

## MTV's Beavis and Butt-head Configuration Help

Welcome to MTV's Beavis and Butt-head [Multimedia](#) Screensaver.

Your screen saver displays multimedia files such as [images](#) and [videos](#), and a series of [media files](#) called a [SaverScript](#). If your system has sound support you can hear the [audio](#) portions of your screen saver, and even choose your own sound effects.

To use this screen saver you must run the Configuration program and select a screen saver [module](#) to play.

### For more information

- For general and specific information click the Help buttons or press the F1 key.
- Check the help line at the bottom of the Configuration program.
- To view a help topic, click on it.
- To keep this Help window "on top" choose Always on Top from this window's Help menu. Click it again to restore normal operation.
- For help on Help, press F1 now.

### Contents

#### [Introducing Your Screen Saver](#)

[Quick Start](#)

[Selecting a Module](#)

[Previewing a Module](#)

[Changing the Screen Saver Setup](#)

[Setting Screen Saver Sound Effects](#)

[When You Are Done](#)

[Setting up Windows Screen Savers](#)

[About the Desktop Control Panel](#)

#### Wallpaper

[Wallpaper General Setup](#)

[Changing Wallpaper Setup](#)

[About Wallpaper and Memory](#)

#### Clock

[Running the Multimedia Clock](#)

[Clock General Setup](#)

[Changing the Clock Setup](#)

[Setting Clock Sound Effects](#)

[About the Clock and Memory](#)

#### Passwords

[Setting or Changing a Password](#)

[Running a Password-Protected Screen Saver](#)

[Customizing Password Dialogs](#)

#### [Customizing a SaverScript](#)



## Introducing Your Screen Saver

Your [multimedia](#) screen saver comes with image, video, and [audio](#) files to use with the screen saver, multimedia [clock](#), and even [Windows wallpaper](#).

You can add sound effects, set password protection, and even build your own SaverScripts from the [media files](#) provided on the screen saver CD-ROM.

You can choose from four types of [modules](#):

- [SaverScript](#)
- [Video File](#)
- [Image File](#)
- [Windows Screen Savers](#)

Files for a selected module appear in the module list if they exist in the installation directory on the hard disk or on the current CD-ROM.

You can also create your own SaverScripts containing images, videos, audio, [backgrounds](#), and over 100 special effects. You can make any image into a [clock image](#) or a background, and you can even use your own media files!

### See Also

[Quick Start](#)

[Changing the Screen Saver Setup](#)

## Quick Start

### To start the screen saver:

1. From the Configuration window click Screen Saver to display the screen saver panel.
2. Click On to turn it on.
3. Enter the number of minutes to wait while the computer is idle before starting the screen saver.
4. Click on a [SaverScript](#) from the SaverScript modules to select it.
5. Click Show Preview to view the SaverScript.
6. When you have chosen the SaverScript you want, click Done.
7. In the subsequent messages, copy or do not copy to your hard disk, depending on your preferences and available disk space. Media files take up a lot of disk space, however, if you copy files to your hard disk you can run the screen saver without the CD-ROM. Note also that it takes longer for the system to read data from the CD-ROM disc than the hard disk.

### See Also

[Introducing Your Screen Saver](#)

[Changing the Screen Saver Setup](#)

[Previewing a Module](#)

[Setting Screen Saver Sound Effects](#)

[When You Are Done](#)

## Screen Saver General Setup

Use the General Setup group to turn the screen saver on and off, set the number of minutes to wait before starting, and raise or lower the volume.

- Click On to turn on the screen saver; click off to turn it off.
- Click or press the up or down arrow in the Start After section, or enter a number in the range 1-99 minutes, to tell the screen saver how long to let the mouse and keyboard remain idle before starting.
- Click or press the up or down arrow in the Volume section to turn the volume up or down. The "sound waves" increase and decrease in number as the volume increases and decreases. When no "sound waves" are showing the volume is turned off.

## Selecting a Module

Use the Select Module group to select a type of [module](#) and a particular module.

You can choose from four types of screen saver, three types of clock, and three types of wallpaper modules:

- [SaverScript](#)
- [Video File](#)
- [Image File](#)
- [Windows Screen Savers](#)
- [Wallpaper Scripts](#)
- [Windows Wallpaper](#)

Files for a selected module type appear in the module list if they exist in the installation directory on the hard disk or on the current CD-ROM.

- To select a [module](#) type, click the arrow in the Type drop-down list, and click on a module type for your screen saver.
- To select a module click on it.

The name and identifying [thumbnail](#) of the selected module appears in the preview section.

When Image File or Video File modules are selected the first entry in the Module list is All Videos or All Images.

- Select All Images or All Videos to play all available images or videos in random order.

When the SaverScript or Wallpaper Script module type is selected you can click Customize to display the Script Editor panel with the selected SaverScript or wallpaper script ready to view or edit.

### See also

[Customizing a SaverScript](#)

[Creating a Wallpaper Script](#)

[About Wallpaper and Memory](#)

[About the Clock and Memory](#)

## Previewing a Module

You can use the Preview function to preview [modules](#) when setting up screen savers, [wallpaper](#), or the [clock](#).

