This section applies only to WFS Pro.

Once you're running MediaScape Changer, you can globally change your *scape* settings. Scapes include wallpaper, screen saver, sound, voice, and face settings global to your WFS Pro environment.

The following steps describe how to change the MediaScape. If you want to use specific *face* or *voice* settings different from those of the selected scape, make the changes within the selected program (for example, Talking PIM, Talking Monitor, and so forth).

1. Start MediaScape Changer if you are **not** already running it by

    *   **WFS Pro in Windows 3.1:** Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Pro program group

    *   **WFS Pro in Windows 95:** Clicking its program in the WFS Pro folder

    The MediaScape Changer window appears:
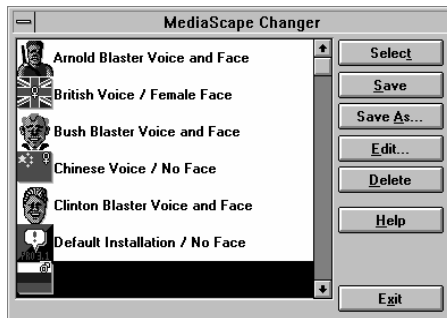
2. Select a *MediaScape* in the list (for example, Female voice and face).

3. Click **Select**. The Load MediaScape Settings dialog box appears, defaulted to *all parts selected*. Select which *parts* of the selected MediaScape to use (for example, Face settings, Wired for Sound Event lists, and so forth).

NOTE: These settings override any settings currently in use (for example, if you've set up a specific voice or face by way of **Voice Setup** or **Face Setup**, it overrides that setting).

4. Click **OK** to use the selected parts of the scape -OR- **Cancel** if you do **not** want to select the scape. The Install and Remove Files dialog box appears.

5. Select (highlight) which *files* to remove from the previous scape and which *files* to install in the new scape.

6. Click **Install** to remove the old scape files and install the new scape files and save the new scape -OR- **Skip** to bypass this step.

7. Click **Exit** to exit MediaScape Changer. All applications that use scapes will now use the selected scape.

Create and Change Sounds

NOTE: This section applies only to WFS Pro.

You can use either Wired for Sound Editor™ (WFSEdit™) or Media Manager™ to do "stuff" with your files. WFSEdit lets you load, record, play back, edit, and save waveform (.WAV) sounds in a variety of formats. Media Manager lets you play and music files, edit sound files by way of its WFSEdit interface
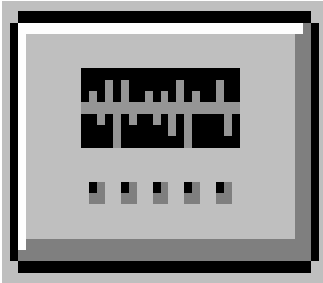
and manage media element files.

Record Sounds

**NOTE:** This section applies only to WFS Pro.

The following steps describe how to record sounds with your sound card and WFSEdit. You can also record sounds within any dialog containing the

buttons; however, if you want to edit them, you should use WFSEdit for recording.

NOTE: WFS Pro and its component applications are only able to record with sound cards with record capability that are supported by Microsoft. Also, recording speeds vary between 11 KHz and 44.1 KHz—the record feature usually picks the ideal speed for your card. You may have to convert sounds recorded at higher speeds, however, so they play properly on slower devices.

1. Start WFSEdit if you are **not** already running it by

    *   **WFS Pro in Windows 3.1:** Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group

