The Screen Machine™

Windows Screen Saver Creator
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Click on a button for help on a topic

Video	Sound	Animation	Images	Configure	Test

Exit	Files	Help	Register	License	Concepts

Add Video:
This button will call up a file open dialog allowing you to select an avi video to add to your script.

Trouble Shooting

Colors look strange during image transitions:
If you are using 8 bit (256 color) images and your video card is set to 256 color, you should uncheck the True Color effects box in General Configure or you will see palette shifts. If the images are above 8 bit (16, 24 or 32 bit) you may use the True Color effects on a 256 color card. You may use True Color effects on a 64k or 16 million color card regardless of the color depth of the image.

Somtimes images appear jumbled:
Try unchecking Fast Video Card in the General Configure dialog. Using the Fast Video Card option improves preformance slightly, but does no error checking. On some video cards, it may jumble images.

Video won`t play:
You must have Video for Windows properly installed on your machine in order to use videos in your script. We have decided not to ship VFW with the shareware version of The Screen Machine because it would have added considerably to download time. If you dont have Video for Windows, at your request, we will ship the latest version with your registered copy of The Screen Machine at no additional charge.

Sound breaks up:
Sound play back is cpu intensive. Unfortunately, so are some of the transitional effects. If your system isnt quite up to the task of handling both, there are two things you should try. One is to try midi files with less voices. The other is to try different effects. Some of the transitional effects are more cpu intensive than others. For example, the spiral and interlace (in and out), and the random pixel effects are very cpu intensive.

Images hold for longer than the hold time:
The image hold time is the time that an image is held before loading the next image or media event. This does not include the time it takes to actually load the next file. A 32 bit targa file, or a three minute flic, for example will take a bit of time to load, but an 8 bit bmp will load quickly. For large files, you might want to set this time to zero.

Sometimes the screen saver doesn`t exit immediately:
If you move the mouse or press a key while a still image is being loaded, the screen saver will exit as soon as the image load is complete. This rarely takes more than a second or two.

Additional Support:
Owen Associates
PO Box 720
Tallman, NY 10982
USA

CIS Email to John Owen 71613,3027
Internet 71613.3027@compuserve.com

Registered users receive the latest EXPANDED version of The Screen Machine™. Featuring MORE Image Groups, MORE Videos, MORE Flics, MORE Sounds and MORE Capabilities. Registration also entitles you to **Telephone Support**, and future upgrades at 50% off current pricing.

Add Flic:

This button will call up a file open dialog allowing you to select an flc or fli animation to add to your script.

Add Sound:
This button will call up a file open dialog allowing you to select a mid or wav sound file to add to your script.

Remove Video:
This button will remove the currently selected
avi video from your script.

Remove Flic:
This button will remove the currently selected
fli or flc animation from your script.

Remove Sound:
This button will remove the currently selected mid or wav sound file from your script.

Remove Image:
This button will remove the currently selected
image file from your script.

Preview Video:
This button will call up an avi viewer to preview the currently selected avi video from your script.

Preview Flic:
This button will call up a viewer to preview the currently selected fli or flc animation from your script.

Preview Sound:
This button will play the currently selected
mid or wav sound file from your script.

Preview Image:
This button will display a thumbnail of the currently selected image file from your script.

Loops:

If you wish to have a Flic loop,enter or select a number here. A zero will play the Flic once. A number entered will be the loop count added to the first play back. For example entering one will play the Flic twice.

Standardize Video:
Checking this box will reformat your videos at run-time to standard sizes i.e. 80x60, 160x120, 240 x 180 etc. It does not affect the original file, it is only reformatted to the screen. This is useful for tiling videos.

Play on Black:
Checking this box will clear the screen to black before playing videos. If unchecked videos will be played over whatever image is on the screen.

Play on Black:
Checking this box will clear the screen to black before playing animation`s. If unchecked animation`s smaller than the full screen will be played over whatever image is on the screen.

Hold Images:

Enter the time, in seconds, to hold an image on the screen before loading the next image. Hint: large 24 bit images take a bit of time to load, so you may not want additional hold time for them.

Delay in Minutes:
Enter the time, in minutes, of inactivity before your screen saver activates.

