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Axialis Professional Screen Saver Producer 3.61

CORPORATE EDITION



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CHAPTER 1

Introducing, License

In this chapter

- What is Professional Screen Saver Producer? ■
- User License Agreement ■
- Acknowledgements ■
- System Requirements ■

What is Professional Screen Saver Producer?

Axialis Professional Screen Saver Producer is a powerful tool designed to create Windows® screensavers. It has a fully integrated workspace that permits you to work efficiently and create professional screen savers in minutes.

What kind of Screen Savers can I produce?

Almost all kind of screen savers based on sprite animations (a sprite is an animated and/or moving image - see the "Dancing Balls" sample on right). This new version let you also create screen savers based on Shockwave Flash (no limit to your imagination!), Image Slide Shows (display your favorite photos) and Movies (QuickTime, Mpeg, AVI, RealMedia...).

You compile and produce Windows 95/98/ME/2000/XP SCR compatible files with Control Panel preview. Several options are available: Sprite collisions at different levels with sounds; MIDI, MP3 or MOD/S3M/XM Background music support; Several Background effects; AVI, MPEG, QT Video Sequences support; FLI, FLC, GIF Animations support; Compilation with image compression; Customizable screen saver About dialog box, and more...

The screen savers you'll produce will support all video configurations (screen size and color depth). Now the program supports images and icons with alpha channel (aka smooth transparency). This will permit you to create beautiful screensavers at professional quality level. At least this new version permits to create demo/limited versions of your screensavers with unlock feature. This is very interesting to distribute and sell your screensavers. A powerful built-in module permits you to generate unlock codes.

A WYSIWYG Editor

To let you be more productive, we have created an advanced WYSIWYG screen saver editor with full Drag & Drop support. WYSIWYG means "*What You See Is What You Get*". No surprise at compilation, your final screen saver is strictly identical.

An Ergonomic Integrated Suite of Tools

A professional tool must be Powerful and Easy to Use. That's why we have created an intuitive fully integrated workshop interface. All is visible and easy to access in the main window: A built in dockable media files librarian to manage your files, a powerful explorer with thumbnail preview to explore your hard disks or CD, an ergonomic Explorer® like toolbar with a Recently Used Files bar, a multi-document support, a WYSIWYG editor interface, and more...

The application has been designed to be the most ergonomic as possible. An action can always be done using several methods. For example, to add a new sprite in a screen saver project you can use a standard dialog box, the Mouse by Drag & Drop or the Clipboard by Copy/Paste. With Screen Saver Producer you work the way you like!

A Powerful Built-in Librarian

A powerful built-in librarian let you easily manage all your media and screen saver projects files. This is a dockable window (which can be hidden) where you can store, move, copy and extract all the files you're using in your work (images, video, sounds and music). Very easy to use: Double click to open a file in a window (even animations, music, video...), use Drag & Drop to add it in a project. And best of all, you can find a specific file using a powerful search feature.

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Icons and Images used in the program

Thanks to these great icon artists for giving us permission to include some of their icons and images in the program (toolbar buttons, icons, dialog illustration...):

- . **Marvilla** (midnight@yifan.net - website: Iconica).
- . **Food** (foood@foood.net - website: Foood.net).
- . **Everaldo** (everaldo@everaldo.com - website: Everaldo.com).

Sample Icons

Thanks to Yazoo for giving us permission to include some of its smiley icons in the "Internet" sample screensavers. You are free to use the icons from Yazoo for private/non commercial use only. Please read *Yazoo-read-me.txt* file (located in Librarian "Sprites" folder) to get more info. Visit <http://www.wbchug.com> for more free Icons. Visit <http://www.wbc-designs.com> for a list of services.

Sample Loop Sounds

Thanks to Alexander Lau from Loopheads Soundware for giving us permission to include some of its Loop sounds in the sample screensavers. Loop sounds are short sounds which can be played in loop to create an endless music. Contact Loopheads if using these sounds commercially. To get more info about Loopheads visit their website: <http://www.loopheads.com>



The sounds have been resampled to low quality (12.000 kHz, 8 Bits, Stereo) for demo purpose. To get CD Quality versions (44.100 kHz, 16 Bits, Stereo) purchase Loopkit Pro v1.0 CD which includes over 1200 copyright/royalty-free sound loops and samples at: <http://www.loopkit.com>

