

## **Murals for Windows Index**

### **Commands**

[Select Background Images](#)

[Display Options Menu](#)

[Temporary Files Menu](#)

[Display Next Mural Now](#)

### **Reference Information**

[Murals for Window Features](#)

[Image File Formats](#)

[Command Line Usage](#)

[How to Register](#)

[Order Form](#)

[Reporting Bugs](#)

[License Agreement](#)

[Disclaimer](#)

[Acknowledgments](#)

## Display Options Menu

The Display Options Menu allows you to change the order in which background images are displayed and when they are displayed.

### **New Mural Every**

#### **Days, Hours, Minutes**

This is the delay between display of each successive background image.

### **Mural Order**

The **Mural Order** determines the order in which the images in a background image list are displayed.

#### **Forward**

The images are displayed in the order in which they are listed in the image dialog box.

#### **Reverse**

The images are displayed in reverse order from the last file to the first one in the image list.

#### **Random**

The images are displayed in a random order.

### **Icon Text**

#### **Show Time Left**

If checked, the text below the Murals icon will indicate the amount of time left before the next image will be displayed. The time remaining is displayed in the format, days:hours:minutes.

#### **Show Progress**

If checked, the text below the Murals icon will indicate the decompression progress of the specified file.

## **Temporary Files Menu**

The Temporary Files Menu lets you to select the path where temporary files are stored.

### **Drive with the Most Free Space**

If this option is chosen, the hard drive with the most free space will automatically be used.

### **User Selected Path**

Type the path where you want temporary files to be stored.

## **Display Next Mural Now Menu**

Display the next mural without waiting for the delay between murals to elapse.

## **Image File Formats**

For more information, select an image file format.

[Windows BMP and OS/2 BMP](#)  
[Graphics Interchange Format \(GIF\)](#)  
[JPEG File Formats](#)

## **JPEG File Formats**

The JPEG committee has not specified a standard file format, and consequently, many applications of the JPEG algorithm use their own proprietary format. Murals for Windows uses the JPEG File Interchange Format (JFIF) which transports only pixel information. JFIF is supported by the IJPEG Group's software and other programs based on their code.

Handmade Software's GIF2JPG and Image Alchemy by default use a proprietary JPEG format that is not compatible with the JFIF standard. This proprietary format is not supported by Murals for Windows. When you use GIF2JPG, remember to use the "-j" option to produce a JPEG file that is compatible with the JFIF standard and viewable with Murals for Windows.

## **Graphics Interchange Format (GIF)**

Murals for Windows can display interlaced or non-interlaced GIF87a and GIF89a files. If a GIF89a file contains more than one image, it will display the first image in the file.

## **Windows BMP and OS/2 BMP**

Murals for Windows can display Windows and OS/2 (1.x and 2.0) files stored with 1, 4, 8, or 24 bits per pixel and can display BMP files that are run-length encoded (RLE). In addition, it can display the first image in an OS/2 (1.x and 2.0) bitmap array.

Note that some graphics viewers use the file extension ".RLE" for run-length encoded Windows BMP files. Murals for Windows uses the ".BMP" extension as a default for such files.

## How to Register

If you use Murals for Windows for more than 14 days, you are expected to register Murals for Windows. When you register, you will receive the latest version, a user manual, and a collection of JPEG images (we will put as many as we can fit on 1 1.44M 3 1/2" floppy or on 4 360k 5 1/4" floppies). Also, the registered version does not display the Unregistered text on the upper left-hand corner of the background image.

The registration fee is \$15. Massachusetts residents, add 5% sales tax to the registration fee. US residents, add \$4 for shipping and handling; non-US residents, add \$8 for shipping and handling. If you want Murals for Windows e-mailed to your account instead of having it physically mailed to you, there is no extra shipping charge. If you are paying with a Visa or MasterCard, add 10% to this subtotal. The 10% is the processing fee that we get charged for credit card transactions.

