



Love that Trash!

Joel's Kaleidoscope 1.0 is a Kaleidoscope color schemes that works in conjunction with Kaleidoscope. You can see my love of Apples is evident and my disdain for Windows is equally so. Just close any window. Kaleidoscope is a \$20 shareware control panel by Greg Landweber, Fred Bass and Amargosa Software. Authors of Aaron, Gregs Buttons, etc. Keep up the great work guys! Where to get the latest version:

Kaleidoscope

<<http://greg.math.harvard.edu/kaleidoscope.html>>

MacOS Interface Central is also a good place to check for my scheme as well as many other schemes. Interface Central is located at:

<<http://www.novaproj.org/~kobe/interface/>>

How to install

Installing is a simple matter of placing this file in your "Kaledoscope Color Schemes" folder which should be in the "Extensions" folder of your system folder. Once you have placed the color scheme in the color schemes folder, simply close the Kaledoscope control panel if it is already open and then open or reopen the Kaledoscope control panel. Now you can switch color schemes on the fly by simply clicking on a color scheme in Kaledoscope's scrolling list of installed color schemes. If you want to take advantage of the windoze in the trash and the new folder icons, just restart! ....and put something in the trash!

What do I owe?

If you like my color scheme and continue to use it there is a requested \$5 shareware fee. If you choose, you could send me a nice microbrew from your home town. Please support and encourage my color scheme hacking habit by sending your

registration fee to:

Joel K. Ness  
RR1 Box 87  
Fisher, Minnesota 56723  
USA

Registered users will be placed on a mailing list for direct mailings of new schemes and updates. Thank you so much for trying out my color scheme. I hope you enjoy using it. I've had a lot of fun learning how to hack Kaliedoscope. If you have any comments, ideas for future schemes, good recipes, jokes etc. please email me. Or you could even snail mail me for that matter! I would love to hear from you. Finally, special thanks to Greg Landweber and friends for creating the engine that drives the whole show.

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