When you select a module from the Screen Saver, Wallpaper, or Clock panel, all available files for the selected module type appear in the list. The name and identifying [thumbnail](#) of the selected module appear in the preview section.

- To preview a module click the Show Preview button.  
A dialog asks whether to limit each preview to the first ten seconds. For wallpaper scripts, the preview shows only the first item in each script.
- Click Cancel to return to the Configuration program.
- Click OK to view the preview. For screen savers, the preview fills the screen. For the clock, the preview appears in the clock window.
- When viewing a module, either on the screen or in the clock window, click a mouse button or press a key to return to the Configuration program.

## Changing the Screen Saver Setup

You can change the setup in the Screen Saver panel of the Configuration program. (Your changes are reflected in the Desktop Control Panel.)

Click the Screen Saver tab to display the Screen Saver panel, where you can perform these functions:

- To turn the screen saver on or off, click On or Off.
- To tell the screen saver how long to let the mouse and keyboard remain idle before starting, click or press the up or down arrow in the Start After section, or enter a number in the range 1-99 minutes.
- To turn the volume up or down click or press the up or down arrow in the Volume section.
- To select a [module](#) type, click the arrow in the Type drop-down list, and click on a module type for your screen saver.
- To select a module click on it.

The name and identifying [thumbnail](#) of the selected module appears in the preview section.

The CD-ROM required message tells you how many of the total files in the script are on the CD-ROM. The remainder are on your hard disk.

- To preview a module click the Show Preview button.

### See also

[Introducing Your Screen Saver](#)

[Quick Start](#)

[Previewing a Module](#)

[Setting Screen Saver Sound Effects](#)

[When You Are Done](#)

[Setting or Changing a Password](#)

[Setting up Windows Screen Savers](#)

[Customizing a SaverScript](#)



## Setting Screen Saver Sound Effects

You can use sound effects for the start and end of a screen saver [module](#). You can even assign a sound to play when someone bumps or "shakes" the computer or mouse.

### To set up screen saver sound effects:

1. Click the Screen Saver tab to display the Screen Saver panel.
2. Click Sound FX.

The Sound Effects dialog appears.

The screen saver audio files appear in a list, each with a filename extension of wav, to indicate a sound wave file.

3. Under events select one of the screen saver events--start, end, or shake. Double-click an event to hear its sound, if any.
4. Click each sound to play it. You can also use the arrow keys on the keyboard.
5. When you hear a sound you like for a selected event, click the next event and select a sound for it.  
To associate no sound with an event, select <None>.
6. When you are satisfied with the sounds for each screen saver event, click OK.

**Note:** To use your own sound files scroll to the bottom of the Sound Effect Files list and double-click to change to the drive and directory where your sound files are located.

### See also

[Setting Clock Sound Effects](#)

## When You Are Done

When you click Done the Exiting Configuration dialog asks if you wish to save your changes. Choose Yes, No, or Cancel.

If you chose Yes and your selections contain items stored on the CD-ROM, the Copy CD-ROM Files dialog tells you how many of the selected items are stored on the CD-ROM, and how much disk space is required to copy them.

If you do not want to copy items to your hard disk, the program can access them from the CD-ROM. This means the CD-ROM must be in the drive designated during installation to access the files you are using. Note that it takes longer to access data from the CD-ROM than from the hard disk.

### **The Copy CD-ROM Files dialog gives you three choices:**

- Click Yes to copy data, then exit.
- Click No to not copy data, then exit.
- Click Cancel to exit the dialog and return to the Configuration program.

### **Depending on your selections, you might also be asked if you want to:**

- Save a modified SaverScript, and if so, to give it a filename and script name
- Delete unused files to create more room when there is insufficient disk space

**To exit the Configuration program without making any changes, click Cancel from any panel.**

**Note:** You can copy favorite images, videos, and parts of SaverScripts to your hard disk, which will enable the screen saver to run those files without the CD-ROM, ignoring the rest. Use the Script Editor panel to accomplish this, or the File Manager, or any copy program.

### **See Also**

[Copying and Deleting Media Files](#)

[Selecting Files to Delete](#)

""

## Setting Up Windows Screen Savers

You can use the Configuration program to change standard settings for your [Windows screen savers](#). The Customize button displays the Windows setup dialog for the selected screen saver.

### **To set up a Windows Screen Saver:**

1. Click the Screen Saver tab to display the Screen Saver panel.
2. Select the Windows Screen Savers module.

This list displays the same Windows screen savers that are listed in the Desktop Control Panel application, and that are in the Windows subdirectory.

3. Select the Windows screen saver you want.
4. Click Customize.

The original setup dialog for the Windows screen saver appears.

5. Use the dialog as you would from the Desktop program in the Windows Control panel.
6. Click OK or Cancel to return to the Configuration program.

## About the Desktop Control Panel

When you install your multimedia screen saver it is automatically selected in the Screen Saver section of the Control Panel's Desktop program. Any changes to time or wallpaper are also reflected in the Desktop Control Panel.

