



Overview

The PAPERCHG.EXE program is a Visual Basic application for Microsoft Windows 3.x that I threw together in a few hours (and then fiddled with for a few more tens of hours just because VB is so much fun). It is targeted at those like myself who get tired of their wallpaper often enough that the utilities which change the paper every time Windows *is booted* just aren't enough. When loaded, PaperChg will change your wallpaper at specified intervals without requiring the Control Panel / Desktop rigamaroll.

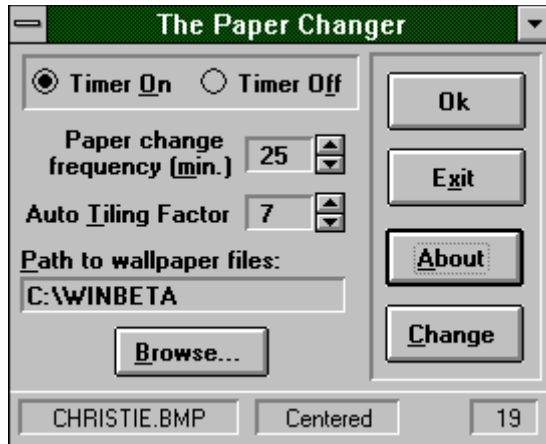
Installation

Simply place the PAPERCHG.EXE and SPINNER.VBX files into whatever subdirectory you use to hold your Windows utilities (if you can't think of anywhere else to put them, feel free to place them into your Windows subdirectory). The program comes ready to run with no special startup requirements. Simply click on the PAPERCHG.EXE file in the File Manager or type PAPERCHG into the Program Manager's File/Run dialog box or, better still, install PaperChg as an icon in one of your Program Manager groups (use the Program Manager's File/New command for this).

Because PaperChg is a Visual Basic program, you will also need the VBRUN100.DLL runtime dynamic link library that is required by all such programs. It is available for download on many bulletin board systems (including the "for pay" services like CompuServe). This file must be placed somewhere in your DOS path (again, if you can't think of any better place to put it, drop it into your Windows directory).

Program Operation

PaperChg starts up as an icon on your desktop. Double-clicking the icon opens up the program's window to allow access to various settings which control the program's behavior. These settings are saved in your Win.Ini file so they will be remembered for future Windows sessions.



Program Settings

There are four program settings. The first is the frequency (in minutes) at which your wallpaper will be changed. Allowable values here range from 1 to 999 minutes (has anyone ever had a single Windows session last more than 999 minutes?) To change this value, either type a number into the edit box or click on the spinner control to increase or decrease the value displayed (up and down arrow keys also work).

The pair of radio buttons immediately below the frequency setting allow you to turn the program's timer on/off. Turning the timer off basically disables the program. When the timer is on, PaperChg will cycle through each wallpaper bitmap it finds in the wallpaper directory (see below).

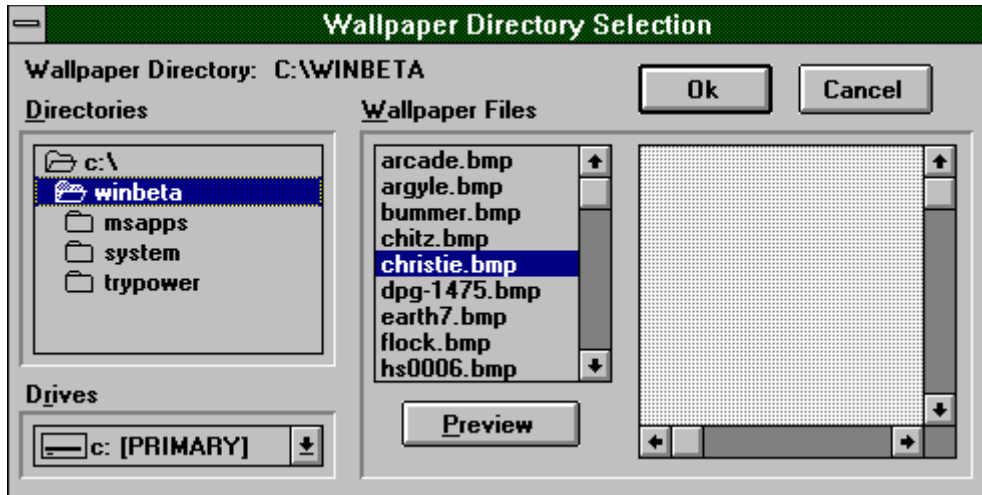
The Auto Tiling Factor determines whether a wallpaper bitmap should be centered or tiled onto your desktop. Before each bitmap is loaded as wallpaper, the program calculates the ratio of the number of pixels on your screen to the number of pixels in the bitmap. If this ratio equals or exceeds the Auto Tiling Factor, then the wallpaper will be tiled (otherwise, it will be centered). The larger the Auto Tiling Factor, the smaller the bitmap must be for the program to tile it. You may have to play with this number to get good effects with your display driver.

The last PaperChg setting lets you specify where your wallpaper files are stored. You can either type the name of a subdirectory into the edit box or press the Browse button (described below) and select a subdirectory from the dialog box which will be displayed. You'll note that the PaperChg program allows you to keep your wallpaper bitmaps in any directory. This would allow you, for instance, to keep a large number of wallpaper bitmaps on a network drive and still be able to load them onto your desktop.

Command Buttons



This button will cause a file/directory selection dialog box to be displayed as shown below:



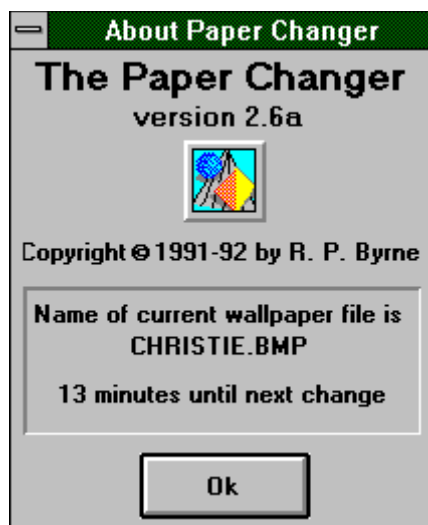
Selecting a directory will cause PaperChg to load all wallpaper files from that location.

You can also select a starting wallpaper file by selecting one of the bitmap files displayed in the Wallpaper Files list box. If you do select a filename, your wallpaper will be changed when you press the Ok button. Otherwise, no change in wallpaper will occur until the next timed change.

This dialog will also display bitmap files. Selecting a filename and pressing the Preview button will display the bitmap file in the empty box at the right.



This button displays the application's About box (shown below).



Note that the icon displayed under the program version is a button. Pressing it causes an immediate wallpaper change. Pressing the OK button dismisses the dialog box.



Pressing the Change button causes an immediate wallpaper change.



Pushing Ok causes PaperChg to become minimized. The difference between pressing Ok and using the minimize box in the upper right corner of the application window is that Ok causes any new information entered to be saved in your Win.Ini file.



As you may have guessed, pressing Exit ends the PaperChg program.

The Status Line



The PaperChg status line displays from left to right the name of the current wallpaper bitmap file, whether that file is centered or tiled, and the number of minutes left until the program automatically changes the wallpaper.

Disclaimer

This program is absolutely free. Distribute it at will. Please note, however that it is being distributed 'as is'. This means that if it works well on your system, great. If it doesn't, tough luck (although if you do find a problem, I'll be happy to take a crack at resolving it).

rpb

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ps: If you feel that you absolutely MUST contact me, I can be reached at

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