Translations and Help Fixes

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- . **Juan Carlos Hernández Pazos** (informes@datafox.com - website www.datafox.com) - Spanish portions
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- . **Richard Bol** (r_bol@quicknet.nl - website www.rbol.nl) - Dutch portions
- . **Stefen C. Weber** (translation@shannon.de - website www.shannon.de) - German portions

Compression Support

Thanks to Jean-loup Gailly and Mark Adler for writing the fantastic and free ZLIB compression/decompression library which is used in Axialis products. You can visit the official ZLIB Web page at: <http://www.cdrom.com/pub/infozip/zlib>

PNG Support

Thanks to the creators of the PNG graphic file format and its related source code. You can visit the official PNG Web page at: <http://www.cdrom.com/pub/png>

JPEG Support

Thanks to Thomas G. Lane and the Independent JPEG Group for the JPEG graphic file format and its source code. You can visit the official JPEG Web page at: <http://www.iijg.org>

System Requirements

Axialis Professional Screen Saver Producer has been designed to work with Microsoft Windows® 95, 98, ME, NT4, 2000 and XP.

Minimum

- Pentium® class CPU - 350 Mhz
- 65536 color video card - 800x600
- 64 Mb RAM
- Microsoft Windows® 95 (with ComCtl32 v4.72+) or NT 4.0 SP4

Recommended

- Pentium® 3/4 or AMD Athlon - 500 Mhz or more
- True Color Video Card (24 or 32 bits - 16,8 M colors) - 1024x768
- 128 Mb RAM
- Microsoft Windows® ME/2000/XP or more

CHAPTER 2

Getting Started (Quick Tutorials)

In this chapter

- What is a Screensaver? ■
- Tutorial 1 - Create a Sprite Screensaver ■
- Tutorial 2 - Create a Slideshow Screensaver ■
- Tutorial 3 - Create a Flash® Screensaver ■

What is a Screen Saver?

Axialis Professional Screen Saver Producer is a powerful tool designed to create Windows® screen savers. But what is a screen saver (also written in one word: "screensaver")? A screen saver is an animated image that is activated on a personal computer display when no user activity has been sensed for a certain time. The original purpose of a screen saver was to prevent burn-in (the burning of an image into the phosphor inside the cathode ray tube after hours of the same image being displayed). In fact, today's CRT/LCD display technology makes burn-in unlikely except under extreme conditions. The perfect screensaver is the black screen... a bit boring, huh? Many people get screen savers so that something interesting is on the screen when they make a pause. Screensavers are also a good way to promote a company or a product.

Windows® comes with built-in screen savers that you can select. If you purchase your computer with the operating system already installed, a screen saver may have been selected for you. Also, many screensavers can be downloaded from specific. Of course, the best way is to create your own and express your talent...

A good screensaver must have the following characteristics:

- **A dark background or scene** - This is to save power consumed by the display.
- **Moving objects or scene** - This is to avoid pixel burning. Fixed objects must be dark.
- **Slow motion** - The scene must be appealing.
- **Silent** - If you add sounds, use low-level ones and/or cool music.
- **Sensitive** - It must stop on any user action (mouse move, click, keyboard hit...).

What is a Sprite based screensaver?

A sprite is an animated or fixed object which moves or is static on screen. As the goal of a screensaver is to save screen pixels, it is better to use moving sprites (see "bouncing balls" example). The sprites can move on screen, be static, be animated (a spinning ball for example, composed of several images), bounce on the edge of the screen, collide with other sprites and more... The Sprite based screensaver is the most commonly used.

What is a Flash based screensaver?

Macromedia Flash® is a powerful product which permits to create sophisticated vector animations for the Web. SWF (Macromedia® Flash®) is the file format used by Macromedia Flash® to deliver graphics, animation and sound over the Internet. These techniques are rapidly changing the way we play, work, or just browse online.

What are vector graphics? Vector graphics, which manipulate coordinates and mathematical formulas rather than pixel-by-pixel images, produce graphics files that are one-tenth the size of bitmaps. Additionally, SWF can deliver animation, rich colors, sound, and interaction. To view a Flash animation, the user must download and install the Flash® player. This is automatically done when he visits a website using Flash®. As a result, over 95% of Internet users can now view SWF content: millions of people have downloaded the Flash® player for their browser. Flash® is a great format to create gorgeous screensavers.

What is a Slideshow based screensaver?

