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Wired for Sound Pro 5.1

CD Mania 2.0

Talking Icons 3.0

User Manual

for Windows 3.1 and Windows 95

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Introduction

This user manual covers the following three products:

- Wired for Sound Pro™ (WFS Pro™)
- CD Mania™
- Talking Icons™

Each adds a new, exciting dimension to your Microsoft Windows™ 3.1 or Windows 95 environment, playing various media elements—sounds, pictures, music, and so forth—when different Windows events happen. Besides this, you also get the WFS Event Hook™ (captures Windows events and lets you add media elements to them), a talking clock, utilities for spiffing up your desktop and changing your icons and cursors, special screen savers, desktop wallpaper, the ability to record your own sounds, talking games, and more!

Many applications (component applications) are included with this product. The sections that follow list the topics that apply to each of the three previously-listed products. Windows 95 compatibility is also discussed. For a complete list of component applications, please refer to “Appendix A: Applications.”

Most of the applications have an editable launch button in the product’s main window. If you want to add or delete buttons from the window, choose *launch buttons* from the **Edit** menu and make the necessary changes.

NOTE The element files you choose can be on your hard disk -OR- on the *product CD*. If they’re on the CD and you want them to play, you’ll need to keep the CD in your CD-ROM drive.

If you need help using Windows-specific functions (such as opening a Program Manager group, using the Control menu, and so forth), please refer to your Microsoft Windows User’s Guide.

The text of this manual applies to all three products—Wired for Sound Pro, CD Mania, and Talking Icons—unless specifically stated otherwise.

Product Topics

The following table lists each topic and the product to which it relates. Subheadings are **not** included if the entire section relates to the product.

Topic	Wired for Sound Pro	CD Mania	Talking Icons
Introduction	x	x	x
Product Topics	x	x	x
Windows 95 Compatibility	x	—	x
How to Contact Us	x	x	x
Installation	x	x	x
Add Sight and Sound to Windows	x	x	x
Manage Your Schedule	x	x	x
Quick Tour of the Talking PIM Interface	x	—	—
Add, Edit, and Delete Contacts	x	—	—
Add Appointments	x	x	x
Add Appointments—WFS Pro	x	—	—
Add Appointments—CD Mania and Talking Icons	—	x	x
Edit Appointments	x	x	x
Edit Appointment Duration—WFS Pro	x	—	—
Edit Appointment Duration—CD Mania and Talking Icons	—	x	x
Edit Appointment Time—WFS Pro	x	—	—
Edit Appointment Time—CD Mania and Talking Icons	—	x	x
Delete Appointments	x	x	x
Delete Appointments—WFS Pro	x	—	—
Delete Appointments—CD Mania and Talking Icons	—	x	x
Print Your Schedule or List of Business Contacts	x	—	—
Announce Your Schedule	x	x	x
Announce Your Schedule—WFS Pro Only	x	—	—
Announce Your Schedule—WFS Pro, CD Mania, and Talking Icons	x	x	x
Set a Chime	x	x	x

Topic	Wired for Sound Pro	CD Mania	Talking Icons
Monitor Your Resources	x	—	—
Liven up Your Icons	x	—	x
Create Cool Window Effects	x	—	x
Track Your Mouse and Keyboard Mileage	x	—	x
Add More Sights and Sounds	x	x	x
Change Your “Scape”	x	—	—
Create and Change Sounds	x	—	—
Cheat at Solitaire	x	x	x
Cheat at Minesweeper	x	x	x
Beef up Your Cursors	x	x	x
Appendix A: Applications	x	x	x
Appendix B: Reconfigure Your System	x	x	x
Appendix C: Uninstall the Product	x	x	x

Windows 95 Compatibility

NOTE This section currently applies only to WFS Pro and Talking Icons.

The following features are **not** compatible with Windows 95:

- **IconMotion**—IconMotion™ does **not** function with Windows 95; however, it does function with Windows 3.1.
- **Windows FX**—Windows FX™ functions properly with some Windows 95 applications. However, some applications that do **not** follow standard window conventions may **not** be able to fully utilize the features of Windows FX.

How to Contact Us

- **Customer Service**

Email wfs@pacbell.net

Fax (510) 328-1117 PST

- **Internet/World Wide Web**

Website <http://www.SoftwareMadeSimple.com>

Online Registration <http://www.SoftwareMadeSimple.com/index1.html>

- **Inquiries**

Software Made Simple
PO Box 897
San Ramon, CA 94583

NOTE Technical support is limited to this online manual. Bug reports can be sent to the Email address listed above.

Installation

This section discusses minimum system requirements, upgrade information, installation information about special screen savers, and instructions for installing the product.

System Requirements

You need the following to successfully install and run the product:

- 80386 (or better) IBM-compatible personal computer
- At least 4 megabytes (MB) of random-access memory (RAM; Recommended: 8 MB)
- Hard disk with at least 6 MB of free space (Recommended: 10 MB)
- CD-ROM drive compatible with MPC specifications
- MS-DOS[®] version 3.1 (or higher)
- Microsoft Windows, version 3.1 or Windows for Workgroups version 3.11 (hereafter referred to as "Windows 3.1") or compatible environment -OR- Microsoft Windows 95
- VGA monitor and VGA graphics card (Recommended: Super VGA and 256 color)
- Mouse or other compatible pointing device
- Sound card that works with Windows or Windows 95

NOTE Some features do **not** work without a sound card (such as faces). If you are using a sound card, install it and set up the sound driver before using this product. If you do **not** have a sound card, Setup gives you the option of installing our PC speaker driver.

Upgrading from a Previous Version

Setup checks your WIN.INI file for other products installed on your system. If Setup finds one, we recommend you install the new product into the existing directory. This merges it with our other products, keeps all your data in one place, and updates and backs up existing files.

Save Your Screen

SceneSavers[™] are four AfterDark[™]-compatible screen savers you can choose to run from After Dark or from the Windows Control Panel Desktop command:

- El Capitan
- Lake
- Snow
- Waterfall

When you first install the product, Setup checks to see whether you have After Dark installed. If you do, it asks whether you want to add the SceneSavers to the After Dark directory. Choosing **YES** enables you to run the SceneSavers directly from the After Dark control panel.

You may also run the SceneSavers by way of the **Desktop** command in the Windows Control Panel, using the **Screen Saver** option.

If you need help running SceneSavers from After Dark or the Windows Control Panel Desktop, please refer to your After Dark User Manual or Microsoft Windows User manual, respectively.

NOTE SceneSavers look best on a VGA monitor capable of displaying 256 or more colors. If you are using a VGA-compatible card in 16-color mode, the SceneSavers run in low resolution, high color mode, -OR- choose a better video mode (256+ colors) to improve color display. If you still do **not** like the colors, you have two options—upgrade to a new and better video card -OR- do **not** run the SceneSavers. Personally, we hope you'll choose to upgrade your video card!

Installing the Product in Windows 3.1

The following steps describe how to install the product in Windows 3.1.

1. Power-on PC.
2. Start Microsoft Windows.
3. Insert the *product CD* into the CD-ROM drive.
4. Choose **Run...** from the Program Manager's **File** menu. The Run dialog appears.
5. Type *drive:\setup* in the **Command Line** box (for example, *r:\setup*, where **r** is the letter of your CD-ROM drive).
6. Click **OK**.
7. Follow the Setup instructions as they appear on the screen.

NOTE If Setup does **not** detect a Multimedia sound driver on your system, it installs the Product PC Speaker driver (DSOUND), if you want it loaded. This lets you play sounds on your PC's internal speaker -OR- on a Disney Software Sound Source. DSOUND configuration is available in the Windows Control Panel.

If Setup fails, try installing it again.

After installing the required files, Setup creates the following program groups:

- **WFS Pro** WFS Pro, Talking Apps, and WFS Utilities program groups
- **CD Mania** CD Mania program group
- **Talking Icons** Talking Icons program group

It also updates your WIN.INI file and creates the \WFSOUND directory and the following subdirectories (programs and sample files), as appropriate to the product:

- ..\CURSORS
- ..\PICTURES
- ..\VIDEOS (optional)
- ..\MUSIC
- ..\SOUNDS
- ..\BLOOPERS (optional)

NOTE The WFSOUND directory is created for all three products, **not** just for WFS Pro.

8. Remove the *product CD* from the CD-ROM drive.
9. **Exit** and restart Windows before using the product.

NOTE If you need to uninstall the product from your system, refer to Appendix C, "Uninstall the Product."

Installing the Product in Windows 95

The following steps describe how to install the product in Windows 95.

1. Power-on PC.
2. Insert the *product CD* into the CD-ROM drive.
3. Click **Start**, then choose **Run...** from the Start pop-up menu. The Run dialog appears.
4. Type *drive:\setup* in the **Open** box (for example, r:\setup, where r is the letter of your CD-ROM drive).
5. Click **OK**.
6. Follow the Setup instructions as they appear on the screen.

NOTE If Setup does **not** detect a Multimedia sound driver on your system, it installs the PC Speaker driver (DSOUND), if you want it loaded. This lets you play sounds on your PC's internal speaker -OR- on a Disney Software Sound Source. DSOUND configuration is available in the Windows Control Panel.

If Setup fails, try installing it again.

After installing the required files, Setup creates the following folders:

- **WFS Pro** WFS Pro, Talking Apps, and WFS Utilities folders
- **CD Mania** CD Mania folder
- **Talking Icons** Talking Icons folder

It also updates your WIN.INI file and creates the \WFSOUND folder and the following subfolders (programs and sample files), as appropriate to the product:

- ..\CURSORS
- ..\PICTURES
- ..\VIDEOS (optional)
- ..\MUSIC
- ..\SOUNDS
- ..\BLOOPERS (optional)

NOTE The WFSOUND directory is created for all three products, **not** just for WFS Pro.

7. Remove the *product CD* from the CD-ROM drive.

8. Restart your computer before using the product.

NOTE If you need to uninstall the product from your system, refer to Appendix C, "Uninstall the Product."

Add Sight and Sound to Windows

NOTE This section applies to WFS Pro, CD Mania, and Talking Icons.

Once WFS Pro, CD Mania, or Talking Icons is running, your Windows environment is making a ruckus! For example, you may hear “help” when you press the F1 key or “okay” when you click **OK**.

The product’s *event hook* lets you add sights and sounds, otherwise known as *media elements* (sound, video, music, text, bitmaps, and so forth), to many aspects of Windows, including windows and dialogs, buttons, keys, and Windows startup and exit sounds. You may add, edit, and delete events for the four event types. You can use recordings of your own voice, or choose any one of the hundreds of sounds and other media elements provided on the *product CD*.

NOTE You can also add media elements to “icons” by attaching them to the application window of a program.

The following diagrams show the full and small main windows for WFS Pro, which are similar to those used for CD Mania and Talking Icons.



NOTE If the selected media elements do **not** reside on your hard disk, insert the *product CD* into your system’s CD-ROM drive now so that the *product CD* and its component applications can locate the media element files.

You can access the Events dialog box by clicking the appropriate event button (for example, choose



for button events). You can also access the Window Events dialog box by choosing the **Sights/Sounds** command in the **Control** menu



of the selected window.

If the **Sights/Sounds** command is **not** available, move the **Events** button to the **On** position in the product main window -AND- in the selected event's Events dialog box.



The following sections describe how to add

- Sight and sound to Windows events
- New window and dialog events
- Sounds to icons

Add Sight and Sound with the Event Buttons

NOTE This section applies to WFS Pro, CD Mania, and Talking Icons.

Use any of the four event buttons in the product main window to add media elements to existing events. These are events that appear in the selected event's **Events** list (such as the **New** button, the CONTROL (CTRL) key event, and so forth).

The following steps describe how to attach media elements to an existing event.

1. Start the product if it is **not** running
 - **WFS Pro in Windows 3.1**—Double clicking its icon in the WFS Pro program group
 - **WFS Pro in Windows 95**—Clicking its program in the WFS Pro folder
 - **CD Mania in Windows 3.1**—Double clicking its icon in the CD Mania program group
 - **CD Mania in Windows 95**—Clicking its program in the CD Mania folder
 - **Talking Icons in Windows 3.1**—Double clicking its icon in the Talking Icons program group
 - **Talking Icons in Windows 95**—Clicking its program in the Talking Icons folder

The product main window appears.

2. Click an Events button, such as the **Buttons** button.



The Events dialog box appears (for example, Button Events).



3. Select an event (for example, New button) from the Events list.
4. Click



The Media Catalogs dialog box appears.



