

# **NewPaper 1.6**

## **a Wallpaper changer for Windows 3**

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## **It's Totally Free**

Here's a new program, originally from Jim Button. It's the best kind. It's free! No obligation, no strings attached, and no guarantees! It is donated to the public domain. We hope you like it. It sure is useful.

It has been extensively modified by Roger Hadgraft, Senior Lecturer in Civil Engineering, Monash University, Clayton, Vic. 3168. Australia. E-mail: [hadgraft@eng.monash.edu.au](mailto:hadgraft@eng.monash.edu.au)

## What It Does

It changes your desktop wallpaper each time you run windows. So, you can have several wallpaper files in your windows subdirectory, and each time you run windows, a different wallpaper will be selected.

By default it prompts you to see if you want the bitmap changed. It also requires that your bitmaps are stored in .ZIP files. (You'll need a **PKUNZIP.PIF** somewhere on your PATH, or you can use **WUNZIP.EXE**). You can specify which directory contains your bitmaps.

## Requirements

**NewPaper** requires Windows 3.0 or later and one or more BMP files (to use as wallpaper) in your Windows subdirectory. Your bitmaps must be stored as .ZIP files, and **PKUNZIP.PIF**, or **WUNZIP.EXE** must be available on your PATH.

## How to Install NewPaper

1. Place **NEWPAPER.EXE** in a directory on your PATH.
2. Make sure that **PKUNZIP.PIF** or **WUNZIP.EXE** is also available on your PATH.
3. Edit **WIN.INI** to add NEWPAPER.EXE to either the **load=** or **run=** line. Details are in **Starting Newspaper through WIN.INI**
4. That's it. However, options are:
  - (a) **Specifying the Bitmap Directory**
  - (b) **Turning off the Confirm Question**
  - (c) **Changing from version 1.3 or earlier**
  - (d) **Using WUNZIP instead of PKUNZIP**

## Starting Newspaper through WIN.INI

Use a text editor like Notepad to change the **WIN.INI** file in your Windows subdirectory. (Make sure that your WIN.INI file gets saved back in ASCII format when you're finished.)

Inside your WIN.INI file, you should find a line that looks like this:

**[windows]**

Somewhere in the next few lines that follow the [windows] section, you should find a line that starts out like this:

**load=**

There may be some file names following the load= text, for example

**load=eyes.exe**

If you don't find a load= line, add one. Add the statement **NEWSPAPER.EXE** to the load= line. Here are some sample load= lines...

**load=newspaper.exe**

**load=eyes.exe blanker.exe newspaper.exe**

Notice that you must have a space between each program listed on the **load=** line.

You can also use the **run=** line if you wish.

Make sure **PKUNZIP.PIF** is available on your **PATH**. I suggest you check the option "**Close window on exit**" in the **PIF** file, but this is not important. On a 286, PKUNZIP will take over the screen while it works. On a 386, it'll appear as an icon, so make sure you check the "**Background**" option.

## Specifying the Bitmap Directory

Version 1.5 now lets you relocate your bitmaps, either into a subdirectory of Windows, or onto another drive, or wherever you want to keep them (eg. a network). It always unzips the current bitmap into your Windows directory. You can specify this directory by first creating a NEWSPAPER.INI file **in your Windows directory**, and inserting a line like one of these into an [Options] paragraph in NEWSPAPER.INI:

**[Options]**  
**WallpaperDir=bitmaps**

**or**

**[Options]**  
**WallPaperDir=f:\windows\bitmaps**

The first example is for a subdirectory in your Windows directory. The second is a directory on a different drive.

## **Turning off the Confirm Question**

If you don't want NewPaper to ask you each time whether you want the wallpaper changed, insert the following line in the [Options] section of NEWPAPER.INI.

**Confirm=0**



## Changing from version 1.3 or earlier

Versions 1.3 and earlier of **NewPaper** stored all the bitmap settings in WIN.INI. To reduce the clutter in WIN.INI, these must all now be moved into a file called NEWPAPER.INI which **must** be in your Windows directory. Create a [Bitmaps] section in NEWPAPER.INI, and store below it all the bitmap settings that you've copied from WIN.INI.

If you're a new starter, **NewPaper** will create the [Bitmaps] section as it goes.

## Using WUNZIP instead of PKUNZIP

Add to the **[Options]** section in **NewPaper.ini**, a line like this:

**Unzipper=WUNZIP**

WUNZIP.EXE must be available on your **PATH**. WUNZIP is an excellent Windows-based unzipper written by James Hughes. It is shareware (registration is US\$5), and is available from [cica.cica.indiana.edu](http://cica.cica.indiana.edu) and, no doubt, from many other places.

## How to Use It

This is the easy part. After you've installed **NEWPAPER.EXE**, just run Windows. There's nothing else to do. Every time you run windows, you should get a different desktop wallpaper. (By default, you'll be prompted first). If you don't want to be annoyed, see the [Turning off the Confirm Question](#) section

You can fill your Windows subdirectory with as many bitmap files as you like. (These are file names that end with the suffix ".BMP", but they must first be compressed with **PKZip**). If you want to keep your zipped bitmaps somewhere other than in your Windows directory, see the [Specifying the Bitmap Directory](#) section.