Although you can change some settings from the Desktop Control Panel, you will probably find it more convenient to make all your changes using the Configuration program directly from the Program Manager.

To view or change the Desktop screen saver setting:

1. From the Program Manager open the Control Panel application (usually in the Main group).
2. From the Control Panel Group open the Desktop application.

The Desktop dialog appears.

If you have just installed the screen saver Sony Screen Saver is selected in the Screen Saver section. Delay is set to whatever number of minutes your previous screen saver was set to, if any.

- To test the screen saver, click Test. The current screen saver selection, if any, appears on the monitor. Move the mouse or press any key to return to the Desktop dialog.
- To run the Configuration program from here, click Setup.
- To exit the Desktop dialog and save any changes, click OK.
- To exit the Desktop dialog without making any changes, click Cancel.

## Wallpaper General Setup

Use the General Setup group to turn [wallpaper](#) on and off, set the number of colors to display, and the way to display [images](#).

- Click on or off to turn wallpaper on or off. To use less memory turn wallpaper off.
- You can display wallpaper in 16 or 256 colors. To use less memory choose 16 colors.
- Click Tile to arrange the wallpaper in repeating rectangles.
- Click Normal to show wallpaper in one rectangle.
- Click Fill Screen to display wallpaper on the whole screen.

**Note:** You cannot change the display size for [wallpaper scripts](#).

When a wallpaper script is selected you can click Customize to display the Script Editor panel with the selected script ready to view or edit.

### See also

[About Wallpaper and Memory](#)

[Creating a Wallpaper Script](#)

## Changing the Wallpaper Setup

You can select a [wallpaper image](#) to cover the Desktop. To view wallpaper fully you need to minimize other windows.

Click the Wallpaper tab to display the Wallpaper panel.

### In the General Setup section you can:

- Click on or off to turn wallpaper on or off.
- You can display wallpaper in 16 or 256 colors.
- Click Tile to arrange the wallpaper in repeating rectangles.
- Click Normal to show wallpaper in one rectangle.
- Click Fill Screen to display wallpaper on the whole screen.

**Note:** You cannot change the display size for wallpaper scripts.

### Under Select Module you can select:

- [Wallpaper Scripts](#)
- [Image Files](#)
- [Windows Wallpaper](#)

For Image Files and Windows Wallpaper you can select All Images to display all listed images as wallpaper.

When previewing wallpaper scripts, only the first item in the script is displayed. Wallpaper in scripts changes after the screen saver runs for five minutes.

You can customize wallpaper scripts, but you cannot customize image files or [Windows wallpaper](#).

### See also

[About Wallpaper and Memory](#)

[Creating a Wallpaper Script](#)

## About Wallpaper and Memory

Unlike the screen saver which runs only when you are not working, [wallpaper](#) is always present and uses computer [resources](#). Use this feature only if you have processing power to spare.

As with all wallpaper, the more colors and the bigger the image, the more memory it uses. Wallpaper takes less memory if you tile small images than if you fill the screen with a single image. An image displayed in 16 colors requires half as much memory as an image displayed in 256 colors.

Depending on the type of image and screen resolution you are using, images displayed in 16 colors may or may not be acceptable to you. If the image looks good in 16 colors use that setting to save memory.

You set the number of colors in the General Setup section of the Wallpaper panel.

### See also

[Changing the Wallpaper Setup](#)

[Creating a Wallpaper Script](#)

## Running the Multimedia Clock

Your screen saver comes with a [multimedia clock](#) that runs in a sizable window on your desktop. The clock displays the [module](#) currently selected in the Clock panel.

The title bar of the clock displays the day, date, and time. You can drag the title bar to move the clock window on the desktop.

You can also run the clock minimized on the desktop. The minimized clock displays the date and the module currently selected in the Clock panel.

- To start the clock, double-click the Clock icon in your multimedia screen saver group in the Program Manager.  
The clock always runs "on top," even when you switch to another application.
- To move the clock, drag its title bar.
- To change the clock's size, drag a window border or corner.
- To fill the screen with the clock, click the [maximize button](#)
- To reduce the clock to an icon, click the [minimize button](#)
- To restore the icon to a window, choose Restore from the clock window's [Control menu](#).
- To stop the clock program, double-click the Close box or choose Close from the clock window's Control menu.

You can use the Clock panel to set an alarm time for the clock, and to select sound effects for the clock to sound at the alarm time, quarter hour, and hour.

**Note:** The clock displays a message until you select a module and click Done.

### See also

[Changing the Clock Setup](#)

[Setting Clock Sound Effects](#)

[About the Clock and Memory](#)

[Adding a Clock Image to a Script](#)



## Clock General Setup

Use the General Setup group in the Clock panel to turn the [clock](#) alarm on and off and to set the alarm time.

- Click Alarm On or Alarm Off to turn the alarm on or off.
- Enter numbers for the hour and minute at which to sound the alarm, and click AM or PM.