5. Select a catalog from the drop-down list box (for example, Misc. Funny Sounds).

6. Select one or more *media elements* from the **Catalog contents** list to play for this event (for example, Kiss me you fool, KISSME.WAV). Change **Drives** and **Directories** as necessary. Use the CTRL or SHIFT key, along with your PRIMARY MOUSE button, to select multiple elements.
7. Click **OK**.

Optional: Repeat Steps 3–7 to add more media elements to this event; repeat Steps 2–7 to add media elements to other events.

NOTE You can turn an element **off** without removing it from the **Event Media Elements** list. Click the





in front of the element, or press the SPACEBAR after selecting the element. To turn it back **on**, repeat this process.

You can add elements to events and catalogs by clicking **Add...** within the Events or Media Catalogs dialog box. When the Choose Media Elements dialog box appears, select one or more media elements, then click **OK**. The symbol that appears after the



shows you what type of element it is. For example:

-  represents a sound or music file
-  represents a bitmap file

8. **Optional:** Click



to play the selected elements; click



to interrupt element play

Adjust the left (**L**) and right (**R**) speaker **Volume** -OR- choose **Default** to use your sound card's current volume setting.

NOTE To remove media elements from the event, select the event, then click **Remove**.

9. Click **OK**.

10. Choose **Save** from the **File** menu. Your event settings are now saved. You'll hear and/or see the selected media elements the next time the selected event occurs.

11. **Optional:** Click



to minimize the product.

NOTE Do **not** exit the product now; otherwise, media elements attached to events will **not** play.

Add New Window and Dialog Events

NOTE This section applies to WFS Pro, CD Mania, and Talking Icons.

The following steps describe how to add a new window or dialog event using the **Control** menu's **Sights/Sounds** command.

1. Start the product if it is **not** running
2. Open the window/dialog box to which you want to add media elements (for example, Microsoft Word).
3. Choose **Sights/Sounds** from the **Control** menu.



NOTE If the **Sights/Sounds** command is **not** available, move the **Events** button to the **On** position in the product main window -AND- in the Window Events dialog box.



4. Click **Open**. The Window Events dialog box appears, listing the new event, Open window name (for example, Open Microsoft Word), and highlights it in the **Events** list. All other events appear in reverse video until you exit this dialog box.

NOTE To change the event's description or action (for example, change **Open** to **Minimize**), click **Edit...**, make the appropriate changes, then click **OK**.

5. Click



When the Media Catalogs dialog box appears, select one or more media elements from a catalog, then click **OK**. If you need help with this step, please refer to the “Add Sight and Sound with the Event Buttons” section.

Optional: Repeat Steps 1–5 to add other window/dialog box events.

6. Click **OK**.
7. Choose **Save** from the **File** menu. Your window event is now saved. You’ll hear and/or see the selected media elements the next time the event (for example, Open Microsoft Word) occurs.
8. **Optional:** Click



to minimize the product.

NOTE Do **not** exit the product now; otherwise, media elements attached to events will **not** play.

Add Sound to Icons

NOTE This section applies to WFS Pro, CD Mania, and Talking Icons.

The following steps describe how to add sounds to an icon by way of the Window Events button and the icon’s application window.

1. Start the product if it is **not** running.
2. Double-click *icon* to which you want to add media elements (for example, Microsoft Word).

The application window for the selected icon appears.

3. Click the **Window** button.



4. Click **New**.
5. Click **Pick Window**.

6. **Move** the cursor to the open window of the application to which you want to add the media element.

7. Click **OK**.

The event is now added to the Event list.

8. Choose a sound or other media element that best fits your icon.

9. Click **OK**.

10. Choose **Save** from the **File** menu. Your “icon” window event is now saved. You’ll hear and/or see the selected media element the next time the event (for example, Open Microsoft Word) occurs.

11. **Optional:** Click



to minimize the product.

NOTE Do **not** exit the product now; otherwise, media elements attached to events will **not** play.

Manage Your Schedule

NOTE This section applies to WFS Pro, CD Mania, and Talking Icons. Talking PIM, however, is included only with WFS Pro.

Once you're running Talking Clock, it tracks and announces appointments you have set in your .APP file (such as DEFAULT.APP or TRISH.APP) by way of Talking PIM (WFS Pro only), as well as standard holidays, and announces them according to settings you've specified. Talking PIM also lets you track business contacts, which you can easily use in combination with adding new appointments. This section describes how to use Talking PIM and Talking Clock to do basic tasks.

Talking PIM is the graphical interface WFS Pro uses for tracking your appointments. Talking Clock is the tracker/announcer of appointments for all three products. **If you want your appointments announced, you must be running Talking Clock. However, if you make changes to your .APP file in Talking PIM and Talking Clock is running, you must exit and restart Talking Clock.**

The following sections describe the basics functions of Talking PIM and Talking Clock.

Quick Tour of the Talking PIM Interface

NOTE This section applies only to WFS Pro.

You can view and print your personal calendar in Day, Week, and Month views from Talking PIM. The defaults are the current month, day, and year. You may also view your business contacts in Contacts view. If you want to change the month or year, select a different month or year from the appropriate drop-down list box; if you want to change the day, click on the day you want. You may also click the **left** or **right** arrow buttons




in any Talking PIM view to scroll the day, week, month, or contacts, depending on which view is currently active.

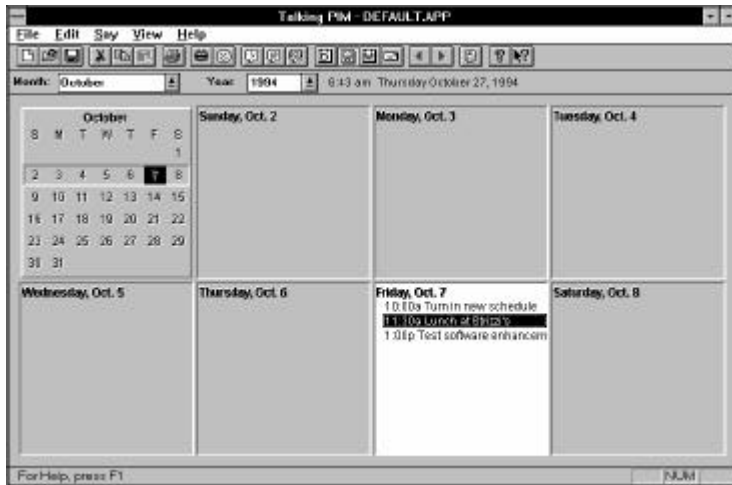
NOTE You can change the view background from the Windows default to one of the month or seasonal bitmaps provided with the product. To do this, choose **Background...** from the **Edit** menu, select a *bitmap file*, then click **OK**. Choose **Background...** again to return to the Windows default.

This is the Day view (default):



To get here from another view, choose **Day view** from the **View** menu -OR- click .

This is the Week view:



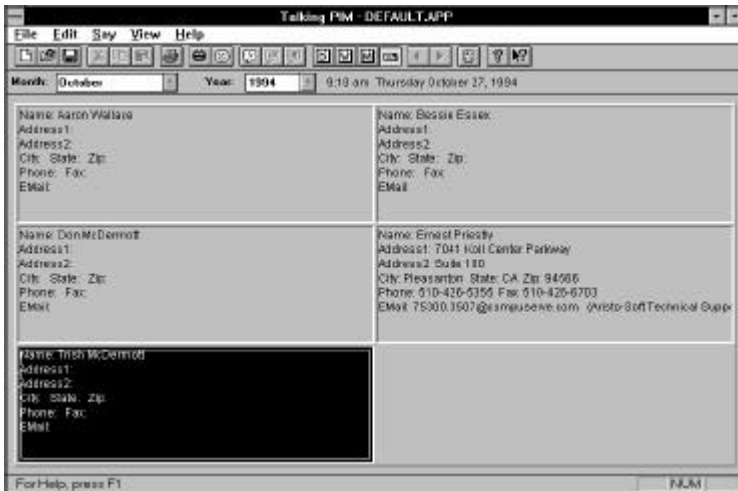
To get here from another view, choose **Week view** from the **View** menu -OR- click .

This is the Month view:



To get here from another view, choose **Month view** from the **View** menu -OR- click .

This is the Contacts view:



To get here from another view, choose **Contacts view** from the **View** menu -OR- click .

Add, Edit, and Delete Contacts

NOTE This section applies only to WFS Pro.

You must be in Day -OR- Contacts view to process contact information.

The following steps describe how to add, edit, and delete a contact.

1. Start Talking PIM if it is **not** running.
 - **WFS Pro in Windows 3.1**—Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the Talking Apps program group
 - **WFS Pro in Windows 95**—Clicking its program in the Talking Apps folder



The Talking PIM window appears, defaulted to Day view. (The following entry matches the “Ernest Priestly” entry that appears in the screen captures shown in the “Day View” and “Contact View” sections.)

2. Choose **New contact...** from the **Edit** menu. The Contact Information dialog box appears with blank fields (default). The fields in the following picture are filled out to match the following step.

3. Type in the *information* you want to track (such as the contact’s name, company, address, E-mail address, voice and fax numbers, and notes).
4. Click **OK**. The contact’s name and phone number now appear in the Contact area of the Day view.

NOTE If you want to edit the contact’s information, double click their name in the Contact area of the Day view, double click the contact *information* in Contact view, -OR- select the contact *name*, then choose **Properties...** from the **Edit** menu. This reopens the Contact Information dialog box. **Edit** the *information* you want to change, then click **OK**.

If you want to delete the contact name, select the *contact name* (that is, click it with your PRIMARY MOUSE button to highlight it), then press the DELETE key.

5. Click



-OR- choose **Save** from the **File** menu. The updates to the contact list are now saved to the current .APP file (such as DEFAULT.APP).

Add Appointments

NOTE This section applies to WFS Pro, CD Mania, and Talking Icons, as appropriate.

WFS Pro—The version of Talking Clock included with WFS Pro does **not** allow for adding appointments—you must use Talking PIM to add appointments for WFS Pro.

The following sections describe how to add appointments using Talking PIM (WFS Pro only) and Talking Clock (CD Mania and Talking Icons only).

Add Appointments—WFS Pro

The following steps describe how to add appointments using Talking PIM (included with WFS Pro).

1. Start Talking PIM if it is **not** running.
 - **WFS Pro in Windows 3.1**—Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the Talking Apps program group
 - **WFS Pro in Windows 95**—Clicking its program in the Talking Apps folder
2. Open the appointment dialog box, using any of the following methods.
 - Double click a *time slot* in Day view
 - Select a *contact name*, then drag-and-drop it onto a *time slot* in Day view
 - Choose **New appointment...** from the **Edit** menu in any view
 - Press CTRL+A in any view

The Appointment dialog box appears. The fields in the following picture are completed to match the following steps.

The screenshot shows the 'Appointment' dialog box with the following fields and options:

- Message:** Lunch at Strizzi's
- Frequency:** Once only
- Type:** appointment
- Date:** Friday, October 7, 1994
- Time:** 11:00a
- Duration:** 1:00
- Display alarm dialog**
- Announce appointment**
- None**
- Play media element** (with 'Sight/Sound...' button)
- Run program** (with 'Program...' button)
- Buttons:** OK, Cancel, Test, Help

3. Type in an appointment *message* (for example, Lunch at Strizzi's).

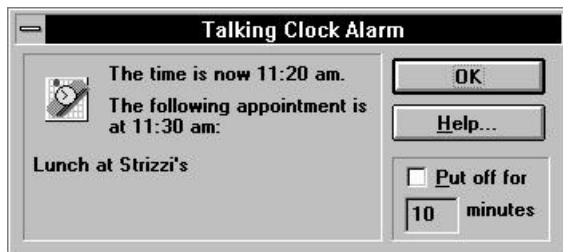
NOTE The message you enter will appear in the selected time slot. If you dragged a contact name onto the time slot, however, the contact name appears in the Message field -AND- in the time slot.

4. Use the default *frequency*, *type*, *date*, *time*, and/or *duration* settings, or select another option from their drop-down list box. The defaults are weekly, meeting, current date, selected time, and one hour, respectively.

NOTE **Type** determines what message is stated when announcing the appointment.

Time defaults to 12 noon if you used **New appointment...** or CTRL+A to open this dialog box.

5. **Optional:** Choose **Display alarm dialog** if you want an alarm dialog box (similar to the following) to pop up before the appointment time. Click **OK** to exit and acknowledge this dialog box.



6. **Optional:** Choose **Announce appointment** if you want your appointment announced at the appointment time.
7. Click **None** if you do **not** want to attach media elements -OR- if you do **not** want to run a program at the selected appointment time.

