

DOOM II™ *Screen Saver*

for Windows

CONTENTS

Main Menu

Saver List

Allows selection of which screen saver product to access.

[DOOMSAVE](#), [Randomize](#), [Kaleidoscope](#)

Modules

Allows selection of **DOOM II** saver module to run or test.

[Barrels-o-Fun](#), [Duel](#), [Fireworks](#), [Skeet Shoot](#)

About

Provides information about the selected saver and its modules.

Help

Provides access to help for the currently selected saver.

This file provides HELP on **DOOM II** specific features.

Use the *EnterAct* HELP for details on general features.

Please refer to the README file for more details.

Doc: 13-Mar-95

Copyright (c) 1995 Worldwide MicroTronics, Inc. All Rights Reserved.

Portions Copyright (c) 1995 id Software, Inc.

Main Menu

This [Main Menu](#) panel provides configuration settings for the saver. From here you can access all the controls for the program.

The display is divided into 4 main areas: Logo, Global Controls, Saver Selections, and Module Settings.

Logo: The top-left area of the display contains artwork for the specific saver currently selected.

Global Controls: The top-right area of the display gives access to controls that extend beyond the limits of any single saver module.

Saver Selections: The bottom-left area of the display contains 2 list boxes. The upper box ([Saver List](#)) shows which saver is selected. Below that are the [Modules](#) available within the selected saver.

Module Settings: The bottom-right area of the display shows the various configuration options for the specific saver module currently selected in the Modules display.

Saver List

This portion of the [Main Menu](#) allows selection of the saver product to run or configure.

This program will support multiple screen savers. As you purchase newer compatible products you will see their names added to the Saver List displayed on the [Main Menu](#).

The [Randomize](#) and [Kaleidoscope](#) features are supported as separate saver modules.

Modules

This portion of the [Main Menu](#) allows selection of which saver module to run or test.

This is a list of module names for the saver selected in the [Saver List](#). You can select any specific module, and it will be highlighted. The selected module is now the one that will be controlled by the settings options listed to the right of the Modules list. This selection also determines which module will be activated either by the [Test](#) button, or automatically when the saver is started.

About

Information presented is for the currently selected saver.

This display shows the current version of the program. Other information and legal notices are provided.

DOOM II is a registered trademark of id Software, Inc. All Rights Reserved.

EnterAct is a trademark of Worldwide MicroTronics, Inc. All Rights Reserved.

EnterAct is Copyright (c) 1995 Worldwide MicroTronics, Inc. Portions Copyright (c) 1995 Stage Research, Inc. **Windows**, **NDW** and **After Dark** are trademarks or registered trademarks of their respective holders.

Barrels-o-Fun

This module places a random assortment of burning and exploding barrels on the user's screen. Some unsuspecting creature walks onto the screen. As the creature comes close to the barrels a weapon slides up into view along the bottom of the screen and opens fire on the barrels. The targeted barrel explodes, setting off a chain reaction reaching to all the barrels. The concussion and shrapnel from the barrels usually ravage the creature, killing it.

The *Settings* for this module allow you to set controls that are specific to this module. You can control:

[Interludes](#)

[Barrel Count](#)

Duel

This module releases two randomly selected creatures on the screen to fight it out to the death. The victor heads off for a well deserved munch, and new combatants take to the arena.

The *Settings* for this module allow you to set controls that are specific to this module. You can control:

[Interludes](#)

[3D Battlefield](#)

Fireworks

This module turns various **DOOM II** creatures into projectiles spit out from the bottom of your computer screen into a high-flying arc. Near the peak of their flight the creatures explode in a pyrotechnic spasm of fragmented flesh.

The *Settings* for this module allow you to set controls that are specific to this module. You can control:

[Interludes](#)

Skeet Shoot

This module pits various individual **DOOM II** creatures against the deadly Arch-Vile, and the Arch-Vile always wins. The unsuspecting prey drifts too close to the Arch-Vile, who awaits in a corner like a demented evil spider. Suddenly a voice calls, Pull. The Arch-Vile casts its fiery spell. A burst of flame engulfs the victim with such force that it hurls them into the air. Their still living body is blown up into the sights of a weapon that slips into view on the screen. The gunner tries to put the scorched victim out of its misery -- in a most inhumane way. One can occasionally hear demented onlookers from some unseen vantage express their appreciation with Ohhs and Ahhs.

The *Settings* for this module allow you to set controls that are specific to this module. You can control:

[Interludes](#)

Randomize

Allows you to cause the saver to automatically cycle through the various other modules available in the [Modules](#) display.

This feature gives you the maximum variety of experiences with the saver. You select each module that you want to have included in the automatic selection, and then how long any module runs before another is loaded.

The Randomize feature is implemented as a unique Saver, not specifically limited to this **DOOM II** program. As you add new compatible savers you can mix the modules between all savers in any fashion that you desire.

Use the [Saver List](#) controls in the [Main Menu](#) to select the *Randomize* saver. While this saver is selected you can use the Help button to get more information on using the Randomize features.

See the ***EnterAct*** HELP for far more details on this capability.

Kaleidoscope: *This internal feature provides you with a simple relaxing alternative to the saver products that are installed. It uses extremely little computer resources of any kind.*

Test: *The saver module selected in the Modules list can be made to immediately activate by selecting this button. This feature can be used to demonstrate this fantastic saver to your envious friends upon command. It also makes evaluating the various module Settings a much quicker task.*

***DOOMSAVE:** The **EnterAct** Screen Saver engine is designed to support multiple products. This **DOOM II** Saver is the first program available using this revolutionary technology. As other savers are introduced they can also be installed to complement this program. The DOOMSAVE grouping will identify modules specific to this **DOOM II** Saver.*

Main Menu: *This is the first screen of options presented by the Control Panel. This can usually be displayed by double-clicking on the DOOM II Saver icon on the desktop or in the saver's program group.*

Interludes: *When enabled this option will periodically call a clever extra piece of animation to run that is different from the normal action of the selected module. These events provide greater variety, and a nice change of pace from the grueling action. Use the slider to control the frequency of these events.*

***Show DOOM Objects:** If you have the CPU power to spare, you can enable this option to populate your screen with additional objects that one might find when playing the game. Normally these objects do not impact the creatures displayed, nor change the function of the saver module.*

Barrel Count: *This option controls how many toxic and burning barrels are placed on your display at one time. On slower computers use the FEW setting.*

3D Battlefield: *The DUEL creatures have the ability to move closer to and away from the computer screen, giving a depth perception to their conflict. However, this rendering of the creatures requires additional computer power to perform. If you disable this option the creature's movements are more restricted, but the animations will occur more quickly.*

Display Loading Message: *When the saver first activates it will show a dialog box saying Loading. If you enable this option then you will also be informed every time a new module is in the process of loading, otherwise it progresses without notification.*

