

# Index for Screenplay

The index contains a list of all Help topics available for Screenplay. Use the scroll bar to see topics not currently visible in the Help window.

To learn how to use Help, press F1 or choose Using Help from the Help menu.

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## Controls

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## **Preset Menu**

This menu contains predetermined control settings which give a variety of different animation effects. Selecting one of the preset menu items will cause the necessary controls to change. Even after selecting a preset any of the controls can be adjusted normally.

## Buttons

**Blank Now** - Pressing this will start the screen animation now. This will continue until any key is pressed or the mouse is moved.

**Start Timer** - Pressing this will turn on the screen saver countdown timer. If no keys are pressed and the mouse is not moved for the set period of minutes the screen saver animation will start.

**Stop Timer** - Pressing this will turn off the screen saver countdown timer.

**Password** - This will bring up the Password Control dialog box. Enter or change the password and check the enable password box to enable password protection on Screenplay. If enabled, when the screen is blanked moving the mouse or pressing any key will bring up the Password Entry dialog box. The proper password must be entered now in order to return to the Windows screen. The only other way to return to the system would be to reboot. The password is stored in the win.ini file and readable in the Password Control dialog so it is accessible until the Windows screen is blanked.

**Tile Setup** - This will bring up the Tile Size Setup dialog box. Enter the width and height of the size of tiles you want to use when tiling is enabled. If invalid values are entered they will be changed when you exit this dialog box. Valid ranges for both width and height are 5 - 999 pixels.

## Display Control

Use the up and down arrow controls to increase and decrease the values of all the display controls.

**Delay in Minutes** - This sets the countdown timer. If no keyboard input and no mouse movement occurs for this period of time the screen saver will take over.

Note: If a DOS window is present in 386 enhanced mode the screen saver will not be invoked.

**Speed %** - This sets the animation speed of the screen saver. 100 is the fastest 1 is the slowest.

**Maximum Step** - This sets the stepping increment of the animation. Changing this number will change the patterns created. A larger step will also increase the speed of the animation.

**Number of Subjects** - If the display type is LINES this control sets the number of lines that will be animated. If the display type is POLYGON or 3D POLYGON this control sets the number of points in the polygon.

**History** - This sets the amount of animation that will remain on screen before they are erased.

**Color Speed %** - This sets the speed in which the animation will change colors. 100 is the fastest with each animation step being a different color. If set to zero no color cycling will occur.

## Display Types

Only one of the display types can be selected at any one time.

**Blank** - When the screen saver is invoked the screen will be painted black.

**Lines** - When the screen saver is invoked one or more lines will begin bouncing around the screen creating an infinite number of patterns. The Display Control settings give complete control over the bouncing lines.

**Polygon** - When the screen saver is invoked one polygon will begin bouncing around the screen creating an infinite number of patterns. The Display Control settings give complete control over the bouncing polygon.

**3D Polygon** - When the screen saver is invoked one 3D polygon will begin bouncing around the screen creating an infinite number of patterns. The Display Control settings give complete control over the bouncing polygon.

## Options

The option controls can be selected in any combination.

**Autoload** - Selecting this option will inform Windows to automatically load Screenplay when Windows is started. If selected, Screenplay will appear as an icon on your desktop when windows is started.

**Horizontal mirror** - If selected all Screenplay animation will be mirrored on the top and bottom. If Vertical mirror is selected also, four copies of the animation will be seen.

**Vertical mirror** - If selected all Screenplay animation will be mirrored on the right and left. If Horizontal mirror is selected also, four copies of the animation will be seen.

**XOR mode** - This a term which describes the a method used to display animations on the screen. If selected XOR mode will be enable with the effect of colors being combined on screen if a color is drawn over another color. If this option is not selected the older (history) animations will be overwriting with the new ones.

**Wallpaper** - Selecting this will cause Screenplay to begin animating on the Windows desktop overwriting any color, pattern, or wallpaper you have set. Removing this selection will bring back your Windows desktop settings. While Screenplay is running on the desktop all normal Windows operations can take place.

Note: When Screenplay is animating on the desktop selecting most of the Screenplay controls or selecting one the presets from the menu will cause the animations to be restarted.

**Tile** - Selecting this option will cause all animation to be tiled across the screen. The size of the tiles can be adjusted in the Tile Setup dialog box. Press the Tile Setup button to get to this dialog box.

## **Copying to the Clipboard**

When the screen saver is invoked pressing ALT + PRNTSCRN will cause the entire animation display to be copied to the Windows Clipboard.

## **Pausing and Restarting Animation**

When the screen saver is invoked various Functions keys can be used to control the animations.

**F1** - Pressing F1 will pause the animations, pressing F1 a second time will cause the animations to continue.

**F2** - Pressing F2 will clear the animations display.

**F3** - Pressing F3 will re-initialize the animations and start a new animation sequence without erasing the display.

## **Screen Hot Spots**

Placing the mouse cursor in the upper right hand corner of the display will invoke the screen saver within 2 seconds.

Placing the mouse cursor in the lower right hand corner of the display will temporarily disable the countdown timer. Moving the mouse cursor from this corner will start the countdown timer running again.