    *   **WFS Pro in Windows 95:** Clicking its program in the WFS Utilities folder
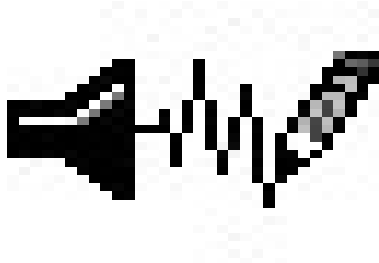
The WFSEdit window appears:
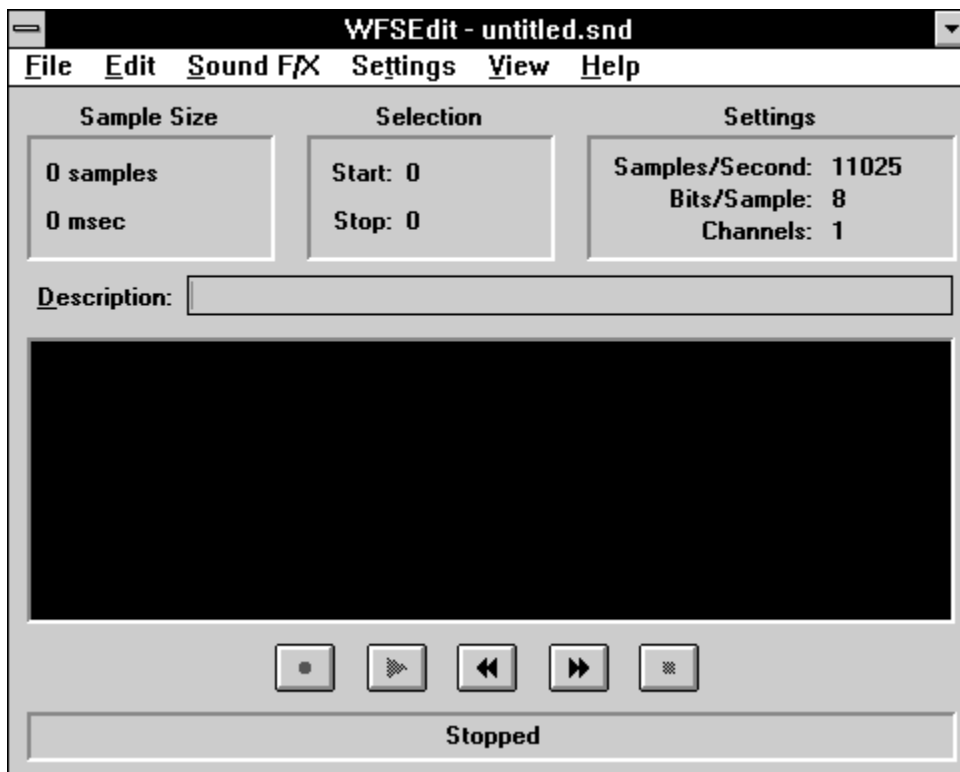
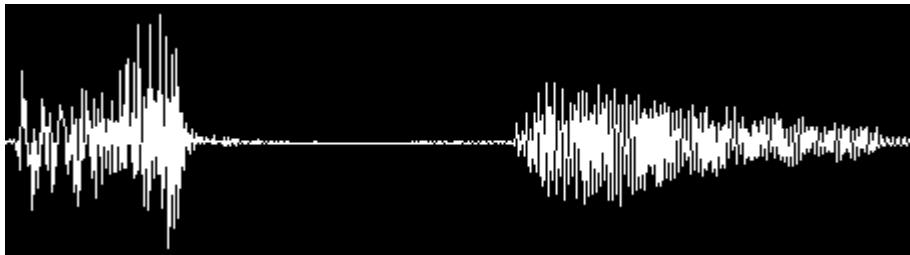2. Prepare the microphone or sound input device to start recording.

3. Click

[record button]

to begin recording, click

[stop button]

to end the recording, then click

[play button]

to listen to the recording. Notice the graph of your new sound (it should look similar to this):

4. **Remove silent (close to zero, flat) spots:** Move the cursor to the beginning of the sound, where the graph just begins to move. Press the PRIMARY MOUSE button, drag the cursor to the part of the graph where the sound just begins to die out, then release the mouse button. Click

[play button]

to listen to the recording again. Repeat this step until you're satisfied with the sound.

Alternative: In the picture shown in Step 3, the silent spots are in the middle of the graph. You may want to use the **Cut** command to remove this. For information on using this and other editing commands, please refer to the next section, "Edit Sounds."

5. Type in a *description* for your sound in the **Description box** (for example, "My first test").

6. Choose **Save As…** from the **File** menu. When the Save Sound File As dialog box appears, type a *file name* in the **File Name** box (for example, "test1"). Next, select a *sound format* from the **Save File as Type** drop-down list box [for example, Microsoft Wave (.WAV)], then click **OK**. Your sound file is now saved in the selected format. You may now edit other files or exit WFSEdit.

Edit Sounds

NOTE: This section applies only to WFS Pro.

