Eyes Ver. 1.1

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Brief Description

Eyes is a Mac version of the popular XWindows screen toy XEyes. Once *Eyes* is launched, a pair of eyes will appear and follow the mouse cursor around the screen.   You can customize almost every aspect of the eyes — all without editing any text files (so *Eyes* isn't entirely faithful to its UNIX heritage (^_^)).

Installation

Copy *Eyes* and *Eyes.dock* to the proper folder.   When you launch *Eyes.dock* for the first time, you'll have to click on them to wake them up.

Moving the Eyes

Just drag them with the mouse cursor.   After you move the docked eyes, you should click once on them or they'll forget where they are.

Customizing the Eyes

Choose   **Preferences...** in the application menu, or in the popup menu for the docked eyes.   In the **Eyes Preferences** panel, you can change the colors of all the various parts of the eyes.   You can also change the opacity of the eyes window, and the shapes and sizes of the eyes and pupils.   To save your changes, press **Save**.   Press the **Revert** button if you make a mistake.   If you need more sensitive control of the eyes sizes, try making the window wider.

Revision history

Ver. 1.1 (04/28/2001)   Improved smoothness of eye movement
                                                         Added opacity slider to color picker

Fixed bug where color picker didn't close with preferences

Fixed memory leak: colors not being properly released

Added Eyes dockling Version 0.9 to distribution

Ver. 1.0.2 (04/26/2001)
Tweaked preferences: made resizable and added Revert button

Doubled animation frame rate *and* greatly reduced CPU usage

Ver. 1.0.1 (04/25/2001)   Tweaked preferences labels

Ver. 1.0 (04/20/2001)   First release

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