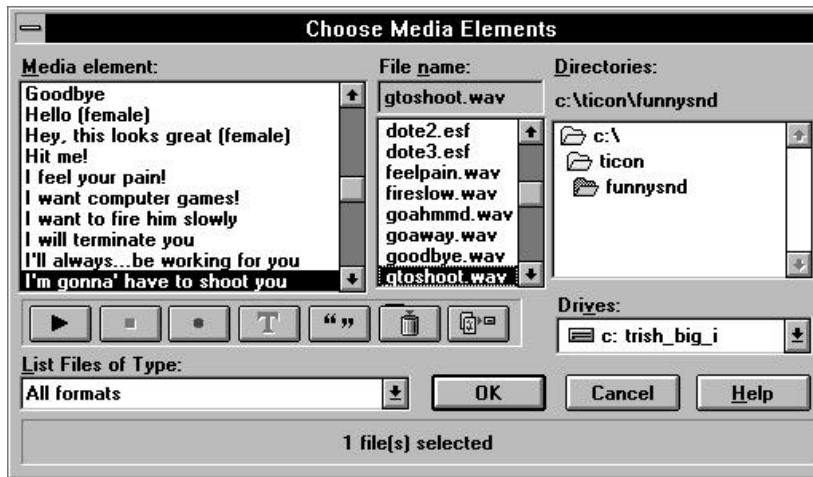
NOTE If you want to attach media elements to the appointment, proceed to Step 8; if you want to run a program at the selected time, proceed to Step 9.

8. **Optional:** Attach one or more *media elements* to the appointment to play at the selected time.

NOTE **Choosing Play media element cancels any program you selected to run with Run program (next step).** If you do **not** want to play a media element, choose **Play media element** again to change the media element selection to **(none)**.

- Choose **Play media element**.

- Click **Sight/Sound....** The Choose Media Elements dialog box appears.

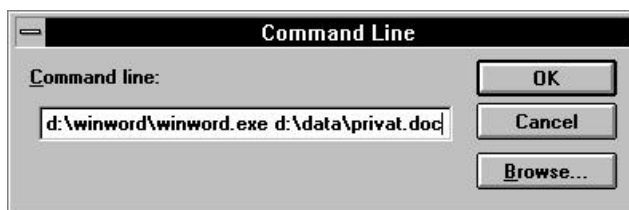


- Select a *media element* from the **Media element** or **File name** list to play for this appointment (for example, I'm gonna have to shoot you, GTOSHOOT.WAV).
- Click **OK**. The appointment dialog box reappears, listing the selected media element under **Play media element** (for example, GTOSHOOT.WAV). The media element will now play at the selected time.

9. **Optional:** Specify a program to run at the selected time.

NOTE Choosing **Run program** cancels any media element you may have selected to play during this time slot. If you do **not** want to run a program, leave the Command line field blank in the Command Line dialog box.

- Choose **Run program**.
- Click **Program....** The Command Line dialog box appears. The Command line field in the following picture is completed to match the following step.



- Type in the name of the *program* you want to run (for example, D:\WINWORD\WINWORD.EXE) in the **Command line** box.

NOTE You may also specify a command-line argument with the program you want to run (for example, D:\WINWORD\WINWORD.EXE D:\DATA\PRIVAT.DOC).

You may also click **Browse...** to locate a program to run. When the Open dialog box appears, select a *program* to run, changing **Directories** and **Drives** as necessary, then click **OK**.

- Click **OK**. The Appointment dialog box reappears, listing the text you entered under **Run Program**. The selected program will now run at the specified time.

10. Click **OK**.

Optional: Repeat Steps 3–10 to add other appointments.

11. Choose **Save** from the **File** menu to save to the default .APP file -OR- **Save As...** to save to a different .APP file.

When the **Save** or Save As dialog box appears, type in or select the *file name* you want to save, then click **OK**. Your appointment is now saved in the selected .APP file, enabling Talking Clock to announce the appointment(s) per your settings in Talking PIM.

12. Choose **Exit** from the **File** menu to exit Talking PIM.

NOTE If you want your appointments to be announced, you must be running Talking Clock.

If you make changes to the .APP file in Talking PIM while Talking Clock is running, close and restart Talking Clock.

Add Appointments—CD Mania and Talking Icons

The following steps describe how to add appointments using the version of Talking Clock included with CD Mania and Talking Icons.

NOTE The version of Talking Clock included with WFS Pro does **not** allow for adding appointments—you must use Talking PIM to add appointments for WFS Pro.

1. Start Talking Clock if it is **not** running.
 - **CD Mania in Windows 3.1**—Double clicking its icon in the CD Mania program group
 - **CD Mania in Windows 95**—Clicking its program in the CD Mania folder
 - **Talking Icons in Windows 3.1**—Double clicking its icon in the Talking Icons program group
 - **Talking Icons in Windows 95**—Clicking its program in the Talking Icons folder

The Talking Clock window appears.



NOTE The Talking Clock window shown above is the version included with CD Mania and Talking Icons. The window for the version included with WFS Pro does **not** include an **Alarms...** button.

2. Click **Alarms....**

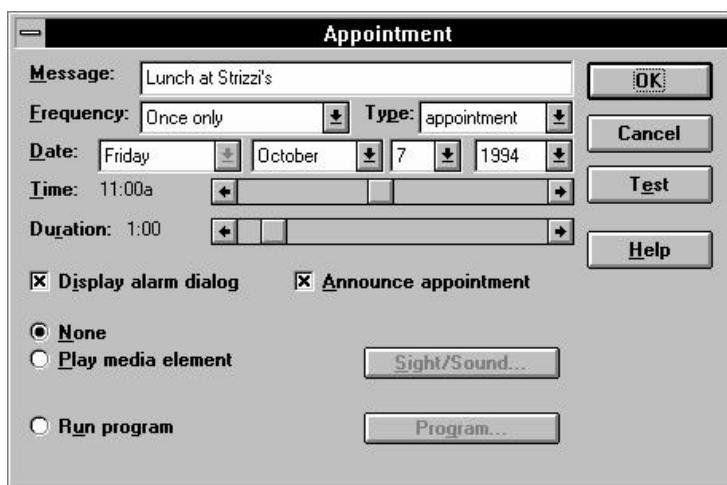
The appointment file (for example, DEFAULT.APP or TRISH.APP) dialog box appears, showing the current date's appointments. The **11:30 a** (11:30 am) time slot is filled in to match the following steps.



3. Double-click a blank time slot (for example, 11:30 a).

The Appointment dialog box appears. The fields in the following picture are filled out to match the following steps.

NOTE The following diagram shows the Appointment dialog box for Talking PIM, which is *similar* to the Appointment dialog box used in the version of Talking Clock included with CD Mania and Talking Icons.



4. Type in an *appointment message* (for example, Lunch at Strizzi's). The message you enter will appear in the selected time slot.

5. Use the default *frequency*, *type*, *date*, *time*, and/or *duration* settings, or select another option from their drop-down list box. The defaults are weekly, meeting, current date, selected time, and one hour, respectively.

NOTE **Type** determines what message is stated when announcing the appointment.

Time defaults to 12 noon if you used **New...** to open this dialog box.

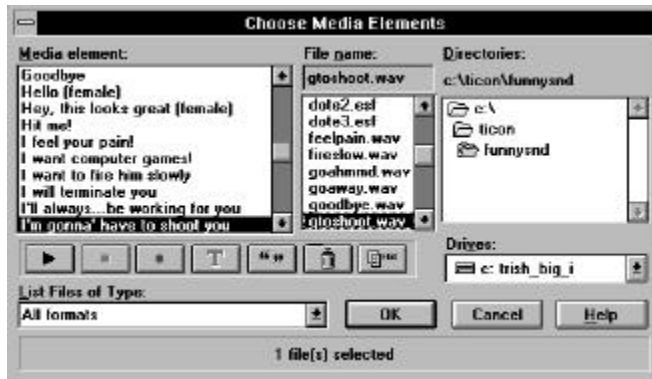
6. **Optional:** Select **Announce appointment** if you want your appointment announced at the appointment time.

NOTE If you want to attach *media elements* to the appointment, proceed to Step 7; if you want to run a *program* at the selected time, proceed to Step 8.

7. **Optional:** Attach one or more *media elements* to the appointment to play at the selected time.

NOTE **Choosing Play media element cancels any program you selected to run with Run program (next step).** If you do **not** want to play a media element, choose **Play media element** again to change the media element selection to **(none)**.

- Choose **Play media element**.
- Click **Sight/Sound....** The Choose Media Elements dialog box appears.



- Select a *media element* from the **Media element** or **File name** list to play for this appointment (for example, I'm gonna have to shoot you, GTOSHOOT.WAV).
- Click **OK**. The appointment dialog box reappears, listing the selected media element under **Play media element** (for example, GTOSHOOT.WAV). The media element will now play at the selected time.

8. **Optional:** Specify a *program* to run at the selected time.

NOTE **Choosing Run program cancels any media element you may have selected to play during this time slot.** If you do **not** want to run a program, leave the **Command line** field blank in the Command Line dialog box.

- Choose **Run program**.

- Click **Program...** The Command Line dialog box appears. The **Command line** field in the following picture is completed to match the following step.



- Type in the name of the *program* you want to run (for example, D:\WINWORD\WINWORD.EXE) in the **Command line** box.

NOTE You may also specify a command-line argument with the program you want to run (for example, D:\WINWORD\WINWORD.EXE D:\DATA\PRIVAT.DOC).

You may also click **Browse...** to locate a program to run. When the Open dialog box appears, select a *program* to run, changing **Directories** and **Drives** as necessary, then click **OK**.

- Click **OK**. The Appointment dialog box reappears, listing the text you entered under **Run Program**. The selected program will now run at the specified time.

9. Click **OK**.

Optional: Repeat Steps 3–9 to add other appointments.

10. Choose **Save** from the **File** menu to save to the default .APP file -OR- **Save As...** to save to a different .APP file.

When the **Save** or Save As dialog box appears, type in or select the file name you want to save, then click **OK**. Your appointment is now saved in the selected .APP file, enabling Talking Clock to announce the appointment(s) per your settings.

NOTE If you want your appointments to be announced, you must be running Talking Clock.

Edit Appointments

NOTE This section applies to WFS Pro, CD Mania, and Talking Icons, as appropriate.

The following sections describe how to edit appointment durations and times by way of Talking PIM and Talking Clock.

Edit Appointment Duration—WFS Pro

The following steps describe how to edit the duration of appointments using Talking PIM.

1. Start Talking PIM if it is **not** running.
2. **Move** the cursor over the lower-edge of the selected appointment in Day view. The cursor changes to



as it passes over the appointment, then changes to



at the lower edge of the appointment.

3. Press the PRIMARY MOUSE button and vertically drag the lower-edge of the appointment to the desired *duration* (for example, drag a 10:00 to 11:00 am meeting down to 11:30 am).

Optional: Repeat Steps 2–3 to edit other appointment durations.

4. Click



-OR- choose **Save** from the **File** menu. The change you made to the appointment duration is now saved to the selected .APP file.

Edit Appointment Duration—CD Mania and Talking Icons

The following steps describe how to edit the duration of appointments using Talking Clock.

1. Start Talking Clock if it is **not** running.
2. Click **Alarms....**
3. Double-click the *time slot* of the appointment you want to edit. The Appointment dialog box appears.
4. Press the PRIMARY MOUSE button and drag the **Duration** slider to the right or left until the *duration* you want appears (for example, drag the slider to the right to change the duration from 1:00 to 2:00 for a two hour meeting).
5. Click **OK**.

Optional: Repeat Steps 3–5 to edit other appointment durations.

6. Choose **Save** from the **File** menu. The change you made to the appointment duration is now saved to the selected .APP file.

Edit Appointment Time—WFS Pro

The following steps describe how to edit an appointment's time slot using Talking PIM.

1. Start Talking PIM if it is **not** running.
2. **Move** the cursor over the appointment in any view. The cursor changes to



3. Press the PRIMARY MOUSE button and drag-and-drop the *appointment* to -OR- press CTRL+X and drop the *appointment* onto
 - **Day view**—Another *time slot* (for example, move the 10:00 am time slot to the 3:00 pm time slot).
 - **Week and Month views**—Another *day* [for example, move the 10:00 am October 7 appointment to October 20 (keeps the same time slot)]
4. Click



-OR- choose **Save** from the **File** menu. The changes you made to the appointment time or date are now saved to the selected .APP file

Edit Appointment Time—CD Mania and Talking Icons

The following steps describe how to edit an appointment's time slot using Talking Clock.