Center or Tile Video:
Checking center will show the video once each time through the script centered on the screen. Checking Tile will show the video multiple times leaving a mosaic of the last frame on the screen.
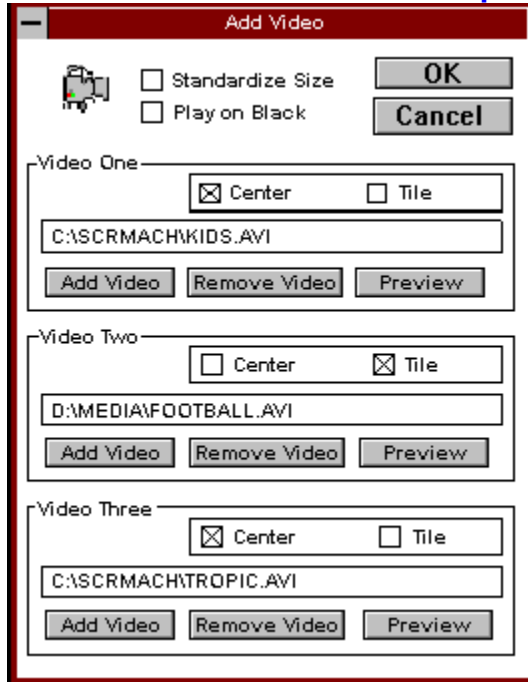
Filename:
Displays the name of the currently selected file.

VIDEO

The Add Video dialog allows you to add, remove, configure or preview up to three avi video files in your script.
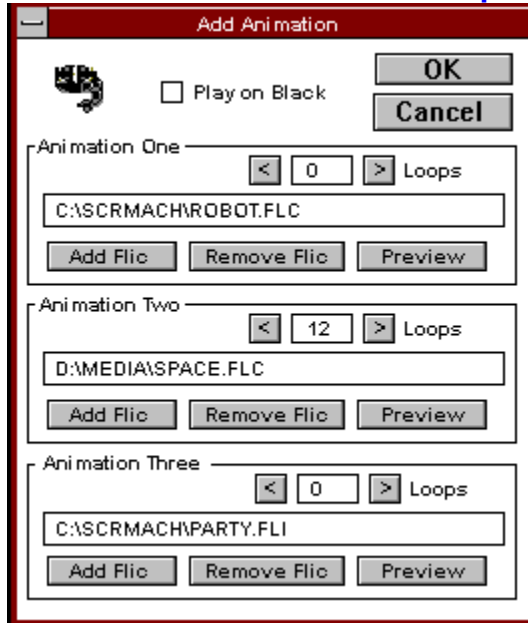**Click on an area or button for specific help.**

ANIMATION

The Add Animation dialog allows you to add, remove or preview up to three fli or flc animation files in your script.
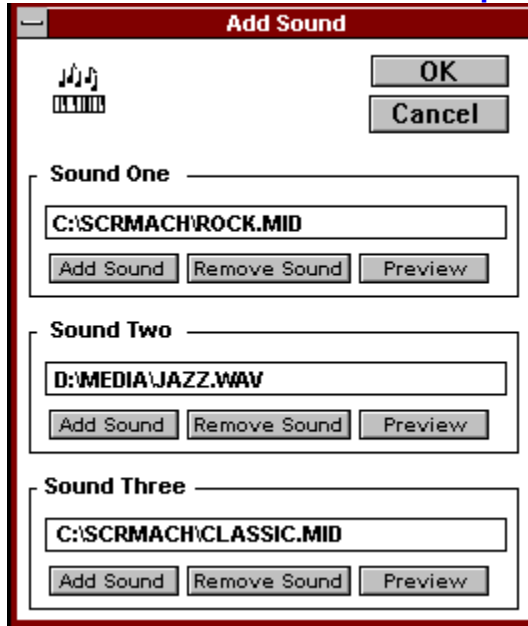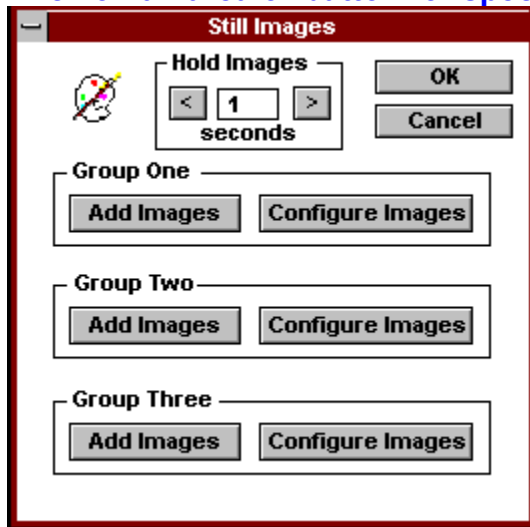**Click on an area or button for specific help.**

