

Contents

[Starting the Pythonizer](#)

[Minimizing the Pythonizer](#)

[Exiting the Pythonizer](#)

[Hiding the Program Icon](#)

[Pythonizing your Computer](#)

[Living and Dead Wallpaper](#)

[Wallpaper Zapper](#)

[Screen Savers](#)

[Noisy Bits](#)

[Changing Icons](#)

[OLE Animations](#)

[Pythonizer's Main Window](#)

[Common Problems](#)

Starting the Pythonizer

To start the Pythonizer:

- Double click the Pythonizer icon.

From the *Monty Python's Complete Waste of Time* program, start the Pythonizer by clicking the Pythonizer lobe in the brain.

Note: When you select a Living Wallpaper file or assign application commentary or keyboard sounds, the Pythonizer must be open (it can be minimized or hidden) for the Living Wallpaper or sounds to be activated.

If you are running the standalone version of the Pythonizer, you can choose to have the Pythonizer start automatically when Windows starts by minimizing the program, clicking the icon once, and then selecting Start When Windows Starts. You can deselect this option by selecting it again. If you have selected a Living Wallpaper or have assigned application commentary or keyboard sounds the program will automatically toggle this option to on so that your wallpaper and sounds will be activated.

Note: This option is only available if you are running the standalone version of the Pythonizer. It is not available if you are running the Pythonizer from within the Monty Python program.

Minimizing the Pythonizer

To minimize the Pythonizer:

- Click the 16 Tons icon in the upper right corner of the Pythonizer's main window. The Pythonizer will minimize to an icon at the bottom of your screen.

Note: This option is only available if you are running the standalone version of the Pythonizer. It is not available if you are running the Pythonizer from within the Monty Python program.

Exiting the Pythonizer

To exit the Pythonizer:

- Click the bird man in the lower right corner of the Pythonizer's main window. A dialog box opens asking if you are sure you want to leave the program. Simply click OK to close the program or Cancel to remain in the world of the Desktop Pythonizer just a little longer.
- From the *Monty Python's Complete Waste of Time* program, select the brain icon in the lower right corner of the screen. The Pythonizer will close and return you to the brain in the Monty Python program.

Hiding the Program Icon

So that you can view the screen savers and wallpaper files with nothing in your way, the Pythonizer has an option that allows you to hide the program icon.

Note: This option is only available if you are running the standalone version of the Pythonizer. It is not available if you are running the Pythonizer from within the Monty Python program.

To hide the program icon:

1. Click the 16 Tons icon in the upper right corner of the Pythonizer's main window to minimize the program to an icon at the bottom of your screen.
2. Click the Pythonizer icon once and select the Hide Me command. The icon will disappear.

To make the icon appear again:

1. Restore the Program Manager. The 7th Level Group folder will be behind any other folder you may have open.
2. Bring the 7th Level Group folder to the front and double click the Pythonizer icon.

Pythonizing your Computer

Let's start Pythonizing.

[Living and Dead Wallpaper](#)

Living and Dead Wallpaper

The Desktop Pythonizer contains two different kinds of wallpaper: Living and Dead.

Living Wallpaper is interactive with sound and a few surprises. Once installed, it will reside on your computer system in the background, as normal wallpaper, but when you get bored with work, you can click the wallpaper in the background to make it active. Try clicking on objects or dragging them to new locations to discover what each wallpaper can do.

Dead Wallpaper is not living. Full of images from your favorite video sketches, Dead Wallpaper comes with an attractive border, is not interactive and doesn't even move.

[Installing Living Wallpaper](#)

[Customizing Living Wallpaper](#)

[Installing Dead Wallpaper](#)

Installing Living Wallpaper

To install living wallpaper:

1. Click the word Wallpaper in the Pythonizer's main window. The Wallpaper dialog box opens.
2. Click the Living Wallpaper button, if necessary.
3. Select the Living Wallpaper you wish to install. The file size of the wallpaper you select will appear below the list box.
4. Click the Preview button if you wish to preview your selection. Press **ESC** to exit the preview and return to the Living Wallpaper dialog box.

Note: You can only preview Living Wallpaper that you have already installed onto your hard disk or network drive from the Pythonizer diskettes or that is on the Monty Python CD-ROM that you have inserted into the CD-ROM drive.

5. Select Mute if you do not wish sound with your wallpaper.
6. Click the OK button when you are finished selecting your wallpaper options. Your wallpaper will be activated and you will be returned to the Pythonizer's main window.