1. Start Talking Clock if it is **not** running.
2. Click **Alarms....**
3. Double-click the *time slot* of the appointment you want to edit. The Appointment dialog box appears.
4. Press the PRIMARY MOUSE button and drag the **Time** slider to the right or left until the *time* you want appears (for example, drag the slider to the right to change the time from 10:00a to 1:00p).
5. Click **OK**.

Optional: Repeat Steps 3–5 to edit other appointment times.

6. Choose **Save** from the **File** menu. The change you made to the appointment duration is now saved to the selected .APP file.

Delete Appointments

NOTE This section applies to WFS Pro, CD Mania, and Talking Icons, as appropriate.

The following sections describe how to delete appointments by way of Talking PIM and Talking Clock.

Delete Appointments—WFS Pro

The following steps describe how to delete appointments using Talking PIM.

1. Start Talking PIM if it is **not** running.
2. Select the *appointment* you want to delete (**any** view).
3. Press the DELETE key. The appointment is now deleted.

NOTE To undo delete, choose **Undo** from the **Edit** menu -OR- press CTRL+Z.

4. Click



-OR- choose **Save** from the **File** menu. The changes you made are now saved to the selected .APP file.

5. Choose **Exit** from the **File** menu to exit Talking PIM.

NOTE If you want your other appointments to be announced, you must be running Talking Clock. If you make changes to the .APP file in Talking PIM while Talking Clock is running, close and restart Talking Clock.

Delete Appointments—CD Mania and Talking Icons

The following steps describe how to delete appointments using Talking Clock.

1. Start Talking Clock if it is **not** running.
2. Click **Alarms....**
3. Select (highlight) the *time slot* of the appointment you want to delete.
4. Click **Delete**.

Optional: Repeat Steps 3–4 to delete other appointment.

5. Choose **Save** from the **File** menu. The appointment is now deleted from the selected .APP file.

Print Your Schedule or List of Business Contacts

NOTE This section applies only to WFS Pro.

The following steps describe how to print your day, week, or month schedule -OR- business contacts.

1. Start Talking PIM if it is **not** running.
2. Choose the view (that is, Day, Week, Month, or Contacts view) that you want to print.
3. Access the Print dialog box by doing one of the following:

- Clicking



- Choosing **Print** from the **File** menu
- Pressing CTRL+P

The Print dialog box appears. It works similar to other print dialog boxes used within Windows. Select your print options. Click **OK** to print the view.

4. Choose **Exit** from the **File** menu to exit Talking PIM.

Announce Your Schedule

NOTE This section applies to WFS Pro, CD Mania, and Talking Icons.

Announce Your Schedule—WFS Pro Only

The following steps describe how to announce a day's schedule using Talking PIM.

1. Start Talking PIM if it is **not** running.
2. Select (highlight) a *day* whose schedule you want to have announced.
3. Click



You will now hear the selected day's appointment times and types.

4. Choose **Exit** from the **File** menu to exit Talking PIM.

NOTE If you want your appointments to be announced, you must be running Talking Clock. If you make changes to the .APP file in Talking PIM while Talking Clock is running, close and restart Talking Clock.

Announce Your Schedule—WFS Pro, CD Mania, and Talking Icons

The following steps describe how to announce a day's schedule using Talking Clock.

1. Start Talking Clock if it is **not** running.
2. Click **Say Schedule**. You will now hear today's appointment times and types.
3. Click



to minimize Talking Clock.

NOTE If you want your appointments to be announced, you must be running Talking Clock.

Set a Chime

NOTE This section applies to WFS Pro, CD Mania, and Talking Icons.

The following steps describe how to set chimes with Talking Clock.

1. Start Talking Clock if it is **not** running. The Talking Clock window appears.
2. Click **Chimes....** The Chime Settings dialog box appears.



3. **Optional:** Select a chime from the **Chime** drop-down list box. The available options are The time is...' (default), Big Ben, Cuckoo clock, and Custom chime.

4. **Optional:** Choose **Say Time** (default) -AND/OR- **Say Date** if you want the time and/or date stated with the selected chime.
5. **Optional:** Choose a *chime interval* (such as every 15 or 20 minutes; the default is every 30 minutes).
6. Click **OK**. The chime is now saved. You will hear the selected chime at the intervals you've selected.
7. Click



to minimize Talking Clock.

NOTE Do **not** exit Talking Clock now; otherwise, it will **not** chime at the intervals you've just selected. Also, if you want your appointments to be announced, you must be running Talking Clock.

Monitor Your Resources

NOTE This section applies only to WFS Pro.

Once you're running Talking Monitor, it immediately starts tracking system resources, free memory, and free disk space. If these resources fall below a specified level (10%, 128K, and 128K, respectively), the application warns you until you resolve the problem!

The following steps describe how to change the monitor warning levels, how to change the announcement voice and face, and how to add a warning sound.

1. Start Talking Monitor if it is **not** running.
 - **Windows 3.1**—Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the Talking Apps program group
 - **Windows 95**—Clicking its program in the Talking Apps folder



The Talking Monitor window appears.



2. Choose **System Resources** to monitor system resources, then click **up** and **down** arrows until the *percentage* value that you want to use appears (for example, 25%).
3. Choose **Free Memory** to monitor free memory, then click **up** and **down** arrows until the *memory size* value that you want to use appears (for example, 256K).
4. Choose **Free Disk Space** to monitor free disk space, then click the up and down arrows until the *drive* and *disk space* values that you want to use appear (for example, C: 1M).

Optional: Repeat this step for each *hard disk* you want to monitor.

5. **Optional:** Choose **Say stats on startup** to announce current statistics for the selected monitors when you first run Talking Monitor.

6. **Optional:** Click the **up** and **down** arrows to set the **Warn every** *number of minutes* frequency value (for example, 10 minutes). **Default** is every 5 minutes.
 7. **Optional:** Choose **Animate icon** to display monitored items in the minimized Talking Monitor icon.
- NOTE** When this option is **not** selected, Talking Monitor's icon does **not** appear on the desktop. Talking Monitor continues issuing warnings, however, when monitored items fall below the specified levels. You can restore Talking Monitor by restarting it.
8. **Optional:** Choose **Say stats** to hear current statistics for the selected monitors.
 9. Click **Voice...** to select the voice for announcing monitored items. When the Voice dialog box appears, select a *voice*, then click **OK**.
 10. Click **Face...** to select the face for announcing monitored items. When the Face dialog box appears, select a *face*, then click **OK**.
 11. Click **Sounds...** to set up a sound for one or more of the selected monitors. When the Monitor Sounds dialog box appears, choose one of the *sound buttons* (for example, **Low Resources Sound...**). When the Choose Media Elements dialog box appears, select a *sound*, then click **OK**.
 12. Click **OK** to minimize Talking Monitor. Your settings are now saved. Talking Monitor will announce monitored items and play sounds as you requested.

NOTE Do **not** exit Talking Monitor now; otherwise, it will **not** monitor your system.

Liven up Your Icons

NOTE This section applies only to WFS Pro and Talking Icons.

To breathe new life into your icons, use

- IconMotion to place animated icons over Program Manager's program and program group icons, or anywhere on your Windows desktop (WFS Pro and Talking Icons only)
- ICM Edit, the animated icon editor, to edit and/or create your own animated icons (WFS Pro and Talking Icons only)

Animate Your Program Manager Icons

NOTE This section applies only to WFS Pro and Talking Icons.

Windows 95 Compatibility—IconMotion does **not** function with Windows 95; however, it does function with Windows 3.1.

Norton Desktop Compatibility—IconMotion requires The Norton Desktop™ 3.0 (or higher) for full compatibility with Norton Desktop for Windows (NDW). If you've created a new icon with ICM Edit since opening IconMotion, exit and restart IconMotion so your new icon will appear in its list.

Once IconMotion is running, your icons are animated in the Main, Accessories, product (WFS Pro, CD Mania, or Talking Icons), and After Dark (if you have After Dark!) program groups! If you want even more action, use IconMotion to place other animated icons onto your Windows Desktop over program and/or group icons. You can also place animations over Norton Desktop Quick Access Group items, minimized windows, and so forth!

IconMotion comes with 50 animated icons. You can use pre-made icons or icons of your own design. To create some of your own, please refer to the "Liven up Your Icons: Create Your Own Animated Icons" section.

Place an Animated Icon

NOTE This section applies only to WFS Pro and Talking Icons.

Windows 95 Compatibility—IconMotion does **not** function with Windows 95; however, it does function with Windows 3.1.

Norton Desktop Compatibility—IconMotion requires The Norton Desktop™ 3.0 (or higher) for full compatibility with Norton Desktop for Windows (NDW). If you've created a new icon with ICM Edit since opening IconMotion, exit and restart IconMotion so your new icon will appear in its list.

The following steps describe how to place an animated icon.

1. Access the program manager (for example, Windows or NDW).
2. Start IconMotion if it is **not** running.
 - **WFS Pro in Windows 3.1**—Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group
 - **Talking Icons in Windows 3.1**—Clicking its button in the Talking Icons main window -OR- by double clicking its icon in the Talking Icons program group



The IconMotion dialog box appears, showing the available icons on the left (icon list), and a sample window on the right.



3. Select an *icon* from the list.

The selected icon is now animated in the sample window. If this is the icon you want, proceed to the next step; otherwise, select a different *icon*.

4. Click the scroll box arrows to adjust the **Speed** and **Updates** options.

Speed determines how often your system redraws the icons; **Updates** determines how many icons your system redraws at one time. As you increase speed and updates, system performance decreases; however, if you have a “fast” system (such as a 486–66MHz computer), performance decrease is negligible.

5. Select the *icon* in the sample window with the PRIMARY MOUSE button, then drag-and-drop it over the icon you want to animate -OR- anywhere on your Windows desktop.

The animated icon now appears in the selected location. Repeat Steps 3–5 for other icons you want to animate.

NOTE If you want the animation to replace a Quick Access Group item or a minimized program icon, ensure the cursor is over the icon you’re replacing before you “drop” the animated icon.

6. Click **OK**. The animated icon settings are now saved.

NOTE Do **not** exit IconMotion now; otherwise, icons you've animated will **not** be animated.

Move or Remove an Animated Icon

NOTE This section applies only to WFS Pro and Talking Icons.

Windows 95 Compatibility—IconMotion does **not** function with Windows 95; however, it does function with Windows 3.1.

Norton Desktop Compatibility—IconMotion requires The Norton Desktop™ 3.0 (or higher) for full compatibility with Norton Desktop for Windows (NDW). If you've created a new icon with ICM Edit since opening IconMotion, exit and restart IconMotion so your new icon will appear in its list.

The following steps describe how to move or remove an animation.

1. Access the program manager (for example, Windows or NDW).
2. Start IconMotion if it is **not** running. The IconMotion dialog box appears.
3. Click **Move**. The cursor changes to



and then to



when it's close to an animated icon.

4. Drag-and-drop the animated icon to its new location. If you want to remove it from the desktop, drag-and-drop it onto the IconMotion trash can icon in the lower-left corner of your screen.



The animated icon is now moved/removed.

Optional: Repeat Steps 3–4 for other animated icons you want to move or remove.

5. Click **OK**. The animated icon settings are now saved.

NOTE Do **not** exit IconMotion now; otherwise, other icons you've animated will **not** be animated.

Create Your Own Animated Icons

NOTE This section applies only to WFS Pro and Talking Icons.

ICM Edit is an animated icon editor. It lets you create your own animated icons, or edit existing ones, using an interface similar to Windows' Paintbrush. You can import animations from .ICM, .MVE, .ICO, and .BMP files, even icon collections in .EXE and .DLL files. If you open a file type other than .ICM, .ICO, or .BMP, however, ICM Edit opens it as an untitled file, so you do **not** have to worry about overwriting the original.

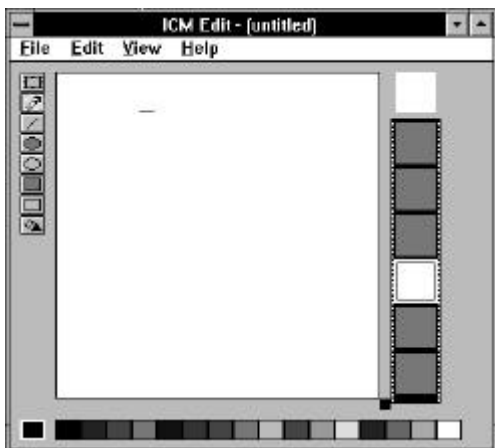
NOTE Standard icon size is 32 x 32 pixels; however, you can create larger and smaller icons if you prefer. To do this, click and drag the small, black box at the lower-right corner of the display window. Please be aware, however, resizing may visually distort the icon animation.

