For Germans only: Die deutsche Version dieser Datei befindet sich in "chgwalld.wri".



INTRODUCTION

This program helps to bring some alternation into Windows™ 3.1. Therefore, it changes the Desktop Wallpaper periodical, randomly choosen out of a pool of *.BMP-bitmap files.

DISCLAIMER (standard disclaimer)

"The WallpaperChanger program is supplied as is. The authors disclaim all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The authors assume no liability for damages, direct or consequential, which may result from the use of the WallpaperChanger."

The WallpaperChanger is freeware and can be used without any registration or payment. Please distribute it widely.

INSTALLATION

Copy "chgwall.exe " into any directory you want. Add the following lines to your "win.ini":

[WallpaperChanger] ;where your *.BMP-files live Directory= ;change each .. seconds, 10s precision Time=

NOTES

The directory you specify should be an absolute one, that means with drive and the full path, such as c:\windows\bilder. If the directory is not accessable or the "Directory=" line is missed the standard Windows path is used.

The time you specify is reduced to the precision of 10, that means, if you specify "Time=11" the program uses 10 seconds. If you specify less than 10s or more than 32767s, 3600s (1 hour) is used.

If you handle "chgwall.exe" in iconified form, you can notify, that no special icon was added, where other programs show a little picture, the WallpaperChanger has only a white rectangle.

MAKING START CHGWALL AUTOMATICALY

The easiest way is to put the Icon of Changewall into the Autostart group of the program manager or the specific Windows shell you are running. Because there is no special time management in the WallpaperChanger, some other auto-started programs can hinder the WallpaperChanger from running immediatly, e.g. if you start the Media Player with a wave file.

The more complex way is to modify "win.ini". Locate a line starting with "load=" and add " chgwall.exe" there. [Note: the space is needed.] If there is no such line, create it in the section "[windows]"; in this case, the space is not needed, e.g. old line:

[windows]

load=c:\windows\appl\atm.exe

new line: [windows]

load=c:\windows\appl\atm.exe chgwall.exe

NOTE: If you running a special Windows loader (load/run-manager) you shall refer that manual. If Windows can't locate "chgwall.exe" add the full path, e.g.

[windows]

load=c:\windows\appl\atm.exe c:\windows\chgwall.exe

assuming "chgwall.exe" resides in the directory c:\windows.

USING THE CONTROL PANEL OF CHGWALL

The WallpaperChanger was made up with the help of the WINIO library of "Undocumented Windows". This Library build up the standard window including the menu items "file", "help",& the scrollbars. The menu item "File|Save Buffer" writes the characters may be available via the scrollbars into a file; "File|Exit" terminate the program. To run the WallpaperChanger, best iconify & hide it.

OUTPUT OF CHGWALL

When the WallpaperChanger starts up, it writes a log onto its window, e.g. #Starting changing wallpaper: ##Directoty=c:\windows\bilder\ ##Time=120s ### 11 pictures ready to show

what means:

Each 120 seconds the WallpaperChanger update the Desktop Window with a random choosen bitmap file out of the directory "c:\windows\bilder". In this directory resides 11 *.BMP-files, the only picture format Windows handles for background pictures.

While running, the log is quite shorter:

Change Wallpaper to c:\windows\bilder\myriam.bmp

what means:

This time as new background "c:\windows\bilder\myriam.bmp" is shown.

AUTHORS

This is our first Windows program running without problems so far. Therefore, no needless thing are included, such as icons, changing the parameters on the fly a.s.o. But mayhap, further version might come.

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