Note: If you have not previously installed the Living Wallpaper file, you will be prompted to install this file from the Pythonizer diskettes. The Living Wallpaper file will be copied to the same drive and directory in which you installed the Pythonizer program files.

Click the Cancel button at any time to cancel your selection and return to the Pythonizer's main window. Selecting the None option and clicking the OK button will remove any Living Wallpaper that you have previously activated.

If you have installed Living Wallpaper to a network drive or are using the Pythonizer from the Monty Python CD-ROM, there is no need to copy the Living Wallpaper file you wish to activate to your hard disk. The Living Wallpaper will run from the network drive as long as you are attached to the network or from the CD-ROM as long as it is inserted into the CD-ROM drive. If you are no longer attached to the network or the CD is not inserted into the CD-ROM drive, the Living Wallpaper will not be activated and you will see the default Windows wallpaper.

You can interact with your Living Wallpaper while another program runs in the background. Doing this, however, will slow the processing of that background job. For example, you can play the Gopher Game while you spool a document to the printer, but the print job will spool at a slower rate while you are playing the Gopher Game.

Note: When you select a Living Wallpaper file, the Pythonizer must be open (it can be minimized or hidden) for that Living Wallpaper file to be active.

Some Living Wallpaper files have been designed to let you choose how many elements are on the screen at one time and the size of those elements.

[Customizing Living Wallpaper](#)

Customizing Living Wallpaper

To customize your living wallpaper:

1. After you have selected a Living Wallpaper file, click the Customize button in the Living Wallpaper dialog box, if it is available.
2. Select the number of elements on the screen by clicking the scroll arrows or clicking and dragging the box along the slider.
3. Select the size of the elements on the screen by clicking the scroll arrows or clicking and dragging the box along the slider.
4. Click the OK button when you are finished or click the Cancel button to cancel your changes and return to the Living Wallpaper dialog box.

Note: If the Customize button is not available (grayed) when you select a Living Wallpaper file, then that particular wallpaper cannot be customized.

Installing Dead Wallpaper

To install dead wallpaper:

1. Click the word Wallpaper in the Pythonizer's main window. The Wallpaper dialog box opens.
2. Click the Dead Wallpaper button at the top of the dialog box.
3. Select the name of the Dead Wallpaper you wish to install.
4. Click the Preview button if you wish to preview your selection. Click the mouse button or press any key to exit the preview and return to the Dead Wallpaper dialog box.

Note: You can only preview Dead Wallpaper that you have already installed onto your hard disk or network drive from the Pythonizer diskettes or that is on the Monty Python CD-ROM that you have inserted into the CD-ROM drive.

5. Click the Install button if you have not already installed the selected Dead Wallpaper. The wallpaper file will be copied to your hard disk in the Windows directory.
6. Select Center or Tile to choose how you would like your Dead Wallpaper to be displayed.
7. Click the OK button when you are finished selecting your wallpaper options. Your Dead Wallpaper will be set and you will be returned to the Pythonizer's main window.

Click the Cancel button at any time to cancel your selection and return to the Pythonizer's main window. Selecting the None option and clicking the OK button will remove any Dead Wallpaper that you have previously set.

The Desktop Pythonizer includes large files for Dead Wallpaper that are sized to cover the entire screen and smaller Dead Wallpaper files that will appear centered in the middle of your screen if they are not tiled. It is a good idea to preview your selection so that you know if it looks better centered or tiled.

To conserve disk space, you may wish to install only a few of the wallpaper files. If you have already installed a wallpaper file onto your hard disk and would like to delete it, select that file in the Wallpaper dialog box and click the Delete button. The wallpaper file still resides on the diskettes (or CD-ROM) for you to install and use at a later time.

[Creating your own dead wallpaper](#)

Wallpaper Zapper

You can create your own Dead Wallpaper file from any of the interactive screen savers or Living Wallpaper included with the Pythonizer.

Note: If you are running the Pythonizer from the Monty Python CD-ROM, you can create Dead Wallpaper at any time from any scene in the program.