The following steps describe how to create a simple animated icon, using the Cursor Changer icon (\WFSOUND\CURSOR.EXE) as an example. It may **not** be the coolest icon you'll ever create, and it doesn't hold a candle to our \WFSOUND\ICM\CURSOR.ICM. It will, however, teach you how to use the ICM Edit tools.

1. Start ICM Edit if it is **not** running.
 - **WFS Pro in Windows 3.1**—Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group
 - **WFS Pro in Windows 95**—Clicking its program in the WFS Utilities folder
 - **Talking Icons in Windows 3.1**—Clicking its button in the Talking Icons main window -OR- by double clicking its icon in the Talking Icons program group
 - **Talking Icons in Windows 95**—Clicking its program in the Talking Icons folder.



The ICM **Edit** window appears.



2. Choose **Open...** from the **File** menu. When the Open dialog box appears, double click the *file name* you want to open. Change **Directories** and **Drives** as necessary.

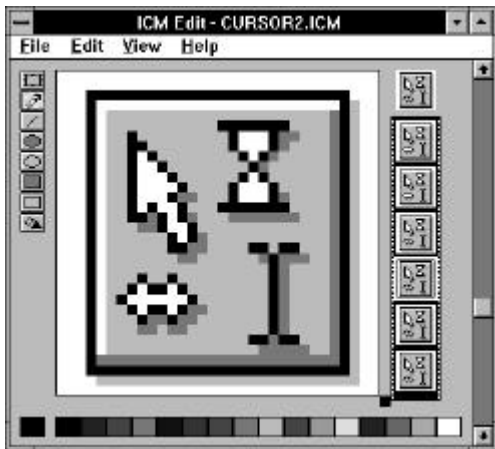
For this example, select **Icon Collections** from the **List Files of Type** drop-down list box, then double click **CURSOR.EXE**. The Cursor Changer icon appears in the editing window.

3. Choose **Save As...** from the **File** menu. When the Save As dialog box appears, type in a new *file name*, then click **OK**.

For this example, type **CURSOR2.ICM** in the **File Name** box and change the *directory* to **WFSSOUND\ICM**, then click **OK**.

4. Choose **Insert** from the **Edit** menu -OR- press INSERT.

Repeat this step seven more times. You should now have eight frames.



NOTE All eight frames are there; however, only three may be visible. Select the last frame in the frame viewer - OR- drag the scroll box along the right side of the window—more frames will appear.

5. Use the **Marquee Select** button and the **Cut** command to select and cut part of the icon from the frame.

- Select the first frame in the viewer.
- Choose



- Press and hold the PRIMARY MOUSE button over part of the icon picture, drag the mouse down toward the lower-right corner, then release the mouse button.
- Choose **Cut** from the **Edit** menu -OR- press CTRL+X.

The Cursor icon is now animated—look in the animation window, located above the frame viewer, to see how it looks. Look to this window any time you add an animation to see how it looks.

6. Use the **Pencil** button to edit a frame.

- Select the next frame in the viewer.
- Choose



- **Optional:** Change pencil color by selecting a new color (such as magenta) from the color list.
- Click a few areas within the arrow pointer, then click its shadow (dark gray) areas.

The arrow pointer is now animated.

7. Use the **Line** button to edit a frame.

- Select the next frame in the viewer.
- Choose



- **Optional:** Change the line color (such as from magenta to blue).
- Draw an “x” over the I-beam pointer. Press and hold the PRIMARY MOUSE button near the top-left corner of the I-beam, drag it to the lower-right corner, then release the mouse button. Next, press and hold the PRIMARY MOUSE button near the top-right corner of the I-beam, drag it to the lower-left corner, then release the mouse button.

The I-beam pointer is now animated.

8. Use the **Filled Oval** button to edit a frame.

- Select the next frame in the viewer.
- Choose



- **Optional:** Change the outline color (such as from blue to purple). To change the fill color, press the SECONDARY MOUSE button on another color (such as magenta).
- Draw an oval/circle over the Hourglass pointer. Press and hold the PRIMARY MOUSE button near the top-left corner of the I-beam, drag it to the lower-right corner, then release the mouse button.

The Hourglass pointer is now animated.

9. Use the **Hollow Oval** button to edit a frame.

- Select the next frame in the viewer.
- Choose



- Draw an oval/circle over the Hourglass pointer again. Press and hold the PRIMARY MOUSE button near the top-left corner of the I-beam, drag it to the lower-right corner, then release the mouse button.

The Hourglass pointer is now animated with two different effects, fill and a hollow circle (oval).

1. Use the **Filled Square** button to edit a frame.

- Select the next frame in the viewer.
- Choose



- **Optional:** Change outline and fill colors.
- Draw a square/rectangle over the Resize pointer. Press and hold the PRIMARY MOUSE button near the top-left corner of the I-beam, drag it to the lower-right corner, then release the mouse button.

The Resize pointer is now animated.

2. Use the **Hollow Square** button to edit a frame.

- Select the next frame in the viewer.
- Choose



- **Optional:** Change the outline color.
- Draw a square/rectangle over the Resize pointer. Press and hold the PRIMARY MOUSE button near the top-left corner of the I-beam, drag it to the lower-right corner, then release the mouse button.

The Resize pointer is now animated with two different effects, a filled and a hollow rectangle (square).

12. Use the **Fill** button to edit a frame.

- Select the next frame in the viewer.
- Choose



- **Optional:** Change the fill color with the PRIMARY MOUSE button.
- Click inside the Arrow pointer.

The Arrow pointer is now animated with two different effects, dots (from the pencil) and fill.

13. Choose **Save** from the **File** menu.

You may now use IconMotion to place your newly-animated icon over the existing Cursor Changer Icon (refer to the “Animate Your Program Manager Icons” section).

NOTE If IconMotion is running, exit and restart it so your icon will appear in its icon list.

Create Cool Window Effects

NOTE This section applies only to WFS Pro and Talking Icons.

Once you're running Windows FX™, your desktop has cool effects! You can use Windows FX to further change the look and feel of your Windows desktop, applying various effects, including animating menu buttons and title bars, changing fonts and background color, or choosing wallpapers for dialog boxes.

You can set up your own FX styles, either by using any of the preset ones listed in the **FX Styles** list, or combine some of your own effects and save them as a style, by clicking **Save**. If you want to save your new style as the default, click **Make default**.

NOTE Default styles—The default style is **Stainless Steel** (default style appears as **Default** in the **FX Styles** list). If you want to change it, select a new style from the **FX Styles** list and click **Use** (for the current window) -OR- **Make default** (for all windows without a specifically-applied style).

Exiting Windows FX—If Windows FX is driving you crazy, exit it by clicking **Exit** in the Windows FX dialog box -OR- by double clicking its program manager icon, and then clicking **OK**.

Windows 95 Compatibility—Windows FX functions properly with some Windows 95 applications. However, some applications that do **not** follow standard window conventions may **not** be able to fully utilize the features of Windows FX.

This section describes how to configure button, caption, client area, and frame effects for your windows and dialog boxes.

Create Cool Button Effects

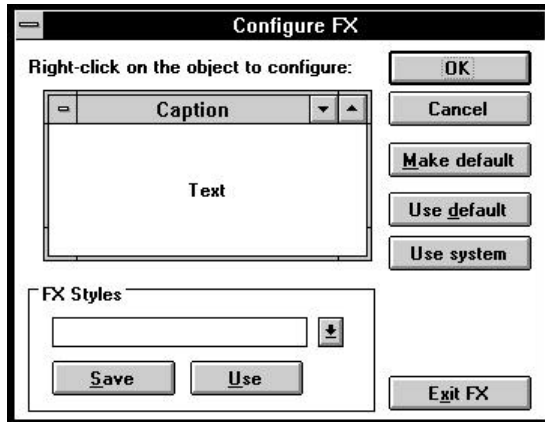
NOTE This section applies only to WFS Pro and Talking Icons.

This section describes how to configure effects for your window and dialog box **Control** menu, **Minimize**, and **Maximize** buttons.

1. Start Windows FX if it is **not** running.
 - **WFS Pro in Windows 3.1**—Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group
 - **WFS Pro in Windows 95**—Clicking its program in the WFS Utilities folder
 - **Talking Icons in Windows 3.1**—Clicking its button in the Talking Icons main window -OR- by double clicking its icon in the Talking Icons program group
 - **Talking Icons in Windows 95**—Clicking its program in the Talking Icons folder



2. Choose **Configure FX...** from the **Control** menu of the *window -OR- dialog box* for which you want to configure effects. The Configure FX dialog box appears.



3. Press the SECONDARY MOUSE button over the **Control** menu object. A pop-up menu of replacement boxes appears.

NOTE Once Windows FX is running, you may press the SECONDARY MOUSE button on the box **Control** menu, **Minimize**, and **Maximize** buttons within the window or dialog box to which you want to apply the effects—both open the same pop-up menu (that is, this replaces Steps 2–3 with one step!).

This “replacement” step, using the SECONDARY MOUSE button, is used in the “Create Cool Caption Effects” and “Create Cool Frame Effects” sections in place of Steps 2–3 shown above.

4. Click a *button*. The new button appears in the **Control** menu box location.

Optional: Repeat Steps 3–4 for the **Minimize** and **Maximize** button objects.

5. Press the SECONDARY MOUSE button over **Caption** (Title Bar) object.
6. Click **Animate buttons**.
7. Click **OK**. The effects are now saved for the selected window or dialog box.

NOTE Do **not** exit Window FX now; otherwise, effects you've applied will **not** appear.

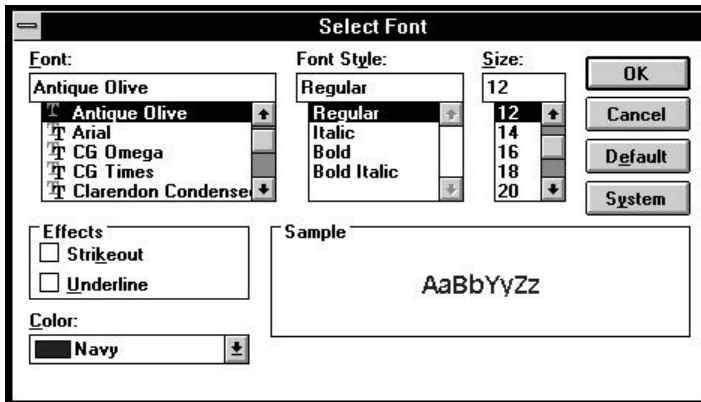
Create Cool Caption Effects

NOTE This section applies only to WFS Pro and Talking Icons.

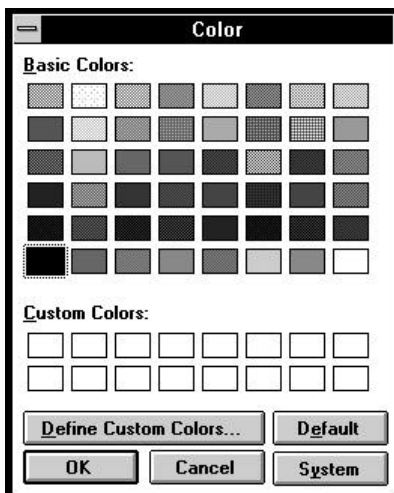
This section describes how to configure caption effects for your windows and dialog boxes.

1. Start Windows FX if it is **not** running.

2. Press the SECONDARY MOUSE button on the **Caption** (Title Bar) within the *window -OR- dialog box* to which you want to apply effects. A pop-up menu of options appears.
3. Click **Pattern**. A pop-up menu of available patterns appears.
4. Select a *pattern*. The new pattern appears around the caption.
5. Press the SECONDARY MOUSE button on the **Caption** again, then choose **Text font / color....** The Select Font dialog box appears.

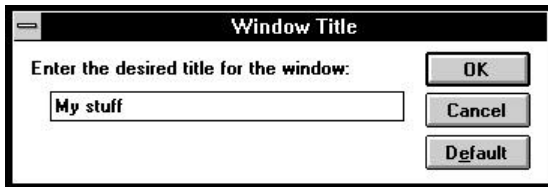


6. Select *font settings* you want to apply to the **Caption: Font, Font Style, Size, Effects,** and **Color** (for example, Antique Olive, Regular, 12, (none), and Navy, respectively). The combined font settings appear in the **Sample** box. Repeat this step until you are happy with the settings.
7. Click **OK**. The new font appears in the caption area.
8. Press the SECONDARY MOUSE button on the **Caption** again, then choose **Background color....** The Color dialog box appears.



