

Popup Help

This file contains the popup help for the Organic Art screen saver configuration. It is not designed to be viewed directly in WinHelp.

These scenes will be played in a random order when the saver runs.

These scenes will be skipped when the saver runs.

Add the selected scenes to the playlist.

Remove the selected scenes from the playlist.

This button starts up the screen saver, and runs the last scene you clicked on.

These are general settings.

This is the length of time each scene in the playlist will run before switching to the next.

Clicking this option means moving the mouse will not dismiss the screen saver, only a mouse click or a key press.

When this option is selected, and there is an audio CD in your CDROM drive, the screen saver will start playing it when activated, and stop it when dismissed.

Clicking this option switches off the any backdrop images in the screen saver scenes. The background will become black, or another plain colour.

This option causes the screen saver to skip any lengthy "still" scenes, even if they are in the playlist.

If enabled, the caption bar appears on the bottom line of the screen when the saver runs. It displays the program version, the name of the scene running, and other information as selected below.

This switches off the caption bar.

If enabled, the caption bar appears on the bottom line of the screen when the saver runs. It displays the program version, the name of the scene running, and the current date and time.

The right-hand side of the caption bar will display the frames-per-second, triangles-per-second, and virtual memory usage.

These settings control your screen display.

Select a resolution and colour depth for the saver to run in. Higher resolutions will give better detail, but run more slowly. 16-bit colour is recommended.

Check this box to always use your current display mode for the saver, instead of mode-switching.

These options control the Direct3D rendering engine.

If this option is set, any 3D hardware acceleration provided by your graphics card will be used to make Organic Art run more smoothly. Uncheck this setting to always use software rendering (perhaps if the graphics acceleration is causing problems).

Set this use hardware filtering to smooth texture maps. This improves the visual quality of large textures, but may be slightly slower. This option is not available without hardware acceleration.

Set this option to always render into system memory instead of VRAM. Using VRAM is usually faster and uses less of your main RAM, but on some systems setting this option can improve performance.

Set this option to use dithering for RGB model (coloured lights), if not in a true colour mode. Using dithering is slightly slower, but increases quality considerably by eliminating "banding" of colours.

Set this option to use dithering for mono model (white lights), when not in a true colour mode, to eliminate colour banding. Banding is less evident in mono model than RGB, but can still be seen on the highlights of larger objects.

Realtime priority gives the fastest and smoothest 3D performance, but prevents any background tasks running while the saver is active, including accessing your computer from a network.

Organic Art was created by Computer Artworks Ltd.

That's us, that is.

THIS IS A DUMMY ENTRY TO PREVENT BLANK LINE AFTER LAST REAL ONE.