To create your own dead wallpaper:

When the image you wish to capture is on the screen, press and hold **SHIFT** and **CTRL**, then click the left mouse button once. This will capture the entire screen and save it as PYTH0001.BMP in your windows directory. After you have created your Dead Wallpaper file, it is automatically set as your wallpaper.

or

When the image you wish to capture is on the screen, press and hold **SHIFT** and **CTRL**, then click and hold the left mouse button. Drag a rectangle around the image that you wish to capture and release the mouse button. This will capture just the image in the rectangle and save it as PYTH0001.BMP in your windows directory. Holding down the right mouse button before you release the left mouse button will allow you to move the rectangle around the screen. After you have created your Dead Wallpaper file, it is automatically set as your wallpaper.

Note: When you create your own Dead Wallpaper using the Wallpaper Zapper, the file you create will be named PYTHXXXX.BMP. The number of the file will increase incrementally (up to 100) so that any file you create will not be overwritten by a new one. You can rename these files at a later time.

Screen Savers

To conserve disk space, you may wish to install only a few of the screen saver files. If you have already installed a screen saver file onto your hard disk and would like to delete it, select that file in the Screen Savers dialog box and click the Delete button. The screen saver file still resides on the diskettes (or CD-ROM) for you to install and use at a later time.

[Activating a Screen Saver](#)

[Customizing a Screen Saver](#)

Activating a Screen Saver

To activate a screen saver:

1. Click the words Screen Saver in the Pythonizer's main window. The Screen Savers dialog box opens.
2. Select the name of the screen saver you wish to install. The size of the file you selected will appear below the list box.
3. Click the Preview button if you wish to preview your selection. Press **ESC** to exit the preview and return to the Screen Savers dialog box.

Note: You can only preview screen savers that you have already installed onto your hard disk from the Pythonizer diskettes or that are on the Monty Python CD-ROM that you have inserted into the CD-ROM drive.

4. Set the amount of delay you wish before your screen saver activates by clicking the minutes list box and typing the number of minutes or clicking the seconds list box and typing the number of seconds. The screen saver will not activate until the mouse and keyboard have been inactive for the time you specify.
5. Select Interactive if you would like to be able to play games with your screen saver.
6. Select Mute if you do not want sound with your screen saver.
7. Select Random if you want the Pythonizer to select a screen saver randomly from the set of currently installed screen savers.
8. Click the OK button when you are finished selecting your screen saver options. Your screen saver will be activated, and you will be returned to the Pythonizer's main window.

Note: If you have not previously installed the screen saver file, you will be prompted to install this file from the Pythonizer diskettes. The screen saver file will be copied to the same drive and directory in which you installed the Pythonizer program files.

If you have installed a Pythonizer screen saver to a network drive or are using the Pythonizer from the Monty Python CD-ROM, there is no need to copy the screen saver file to your hard disk. The screen saver will run from the network drive as long as you are attached to the network or from the CD-ROM as long as it is inserted into the CD-ROM drive. If you are no longer attached to the network or the CD is not inserted into the CD-ROM drive, the screen saver will not be activated. Instead, the Pythonizer will activate the default 7th Level screen saver.

You also can use the Windows Control Panel to select a screen saver. Simply double click the Control Panel icon in the Program Manager and double click the Desktop icon. In the Screen Saver section, select 7th Level Monty Python from the Name list box. Click the Setup button to open the Pythonizer's Screen Saver dialog box for more setup options. Click the OK button in the Pythonizer's Screen Savers dialog box when you are finished.

Some screen saver files have been designed to let you choose how many elements are on the screen at one time and the size of those elements.

Customizing a Screen Saver

To customize your screen saver:

1. After you have selected a screen saver file, click the Customize button in the Screen Savers dialog box, if it is available.
2. Select the number of elements on the screen by clicking the scroll arrows or clicking and dragging the box along the slider.
3. Select the size of the elements on the screen by clicking the scroll arrows or clicking and dragging the box along the slider.
4. Click the OK button when you are finished or click Cancel to cancel your changes and return to the Screen Savers dialog box.

[Password Protection](#)

Password Protection

You can further customize your screen saver by attaching a password. If you have assigned a password to your screen saver, you can't deactivate the screen saver without typing that password.

To add a password to your screen saver:

1. After selecting a screen saver, click the Password button in the Screen Savers dialog box.
2. Type a password.
3. Press **TAB** to move to the next box and confirm your password by typing it again.
4. Select On to activate the password. (Deactivate your password at any time by selecting Off and typing your password as confirmation.)
5. Click the OK button when you are finished.

