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Loader Main Screen

This is the first screen that you see when you start Loader. Under the options frame, there are two check boxes, one for Wallpaper and the other for Sound. For example, if the Wallpaper option is checked and the Sound option is not, the next time Loader Runner is ran, the Wallpaper will change but not the sounds. The picture buttons beside the respective options are for configuration.

Methods:

1. Check boxes to activate Wallpaper and/or Sound options.
2. Clicking once on this button will open the Wallpaper Screen. 
3. Clicking once on this button will open the Sound Screen. 

Loader Sound Screen

This screen allows you to configure sound events options. A list of seven common sound events are given on the list on the left and their enable status are next to it. If the sound event is not enabled, the sound event will not play any WAV file. On the right is the list of possible sound players. The supported sound player (for preview purpose) are Loaders internal sound player and Sound Recorder. You can also use your own sound player if it accepts the WAV file as a command line argument. It is assumed that Sound Recorder is located on the path.

Methods:

1. Click on the Enable check box to enable the sound event.
2. Select a sound event and click on the Config button to configure it (assign wav files) at the Sound Configure Screen.
3. Click on Loader Player or Sound Recorder to choose sound player.
4. Click on Other to use another sound player. Click on the text box below it and enter the full path file name of the sound player (such as c:\sound\prec.exe).

Loader Wallpaper Screen

This screen allows you to configure wallpaper options. On the right is the **Load Now** check box that allows the Loader Runner to change the Wallpaper immediately when it is ran (only for Windows 3.1). On the right is the list of possible wallpaper viewers. The supported wallpaper viewer (for preview purpose) are Loaders own internal viewer and Paintbrush. You can also use your own wallpaper viewer if it accepts the BMP file as a command line argument. It is assumed that Paintbrush is located on the path.

Methods:

1. Click on the **Load Now** check box to toggle the option.
2. Click on the Config button to configure further (assign bmp files) at the Wallpaper Configure Screen.
3. Click on Loader Viewer or Paintbrush to choose wallpaper viewer.
4. Click on Other to use another wallpaper viewer. Click on the text box below it and enter the full path file name of the sound player (such as c:\graphics\bmpview.exe).

Loader Wallpaper Configure Screen

This screens allows you to configure the Wallpaper by adding the BMP files to display. On the left are the files, directory and drive list boxes. On the right are the list of the Wallpaper (BMP) files. When a file is selected (highlighted) from the Wallpaper list, its corresponding tile status is displayed at the Tile check box. The **Randomize** check box affects the Loader Runner in loading the wallpaper files in a random order. If it is not checked, Loader Runner will load the wallpaper files in the order that you see in the wallpaper list files.

Methods:

1. Double click on a file on the files list to add the file to the Wallpaper list or select a file and click on the => button.
2. Double click on a file on the Wallpaper list to remove it from the list or select a file and click on the <= button.
3. Click on the **Tile** check box to tile the wallpaper.
4. Click on the **Randomize** check box to randomize the wallpaper loading.
5. Select a file on the Wallpaper list and click on the Preview button to see it.

Loader Sound Configure Screen

This screen allows you to configure or attach WAV files to the selected Sound Event (displayed next to the label Files List). On the left are the files, directory and drive list boxes. On the right are the list of the Sound (WAV) files. The **Randomize** check box affects the Loader Runner in loading the sound files for this sound event in a random order. If it is not checked, Loader Runner will load the sound files in the order that you see in the sound list files.

Methods:

1. Double click on a file on the files list to add the file to the Sound list or select a file and click on the => button.
2. Double click on a file on the Sound list to remove it from the list or select a file and click on the <= button.
3. Click on the **Randomize** check box to toggle the option.
4. Select a file on the Sound list and click on the Preview button to load the corresponding sound player with the file.

BMP files are graphic files with the *.BMP extension. This is the standard file type that the desktop wallpaper uses. Windows 3.1 comes with a few of them.

WAV files are sound files with the *.WAV extension. This is the standard file type that Windows 3.1 uses for sound. Windows 3.1 comes with a few of them.

Sound events are events identified by Windows that will occur. For example the Windows Exit event occurs when you exit windows. Assigning a sound to it will play a WAV file when you exit Windows.

Sound player is used to play or edit the WAV file.

Wallpaper viewer is used to view or edit the BMP file.

Loader for Windows

version 1.3

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Loader is a very flexible program to load and change your Wallpaper and Sounds. We designed this program to be powerful but easy to use (We hope this is true). The Loader for Windows program consists of two modules: Loader and Loader Runner. This program is shareware.

Modules:

1. Loader allows you to configure the various options associated with Wallpaper and Sound such as assigning BMP and WAV files, selecting the sound player, Load Now option, etc.
2. Loader Runner does the actual loading and changing of Wallpaper and Sound when it is ran. It is suggested that you put it in the Startup Group of the Program Manager. It executes, does its job, and disappears without taking precious resources.

Loader Registration

Loader is a **shareware** program. Notice that there are no nag screens nor disabled options. If you find it useful, please do **register** as this encourage us to develop more useful programs. Registration is only US \$5.00. Site licenses are negotiable. Please include your name, address, tel./fax number and indicate the program and version number you are registering for. If this is too expensive, do contact us. The benefit of registration is clear conscience. Nevertheless, if you have any comments (especially bug reports) or questions, do contact us.

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Loader Miscellaneous

History:

v1.3 - fixed sound bug and made minor interface change

v1.2 - new and more intuitive configuration interface

v1.0 - first public release

Software Solutions:

We offer customize software. Please contact us if you need a specialized application.

Other:

If you like the program, do share it widely with other people. Do upload it to all the BBS you can find especially popular commercial ones (which we currently has no access to).

Try out our new Print Flip (printf) program that quickly switches between printers and toggles Print Manager status.

Disclaimer:

Loader & LDRunner carries no warranties nor guarantees. You assume all risk by using the program. If you use Loader & LDRunner, it frees us of all liabilities. Windows and Visual Basic are registered trademarks of Microsoft.

Loader Installation

Files that come with Loader:

LOADER.EXE - Loader executable file
LDRUNNER.EXE - Loader Runner executable file
LOADER.HLP - Loader for Windows Help file
README.TXT - Loader for Windows Readme file
LOADER.INI - Initialization file

Methods:

1. You need the file **VBRUN200.DLL** (Visual Basic run-time file) in your Windows directory (\WINDOWS or \WINDOWS\SYSTEM) since this is a Visual Basic program. You can get it from where you obtain Loader.
2. The first four files should be installed in their own directory (such as C:\WINUTIL\LOADER).
3. Attach LOADER.EXE icon to a Group in Program Manager (easiest way is to drag and drop from File Manager).
4. Attach LDRUNNER.EXE icon to the Startup Group in Program Manager.
5. Start Loader and configure the options to your hearts content. **When you quit from Loader for the first time with changes, LOADER.INI will be created in your Windows directory.** The alternative way is to copy the included LOADER.INI file to the Windows directory.