## Changing the Clock Setup

The multimedia [clock](#) displays a selected [module](#) in a sizable window on the desktop. The title bar of the window contains the date and time currently set in the computer system.

Click the Clock tab to display the Clock panel.

### To change the clock setup you can:

- Click Alarm On or Alarm Off to turn the alarm on or off.
- Enter numbers for the hour and minute at which to sound the alarm, and click AM or PM.
- Select a video, image or [SaverScript](#) module to display in the clock window. The module name and [thumbnail](#) appear in the Preview section.
- Click Show Preview to preview the Clock. A dialog asks whether to limit each preview to the first ten seconds.
- While previewing you can maximize, minimize, and drag the corners of the clock window to change its size. The clock window always remains "on top" until you close it.
- Click in the clock window or press any key to stop the preview and return to the Configuration program.

Optionally, you can click the Sound FX button to select sounds for the alarm time, quarter hour, and hour chimes.

You can also customize a Clock SaverScript.

### See also

[Running the Multimedia Clock](#)

[About the Clock and Memory](#)

[Setting Clock Sound Effects](#)

[Adding a Clock Image to a Script](#)

## Setting Clock Sound Effects

You can use sound effects for the alarm, hour, and quarter hour chime of the screen saver clock.

### To set sound effects for the clock:

1. Click the Clock tab to display the Clock panel.
2. Click Sound FX.  
The Sound Effects dialog appears.
3. Under events select one of the clock events (alarm, hour, or quarter hour chime).  
The screen saver audio files appear in a list, each with a filename extension of wav, to indicate a sound file.  
You can double-click an event to play its sound, if any.
4. Click each sound to play it. You can also use the arrow keys to play each sound.
5. When you hear the sound you like for the selected event, click the next event and select a sound for it.  
To associate no sound with a clock event select <None>.
6. When you are satisfied with the sounds for each screen saver event, click OK.

**Note:** To use your own sound files scroll to the bottom of the Sound Effect Files list and double-click to change to the drive and directory where your sound files are located.

### See also

[Changing the Clock Setup](#)

[Running the Multimedia Clock](#)

[About the Clock and Memory](#)

[Adding a Clock Image to a Script](#)

## About the Clock and Memory

Unlike the multimedia screen saver, which runs only when the computer is idle, when you start the [clock](#) it is always present and uses computer [resources](#) until you stop it.

Unlike [wallpaper](#), which is one image on the screen, the clock is actually the screen saver running in a window, and therefore uses enough resources to display the script, video, or image that is currently selected in the Clock panel of the Configuration program.

Therefore, if you are running a minimum configuration, or need all your computer resources to perform a task, close the Clock program.

### See also

[Changing the Clock Setup](#)

[Running the Multimedia Clock](#)

[Setting Clock Sound Effects](#)

[Adding a Clock Image to a Script](#)

## Setting or Changing a Password

You can set a password to prevent people from using your computer while you are away.

You can set a password for any screen saver module except [Windows screen savers](#). You can set passwords for a Windows screen saver only if its setup dialog provides password protection.

Restarting the computer bypasses the password, so do not use it as the only means of protecting confidential or proprietary information.

**Note:** If you set a password be sure to record it somewhere or you might get locked out of your computer.

### To set or change a screen saver password:

1. From the Screen Saver panel click Password to display the Password Setup dialog.
2. Use the Password Setup group to:
  - Turn password protection on or off.
  - Enter the number of seconds to allow the screen saver to display before requiring a password to stop it.  
You can click or press the up and down arrows, or enter a number in the range 0 - 999 seconds.
3. In the Change Password group enter:
  - Your old password if one exists
  - Your new password
  - Your new password again to confirm
4. Click OK to save your changes.

Click Cancel to exit the dialog without making changes.

### See Also

[Customizing Password Dialogs](#)

[Running a Password Protected Screen Saver](#)

[Setting Up Windows Screen Savers](#)

## Running a Password Protected Screen Saver

After you password protect a screen saver, it starts as usual after the computer is idle for the number of minutes set in the Screen Saver panel.

However, when you touch the mouse or keyboard after the number of seconds indicated in the Password Setup dialog, the Enter Password dialog appears stating that "the screen saver is password protected and you must enter a password to turn off the screen saver."

You must enter the password and click OK to turn off the screen saver.

- If an incorrect password is entered the Invalid Password dialog appears stating "Incorrect password. Try again."
- If the correct password is not entered after one minute the dialog disappears and the screen saver resumes playing.

### See Also

[Setting or Changing a Password](#)

[Customizing Password Dialogs](#)

[Setting Up Windows Screen Savers](#)

## Customizing Password Dialogs

You can customize the Enter Password dialog and the Invalid Password dialog. You can enter your own:

- Caption, which you see in the title bar of the dialog.
- Text, which you read after the system message in the dialog.
- Audio, which is the sound you hear when the dialog appears on the screen.
- Icon, which is the picture in the upper left corner of the dialog.

To preview the dialogs click Preview. The preview shows the Enter Password dialog, then the Invalid Password dialog, regardless of what password you enter.