Once the screen saver has been activated, attempting to exit the screen saver by moving the mouse or pressing any key (or pressing **ALT** in interactive mode) will bring up a dialog box asking for your password. Type your password. If the password is correct, the screen saver will be deactivated. If the password is incorrect, the dialog box will remain open for 10 seconds before closing. The screen saver will remain active until the correct password is entered.

For added security, it is recommended that you [change your password](#) at regular intervals.

Changing your Password

To change your password:

1. Click the Password button in the Screen Savers dialog box.
2. Type your old password and press **TAB** to move to the next box.
3. Type your new password and press **TAB** to move to the next box and confirm your password by typing it again.
4. Click the OK button when you are finished.

If you have assigned a password to your screen saver but can't remember it, reboot your computer to bypass the password. Use the Pythonizer to turn the screen saver off by selecting None and clicking the OK button in the Screen Savers dialog box.

You will need to erase the password before you use the screen saver again. To do this, use a text editor to delete the following lines from the Control section of the 7thlevel.ini file:

```
ScreenSaverPassword=XXXX  
ScreenSaverPasswordOn=YES
```

Noisy Bits

Noisy bits are sound files that you can install and match to various activities on your computer. The four sound options available in the Pythonizer are [Windows Events](#), [Application Commentary](#), [Telephone Messages](#) and [Keyboard Sounds](#).

Note: If you have installed sound files to a network drive or are using the Pythonizer from the Monty Python CD-ROM, there is no need to copy the sound files you wish to activate to your hard disk. The sounds will play from the network drive as long as you are attached to the network or from the CD-ROM as long as it is inserted into the CD-ROM drive. If you are no longer attached to the network or the CD is not inserted into the CD-ROM drive, the sounds will not play.

To conserve disk space, you may wish to install only a few of the sound files. If you have already installed a sound file onto your hard disk and would like to delete it, select that file in the Noisy Bits dialog box and click the Delete button. The sound file still resides on the diskettes (or CD-ROM) for you to install and use at a later time.

Windows Events

Windows Events, such as starting and exiting Windows, can now be made more fun by using a few choice phrases and sound effects from Monty Python.

To add sound to windows events:

1. Click the words Noisy Bits in the Pythonizer's main window. The Noisy Bits dialog box opens.
2. Select the Windows Events icon at the top of the dialog box, if necessary.
3. Select a Windows event in the lower combo box and select a corresponding sound file in the upper list box. Use the scroll arrows or change to a different drive or directory for more choices.
4. Click the Preview button to preview the sound you have selected.
5. Continue to select Windows events and corresponding sound files.
6. Click the OK button when you have matched each Windows event to the sound you wish. All of your selections will be saved and the Noisy Bits dialog box will close, returning you to the Pythonizer's main window.

Note: Click the Cancel button at any time to cancel the selections you have made and return to the Pythonizer's main window.

Application Commentary

Making a little noise when an application opens is what we like to call Application Commentary.

To add comments to your applications:

1. Click the words Noisy Bits in the Pythonizer's main window.
2. Select the Application Commentary icon at the top of the window.
3. Select an application from the lower combo box. If your application is not listed in the combo box, you can add it by clicking and dragging the application's .exe file from the File Manager into the lower combo box. To see the name of the application you just added, you will need to close the Noisy Bits dialog box and open it again.
4. Select a sound file from the top list box. Use the scroll arrows or change to a different drive or directory for more choices.
5. Click the Preview button to preview your selection.
6. Select On to activate the sounds.
7. Click the OK button when you have matched each application to the sound you wish. All of your selections will be saved and the Noisy Bits dialog box will close, returning you to the Pythonizer's main window.

If you would like to turn your Application Commentary audio off temporarily without losing your selections, select Off. Selecting On will restore the sound to your applications.

Note: When you have assigned sound files to your applications using the Application Commentary dialog box, the Pythonizer must be open (it can be minimized or hidden) for those sounds to be activated.

Telephone Messages

Let Monty Python screen your incoming calls for you.

To select a telephone message:

1. Click the words Noisy Bits in the Pythonizer's main window.
2. Click the Telephone Messages icon at the top of the window.
3. Select a sound file. Use the scroll arrows or change to a different drive or directory for more choices.
4. Click the Preview button to preview your selection.
5. When you are satisfied with your selection, click the Install button to copy the sound file to the Windows directory on your hard disk. Click the OK button when you are finished. The Noisy Bits dialog box will close, returning you to the Pythonizer's main window.