9. Select a *color* (for example, magenta).

10. Click **OK**. The new background color appears in the caption area.
11. Press the SECONDARY MOUSE button on **Caption** again, then choose **Ticker-tape**. The caption now scrolls like ticker-tape.
12. Press the SECONDARY MOUSE button on **Caption** again, then choose **Caption** text. The Window Title dialog box appears. The following picture's text box is completed to match the following step.



13. Type a *title* in the text box (for example, *My stuff*).

NOTE The title appears in place of the window or dialog box's standard title bar caption; however, it does **not** erase or remove the original caption text!

14. Click **OK**. The new title appears in the caption area.
15. **Optional:** Press the SECONDARY MOUSE button on the **Caption** again, then select **Left**, **Right**, or **Center** (default) if you want the caption to appear to the left, right, or center of the caption area.
16. Choose **Configure FX...** from the **Control** menu of the *window -OR- dialog box* to which you applied the effects. The Configure FX dialog box appears.



NOTE After applying effects, this dialog shows the applied effects in the object area (such as in the picture shown above).

17. Click **OK**. The effects are now saved for the selected window or dialog box.

NOTE Do **not** exit Window FX now; otherwise, effects you've applied will **not** appear.

Create Cool Client Area Effects

NOTE This section applies only to WFS Pro and Talking Icons.

This section describes how to configure client area effects for your windows and dialog boxes.

NOTE Client area effects are **not** as global as other effects! These effects only work with windows and dialog boxes that contain a Control-menu box, standard command buttons (such as **OK** or **Cancel**), check boxes, option buttons, and short text labels. For example, font effects will **not** appear in Program Manager groups; however, they **will** appear in dialog boxes such as the Windows FX Select Font dialog box (see the “Create Cool Caption Effects” section).

Despite this limitation, client area wallpaper and background color effects do appear in Program Manager groups (for example, Main or Accessories).

1. Start Windows FX if it is **not** running.
2. Choose **Configure FX...** from the **Control** menu of the *window -OR- dialog box* for which you want to configure effects. The Configure FX dialog box appears.
3. Press the SECONDARY MOUSE button over the **Example text** client area. A pop-up menu of options appears.
4. Click **Text font / color....**

After the Select Font dialog box appears, select a *color*, then click **OK**. The new font appears in the client area.

NOTE If you need help with this step, please refer to Steps 5–7 in the “Create Cool Caption Effects” section.

5. Press the SECONDARY MOUSE button over the **Example text** client area again, then choose **Background color....**

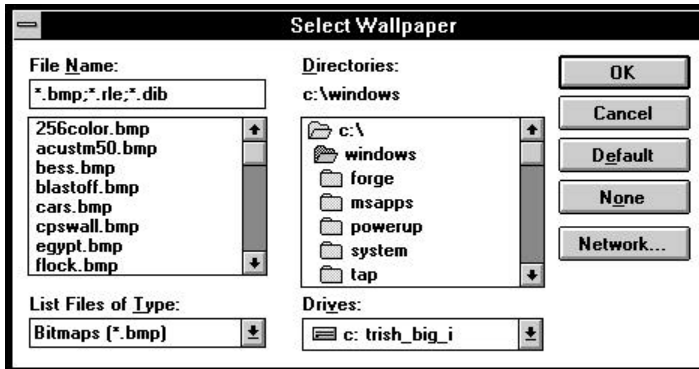
After the Color dialog box appears, select the *font settings* you want to apply to the text, then click **OK**. The new background color appears in the client area.

NOTE If you need help with this step, please refer to Steps 8–10 in the “Create Cool Caption Effects” section.

6. **Optional:** Press the SECONDARY MOUSE button over the **Example text** client area again, then choose **3D Look** if you want the text to appear three dimensional.

NOTE You must exit and re-open the *window -OR- dialog box* for this effect to appear. This effect works best with a gray background color. Also, it’s only available if you’re editing a dialog box with a **Control**-menu box.

7. Press the SECONDARY MOUSE button over the **Example text** client area again, then choose **Wallpaper....** The Select Wallpaper dialog box appears.



8. Select a *wallpaper* (for example, a .BMP, .RLE, or .DIB file) to attach to the selected event, changing the **Directories** and **Drives** as necessary.
9. Click **OK**. The new wallpaper appears in the client area.
10. **Optional:** Press the SECONDARY MOUSE button on the **Example Text** client area again, then select **Normal** (default), **Stretch**, **Center**, -OR- **Tile** if you want to change the way the wallpaper appears.
11. Click **OK**. The effects settings are now saved.

NOTE Do **not** exit Windows FX now; otherwise, effects you've configured will **not** appear.

Create Cool Frame Effects

NOTE This section applies only to WFS Pro and Talking Icons.

This feature only works for resizable frames.

This section describes how to configure frame effects for your windows and dialog boxes.

1. Start Windows FX if it is **not** running.
2. **Move** the cursor over the *frame* (outside border) of the *window* -OR- *dialog box* to which you want to apply the effects.
3. Press the SECONDARY MOUSE button after the cursor changes from an arrow to a resize arrow. A pop-up menu of options appears.

4. Choose **Highlight color...** When the Color dialog box appears, select a *color*, then click **OK**. The new highlight color appears in the frame area.

Repeat Steps 2–3 for the **Face color...** and **Shadow color...** options.

NOTE If you need help with this step, please refer to Steps 8–10 in the “Create Cool Caption Effects” section.

5. Click **OK**. The effects settings are now saved.

NOTE Do **not** exit Windows FX now; otherwise, effects you’ve configured will **not** appear.

Track Your Mouse and Keyboard Mileage

NOTE This section applies only to WFS Pro and Talking Icons.

Once you're running Mouse Meter™, it tracks your mouse and keyboard "mileage." When you close Mouse Meter, it stores the cumulative totals in the MMETER.INI file. Next time you run it, the cumulative totals appear so you can start tracking from where you left off.

Start Mouse Meter if it is **not** running.

- **WFS Pro in Windows 3.1**—Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group
- **WFS Pro in Windows 95**—Clicking its program in the WFS Utilities folder
- **Talking Icons in Windows 3.1**—Clicking its button in the Talking Icons main window -OR- by double clicking its icon in the Talking Icons program group
- **Talking Icons in Windows 95**—Clicking its program in the Talking Icons folder



The Mouse Meter window appears.



Close Mouse Meter by double clicking its window.

When you first start Mouse Meter, all the totals are zero. Afterward, it displays *your cumulative totals*. Mouse Meter displays the following four items:

- Cumulative PRIMARY MOUSE and SECONDARY MOUSE button clicks in the first row, and the number of units you've moved the mouse. Can be tracked in pixels (default), inches, feet, or miles.
- Current system resources.
- Current number of programs or tasks you're running, compared to what your computer system can handle.
- Keyboard clicks in the first row, and the number of words you've moved typed. Can be tracked in pixels (default), inches, feet, or miles.

If you like Mouse Meter and you want it to always run and be visible:

- Copy Mouse Meter into the StartUp group (Windows 3.1) or into the StartUp folder (Windows 95). If you need help doing this, please refer to your *Microsoft Windows User's Manual*.
- Choose **Always on top** (default) from the **Control** menu.

Add More Sights and Sounds

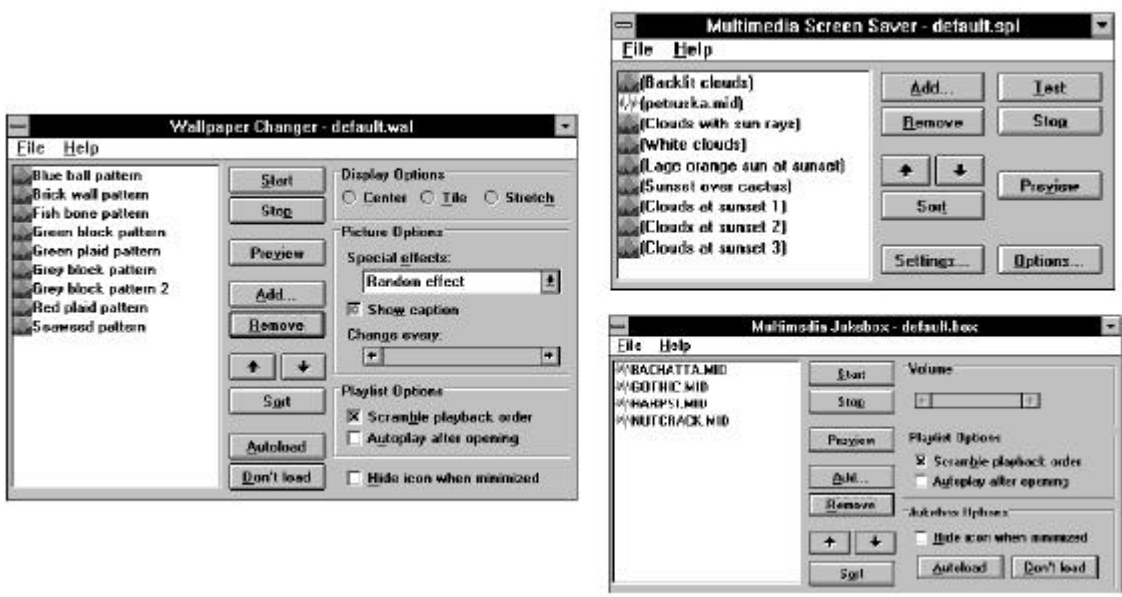
NOTE This section applies only to WFS Pro and CD Mania, as appropriate.

You can further enliven your desktop with even more cool sights and sounds, using the following applications:

- **WFS Pro**—Wallpaper Changer, Multimedia Screen Saver, and Multimedia Jukebox
- **CD Mania**—Wallpaper Changer and Multimedia Screen Saver

Once you're running Wallpaper Changer, it automatically starts changing wallpaper bitmaps on your Windows' desktop. And, when you're running Multimedia Screen Saver, it automatically starts playing sounds, music, videos, and pictures when your system is idle. If you want to hear great sounds and music while you're working, just start up the Multimedia Jukebox.

All three applications use the same basic interface for creating and updating their playlists. You can customize the application's playlist by adding or removing media elements from its playlist.



NOTE If the selected media elements do **not** reside on your hard disk, insert the WFS Pro or CD Mania CD into your system's CD-ROM drive **now** so the application can locate the files.

The following steps describe how to create a new playlist.

1. Start Wallpaper Changer -OR- Multimedia Screen Saver -OR- Multimedia Jukebox if it is **not** running.
 - **WFS Pro in Windows 3.1**—Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Pro program group
 - **WFS Pro in Windows 95**—Clicking its program in the WFS Pro folder
 - **CD Mania in Windows 3.1**—Clicking its button in the CD Mania main window -OR- by double clicking its icon in the CD Mania program group
 - **CD Mania in Windows 95**—Clicking its program in the CD Mania folder



The application's window appears (see windows on previous page).

2. Choose **New** from the **File** menu. You may be asked if you want to save the current playlist first. If so, click **Yes** -OR- **No**.
3. Click **Add....** When the Choose Media Elements dialog box appears, select one or more *media elements*, then click **OK**. The selected elements now appear in the playlist. If you add more elements, it appends them to the list.

NOTE If you want to remove media elements from the playlist, select the media element(s), then click **Remove**. You may use the CTRL or SHIFT key, along with your PRIMARY MOUSE button, for multiple selections. **Remove** only removes the elements from the playlist—it does **not** delete them from your hard disk.

4. **Optional:** Click **Sort** to sort the media elements into alphabetical order. To choose your own order, select the media elements you want to move, then click the **Up** and **Down** arrows to move them up and down in the list. You **cannot** move the topmost element past the top of the list, or the bottommost past the bottom of the list. You may use the CTRL or SHIFT key, along with your PRIMARY MOUSE button, for multiple selections.

NOTE Playlist order only matters if you do **not** select the **Scramble playback order** Playlist option.

5. **Optional:** Change any *settings* or *options* within the main window (Wallpaper Changer -OR- Multimedia Jukebox) -OR- click **Settings...** or **Options...** and change any settings or options, then click **OK** (Multimedia Screen Saver only). If necessary, refer to the online Help.

6. Choose **Save As...** from the **File** menu. When the Save As dialog box appears, type in or select the *file name* you want to save*, ensure the directory you're saving to is **WFSSOUND**, then click **OK** to save the playlist.

* **Optional:** Choose the **Make default** (or startup) playlist option if you want this playlist (that is, a .WAL, .SPL, or .BOX file) to load every time you start the selected application.

7. Choose



to minimize the selected application.

NOTE Do **not** exit the selected application now; otherwise, the playlists you've set up will **not** play.