**NOTE: NewPaper** doesn't actually change the wallpaper you are looking at. It lets Windows do that. So, if you run **NewPaper** from your desktop, you will not see a change in your wallpaper. The wallpaper will get changed the **next** time Windows starts. You still have to use the **Control Panel** to change the desktop immediately.

You may have to indicate whether a BMP is to be tiled or centered. More details are contained in the [How it Works](#) section.

## Why use Zip Files ?

It didn't take long before I'd accumulated 4 megabytes of bitmap files. After I ran them through PKZip, they took up only 1 megabyte. Hence the use of ZIP files. I also saw **Zipaper** that stores all the images in one ZIP file. I thought there might be a better way. I particularly wanted to keep **NewPaper's** original ability (as from version 1.2) to know whether an image should be centered or tiled.

As from NewPaper version 1.3, you store each image in a separate file of the same name as the bitmap (ie. FRED.BMP is stored in FRED.ZIP). When it runs, NewPaper deletes the last bitmap (it's still stored in the ZIP file by the same name), and runs PKUnzip to unpack the next one that's needed.

## How It Works

**NewPaper** changes your WIN.INI file each time it runs (if you let it). There is a line in WIN.INI that says "Wallpaper=", followed by the name of a bitmap file. **NewPaper** just looks at all the ZIP files in your bitmaps directory (by default the Windows directory), and changes the "Wallpaper=" line to point to a new bitmap file. Which new bitmap file? The next one in your bitmaps subdirectory according to DOS's ordering of the files. After it gets to the last one, it will start again at the top.

From version 1.2 **NewPaper** checks whether to show your wallpaper tiled or untiled. To do this, it looks for a setting in the NEWPAPER.INI file. If no information is available, it asks you. Simply click on **YES** for tiling, and **NO** for centering. Click on **CANCEL** if you don't know, and you'll get centering, and you'll get asked the same question the next time that bitmap is to be used. (No setting is recorded in NEWPAPER.INI unless you choose Yes or No). Hopefully you'll know which choice to make next time! After **NewPaper** has been once through all your bitmaps, you won't hear from it again unless you add a new bitmap.

**NewPaper** then runs whatever unzipper program you've chosen (see Using WUNZIP instead of PKUNZIP). Your bitmap file must share the same name with the ZIP file (eg. fred.bmp contained in fred.zip).

The last thing **NewPaper** does is to check whether the bitmap it was expecting was created. It has to wait for the unzipper to do its work first. If the file can't be found, then it clears the Wallpaper= setting in WIN.INI, and gives a warning. The most likely fault is that you have a bitmap of a slightly different name from the zip file, eg. **fred2.bmp** inside **fred.zip**.

The program only runs for a brief instant when Windows starts up. Then it goes away. So it doesn't waste any memory or CPU cycles after it has done its work.

## **Odds & Ends**

**Ideas for the Future**

**Acknowledgement**

**Caution**

**Version History**

**How to Contact me**

## **Ideas For The Future**

I've thought of replacing "Cancel" with "Preview" so that you can have a look at the bitmap in case you can't remember what it's like. I've also thought of letting you override the choice for the next bitmap.

A nice improvement would be a Windows-based, command-line Unzip program. Although I have the public-domain source, I haven't got around to porting it yet.

## **Acknowledgement**

Thanks to Jim Button for the original version.



## **Caution**

You use this program at your own risk. While it has been tested, it has not been tested formally (with a team of beta testers, etc.). We've tested it ourselves. We hope it works for everyone else!

## Version History

Version 1.0 was created on 7/28/90, as the original.

Version 1.1 was created on 7/30/90. It made an automatic choice of tiled or untiled wallpaper (based on file size).

Version 1.1b was created on 8/30/90. No changes. Decided to make the source code available.

Version 1.2 was created on 16 Oct 1990. NewPaper now records (in WIN.INI) whether tiling is required for each bitmap. If it doesn't know about a file, it asks you. Version 1.2 is by Roger Hadgraft. See [How to Contact me](#).

Version 1.3 was created on 19 Nov 1990. This version does **not** replace version 1.2. It is complementary. It uses a library of bitmap images that have been **zipped**. It runs PKUNZIP to unzip the image that will be used the **next** time that Windows loads itself. You **must** have PKUNZIP.PIF on your PATH.

Version 1.4 was created 22 June 1991 as an upgrade to version 1.3. It now **asks** if you want to change the bitmap. This can be over-ridden. The bitmap directory can be specified. This can be on another drive (eg. a network), or it might be a subdirectory of the Windows directory. The documentation was reformatted as a Help file. This version was not released.

Version 1.5 stores its own settings in its own NEWPAPER.INI file in the Windows directory. This version had limited release.

Version 1.6 now allows WUNZIP to be used. It also checks that the correct bitmap file has been created. Otherwise it clears the Wallpaper= setting in WIN.INI.

## **How to Contact me**

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If you use **NewPaper**, send me an e-mail message, or drop a postcard in the mail.