Separate software and hardware, usually available with modem kits, are required to play your selected phone messages through your answering machine or voice messaging system. The Pythonizer provides the messages for you to use once you have this software and hardware.

If you do not have a method to play your phone messages through your phone system directly from your computer, you can record the audio onto your voice messaging system as it plays on your computer.

Keyboard Sounds

Using the Keyboard sound option you can make your computer keyboard sound like a typewriter, play music, give you applause or just play naughty sounds when you press any key.

To add sound to your keyboard:

1. Click the words Noisy Bits from the Pythonizer's main window.
2. Make sure Enable System Sounds is deactivated in the Windows Events dialog box.
3. Click the Keyboard icon in the upper right corner.
4. Select a sound option.
5. Click the OK button when you are satisfied with your selection. You will be prompted to copy the sound file to your hard disk if it is not already there. Click the OK button to copy the sound file to your hard disk or click the Cancel button to bypass the installation. The Noisy Bits dialog box will close, returning you to the Pythonizer's main window.

Click the Cancel button at any time to cancel your selection or select the None option and click the OK button to remove sound from your keyboard.

Note: When you have assigned sound files to your keyboard using the Keyboard dialog box, the Pythonizer must be open (it can be minimized or hidden) for those sounds to be activated.

Changing Icons

You can change icons using the Desktop Pythonizer.

Note: While you are working in the Icons dialog box, the Pythonizer program window will always be on top, even when it is not the active window. This gives you the opportunity to see your changes as you are making them. For example, when you are selecting icons in the Program Manager, the Pythonizer window stays open so that you can switch back and forth easily.

From the *Monty Python's Complete Waste of Time* program, the Pythonizer window covers the full computer screen, except when you are selecting and changing icons.

Note: Using the Desktop Pythonizer, you can change Program Manager icons. However, you may not be able to change icons from within other Windows shell programs.

To change an icon:

1. Restore the Program Manager, if necessary.
2. Open the Pythonizer, if it is not already running.
3. Click the word Icons in the Pythonizer window. The Icons dialog box will appear.
4. Toggle back to the Program Manager. The Pythonizer will remain open on top of the Program Manager even though it is not the active window.
5. Select the icon you wish to change in the Program Manager. The name of the icon you have selected will appear in the Pythonizer window when you click back to the Pythonizer.
6. Select one of the icon images in the icons window by double clicking the icon or click the icon and then click the Install button. Use the scroll arrows for more choices. The icon will change to the image you have selected and return the Program Manager to the active window.
7. Continue to select icons in the Program Manager and change them to Pythonizer icons until you are finished.
8. Click the OK button when you are finished to return to the Pythonizer's main window.

You can restore an icon to its original image at any time. Simply select the icon you wish to restore in the Program Manager and click the Restore button in the Icons dialog box.

To select icons from another source:

1. Click the word Icons in the Pythonizer's main window.
2. Click the More button. The Choose a File with Icons dialog box opens.
3. Select a file with embedded icons and click OK. (For example, the moricons.dll file that comes with Windows has icons you can choose from, as does an application's .exe file.) The icons in that file will appear in the Icons dialog box.
4. Select the icon you wish to change in the Program Manager. The name of the icon you have selected will appear in the Pythonizer window when you click back to the Pythonizer.
5. Select one of the icon images in the Icons window by double clicking the icon or click the icon and then click the Install button. The icon will change to the image you have selected and return the Program Manager to the active window.
6. Click the OK button to return to the Pythonizer's main window when you are finished.

Click the Desc button to display a description of the icon files included with the Pythonizer. A description of any 7th Level icon file will appear in the list box. Select the description and click the OK button to open that file or simply click the Icons button to return to the Icons dialog box.

Using OLE Animations

You can insert OLE animations into your favorite application.

The Desktop Pythonizer works as an OLE server application.

OLE animation clips included in the Desktop Pythonizer will either play in the center of the box where they are inserted into an application file, in the center of the computer screen on a black background or on top of the current screen while the screen remains inactive.

An OLE animation clip can only be previewed if it is on the Monty Python CD-ROM or if it has been installed on your hard disk. We suggest that you preview any animation clips before you insert them into another file for playback. You may get a nasty surprise in the middle of your boardroom presentation if you don't.

To preview an OLE animation:

1. Click the letters OLE in the Pythonizer's main window.
2. Select an animation.
3. Click the Install button to copy the selected animation file to your hard disk. The animation file will be copied to the same drive and directory in which you installed the Pythonizer program files.
4. Click the Preview button to preview your selection. Press **ESC** to exit the preview and return to the OLE dialog box.