For e-mail registrations, you need to use a program called "uudecode" to decode the uuencoded file that we e-mail to you. For your information, a uuencoded file is a binary file that is converted to text by a program called "uuencode." If your mail system rejects large messages, we will split the uuencoded file into smaller parts before mailing the parts to you, and you will need to edit the messages with a text editor before you can decode them. CompuServe, America Online, and Prodigy, for example, do not permit large e-mail messages. Also, the uuencoded file is rather large; it's approximately 200K for Murals for Windows. CompuServe users, for example, may find it less expensive to receive Murals for Windows via U.S. Mail.

Registrations with the incorrect fee or with non-US currency will be returned. Foreign registrations must send US currency or a check drawn from a US bank.

To register, complete the [Order Form](#) and send payment to:

PVS  
Attn: Norman Yee  
58 Chandler St.  
Boston, MA 02116  
U.S.A.

To print this form, select the File\_Print Topic menu item. If you wish to type your order, edit the ORDER.FRM file that is distributed with the shareware version and print it.

ORDER FORM

Name: \_\_\_\_\_  
Company: \_\_\_\_\_  
Address: \_\_\_\_\_  
City: \_\_\_\_\_ State: \_\_\_\_\_ ZIP: \_\_\_\_\_  
Country (if outside US): \_\_\_\_\_  
Phone Number (optional): \_\_\_\_\_ Circle: home or work  
Shareware Version of Program evaluated (optional): \_\_\_\_\_  
Where you found Shareware Version (optional): \_\_\_\_\_

Product	Quantity	Price Each	Total
PMJPEG for OS/2 2.x	_____	\$20.00 U.S.	_____
WinJPEG for Windows 3.x	_____	\$25.00 U.S.	_____
WinJPEG Update Fee (from any registered version of WinJPEG)		\$5.00 U.S.	_____
Murals for Windows 3.x	_____	\$15.00 U.S.	_____

Merchandise Total: \_\_\_\_\_  
5% Sales Tax (Massachusetts residents only): \_\_\_\_\_  
Shipping and Handling (choose one): \_\_\_\_\_  
    \_\_\_ E-mail (no additional charge)  
    \_\_\_ U.S. residents (\$4 U.S.)  
    \_\_\_ Non-U.S. residents (\$8 U.S.)  
Subtotal: \_\_\_\_\_  
For Visa/MasterCard Orders, add 10% of Subtotal: \_\_\_\_\_  
TOTAL: \_\_\_\_\_

(Non-credit card order payments must be in U.S. cash,  
U.S. funds drawn on a U.S. bank, or a postal money order)

Please fill in the following for Credit Card Orders:

Signature: \_\_\_\_\_  
Name on Card: \_\_\_\_\_ Visa [ ] MasterCard [ ]  
Credit Card Number: \_\_\_\_\_ Expiration Date: \_\_\_\_\_

Choose Disk Size (check one if you did not select "E-mail" for shipping):

\_\_\_ 5 1/4" DS/DD (360K) disk  
\_\_\_ 3 1/2" DS/HD (1.44 MB) disk

E-mail Address (optional except E-mail Shipping): \_\_\_\_\_  
Circle Type of Email Address: Internet CompuServe AOL Delphi

Mail to: PVS E-mail Address: nyee@netcom.com (Internet)

Attn: Norman Yee  
58 Chandler St.  
Boston, MA 02116  
U.S.A.

INTERNET:nyee@netcom.com (CompuServe)

## **Reporting Bugs**

If you find a bug in Murals for Windows, we would appreciate it if you would inform us of the bug through our e-mail account:

nyee@netcom.com (Internet)  
INTERNET:nyee@netcom.com (CompuServe)

When you send us a bug report, include a description of the procedure for reproducing the bug and a description of your system configuration (hardware and software).

## **License Agreement (applicable to registered users)**

You are licensed to single-copy use of Murals for Windows; this means that you can install your registered version of Murals for Windows simultaneously on one computer at work, one computer at home, and one portable computer, if only one copy is in use by the registered individual at a time. You may make copies of the registered Murals for Windows disk as necessary for normal backup purposes; you agree not to make any copies of the printed Murals for Windows manual or the registered version of Murals for Windows for others.