SOUND

The Add Sound dialog allows you to add, remove or preview up to three mid or wav sound files in your script.
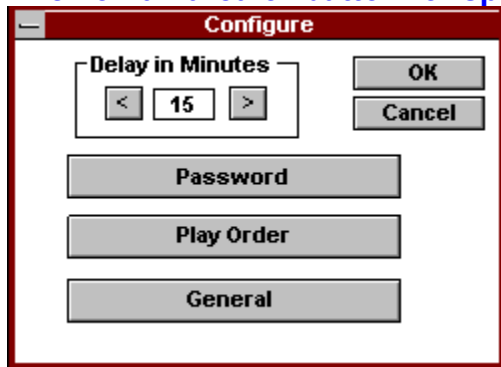**Click on an area or button for specific help.**

IMAGES

Click on an area or button for specific help.

Still Images

Hold Images
< 1 > seconds

OK

Cancel

Group One
Add Images   Configure Images

Group Two
Add Images   Configure Images

Group Three
Add Images   Configure Images

CONFIGURE

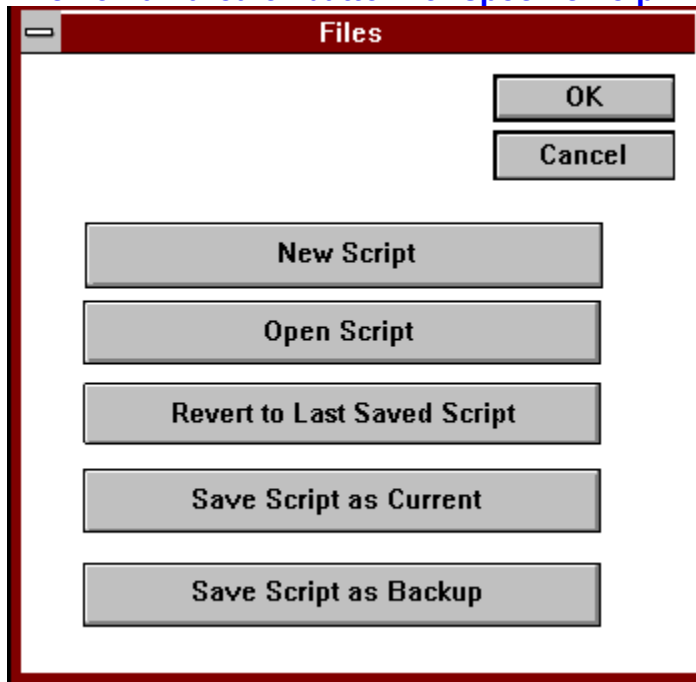## Click on an area or button for specific help.

Test

The Test button tests the current screen saver. If you have made any changes, you must first save it as the current screen saver for the changes to take effect.

Exit
Clicking on the Exit button exits the Screen Machine configuration program.

FILES

Click on an area or button for specific help.

Files

OK

Cancel

New Script

Open Script

Revert to Last Saved Script

Save Script as Current

Save Script as Backup

Help
Clicking the Help button displays this help contents menu.

Set Password
Clicking this button displays a dialog allowing you to set or change a password for your screen savers.

General Options

Clicking this button displays a dialog allowing you to select configurations for your screen savers. Checking the boxes does the following.

Black Out Screen - blacks out the screen before beginning the screen saver. If this is unchecked the screen saver begins over the current app.

Play Sounds - plays the soundtracks of videos. Unchecking this turns the soundtracks off.

Use True Color (No Palette) Effects - creates smoother transitions between still images. Unchecking this blanks the screen between transitions. For 64k or 16m video cards leave this checked. For 256 color cards, you may leave this checked if your images are 16, 24, or 32 bit(the images will be dithered), but if your images are 8 bit(256 color) you will see palette shifts.