The following steps describe how to edit sounds with WFSEdit:

1. Open a sound file by choosing **Open…** from the WFSEdit **File** menu. When the File Open dialog box appears, select a *file name* (for example, BABYTOY.WAV), changing **Type**, **Directories**, and **Drives** as necessary, then click **OK**.

   WFSEdit graphs the sound. Use the graph as a guide to edit and refine the sound.

2. Create a backup copy of the file that you can use for editing. Choose **Save As…** from the **File** menu. When the Save Sound File As dialog box appears, type a new *file name* in the **File Name** list (for example, BABYTOY2.WAV), then click **OK** to return to the WFSEdit window.

3. Edit the sound. The following table describes how to cut, paste, paste mix, echo, and amplify a sound clip. Other options are available. Click

▶

at the end of each task to hear how you've changed the sound.

Task	Cursor/Mouse Action	Menu Selection
Cut	Position the cursor where you want to begin the cut. Press the PRIMARY MOUSE button, drag the cursor to the point you want to end it, then release the mouse button.	**Cut** from the **Edit** menu.
Paste	Position the cursor where you want to paste a cut clip.	**Paste** from the **Edit** menu.
Paste Mix	Position the cursor where you want to begin pasting a cut clip. Press the PRIMARY MOUSE button, drag the cursor to the point you want to end it, then release the mouse button.	**Paste Mix** from the **Edit** menu.
Echo	Position the cursor where you want to begin the echo. Press the PRIMARY MOUSE button, drag the cursor to the point you want to end it, then release the mouse button.	**Echo** from the **Sound F/X** menu.
Amplify	Position the cursor where you want to begin the amplification. Press the PRIMARY MOUSE button, drag the cursor to the point you want to end it, then release the mouse button.	**Amplify** from the **Sound F/X** menu.

4. Choose **Save** from the **File** menu. Your sound file is now saved in the format you selected in Step 2.

   Optional: Repeat Steps 1–4 to edit other sounds -OR- choose **Exit** from the **File** menu to exit WFSEdit.

Convert Sounds to Other Formats

**NOTE:** This section applies only to WFS Pro.

The .WAV files included with WFS Pro are in Compressed Wave format. To use them with non-WFS Pro applications, you **must** convert them into standard Wave format.

The following steps describe how use Media Manager to convert (transfer) a Compressed Wave sound file to standard Wave format:

1. Start Media Manager if you are **not** already running it by

    •   **WFS Pro in Windows 3.1:** Clicking its button in the WFS Pro main window -OR-
        by double clicking its icon in the WFS Utilities program group

    •   **WFS Pro in Windows 95:** Clicking its program in the WFS Utilities folder
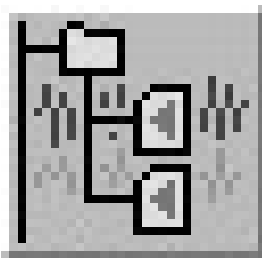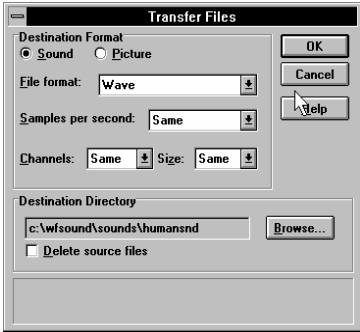

    The Media Manager window appears:
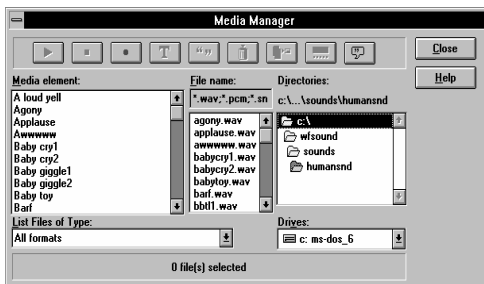
2. Select the *sound(s)* or *sound file name(s)* you want to convert. Hold down the SHIFT -OR- CTRL key if you want to select multiple files.

3. Choose
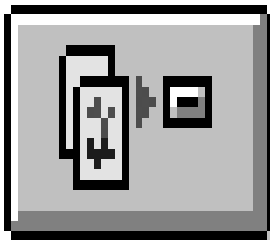
    The Transfer Files dialog box appears. The **File** format field in the following picture is filled out to match the following step.