Note: You can only preview animation clips that you have already installed onto your hard disk or network drive from the Pythonizer diskettes or that are on the Monty Python CD-ROM that you have inserted into the CD-ROM drive.

5. Click the OK button to exit the OLE dialog box and return to the Pythonizer's main window.

To paste an OLE animation into another application:

1. Open the application and file into which you would like to place the OLE animation. (You do not need to have the Desktop Pythonizer running to paste animation into another application.)
2. Select the command your application uses to insert an OLE object. (Microsoft Write, for example, uses the Insert Object command in the Edit menu.) A dialog box displaying the types of OLE objects available will appear.
3. Select 7th Level Monty Python Animation from this dialog box and click the OK button. The Pythonizer Animation dialog box will appear.

Note: The dialog box will only display the OLE animation clips that are available on a CD-ROM in your CD drive or those installed onto your hard disk from the Pythonizer diskettes.

4. Select the animation clip that you would like to paste into your file and click the OK button. A box representing the animation clip will appear in your file.

If you have installed an animation file to a network drive or are using the Pythonizer from the Monty Python CD-ROM, there is no need to copy the animation file you wish to use to your hard disk. The animation file will run from the network drive as long as you are attached to the network or from the CD-ROM as long as it is inserted into the CD-ROM drive. If you are no longer attached to the network or the CD is not inserted into the CD-ROM drive, the animation clip will not play.

Once the animation clip is inserted into your application file, you may be able to resize, move or duplicate the object depending on the capabilities of your application.

You can now play the inserted animation clip by double clicking the animation box or by selecting a command in the

Edit menu depending on your specific application.

Common Problems

The program won't install properly.

Make sure that your computer meets the minimum system requirements. Also make sure that you have at least 4 MB of RAM and that your hard disk has at least 500 K of free space.

The program does not display properly.

Make sure you have an SVGA display running in 640x480 or 800x600 mode with 256 colors. Also, make sure that you have the proper display driver installed. A display with more colors or running at a higher resolution also will work with the Pythonizer, although it is not recommended.

The program is working but you don't hear any sound.

Make sure your sound card is installed and working properly. You can check the sound from your sound board by using the Sound utility in the Control Panel. Choose one of the WAV files in the Windows directory and press Test.

The sound or video skips during the program.

Make sure you have at least 4 MB of RAM. Also, make sure that an expanded memory manager (such as EMM386, QEMM, or 386MAX) is not reserving memory that Windows and the Pythonizer will need to run correctly.

Sound and video are not synchronized properly.

Make sure you are running the Pythonizer on a 386 25 MHz or better IBM compatible computer with at least 4 MB of RAM.

Sound breaks up or has a lot of static.

You may need to change your DMA setting on your sound card. Please check the documentation for your sound card for the proper settings and how to change the settings.

Volume is too low or too high.

Most sound cards have a sound mixer to control volume. Please check the documentation for your sound board for instructions on raising or lowering the volume.

You don't have enough disk space to install all the files.

The Desktop Pythonizer program only requires 500 K on your hard disk. The wallpaper, screen saver, audio and OLE animation files will require more space if you want all of them installed on your hard disk at the same time. To conserve disk space, it is recommended that you only install the wallpaper, screen saver, audio and OLE animation files that you will use at one time. When you would like to use other files, you can delete some files and install the new files you would like to use.

The preview button is not active and you can't preview any wallpaper, screen savers, or OLE animation files.

You can only preview wallpaper, screen saver and OLE animation files that you have already installed onto your hard disk or that are on the Monty Python CD-ROM that you have inserted in the CD-ROM drive. Once installed, you will be able to preview these files.

You've installed Living Wallpaper and some sounds but they're not running.

When you select a Living Wallpaper file or assign Keyboard or Application Commentary sounds the Pythonizer must be open (it can be minimized or hidden) for those files to be active.

Pythonizer's Main Window

The Pythonizer's main window contains lots of fun things for you to do. Click a word in the window to go to that dialog box.

Click a topic to learn more about it.

[Noisy Bits Dialog Box](#)

[OLE Animations Dialog Box](#)

[Icons Dialog Box](#)

[Wallpaper Dialog Box](#)

[Screen Saver Dialog Box](#)

+ **Noisy Bits Dialog Box**

This dialog box lets you assign sounds.