To restore the original dialog click Use Defaults.

### See Also

[Setting or Changing a Password](#)

[Running a Password Protected Screen Saver](#)

[Setting Up Windows Screen Savers](#)

## **Image**

Still image, such as a digitized photograph or drawing



## **Video**

Moving image or animation, such as a digitized video

## **SaverScript**

List of media files such as audio, video, and image that form a multimedia presentation. SaverScripts are provided on the CD-ROM and can also be assembled by you.

## **Multimedia**

Composed of many types of media, such as audio, video, still image, text, and so on

## **Module**

Unit that is played by the screen saver, wallpaper, and multimedia clock

## **Windows wallpaper**

Any image file in the Windows subdirectory

## **Windows screen savers**

Any screen saver program located in the Windows subdirectory

## Wallpaper script

List of image files

## Resources

Memory and processing power



## **Maximize button**

Upward pointing triangle in the upper right corner of the window

## **Minimize button**

Downward pointing triangle in upper right corner of window

## **Control menu**

Horizontal bar in upper left corner of window

## **Audio**

Sound recording

## **Clock**

Application that runs in a single sizable window and displays the date, time, and currently selected screen saver module

## **Clock image**

Still image with clock hands showing the time. A clock image can be displayed in a SaverScript or a background.

## **Background**

Still image containing a space intended as a frame for displaying images and videos

## Customizing a SaverScript

A SaverScript is simply a named list of [video](#), [audio](#), [image](#), [background](#), and [special](#) files assembled into a certain order, with their attributes as set in the Media Attributes dialog.

You can create your own SaverScript to use with the screen saver, [clock](#), and [wallpaper](#). [Wallpaper scripts](#), however, can contain only images.

Use the [Script Editor](#) to create and modify scripts.

### Contents

[Touring the Script Editor](#)

[Media File Types](#)

[Media Files List](#)

[SaverScript List](#)

[Starting a New Script](#)

[Adding Media Files to a Script](#)

[Saving a New Script](#)

[Modifying an Existing Script](#)

[Cutting, Copying, and Pasting Media Files](#)

[Previewing a Script](#)

[Copying and Deleting Files](#)

[Displaying Media File Information](#)

[Creating a Wallpaper Script](#)

[Using Backgrounds in Scripts](#)

[Making Your Own Background](#)

[Adding a Clock Image to a Script](#)

[Adding Audio Files to a Script](#)

[Using Special Media Files](#)

[Setting Media File Attributes](#)

[Using Your Own Media Files](#)



## Touring the Script Editor

You use the [Script Editor](#) to create and modify scripts.

To display the Script Editor panel click the Script Editor tab.

With the four buttons in the File group you can:

- Create a new script.
- Open an existing script.
- Save the current script under a new file name.
- Save the current script under its existing file name.

Depending on what was done earlier in the session, the [Media Files](#) and [SaverScript](#) lists may or may not be empty.

- The Media Files list displays a [thumbnail](#) for each media file that is on the screen saver CD-ROM and/or in the installation directory on your hard disk, for the selected media type. If no files are available for the selected media type, the list is empty.
- The SaverScript list is either empty or it displays a thumbnail of each file in the current SaverScript named under Script Name.

### **The remaining buttons perform as follows:**

- The Preview Media button plays the entire selected media file and loops it until you stop.
- The Add button moves files from the Media Files list to the SaverScript list.
- The Cut, Copy, and Paste buttons move or remove media files from within the SaverScript list.
- The Set Attributes button sets special attributes for the selected media file.
- The Preview Script button plays all the items in the current script starting from the first one, and loops until you stop the preview.
- The CD-ROM required notice appears when the selected media file is not already on your hard disk.
- The status information tells you the type of media file, its pixel size or resolution, and its file name.
- The Copy File button copies the selected media file from the CD-ROM to your hard disk. This button is available only if the selected file is not already on your hard disk.
- The Delete File button deletes the selected media file from your hard disk. This button is available only if the selected file is already on your hard disk.

## Media File Types

The Media Files list box shows the five types of media files used in SaverScripts:

- [Video](#)
- [Audio](#)
- [Image](#)
- [Background](#)
- [Special](#)

Select a media file type to display a thumbnail of each media file of that type that is on the CD-ROM or your hard disk.

### See Also

[Media Files List](#)

[Previewing a Media File](#)

[Displaying Media File Information](#)

[SaverScript List](#)

## Media Files List

The Media Files list shows a [thumbnail](#) of each [media file](#) in the list. Media Files are located on the CD-ROM or on your hard disk.

Media files are copied from the screen saver CD-ROM to your hard disk in three ways:

- During installation, when some small media files are copied
- When you tell the Configuration program to copy files needed by a screen saver module you have selected
- Manually using a copy utility

You can add media files to a [SaverScript](#) list when making your own script.

### See Also

[Media File Types](#)

[Previewing a Media File](#)

[Displaying Media File Information](#)

[SaverScript List](#)

## SaverScript List

The [SaverScript](#) list shows a [thumbnail](#) of each [media file](#) in the SaverScript list.