Transfer Files

Destination Format

(•) Sound   ( ) Picture

File format: [Wave ▼]

Samples per second: [Same ▼]

Channels: [Same ▼] Size: [Same ▼]

Destination Directory

[c:\wfsound\sounds\humansnd] [Browse...]

[ ] Delete source files

[OK]
[Cancel]
[Help]

4. Select **Wave** from the **File** format drop-down list box.

5. Click **OK**. The selected *file(s)* is now converted to standard Wave format in the same directory you started with, unless you've specified otherwise.

   Optional: Repeat Steps 2–5 to manage other files -OR- click **Close** to close Media Manager.
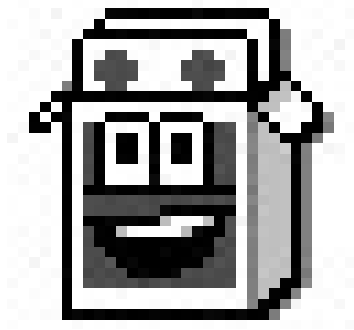
Cheat at Solitaire

NOTE: This section applies to WFS Pro, CD Mania, and Talking Icons.

This section describes how to use the keyboard and mouse buttons to cheat (and win) at Solitaire. It does **not** tell you *how* to play :).

Start Talking Solitaire if you are **not** already running it by

- **WFS Pro in Windows 3.1:** Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group

- **WFS Pro in Windows 95:** Clicking its program in the WFS Utilities folder

- **CD Mania in Windows 3.1:** Clicking its button in the CD Mania main window -OR- by double clicking its icon in the CD Mania program group

- **CD Mania in Windows 95:** Clicking its program in the CD Mania folder

- **Talking Icons in Windows 3.1:** Clicking its button in the Talking Icons main window -OR- by double clicking its icon in the Talking Icons program group

- **Talking Icons in Windows 95:** Clicking its program in the Talking Icons folder

The (Talking) Solitaire window appears.

NOTE: Start Talking Solitaire from the specified locations; otherwise, you will access the standard, nontalking Windows versions! Also, Talking Solitaire will **not** run if you have moved the SOL.EXE file out of your primary Windows directory.

The following table lists keyboard key and mouse button combinations that can help you win:

Cheating	Click	Keyboard and Mouse
Hear the cards as they're dealt	Deck	SECONDARY MOUSE
Hear the cards in a dealt stack	Stack	SECONDARY MOUSE
Flip over the upside-down cards in a stack	Stack	ALT+SECONDARY MOUSE
Rotate the cards in a stack from bottom to top	Stack	SHIFT+SECONDARY MOUSE

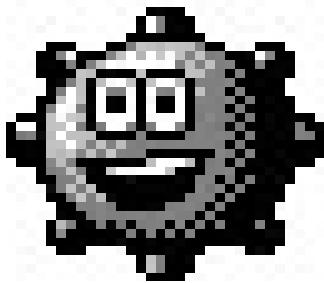| Rotate the cards in a stack from top to bottom | Stack | CTRL+SECONDARY MOUSE |

Cheat at Minesweeper

NOTE: This section applies to WFS Pro, CD Mania, and Talking Icons.

This section describes how to use the keyboard and mouse buttons to cheat (and win) at Minesweeper.
It does **not** tell you *how* to play :).

Start Talking Minesweeper if you are **not** already running it by

- **WFS Pro in Windows 3.1:** Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group

- **WFS Pro in Windows 95:** Clicking its program in the WFS Utilities folder

- **CD Mania in Windows 3.1:** Clicking its button in the CD Mania main window -OR- by double clicking its icon in the CD Mania program group

- **CD Mania in Windows 95:** Clicking its program in the CD Mania folder

- **Talking Icons in Windows 3.1:** Clicking its button in the Talking Icons main window -OR- by double clicking its icon in the Talking Icons program group

- **Talking Icons in Windows 95:** Clicking its program in the Talking Icons folder

The (Talking) Minesweeper window appears.

NOTE: Start Talking Minesweeper from the specified locations; otherwise, you will access the standard, nontalking Windows versions! Also, Talking Minesweeper will **not** run if you have moved the WINMINE.EXE file out of your primary Windows directory.

