

The lower left contains a list of all pictures currently in your StartupScreen file. It shows their name (or "<Untitled xxx>" for unnamed pictures) and their weight (the number at the left). Additionally, the picture which will come up at next startup has a bullet (•) between its weight and name. There is always exactly one picture with a bullet (as there can only be one picture at startup).

The number at the left is a picture's relative probability (weight) with which this specific picture will be automatically chosen for startup. If there is no number left of a picture name, this picture is disabled and will never show up.

You select pictures in the usual way, any number of pictures (continuous or discontinuous) may be selected. Please note that some functions can only be used when exactly one picture is selected.

The up and down arrows are functional, their operation depends on whether one or more (or no) pictures are selected. If only one picture is selected, the arrow keys move the selection (the picture above/below the current one becomes selected). If more than one or no pictures are selected, the arrow keys simply scroll the list.

Double clicking the selection enables all disabled pictures and disables all enabled pictures. If you want the selected pictures to all become enabled (disabled), please use the On (Off) buttons.

You can also hold the Control key and press a number. This will give all selected pictures the specified weight (e.g. Control-7 sets all to weight 7). Control-0 (the number zero) disables all the pictures.

Warning: ScreenMan does not allow you to disable ALL pictures. There must be at least one enabled picture left, which will then automatically be chosen for next startup. This restriction is automatically enforced by ScreenMan.