### See Also

[Previewing a Script](#)

[Media File Types](#)

## Starting a New Script

You use the New button to start a new script.

### To start a new script:

1. Click Script Editor to display the Script Editor panel.
2. Click New.
3. In the Select Script Type dialog click Normal Script, then click OK.

The Insert CD-ROM dialog appears asking for the CD-ROM that contains the files you want to use in your new script.

If all the files are on your hard disk, you do not need a CD-ROM.

4. Click OK or Cancel to respond appropriately to the Insert CD-ROM dialog.

The name Untitled appears under Script Name, and thumbnails of the selected media type appear in the Media Files list.

- Click the arrow under Media Files to display all the types you can choose, and click a type to select it.
- When files of the selected type appear in the Media Files list you can click the scroll bar and arrows to display more of them.
- When a file is selected the status information on the right tells its file name and pixel size, and whether the CD-ROM is currently required to display it.

The SaverScript panel is empty, waiting for you to add media files to it.

### See Also

[Adding Media Files to a Script](#)

[Cutting, Copying, and Pasting Media Files](#)

[Saving a New Script](#)

## Adding Media Files to a Script

Once [media files](#) are displayed in the Media Files list you are ready to add them to your [SaverScript](#).

### To add media files to a SaverScript:

1. From the Media Files list click a file to add to the new script. A black border surrounds the file to show it is selected. You can use the Preview Media button to view the media. If the SaverScript list is empty skip Step 2.
2. From the SaverScript list click the [thumbnail](#) nearest where you want to add the media file.
3. Click Add.

If the SaverScript list is empty, the thumbnail appears at the top of the SaverScript list, and is automatically selected.

For subsequent files, the Add Item dialog appears.

4. Click to indicate whether to add before or after the selected item.  
For Image files, leave Image Type as Image, unless you are creating a background or clock.
5. Click OK.

The new file appears under the previous one. The black border around it shows it is selected.

To remove a file, select it and click Cut.

### See Also

[Starting a New Script](#)

[Saving a New Script](#)

[Cutting, Copying, and Pasting Media Files](#)

[Adding Audio Files to a Script](#)

## Saving a Script

Use the Save As button to save a new script or to save an existing script under a new file name. Use the Save button to save the current [SaverScript](#) under the current file name.

### To save a script

1. Click Save As to display the Save Script File dialog.
2. Enter the filename for your new script, such as myscript.sss.  
The filename extension for SaverScripts must be sss. The filename extension for [wallpaper scripts](#) is wss.
3. Click OK.  
The Enter Script Name dialog appears.
4. Enter a name for your script, such as "Danny's favorite script." This name appears under Script Name and in the SaverScript and Wallpaper Script lists of the Configuration program.
5. Click OK.  
The script file is saved in the selected directory and the script name appears under Script Name in the panel.

**Note:** If you click the Screen Saver or Clock tab, you can now see your script name in the SaverScript list, or for wallpaper, in the Wallpaper Scripts list.

If you then click your new SaverScript, the first media file in your script appears in the Preview group.

From now on the Save button is available. To save the script under the same file name just click Save. To save a version under a different name, use the Save As button and give the script a different file name.

### See Also

[When You Are Done](#)

[Copying and Deleting Media Files](#)

## Modifying an Existing Script

You can access an existing screen saver, [clock](#), or [wallpaper script](#) to modify in two ways:

- From the Screen Saver or Clock panel select SaverScripts. From the Wallpaper panel select Wallpaper scripts. Select the script to modify, then click Customize to display the Script Editor panel with the script to modify in the SaverScript list.
- Click the Script Editor tab to display the Script Editor panel. Click Open to display the Open Script File dialog, select the script you want to modify, then click OK. The selected script appears in the SaverScript list.

Now you can edit the script just as you would if you were creating a new script.

### See Also

[Adding Media Files to a Script](#)

[Cutting, Copying, and Pasting Media Files](#)

[Saving a New Script](#)



## Cutting, Copying, and Pasting Media Files

You can use the Cut, Copy, and Paste buttons to edit the [SaverScript](#) under construction. You cannot copy or paste to or from the Media Files list. You can, however, use the Add button to add from this list.

First click on a SaverScript media file to cut or copy.

- Cut removes the selected media file from the script and copies it to memory. You can then paste it into a different location, or leave it out.
- Copy copies the selected media file into memory in preparation for pasting into a different location.

Then select the SaverScript media file nearest where you want to paste.

- Paste pastes the cut or copied media file before or after the selected one. The Add Item dialog asks you whether to paste before or after the selected file.

### See Also

[Adding Media Files to a Script](#)

## Previewing a Media File

### To preview a media file:

1. Select a [media file](#) from the Media Files list.
2. Click Preview Media.

The Configuration program plays the entire media file over and over until you click or press any key to stop.

## Previewing a Script

To preview your [SaverScript](#) or [Wallpaper Script](#) click Preview Script. The Preview dialog asks whether to display only the first ten seconds of each [media file](#). A wallpaper [images](#) is displayed for ten seconds.