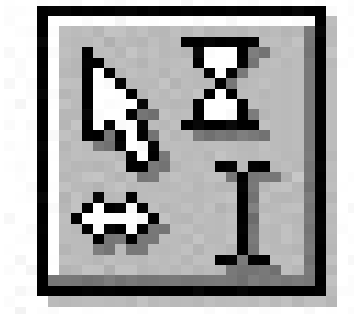| Cheating	Click	Keyboard and Mouse
Check for mines—warns "Don't do that!" if there's a mine in the selected location	Field Square	ALT+SECONDARY MOUSE

Beef up Your Cursors

**NOTE:**   This section applies to WFS Pro, CD Mania, and Talking Icons.

You can use either of the cursor applications to beef up your cursors. Cursor Changer lets you change the main eight Windows cursors, giving you a library of 100 designer cursors to choose from.

The following steps describe how to change a default Windows cursor:

1. Start Cursor Changer if you are **not** already running it by

    *   **WFS Pro in Windows 3.1:** Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group

    *   **WFS Pro in Windows 95:** Clicking its program in the WFS Utilities folder

    *   **CD Mania in Windows 3.1:** Clicking its button in the CD Mania main window -OR- by double clicking its icon in the CD Mania program group

    *   **CD Mania in Windows 95:** Clicking its program in the CD Mania folder

    *   **Talking Icons in Windows 3.1:** Clicking its button in the Talking Icons main window -OR- by double clicking its icon in the Talking Icons program group

    *   **Talking Icons in Windows 95:** Clicking its program in the Talking Icons folder

    The Cursor Changer window appears:
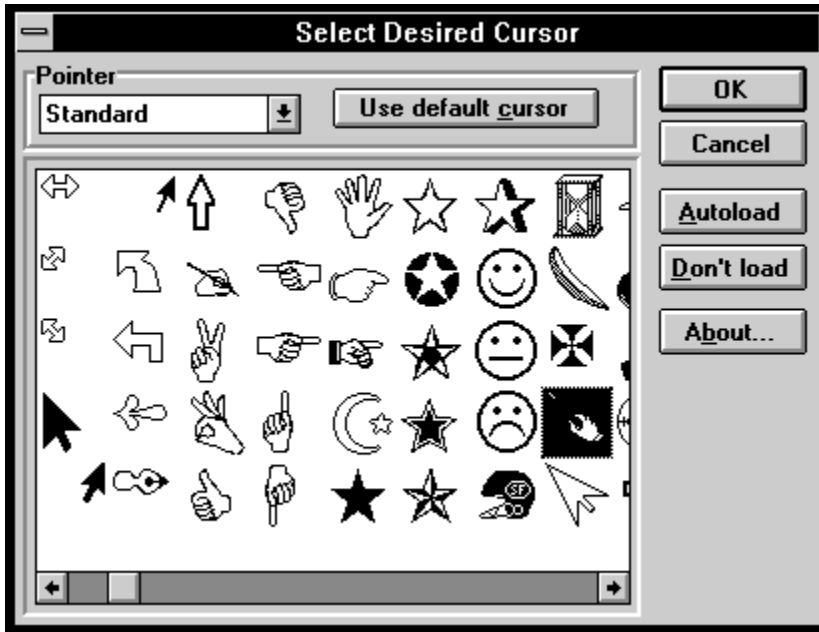
2. Select a *pointer type* to change (for example, Standard).

3. Scroll though the cursors by clicking the scroll bar to find a replacement *cursor*.

4. Select a *cursor*. The selection becomes your new cursor. Try the new cursor in an open window. Repeat Steps 3–4 if it's **not** to your liking.

   Optional: Repeat Steps 2–4 for other *pointers* you want to change—be sure to change the pointer first, using its drop-down list box.

NOTE: Click **Use default cursor** if you want the default cursor.

5. **Optional:** Click **Autoload** if you want to use the new cursors in future Windows sessions. Cursor Changer will now automatically run at Windows StartUp [from the StartUp group (Windows 3.1) or from the StartUp folder (Windows 95)], activating your new cursors. If you want to remove Cursor Changer from the StartUp group or folder, click **Don't load**.

6. Click **OK** to quit Cursor Changer and save your cursor changes for current and future Windows sessions.