Warnings On (Debug) - Allows you to test your screen saver in debug mode, helping you to find problems such as missing or corrupted media files. During testing, message boxes will be displayed if a problem occurs. Debug mode is automatically turned off when you exit the configuration program.

Fast Video Card - Checking this will slightly improve image transitions. On some video cards, images may sometimes appear jumbled with this option checked as there is no error checking done in this mode.

New Script
Clicking this button closes the current script and clears all current settings from memory allowing you to start a new screen saver script from scratch. You will first be prompted to save the current settings in a backup file.

Open Script
Clicking this button calls up an open file dialog that allows you to open a previously saved script. You will be prompted to save the current settings in a backup file.

Revert to Last Saved Script
Clicking this button clears the current script and restores
the last script saved as the current screen saver. You will
first be prompted to save the current settings in a backup file.

Save Script as Current
Clicking this button saves the script as the current screen saver.

Save Script as Backup
Clicking this button calls up a file save dialog allowing you to save the current script in a backup file.

Image
Check the box for the image that you wish to select
an effect for, or check Use for Entire Group to set
one effect for all eight images.

Event

Check the box for the event that you wish to select media for. For example: Event One is the first thing in your script to play back, Event Two is next and so on. If none is selected for an event, that event is skipped over.

Event Media
Shows which media is currently selected for each event.

Select Media

Check the box next to the media element that you wish to play as the currently selected (checked)event, or check none to skip the current event.

Copyrights

The Screen Machine™ copyright © John Owen All Rights Reserved.

AAPLAY.DLL copyright © Autodesk, Inc. FLI and Flic are Trademarks of Autodesk, Inc.

Windows, Windows 95, and Video for Windows copyright ©   Microsoft.

All other brand or product names used in this on line help are copyrights or trademarks of their respective holders.

REGISTER

Registered users receive the latest EXPANDED version of The Screen Machine™. Featuring MORE Image Groups, MORE Videos, MORE Flics, MORE Sounds and MORE Capabilities. Registration also entitles you to Telephone Support, and future upgrades at 50% off current pricing.

To register The Screen Machine send $25.00 in US Funds plus $5.00 s&h ($7.00 s&h overseas) to:

Owen Associates
PO Box 720
Tallman, NY 10982

For orders outside the US, funds must be in the form of a postal money order in US funds, a check drawn on a US bank,   US currency, or credit card order (see below).

Register

 To order by mail, click this button to print an order form.

To register online on Compuserve GO SWREG ID# 8945

For Credit Card Orders:
"You can order with MC, Visa, Amex, or Discover from Public (software)
Library by calling 800-2424-PsL or 713-524-6394 or by FAX to 713-524-6398
or by CIS Email to 71355,470. You can also mail credit card orders to PsL
at P.O.Box 35705, Houston, TX 77235-5705. Refer to product # 14310 The Screen
Machine™, and specify disk size (3 1/2 or 5 1/4).

NOTE- Use of The Screen Machine™ configuration program or playback engine on more than one machine at a time requires multiple licenses, or a site license. Purchasers of more than 5 licenses should contact Owen Associates for site licensing discounts.

"**THE ABOVE NUMBERS ARE FOR ORDERS ONLY**.

"Any questions about the status of the shipment of the order, refunds,
registration options, product details, technical support, volume discounts,
dealer pricing, site licenses, etc., must be directed to:

Owen Associates
PO Box 720
Tallman, NY 10982
USA

CIS Email to John Owen 71613,3027
Internet 71613.3027@compuserve.com

"To insure that you get the latest version, PsL will notify us the day of
your order and we will ship the product directly to you."

ORDER FORM

To register The Screen Machine™ send $25.00 in US Funds plus $5.00 s&h ($7.00 s&h overseas) to:

Owen Associates
PO Box 720
Tallman, NY 10982

Please fill in this form and include it with your order. Select print above to print this form.

Name:_____

Company:_____

Address:_____

City/State:_____

Zip or
Country Code and
Country:_____

__ Check here if you require the latest version of Video for Windows.

For orders outside the US, funds must be in the form of a postal money order in US funds, a check drawn on a US bank,   US currency, or credit card order (see previous page for credit card ordering).