If you are going to install Murals for Windows on a LAN server, you may install Murals for Windows on only one computer or network server and concurrently have a single user access Murals for Windows from such network.

## **Disclaimer**

The authors of this program accept no responsibility for damages that are caused by this program and make NO WARRANTY or representation, either express or implied, with respect to this software. This software is provided "AS IS," and you, its user, assume the entire risk when you use it.

## **Acknowledgments**

Murals for Windows is based in part on the work of the Independent JPEG Group.

Windows is a trademark of Microsoft Corporation.

The Graphics Interchange Format(c) is the Copyright property of CompuServe Incorporated.  
GIF(sm) is a Service Mark property of CompuServe Incorporated.

GIF2JPG and Image Alchemy are trademarks of Handmade Software, Inc.

## **Murals for Windows Features**

Murals for Windows v.1.0 is a shareware wallpaper changer for Microsoft Windows 3.x. It has the following features:

- Supports the following file formats:
  - Windows 3.x BMP
  - OS/2 1.x and 2.0 BMP
  - Graphics Interchange Format (GIF)
  - JPEG File Interchange Format (JFIF)
- Chooses a wallpaper from a list of selected files in forward, reverse, or random order
- Periodic wallpaper changing

See [How to Register](#) for more information.

## Command Line Usage

Murals for Windows can be initiated from the DOS or Windows command line by adding a list of files after the murals.exe in the command line. For example, if you are starting Murals for Windows and Windows 3.x from the DOS command line, type the following command at the DOS prompt to activate background display of the three files, "mirri3.jpg," "mirri4.jpg," and "ksc.jpg":

```
win murals.exe mirri3.jpg mirri4.jpg ksc.jpg
```

This example assumes that "murals.exe" is in your search path and this command is executed in the directory containing the images. If this is not the case, standard DOS paths can be inserted in front of the filenames.

If you are already running Windows, you can start Murals with a list of images from the Program Manager's or File Manager's File Run menu command. For example, to display the above files in a slideshow, type the following in the Command Line edit box:

```
murals.exe mirri3.jpg mirri4.jpg ksc.jpg
```

DOS filename wildcard characters such as "?" and "\*" can be used (e.g., you could use "mirri?.jpg" in the above examples). The options last saved in Murals for Windows will be used when it is started from the command line.

## Select Background Images

This dialog can be invoked with the menu item or by double clicking on the Murals icon.

To display images as wallpaper, select the desired files in the **Files** list box and press the **Add** button. The order in which you add the selected files to your slideshow list determines the order in which they are displayed if the Mural Order is set to Forward or Reverse in the Display Options dialog box.

To select or unselect a single file, click on the file name. To select two or more items in sequence, click on the first file you want to select and while holding down the SHIFT key, click on the last file in the group. To select two or more items out of sequence, click on each file that you want to select while holding down the CTRL key.

If you'd like to add a single filename to the Selected Files-list, you can simply double-click on the filename in the Files-list. If you'd like to remove a filename from the Selected Files-list, double click on it.

Once you select a list of files, press the OK button and the first file will be displayed immediately as the wallpaper. The next file will be displayed after the delay between murals has elapsed.

The list of files is automatically saved when you exit. The next time you start up Murals, the file list will be loaded unless files are specified from the command line.

### List Files of Type

When you select a file type, the files with the corresponding extension are listed the **Files** list box. For example, if you select "BMP," all files with the .BMP or .RLE extension are listed.

### Drives

Select the drive in which the files you want to display are located.

### Directories

Select the directory in which the files you want to display are located.

### Select All

Selects all the files shown in the Files list box.

### Unselect All

Unselects all the files shown in the Files list box.

### Add

Adds the files selected (high-lighted) in the **Files** list box to the **Selected Files** list box.

### Remove

Removes the files selected (high-lighted) in the **Selected Files** list box.

### Options

See [Display Options](#).