To stop the preview click the mouse or press a key on your keyboard.

## Copying and Deleting Media Files

The Script Editor panel provides a way to copy and delete selected media files.

You might want to copy files to your hard disk so a module can run without the CD-ROM. You might want to delete files from your hard disk to free space on it.

- To copy a file from the SaverScript list to the hard disk, click on the file, then click Copy File.  
Answer Yes to the Copy/Delete File dialog. The file is copied to the directory where you installed the multimedia screen saver.  
The Copy button is available only if the file is on the CD-ROM and not on the hard disk.
- To delete a file from your hard disk, select the file to delete from the SaverScript list, then click Delete.  
Answer Yes to the Copy/Delete File dialog. The file is deleted from your hard disk.  
The Delete button is available only if the file is on the hard disk.

### See Also

[Adding Media Files to a Script](#)

## Displaying Media File Information

In the Media Files list in the Script Editor panel, double-click on a [media file](#) to display a File Information dialog that contains information for the file, such as its size in bytes, number of colors, pixel width and height, creation date, and so on.

## Creating a Wallpaper Script

You create a [wallpaper script](#) just like you create a [SaverScript](#), with these differences:

- From the Script Editor panel, click New to display the Select Script Type dialog, click Wallpaper Script, then click OK.
- Under [Media Files](#), only [Images](#) are available. You cannot use [Audio](#), [Video](#), or Special media files in wallpaper scripts.
- Wallpaper scripts are saved with a filename extension of wss.
- You can click the Attributes button to set Tile, Normal, or Fill Screen for each image file.

Wallpaper changes after the screen saver runs for five minutes.

### See Also

[Starting a New Script](#)

[Adding a Clock Image to a Script](#)

## Using Backgrounds in Scripts

A background is a specially prepared [image](#) file containing an "empty" frame for viewing [media files](#). Background files are supplied with your multimedia screen saver.

You can also use the Configuration program to make your own background from any image file.

You can display a background by itself, with a [video](#), or with an image such as a [clock image](#).

Backgrounds cannot be displayed as [wallpaper](#) or inside the multimedia [clock](#).

### To display a script in a background:

1. From the Script Editor Panel, Select Backgrounds from the Media Files list.  
All backgrounds on the CD-ROM and hard disk appear in the Media Files list.
2. Click on a background to select it.
3. Click on a file in the SaverScript list nearest where you want to place the background.
4. Click Add.  
The Add Item dialog appears.
5. Click Add Before or Add After Selected Item.
6. Click OK.

The background appears in the SaverScript list.

**Note:** All subsequent files appear in the background frame until you either add a different background or remove the background.

### To remove a background do one of the following:

- Add Background End from the Special type of media file.
- Add Fade Out from the Special type of media file.

### See Also

[Using Special Media Files](#)

[Making Your Own Background](#)

[Using Your Own Media Files](#)

## Making Your Own Background

[Backgrounds](#) are useful as a way to frame [SaverScripts](#), and can be created from [image](#) files only.

### To make your own background:

1. From the Script Editor panel select Images from the Media Files list.
2. From the Media Files list select an image that you would like to make into a background.
3. From the SaverScript list click the media file nearest to where you want to add the background.
4. Click Add.  
The Add Item dialog appears.
5. Click Add Before or Add After, click Background, then click OK.  
The image appears in the SaverScript list, selected, and the status information now calls it a background (Bkgnd).
6. Click Set Attributes to display the Media Attributes dialog.
7. Click Preview.  
The image appears on full screen, with an empty window entitled "Move Me!"
8. Drag the windows title bar to move the viewing area where you want it.  
Drag the borders and corners to size the window.  
Click Restore to restore the Move Me window to its original location.
9. Click OK to return to the Media Attributes dialog, which is now filled in with the pixel width and height of the window, and the X and Y offsets from center.
10. Click OK to return to the Script Editor panel.
11. Click Preview Script to view your handiwork.

### See Also

[Using Backgrounds in Scripts](#)

[Using Special Media Files](#)

[Using Your Own Media Files](#)



## Adding a Clock Image to a Script

A clock image is an [image](#) that displays a moving second hand, and an hour and minute hand that show the correct time. The screen saver and the multimedia [clock](#) can both use a clock image to display time.

When adding an image to a script you can choose to make it an image, a clock, or a [background](#). Some images are more suitable than others for clocks.

### To make a clock image:

1. From the Script Editor panel select Images from the Media Files list.
2. From the Media Files list select an image that you would like to make into a clock.
3. From the SaverScript list click the file nearest to where you want to add the clock.
4. Click Add.

The Add Item dialog appears.

5. Click Add Before or Add After, click Clock, then click OK.

The image appears in the SaverScript list, selected, showing an hour and minute hand. The status information now calls it a clock.

6. Click Preview Script to view the script.

The SaverScript runs and when it displays the clock you see your image with an hour, minute, and moving second hand showing the correct time.

7. Click the mouse or press any key to return to the Script Editor panel.

You can also display a clock image inside a background.