NOTE- Use of The Screen Machine™ configuration program or playback engine on more than one machine at a time requires multiple licenses, or a site license. Purchasers of more than 5 licenses should contact Owen Associates for site licensing discounts.

LICENSE

Unregistered use of The Screen Machine™ is limited to a thirty day evaluation period. If you continue to use the creation program or playback engine after thirty days, you must register. You may pass along an unaltered copy for someone else to try, and in fact are encouraged to do so.

With registration of The Screen Machine™ you receive license to use the program on one machine for business or personal use. Use on more that one machine at a time requires multiple licenses, or a site license. You may not re-distribute the screen savers created with The Screen Machine™, as there are proprietary DLLs used in the output. Anyone interested in re-distribution of Screen Machine™ screen savers must contact Owen Associates for licensing arrangements.

DISCLAIMER - AGREEMENT

Users of The Screen Machine™ must accept this disclaimer of warranty: "The Screen Machine Version™ 1.0 is supplied as is. The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The author assumes no liability for damages, direct or consequential, which may result from the use of The Screen Machine™."

CONCEPTS

Uses:

In addition to creating entertaining screen savers, The Screen Machine™ can also create powerfull Point of Purchase displays. For example: a computer store might create a screen saver using their own commercials and print ads and install it in all of their display models. When a customer moves the mouse, or presses a key s/he may try out the machine. When the customer walks away, the presentation returns to the screen (Please note - use on more than one machine at a time requires multiple or site licenses). Other businesses may benefit by creating in house Demo's or   Sales Presentations. Create a lasting impression on clients by having your products or services featured on monitors through out your office. It will look like you spent a bundle on a custom presentation.

Scripts:

The Screen Machine™ run time displays screen savers based on scripts that you create using The Screen Machine™ configuration program. You never actually have to write a script, they are created automatically as you choose media files, effects, and various options with a few clicks of your mouse. With The Screen Machine™, you can easily create a professional looking screen saver in minutes.

Media:

Following are descriptions of the types of media files that The Screen Machine™ can play back in your scripts:

Video:

The Screen Machine uses Microsoft Video for Windows to play videos from your script. Any AVI type video that is supported by VFW may be used. You may preview videos with the viewer in the configuration program while building your script. You must have Video for Windows properly installed on your machine in order to use videos in your script. We have decided not to ship VFW with the shareware version of The Screen Machine™ because it would have added considerably to download time. You probably already have it in your system if your running Win 3.1. If your running Windows 95, you do have it. If you dont have Video for Windows, at your request, we will ship the latest version with your registered copy of The Screen Machine™ at no additional charge.

Animation:

The Screen Machine™ uses Autodesk`s AAPLAY.DLL to play animation/s from your script. Supported file formats are Autodesk`s **flc** and **fli** animation files. The AAPLAY.DLL and associated driver are automatically installed when you install The Screen Machine™. The configuration contains an animation viewer so you may preview animation`s for your script.

Sound:

You may optionally select a sound file to play with each Image Group. The sound files supported are **mid** and **wav**. Obviously, you will need a properly installed and configured sound card in order to utilize this feature. There is a sound player in the

configuration program allowing you to preview sounds while building your script.

Images:
You may select up to eight still images in each of up to three groups for play back in your script. You may, of course, set the play back order to play the groups back to back for a continuous slide show containing twenty four images. When selecting images for your screen saver there is a viewer in the configuration program that allows you to preview thumbnails of the images. The Screen Machine™ supports the following image files: **tga, pcx, bmp, jpg, cmp, tif, cal, mac, img, msp, wpg, ras, pct, gif, wmf, eps.** Color depth up to 16 Million colors is supported. If you use 16, 24 or 32 bit (64k - 16 million color) image files on a 256 color machine, the images are automatically dithered at run time. No previous conversion is necessary. All screen resolutions are supported. If you choose an image that is smaller that your screen resolution, it will appear centered on the screen during play back. If the image is larger than your screen, it will be scaled down during play back, to fit your screen. This has no effect on the image file, it is only scaled to the screen.

Options:
As you select media for your screen saver, you may also set various play back options for the media files. Video may be centered or tiled, played on black or over a previous image with the sound track on or off. Animation may also be played on black or over a previous image. For image files, there are twenty transitional effects available.

