

Wallpaper Randomizer 2.0b

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Introduction

Wallpaper Randomizer 2.0 (hereafter referred to as Wall Rand) is a Windows 3.0 utility that will change the wallpaper of your Windows background to a different, randomly selected bitmap at regular intervals. It is offered as Freeware; there is no registration fee.

2.0b Version Notes

The initial release of Wall Rand 2.0 was not compatible with Windows 3.1. Version 2.0b is an updated release that is compatible with Windows 3.1, **but** ver. 2.0b is **not** compatible with Windows 3.0. The only other difference between the two versions is a minor bug fix. Ver 2.0 did not save the time setting when it was closed by Windows during the Windows exit procedure--ver. 2.0b corrects this problem.

Instructions

You must be in Windows to run Wall Rand. The program's filename is WALLRAND.EXE. You can run it either from File Manager, the File:Run menu item in Program Manager, or from a Program Manager group window. The best way to use would be to include it on your 'load=' line in your WIN.INI file.

It is necessary to have more than one bitmap in your windows directory. If this is not the case Wall Rand will 'hang-up' your system and you will probably have to reboot your computer. It is not necessarily to have a wallpaper selected in Windows Control Panel, but you may want to make sure that wallpaper is set to the 'tile' option. The bitmaps usually look better with this option.

When Wall Rand is run for the first time it begins with an initial delay time of 1 minute. This means that Wall Rand will change the wallpaper approximately every minute. Wall Rand is dependent upon Windows for its timing procedures and it is not always exact, but under most circumstances it should never be off for more than a minute. Wall Rand is a Windows application so it is also dependent upon Windows to get processor time. The time for a wallpaper change is determined from the system time, but if you are running a DOS application in Windows Standard mode or Real mode (which will not multi-task a DOS window) when it is time for a wallpaper change, Wall Rand can not make the change until after you return to Windows. It may then take up to a minute before the change is made.

To change the delay time use left Up-Arrow and Down-Arrow

buttons to change the hour. The right two buttons change the minutes. The new delay time comes into effect after the next wallpaper change. The maximum delay time that can be set is 23:59 (23 hours and 59 minutes). The minimum time is one minute. You can set the time to read 0:00, but it will end up changing the wallpaper every minute.

Wall Rand saves the currently selected Delay Time to its WALLRAND.INI file each time it is closed. If this is deleted it will reset the delay time to 1 minute next time it is run.

In order for a bitmap to be used as wallpaper it must be in the Windows directory (usually C:\WINDOWS) when Wall Rand is run. If you add new bitmaps to the Windows directory while Wall Rand is running it will not switch to one of the new ones until you close it and then restart it. If you delete any of the bitmaps from the Windows directory CLOSE Wall Rand and then restart it, otherwise you could have disastrous results if Wall Rand tries to switch to a nonexistent bitmap. Each time Wall Rand is run, the first time it selects a new bitmap it selects from all available bitmaps. This could end up being the same bitmap currently being displayed. It remembers the last selection made so subsequent selections are always to a different bitmap.

Other Notes

Please note that this program has not had extensive testing. The author knows of no bugs in the program other than limitations explained above in the instructions. Tests have only been made on one computer (a 386SX running Windows in 386 Enhanced mode). If you discover any problems please notify the author, Stephen R. Kifer, via E-Mail at:

Compuserve Address: 70421,152
Internet Address: 70421.152@compuserve.com

Future Enhancements

At that moment there is one addition to the program that I am considering making. That enhancement would be to add a scripting feature to the program that would allow the user to set the order that bitmaps display in and the length of time each scripted bitmap would be displayed for. This feature was going to be included in ver. 2.0, but I realized that I would probably never use it. If I add only this feature to a new release, the release will be ver. 2.1. If you are not interested in a scripting feature, there will no need for you to download that version (if it ever appears).

I would appreciate and comments or suggestions concerning the program. They can be directed to the above E-Mail address.