Click the **Windows Events icon** to display the following options.

The Windows Events list box displays available sounds.

The combo box displays the Windows events to which you can assign sounds.

Select the Enable System Sounds to activate more Windows events.

Click the Preview button to preview your selection.

Click the Install button to install the selected sound file.

Click the **Application Commentary icon** to display the following options.

The App Commentary list box displays available sounds.

The combo box displays available applications to which you can assign sounds.

Select On to activate the sounds. Select Off to turn your Application Commentary audio off temporarily without losing your selections. Select On again to restore the sound to your applications.

Click the Preview button to preview your selection.

Click the Install button to install the selected sound file.

Click the **Telephone Messages icon** to display the following options.

The Telephone Messages list box displays the available sounds.

Use the scroll arrows to change to a different drive or directory.

Click the Preview button to preview your selection.

Click the Install button to install the selected sound file.

Click the **Keyboard icon** to display these options: None, Applause, Musical, Naughty (constant), Naughty (random), Sound Effects, and Typewriter.

Click the Cancel button at any time to cancel your selection or select the None option and click the OK button to remove sound from your keyboard.

See also: [Windows Events](#),
[Application Commentary](#),
[Telephone Messages](#)
[Keyboard Sounds](#).

+ **OLE Dialog Box**

You can insert OLE animations into your favorite application.

The list box displays OLE animations available from 7th Level.

See also: [Using OLE Animations](#)

+ **Icons Dialog Box**

The Icons dialog box lets you change and restore icons.

Click the Up and Down arrows to see more available icons.

Click the Restore button to restore an icon to its original image at any time.

Click the Install button to change an icon in the Program Manager to the selected icon in the Icons dialog box.

Click the Desc button to display the [Icon File Descriptions dialog box](#).

Click the More button to display a dialog box that lets you choose icons from another source.

Click the OK button to set changes and return to the Pythonizer's main window.

+ **Icon File Descriptions Dialog Box**

This dialog box lists the descriptions of the icons available from 7th Level.

Click Restore to restore the selected icon file to its previous condition.

Click the Up and Down arrows to view more icon file descriptions (as they are available from 7th Level).

Click Icons to return to the [Icons dialog box](#).

Click the More button to display a dialog box that lets you choose icons from another source.

+ **Wallpaper Dialog Box**

The Wallpaper dialog box lets you choose and customize Living and Dead Wallpaper.

Click the Living Wallpaper button (the one that looks like a rose) to display a list of Living Wallpapers and the following options.

Click the Mute option if you do not want sound with your wallpaper.

Click the Customize button to open the Customize dialog box.

Click the Dead Wallpaper button (the one with a tombstone) to display a list of Dead Wallpapers and the following options.

Click Center to center the selected wallpaper on your screen.

Click Tile to tile multiple copies of the selected wallpaper on your screen.

Note: It is a good idea to preview your selection so that you know if it looks better center or tiled.

Click Preview to preview your selection.

Click Install to install the selected wallpaper.

Click OK to accept changes and return to the Pythonizer's main window.

Click Cancel to cancel your selections and return to the Pythonizer's main window.

See also: [Installing Living Wallpaper](#)
 [Customizing Living Wallpaper](#)
 [Installing Dead Wallpaper](#)
 [Creating your own Dead Wallpaper](#)

+ **Screen Savers Dialog Box**

This dialog box lets you choose and customize screen savers, and lets you assign passwords to them.

The list box displays screen savers available from 7th Level.

Set the Delay for the selected screen saver by setting the time in minutes and seconds.

Click the Password button to display the Password dialog box.

Click the Customize button to open a dialog box that lets you customize the selected screen saver. (Not all screen savers can be customized.)

Click the Install button to install the selected screen saver.

Note: If you have selected a screen saver that has already been installed, the Install button changes to Delete.

Click the Preview button to preview the selected screen saver.

Click the Interactive option if you want to be able to play games with your screen saver.

Click the Mute option if you do not want sound with your screen saver.

Click the Random option if you want the Pythonizer to select a screen saver randomly from the set of currently installed screen savers.

Click the OK button to accept changes and return to the Pythonizer's main window.

Click the Cancel button to cancel your selections and return to the Pythonizer's main window.

See also: [Activating a Screen Saver](#)
 [Customizing a Screen Saver](#)
 [Password Protection](#)