### See Also

[Creating a Wallpaper Script](#)

## Adding Audio Files to a Script

You might want to add [audio](#) effects to spice up your SaverScript, but note that audio interruptions can be distracting.

### To add an audio effect to a SaverScript:

1. From the Script Editor select Audio from the Media Files list.  
Audio files from the CD-ROM and installation directory on the hard disk appear in the list.
2. Scroll the list and select a sound to add to your SaverScript.
3. In the SaverScript list click the file nearest where you want to place the sound.
4. Click Add.
5. From the Add Item dialog click Before or After Selected Item, then click OK.  
The audio file appears in the SaverScript list, and the status information calls it Audio.
6. Click Preview Script to preview your script and listen to the new sound.

You can use the Media Attributes dialog to set a sound to play for a set number of times or seconds or to play forever.

**Note:** To make music play during a series of images following it in the SaverScript, do not check "Clear Screen Before Play" for the audio file in the Media Attributes dialog. You cannot play a WAV audio file while a video is playing.

## Using Special Media Files

The Media Files list includes the Special type, which provides three effects you can add to your SaverScript:

Delay	Delays the start of the next media file. Leaves the previous file on screen during the delay if you do not check Clear Screen Before Play in the Media Attributes dialog.
Background End	Ends background. Media files continue to display with no background. Clears screen before display if that option is checked in the Media Attributes dialog.
Fade Out	Ends background with a special effect. Media files continue to display with no background. Clears screen before display if that option is checked in the Media Attributes dialog.

### See Also

[Using Backgrounds in Scripts](#)

## Setting Media File Attributes

You can set special attributes for each [media file](#), such as playing time, size, location, and special effects.

### To set attributes:

1. In the Script Editor, from the SaverScript list, select a media file and click Set Attributes.

The Media Attributes dialog appears, telling you the following information:

- Type of media
- Name of file
- Default settings, such as "Play forward 10 seconds" for image files.

You can set the following attributes if they are available for the media type:

- **Play Mode** attributes, which set the number of times or time in seconds, and the direction in which a file can play.
  - **Size** attributes, which set the width and height of the image, either in pixels or by percentage of the original. Leaving the Scale box blank is the same as 100% or full scale; 200% is double size; 50% is half size, and so on.
  - **Location** attributes, which place the image on the screen relative to the center of the screen. Positive numbers move the image to the right and up. Negative numbers move the image to the left and down.
  - **Random** size and random offset let the computer generate size and location in a random fashion.
  - **Special Effects**, which list over 100 effects you can choose to display media files.
  - **Clear Screen Before Play**, which controls whether the screen is cleared before the next media file appears.
  - The **Preview** button in the dialog is only for setting the viewing frame in a background image.
2. When you are done filling out the dialog, click OK to return to the Script Editor.

**Note:** If a background is active you cannot set the size and location of a media file, because these items are already determined by the background.

### See Also

[Using Backgrounds in Scripts](#)

[Creating a Wallpaper Script](#)

## Selecting Files to Delete

You have selected screen saver, clock, and/or wallpaper modules, then clicked Done. You have clicked Yes to copy media files needed by the selected modules from the CD-ROM to your hard disk. The Configuration program has started to copy these files to your hard disk.

There is not enough space on your hard disk to copy all of the CD-ROM media files required by the selected modules, so you might want to delete some files to free some disk space.

The Select File to Delete dialog displays a list of files and their sizes in kilobytes. These files are not used in the currently selected screen saver, wallpaper, or clock, and you can delete any of them without affecting these modules.

Click on a file name to view its thumbnail.

### **To select files from the list you can:**

- Click to select a file.
- Shift-click to select a group of files that are next to each other by extending the selection to where you shift-click.
- Ctrl-click to select files that are not next to each other.
- Drag through the list to select files.
- To select all files in the list click Select All.
- To select no files in the list click Select None.

To delete the selected files from your hard disk click OK.

To exit the dialog with no further changes click Cancel.

## Using Your Own Media Files

You can use your own [image](#) files for images and [backgrounds](#). If you have [audio](#) files and QuickTime [videos](#) you can use them also. You can use icons when you customize password dialogs.

You must copy the files to the SONYSAVR directory or to wherever you installed your multimedia screen saver.

The recommended setup is to include these four subdirectories under your installation directory. However, all files can be in the installation subdirectory if desired.

Sonysavr\Image  
Sonysavr \Audio  
Sonysavr \Video  
Sonysavr \Icon

These are the supported formats for media files:

Video	QuickTime
Image	PCX, BMP, DIB, TIF, TGA, GIF, and PICT
Audio	WAV
Icon	ICO

## **Media File**

Video, image, background, audio, or special file, all of which can be used as components of a SaverScript

## **Thumbnail**

Small image that represents a module or media file



## **Special**

Type of media file containing special effects. This is different from the special effects you can assign to a media file in the SaverScript list using the Attributes button.

## **Script Editor**

Program used to create and modify SaverScripts. Use Script Editor panel to access this program.

## Wallpaper

Image that covers the desktop "underneath" other windows.