Change Your “Scape”

NOTE This section applies only to WFS Pro.

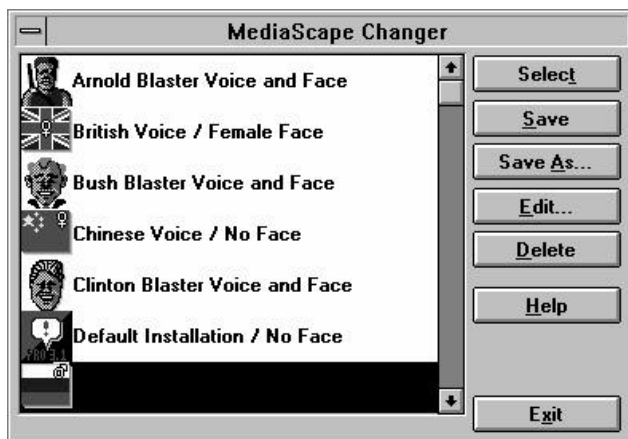
Once you’re running MediaScape™ Changer, you can globally change your scape settings. Scapes include wallpaper, screen saver, sound, voice, and face settings global to your WFS Pro environment.

The following steps describe how to change the MediaScape. If you want to use specific *face* or *voice* settings different from those of the selected scape, make the changes within the selected program (for example, Talking PIM, Talking Monitor, and so forth).

1. Start MediaScape Changer if it is **not** running.
 - **WFS Pro in Windows 3.1**—Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Pro program group
 - **WFS Pro in Windows 95**—Clicking its program in the WFS Pro folder



The MediaScape Changer window appears.



2. Select a *MediaScape* in the list (for example, Female voice and face).
3. Click **Select**. The Load MediaScape Settings dialog box appears, defaulted to *all parts selected*. Select which *parts* of the selected MediaScape to use (for example, Face settings, Wired for Sound Event lists, and so forth).

NOTE These settings override any settings currently in use (for example, if you’ve set up a specific voice or face by way of **Voice Setup** or **Face Setup**, it overrides that setting).

4. Click **OK** to use the selected parts of the scape -OR- **Cancel** if you do **not** want to select the scape. The Install and Remove Files dialog box appears.
5. Select (highlight) which *files* to remove from the previous scape and which *files* to install in the new scape.
6. Click **Install** to remove the old scape files, install the new scape files, and save the new scape -OR- **Skip** to bypass this step.
7. Click **Exit** to exit MediaScape Changer. All applications that use scapes will now use the selected scape.

Create and Change Sounds

NOTE This section applies only to WFS Pro.

You can use Wired for Sound Editor™ (WFSEdit™) or Media Manager to do “stuff” with your files. WFSEdit lets you load, record, play back, edit, and save waveform (.WAV) sounds in a variety of formats. Media Manager lets you play and music files, edit sound files by way of its WFSEdit interface



and manage media element files.

Record Sounds

NOTE This section applies only to WFS Pro.

The following steps describe how to record sounds with your sound card and WFSEdit. You can also record sounds within any dialog containing the



buttons; however, if you want to edit them, use WFSEdit for recording.

NOTE WFS Pro and its component applications are only able to record with sound cards with record capability that are supported by Microsoft. Also, recording speeds vary between 11 KHz and 44.1 KHz—the record feature usually picks the ideal speed for your card. You may have to convert sounds recorded at higher speeds, however, so they play properly on slower devices.

1. Start WFSEdit if it is **not** running.
 - **WFS Pro in Windows 3.1**—Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group
 - **WFS Pro in Windows 95**—Clicking its program in the WFS Utilities folder



The WFSEdit window appears.



2. Prepare the microphone or sound input device to start recording.

3. Click



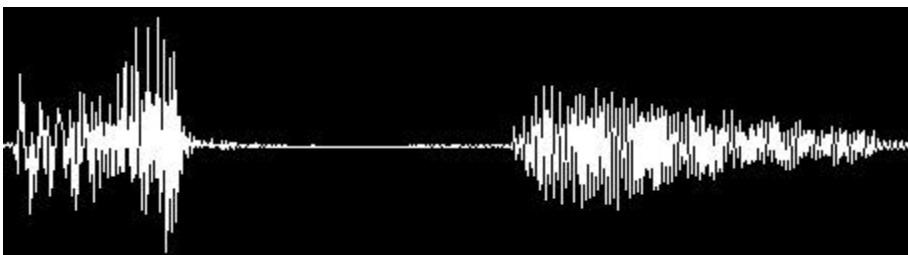
to begin recording, click



to end the recording, then click



to listen to the recording. Notice the graph of your new sound (it should look similar to this).



4. **Remove silent (close to zero, flat) spots.** Move the cursor to the beginning of the sound, where the graph just begins to “move” (that is, shift up or down). Press the PRIMARY MOUSE button, drag the cursor to the part of the graph where the sound just begins to die out, then release the mouse button. Click



to listen to the recording again. Repeat this step until you’re satisfied with the sound.

Alternative: In the picture shown in Step 3, the silent spots are in the middle of the graph. You may want to use the **Cut** command to remove this. For information on using this and other editing commands, please refer to the next section, “Edit Sounds.”

5. Type in a description for your sound in the Description box (for example, “My first test”).
6. Choose **Save As...** from the **File** menu. When the Save Sound File As dialog box appears, type a *file name* in the **File Name** box (for example, “test1”). Next, select a *sound format* from the **Save File as Type** drop-down list box [for example, Microsoft Wave (.WAV)], then click **OK**. Your sound file is now saved in the selected format. You may now edit other files or exit WFSEdit.

Edit Sounds

NOTE This section applies only to WFS Pro.

The following steps describe how to edit sounds with WFSEdit.

1. Open a sound file by choosing **Open...** from the **WFSEdit File** menu. When the File Open dialog box appears, select a *file name* (for example, BABYTOY.WAV), changing **Type**, **Directories**, and **Drives** as necessary, then click **OK**.

WFSEdit graphs the sound. Use the graph as a guide to edit and refine the sound.

2. Create a backup copy of the file that you can use for editing. Choose **Save As...** from the **File** menu. When the Save Sound File As dialog box appears, type a new *file name* in the **File Name** list (for example, BABYTOY2.WAV), then click **OK** to return to the WFSEdit window.
3. **Edit** the sound. The following table describes how to cut, paste, paste mix, echo, and amplify a sound clip. Other options are available. Click



at the end of each task to hear how you’ve changed the sound.

Task	Cursor/Mouse Action	Menu Selection
Cut	Position the cursor where you want to begin the cut. Press the PRIMARY MOUSE button, drag the cursor to the point you want to end it, then release the mouse button.	Choose Cut from the Edit menu.
Paste	Position the cursor where you want to paste a cut clip.	Choose Paste from the Edit menu.
Paste Mix	Position the cursor where you want to begin pasting a cut clip. Press the PRIMARY MOUSE button, drag the cursor to the point you want to end it, then release the mouse button.	Choose Paste Mix from the Edit menu.
Echo	Position the cursor where you want to begin the echo. Press the PRIMARY MOUSE button, drag the cursor to the point you want to end it, then release the mouse button.	Choose Echo from the Sound F/X menu
Amplify	Position the cursor where you want to begin the amplification. Press the PRIMARY MOUSE button, drag the cursor to the point you want to end it, then release the mouse button.	Choose Amplify from the Sound F/X menu.

4. Choose **Save** from the **File** menu. Your sound file is now saved in the format you selected in Step 2.

Optional: Repeat Steps 1–4 to edit other sounds -OR- choose **Exit** from the **File** menu to exit WFSEdit.

Convert Sounds to Other Formats

NOTE This section applies only to WFS Pro.

The .WAV files included with WFS Pro are in Compressed Wave format. To use them with non-WFS Pro applications, you must convert them into standard Wave format.

The following steps describe how use Media Manager to convert (transfer) a Compressed Wave sound file to standard Wave format.

1. Start Media Manager if it is **not** running.
 - **WFS Pro in Windows 3.1**—Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group
 - **WFS Pro in Windows 95**—Clicking its program in the WFS Utilities folder



The Media Manager window appears.

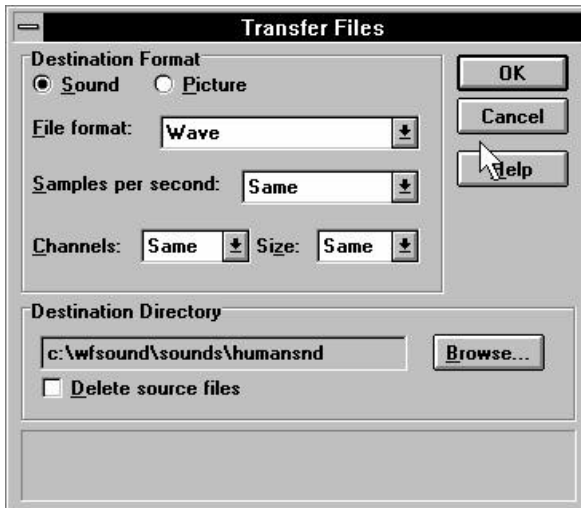


2. Select the *sound(s)* or *sound file name(s)* you want to convert. Hold down the SHIFT -OR- CTRL key if you want to select multiple files.

3. Choose



The Transfer Files dialog box appears. The **File** format field in the following picture is filled out to match the following step.



4. Select **Wave** from the **File** format drop-down list box.

5. Click **OK**. The selected file(s) is now converted to standard Wave format in the same directory you started with, unless you've specified otherwise.

Optional: Repeat Steps 2–5 to manage other files -OR- click **Close** to close Media Manager.

Cheat at Solitaire

NOTE This section applies to WFS Pro, CD Mania, and Talking Icons.

This section describes how to use the keyboard and mouse buttons to cheat (and win) at Solitaire. It does **not** tell you how to play :).

Start Talking Solitaire if it is **not** running.

- **WFS Pro in Windows 3.1**—Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group
- **WFS Pro in Windows 95**—Clicking its program in the WFS Utilities folder
- **CD Mania in Windows 3.1**—Clicking its button in the CD Mania main window -OR- by double clicking its icon in the CD Mania program group
- **CD Mania in Windows 95**—Clicking its program in the CD Mania folder
- **Talking Icons in Windows 3.1**—Clicking its button in the Talking Icons main window -OR- by double clicking its icon in the Talking Icons program group
- **Talking Icons in Windows 95**—Clicking its program in the Talking Icons folder



The (Talking) Solitaire window appears.

NOTE Start Talking Solitaire from the specified locations; otherwise, you will access the standard, nontalking Windows version! Also, Talking Solitaire will **not** run if you have moved the SOL.EXE file out of your primary Windows directory.

The following table lists keyboard key and mouse button combinations that can help you win.

Cheating	Click	Keyboard and Mouse
Hear the cards as they're dealt	Deck	SECONDARY MOUSE
Hear the cards in a dealt stack	Stack	SECONDARY MOUSE
Flip over the upside-down cards in a stack	Stack	ALT+SECONDARY MOUSE
Rotate the cards in a stack from bottom to top	Stack	SHIFT+SECONDARY MOUSE
Rotate the cards in a stack from top to bottom	Stack	CTRL+SECONDARY MOUSE

Cheat at Minesweeper

NOTE This section applies to WFS Pro, CD Mania, and Talking Icons.

This section describes how to use the keyboard and mouse buttons to cheat (and win) at Minesweeper. It does **not** tell you how to play :).

Start Talking Minesweeper if it is **not** running.

- **WFS Pro in Windows 3.1**—Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group
- **WFS Pro in Windows 95**—Clicking its program in the WFS Utilities folder
- **CD Mania in Windows 3.1**—Clicking its button in the CD Mania main window -OR- by double clicking its icon in the CD Mania program group
- **CD Mania in Windows 95**—Clicking its program in the CD Mania folder
- **Talking Icons in Windows 3.1**—Clicking its button in the Talking Icons main window -OR- by double clicking its icon in the Talking Icons program group
- **Talking Icons in Windows 95**—Clicking its program in the Talking Icons folder



The (Talking) Minesweeper window appears.

NOTE Start Talking Minesweeper from the specified locations; otherwise, you will access the standard, nontalking Windows version! Also, Talking Minesweeper will **not** run if you have moved the WINMINE.EXE file out of your primary Windows directory.

The following table lists the keyboard key and mouse button combination that can help you win.

Cheating	Click	Keyboard and Mouse
Check for mines—warns “Don’t do that!” if there’s a mine in the selected location	Field Square	ALT+SECONDARY MOUSE

Beef up Your Cursors

NOTE This section applies to WFS Pro, CD Mania, and Talking Icons.