Configuration:
The configuration program allows you to set playback parameters and general configuration for your screen saver. You can arrange, or re-arrange the play back order of media events in your script. You may choose whether or not the screen is blacked out when the screen saver begins. True Color transition effects may be turned on or off. You may also set a Password , and the delay time for activation of your screen saver.

CONFIGURE IMAGES

Click on an area or button for specific help.

Configure Images

OK   Cancel   Image Group One

Images

- ☐ Image One
- ☐ Image Two
- ☐ Image Three
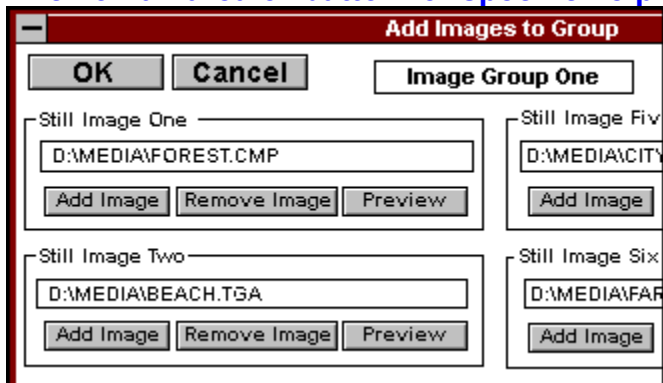- ☐ Image Four
- ☐ Image Five
- ☐ Image Six
- ☐ Image Seven
- ☐ Image Eight

☐ Use for Entire Group

Effects

- ☐ Wipe Down
- ☐ Wipe Up
- ☐ Wipe Right
- ☐ Wipe Left
- ☐ Random Pixel
- ☐ Small Box
- ☐ Medium Box
- ☐ Large Box
- ☐ Random H Line
- ☐ Random V Line

- ☐ V Curtain
- ☐ H Curtain
- ☐ H Interlace
- ☐ V Interlace
- ☐ Zoom In
- ☐ Zoom Out
- ☐ Interlace In
- ☐ Interlace Out
- ☐ Spiral In
- ☐ Spiral Out

ADD IMAGES to GROUP

Click on an area or button for specific help.

Transition Effects
There are twenty image transitional effects that you may choose from.

Wipe Down - The new picture is revealed from top to bottom.
Wipe Up - Image is revealed from bottom to top.
Wipe Right - Image is revealed from left to right.
Wipe Left - Image is revealed from right to left.
Random Pixel - Old image is replaced by new in random patterns of pixels.
Small Box - Like Random Pixel with small boxes instead of pixels.
Medium Box - Like above with medium boxes.
Large Box - Like small box except boxes are large.
Random Horizontal Line - Old image replaced by new in random horiz. lines.
Random Vertical Line - Old image replaced by new in random vert. lines.
Vertical Curtain - New image is revealed from center to the left and right.
Horizontal Curtain - New image is revealed from center towards top and bottom.
Horizontal Interlace - Old image replaced by new in random groups of horizontal lines.
Vertical Interlace - Old image replaced by new in random groups of vertical lines.
Zoom In - New image is revealed from edges to center as a shrinking box.
Zoom Out - New image is revealed from center to edges as a growing box.
Spiral In - New image is revealed from edges to center in a spiral pattern.
Spiral Out - New Image is revealed from center to edges in a spiral pattern.

The best way to familiarize yourself with the effects is to try them out. If you are using 8 bit (256 color) images and your video card is set to 256 color, you should uncheck the True Color effects box in General Configure or you will see palette shifts. If the images are above 8 bit (16, 24 or 32 bit) you may use the True Color effects on a 256 color card.

ADD IMAGES

This button calls up an open file dialog allowing you to add image files to your script.

PLAY ORDER

Click on an area or button for specific help.

Play Order

OK   Cancel

□ First Event   Video One   ▦ None
□ Second Event   Image Group One   ▦ Video One
□ Third Event   Animation One   ▦ Video Two
□ Fourth Event   Video Two   ▦ Video Three
□ Fifth Event   Animation Two   ▦ Animation One
□ Sixth Event   Video Three   ▦ Animation Two
□ Seventh Event   Image Group Three ▦ Animation Three
□ Eighth Event   None   ▦ Image Group One
□ Ninth Event   None   ▦ Image Group Two
                                      ▦ Image Group Three