You can use either of the cursor applications to beef up your cursors. Cursor Changer lets you change the main eight Windows cursors, giving you a library of 100 designer cursors from which to choose.

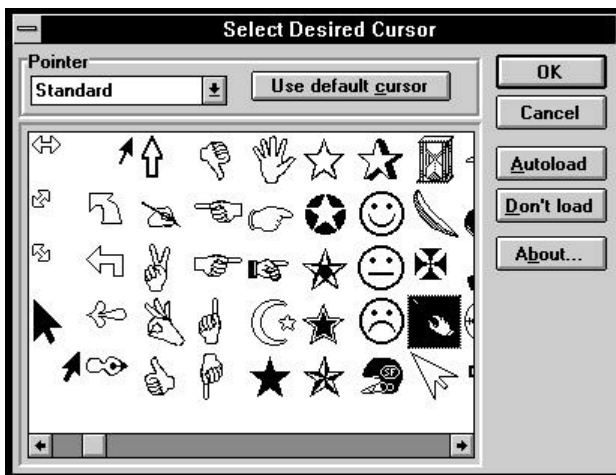
The following steps describe how to change a default Windows cursor.

1. Start Cursor Changer if it is **not** running.
 - **WFS Pro in Windows 3.1**—Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Utilities program group
 - **WFS Pro in Windows 95**—Clicking its program in the WFS Utilities folder
 - **CD Mania in Windows 3.1**—Clicking its button in the CD Mania main window -OR- by double clicking its icon in the CD Mania program group
 - **CD Mania in Windows 95**—Clicking its program in the CD Mania folder
 - **Talking Icons in Windows 3.1**—Clicking its button in the Talking Icons main window -OR- by double clicking its icon in the Talking Icons program group
 - **Talking Icons in Windows 95**—Clicking its program in the Talking Icons folder



The Cursor Changer window appears.

2. Select a *pointer type* to change (for example, Standard).



3. Scroll through the cursors by clicking the scroll bar to find a *replacement cursor*.

4. Select a *cursor*. The selection becomes your new cursor. Try the new cursor in an open window. Repeat Steps 3–4 if it's **not** to your liking.

Optional: Repeat Steps 2–4 for other *pointers* you want to change—be sure to change the pointer first, using its drop-down list box.

NOTE Click Use default cursor if you want the default cursor.

5. **Optional:** Click **Autoload** if you want to use the new cursors in future Windows sessions. Cursor Changer will now automatically run at Windows StartUp [from the StartUp group (Windows 3.1) or from the StartUp folder (Windows 95)], activating your new cursors. If you want to remove Cursor Changer from the StartUp group or folder, click **Don't load**.
6. Click **OK** to quit Cursor Changer and save your cursor changes for current and future Windows sessions.

Appendix A: Applications

The following table outlines the applications that come with the WFS Pro™ (WFSP), CD Mania™ (CDM), and Talking Icons™ (TI) products. If the application is **not** documented in this manual, please refer to the online help for information about how to use it.

WFSP	CDM	TI	Application	Description
x	—	—	CD Browser	Lets you quickly browse pictures, videos, and sounds in any directory. Also supports the Virtual CD technology, which lets you install and remove files from your CD. Please refer to the online Help for instructions on using this.
x	x	x	Configuration Editor	Lists how your system and the product and its component applications work together. For information about how to use this application, please refer to "Appendix B: Reconfigure Your System."
x	x	x	Cursor Changer	Lets you change the standard cursors provided with Windows, giving you a library of 100 designer cursors from which to choose.
x	—	x	ICM Edit	Lets you create your own animated icons or edit existing ones, using an interface similar to Windows Paint.
x	—	x	IconMotion™	Lets you place animated icons almost anywhere on your desktop. Animations can also be placed on Norton Desktop Quick Access Group items, minimized windows, or anywhere! Includes 50 animated icons.
x	—	—	Intruder Alert™	Lets you alarm your PC to protect it from tampering while you're away.
x	—	—	Media Manager	Lets you manage (such as copy, transfer, delete, and so forth) media element files.
x	—	—	MediaScape™ Changer	Lets you change your settings for wallpaper, screen saver, sound, voice, and face settings global to your WFS Pro environment.
x	—	x	Mouse Meter™	Monitors mouse movement, distance, and number of keys processed or words typed.
x	—	—	Multimedia Jukebox	Lets you play music while you work.
x	x	x	Multimedia Screen Saver	Lets you save your screen with interesting screen savers while you're away.

WFSP	CDM	TI	Application	Description
x	—	—	Post This!™	Lets you write notes to yourself within windows and dialog boxes.
x	—	—	SceneSavers™	Adds four After Dark compatible screen savers to your collection, letting you relax to a beautiful white snowfall or waterfall, or view deer or ducks in their natural surroundings. Can be run from After Dark or from the Windows Control Panel Desktop command's Screen Saver option.
x	x	x	Talking Calculator	Lets you see and hear numbers, math operations, and so forth. Also available in Talking PIM.
x	—	—	Talking Clock	Reminds you of tracked appointments.
—	x	x	Talking Clock	Lets you set up appointments. Reminds you of tracked appointments.
x	x	x	Talking faces	Available for use with Talking Clock, Talking PIM, Talking Minesweeper, Talking Monitor, and Talking Solitaire.
x	x	x	Talking Minesweeper	Adds sound and lets you cheat!
x	—	—	Talking Monitor	Monitors system resources.
x	—	—	Talking PIM	Lets you set up appointments and track contacts.
x	x	x	Talking Solitaire	Adds sound and lets you cheat!
x	x	x	Wallpaper Changer	Lets you change your desktop wallpaper while you work.
x	x	x	WFS Event Hook™ (WFS Pro, CD Mania, and Talking Icons Event buttons)	Lets you add sound to buttons, windows, keyboard keys, and Windows startup and exit. Icon events can be added by way of the Window event button.
x	—	x	Windows FX™	Lets you change the look and feel of your Windows desktop, animating menu buttons and title bars, changing dialog box fonts and background colors, and so forth. Includes 12 preset "styles."
x	—	—	Wired for Sound Editor™ (WFSEdit™)	Lets you load, record, play back, edit, and save waveform (.WAV) sounds in a variety of formats.

Appendix B: Reconfigure Your System

Configuration Editor lets you override default settings to configure WFS Pro, CD Mania, or Talking Icons specifically for your system.

Start Configuration Editor if it is **not** running.

- **WFS Pro in Windows 3.1**—Clicking its button in the WFS Pro main window -OR- by double clicking its icon in the WFS Pro program group
- **WFS Pro in Windows 95**—Clicking its program in the WFS Pro folder
- **CD Mania in Windows 3.1**—Clicking its button in the CD Mania main window -OR- by double clicking its icon in the CD Mania program group
- **CD Mania in Windows 95**—Clicking its program in the CD Mania folder
- **Talking Icons in Windows 3.1**—Clicking its button in the Talking Icons main window -OR- by double clicking its icon in the Talking Icons program group
- **Talking Icons in Windows 95**—Clicking its program in the Talking Icons folder



The Configuration window appears.



Each field reflects what you currently have installed in your system and/or how you currently have your system configured, as it relates to the product.

The following table describes each field and option. After you finish configuring, click **Save** to save your changes, then click **Exit** to close the editor.

NOTE Clicking **Exit** without first clicking **Save** will **not** save your changes!

Field/Option	Description
Playback device	Lists the device that records sound on your system, usually the first WAVE device it finds in your system. If the currently-selected device is not working well, select a different one from the drop-down list box. Other devices it may list include wavemapper, DSOUND Wave Driver, or other sound cards in your system.
Recording device	Lists the device that records sound on your system, usually the first WAVE device it finds in your system. If the currently-selected device is not working well, select a different one from the drop-down list box. Other devices it may list include wavemapper or other sound cards with record capability in your system.
MIDI device	Lists the device that plays MIDI music files on your system, usually the first MIDI device it finds in your system. If the currently-selected device is not working well, select a different one from the drop-down list box.
Decompress MSACM files to	Decompresses *.WAV files to your sound card's (default) bit setting. Select 8 bit if your sound card is not configured correctly for 16-bit sounds -OR- your computer cannot correctly handle 16-bit DMA.
Maximum bits per sample	Lists your sound card's (default) bit setting. Select 8 bit if your sound card is not configured correctly for 16-bit sounds -OR- your computer cannot correctly handle 16-bit DMA.
CD-ROM Path	Lists your system's CD-ROM drive (such as D:\). If a media element that's not on your hard disk is referenced within a component application, the application will look for it in the specified path. If necessary, select a different path (such as R:\).
Disable volume support	Select this option if you do not want to change the sound card's volume setting. For example, some sound cards do not work well if you change the volume setting.
Preload MCI devices	Select this option to make certain media elements (such as .AVI and .MID files) play faster. We recommend not selecting this option unless you play a lot of videos and .MID files, as it slows the product startup. NOTE Preloading the devices may cause your system to crash when you exit Windows.

Field/Option	Description
Disable synthesized speech support	<p>First Byte® ProVoice™ support, disabled by default. Select this option to enable support.</p> <p>The products support the ProVoice engine if you have it on your system. Many sound cards, including Media Vision™ and Creative Labs™ Sound Blaster™ products, include ProVoice. You can identify it by the files FB_SPCH.DLL, FB_NGN.DLL, and so forth. For WFS Pro to use ProVoice, these files must be in the path -OR- in your Windows \SYSTEM subfolder/subdirectory. Some Media Vision cards include only the 16-bit synthesized voice (instead of the normal 8-bit voice, FB_11K8.DLL). To use this, make a copy of the file named FB_11K8.DLL in the same directory as FB_22K16.DLL OR- put the following setting in the Sound API section of WIN.INI:</p> <pre>[Sound API] SynthDLL=FB_22K16</pre> <p>Three other settings are available for speech synthesis:</p> <pre>SynthVol Volume (1–9; default 9) SynthPitch Pitch (1–10; default 5) SynthSpeec Speed (1–10; default 5)</pre> <p>NOTE The SynthDLL setting may not be supported by all versions of ProVoice. If you experience difficulties, remove the SynthDLL line and make a copy of FB_22K16.DLL as explained above.</p>
Disable 3-D look	<p>Select this option to disable the three-dimensional gray, chiseled steel look (such as gray-raised dialogs, buttons, and so forth). Use this option if the CTL3D.DLL file on your system conflicts with the product.</p>
Use built-in 3-D code	<p>Select this option to use the product's built-in 3-D driver, guaranteed to work (most of the time!).</p>
SNDAPI.DLL WFSUI.DLL versions	<p>Displays the current versions of these files on the right-side of its window. Depending on what products you own, these version levels will vary.</p>

Appendix C: Uninstall the Product

This appendix describes how to uninstall the product, should you ever need to remove it from your system.

Uninstalling the Product from Windows 3.1

The following steps describe how to uninstall the product from Windows 3.1.

1. Power-on PC.
2. Start Microsoft Windows.
3. Insert the *product CD* into the CD-ROM drive.
4. Choose **Run...** from the Program Manager's **File** menu. The Run dialog appears.
5. Type *drive:\setup* in the **Command Line** box (for example, *r:\setup*, where *r* is the letter of your CD-ROM drive).
6. Click **OK**.
7. Follow the Setup instructions as they appear on the screen until a screen similar to the following appears.



8. Choose **Remove product**, then click **Continue**.
9. When the confirmation dialog appears, click **Yes**.

Other confirmation dialogs may appear, asking whether you also want to remove specific files. Answer **Yes** or **No**, as appropriate.

Setup proceeds to remove the product from your system and displays a dialog similar to the following upon completion.



10. Remove the *product CD* from the CD-ROM drive.

Uninstalling the Product from Windows 95

The following steps describe how to uninstall the product from Windows 95.

1. Power-on PC.
2. Insert the *product CD* into the CD-ROM drive.
3. Click **Start**, then choose **Run...** from the **Start** pop-up menu. The Run dialog appears.
4. Type *drive:\setup* in the **Open** box (for example, *r:\setup*, where *r* is the letter of your CD-ROM drive).
5. Click **OK**.
6. Follow the Setup instructions as they appear on the screen until a screen similar to the following appears.



7. Choose **Remove product**, then click **Continue**.
8. When the confirmation dialog appears, click **Yes**.

Other confirmation dialogs may appear, asking whether you also want to remove specific files. Answer **Yes** or **No**, as appropriate.

Setup proceeds to remove the product from your system and displays a dialog similar to the following upon completion.



9. Remove the *product CD* from the CD-ROM drive.