A slideshow is a sequence of full screen images, each one loading the next. Each image is called a "slide". Each slide is displayed on screen for a specified period of time. When this period is over, the next slide is displayed using a possible transition effect (cut, roll, fade...). A background music can be added as well as

a startup video sequence. This kind of screensaver is great to display your vacation photos or promote a company slogan for example.

What is a Video based screensaver?

A video screensaver permits to display a list of video clips full screen in sequence. This kind of screensaver is less used but could be useful to display a company advertisement clip for example.

What are the characteristics of a Windows® screen saver?

First of all, a screensaver is a program. It is in fact an executable file which has the SCR extension (not EXE). Windows® SCR screensavers can be executed in 3 modes:

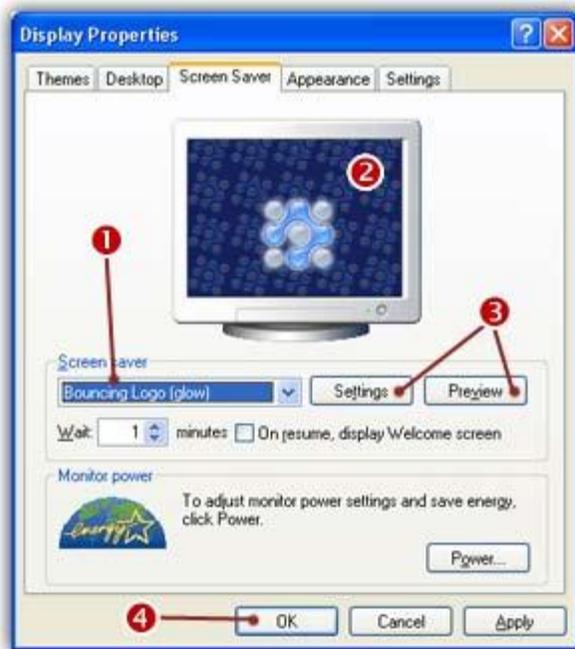
- **Full Screen mode** - This is the default mode. If you launch a SCR file from Windows Explorer, it will display full screen.
- **Configure mode** - Specify **"/C"** or right-click on the file using Windows Explorer and select "Configure". The screensaver built-in dialog box opens and permits you to adjust various settings.
- **Preview mode** - This mode is reserved to Windows®. When launched in this mode, the screensaver displays in small size in the Windows Display Properties dialog box (see below).

SCR files can be located anywhere on your hard disks but we recommend you to copy them in your Windows system directory (see below how to install a screensaver).

How to install a screensaver on a Windows® computer?

If an install procedure is provided with the screensaver, just install it launching the procedure. When a screensaver is distributed as a simple SCR file, You have to follow this procedure to install it on a computer:

1. Copy the SCR file in your system folder. This folder vary with Windows version:
 - **Windows XP/NT/2000** - C:\WINNT\SYSTEM32
 - **Windows 95/98/ME** - C:\WINDOWS\SYSTEM
2. Right-click in the Windows Desktop background and select "Properties". A dialog box opens. Select the "Screen Saver" tab:



3. Select your screensaver in the list (1). (it should appear in this list if you copied it in the correct folder). The screensaver appears in the **Preview** screen (2).
4. You can adjust the screensaver settings or display it full screen (3).
5. When all done, click **OK** (4)

How to uninstall a screensaver?

If an uninstall procedure is provided with the screensaver, just uninstall it launching the procedure. When a screensaver is distributed as a simple SCR file, you have to locate the SCR file and delete it. You can also choose another screensaver (or simply specify "None") in the above list (1).

Tutorial 1 - Create a Sprite Screensaver

Lesson 1.1 - Creating the new project

In this lesson we'll create a new sprite based screensaver project and take a look at the editor window.

Create the project

1. In the menu, choose **File/New/New Screen Saver Project**, a dialog box opens. Select the **"Sprite Based Screen Saver"** type in the list and click **Next**. A second dialog box opens:

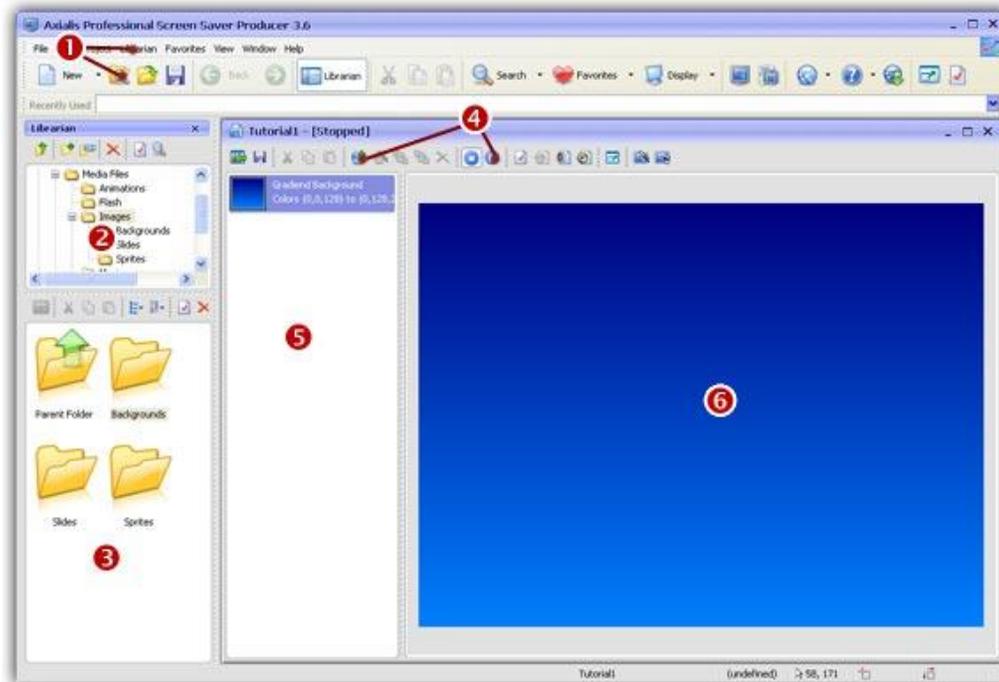


2. Specify the **Screensaver Title: "Tutorial1"**. Also specify your own **Description, Author Name, Copyright** (1) information and click **Next**.

REMARK: Click on the context help button (2) to get more information on a specific area in the dialog box.

A quick tour of the screensaver project editor window

3. A new project window opens:

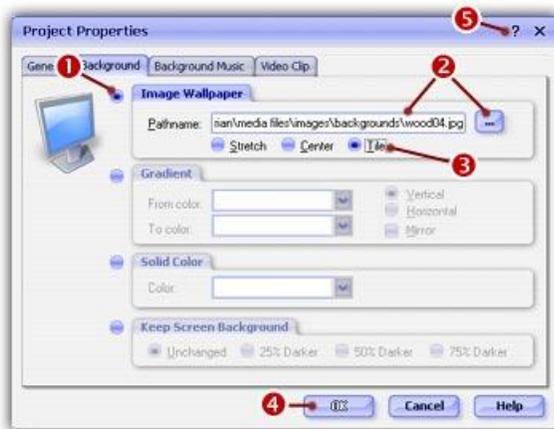


4. In the **Application window** (1) you see the **menu** and the **main toolbar**. This toolbar can be customized by double-clicking or right-clicking on it. When you select a command in this menu or main toolbar, it acts on the selected item or window.
 5. In the **Librarian** (2) you can select the folder that contains the media files (images, animations, music, sounds) that you'll use in your project (3).
 6. The **Project document window** is named "Tutorial1" (4). The application is multi-document enabled. It means that you can create or open several documents in the working area of the application. A local toolbar is located in the document window. If you click on a button in this toolbar (4), it acts on the selected item in the document window. This toolbar cannot be customized.
 7. The **Document window** is divided in two parts. On the left side (5), you see the **list of sprites** included in the project (actually no sprite) as well as a Background properties element. Sprites you'll add in the project will be added in this list. Each sprite is placed in an invisible layer so that sprites on top of the list overlap sprites that are placed below. Sprite order can be rearranged by drag & drop (in the list) but the background element is always placed at the bottom.
 8. On the right side (6), you see the **editor area**. Actually you see the default background (it can be customized). Also, this area is **WYSIWYG** enabled. It means "What You See Is What You Get". Each sprite is visible and moves in this area the same way it will move in the final screensaver. But that's not all. You can also modify the sprites in this area using your mouse. It is a real editor window, not only a preview window.
-
- IMPORTANT:** This editor window as well as all values used in the project (coordinates, speeds) are based on the following visible dimensions: 640x480: (0,0) in the upper-left corner and (639,479) in the lower-right corner.
-
9. At the bottom of the main window, you see some important informations about the project (mouse coordinates, sprite size...).

Lesson 1.2 - Defining the background

Change the background: Tiled image

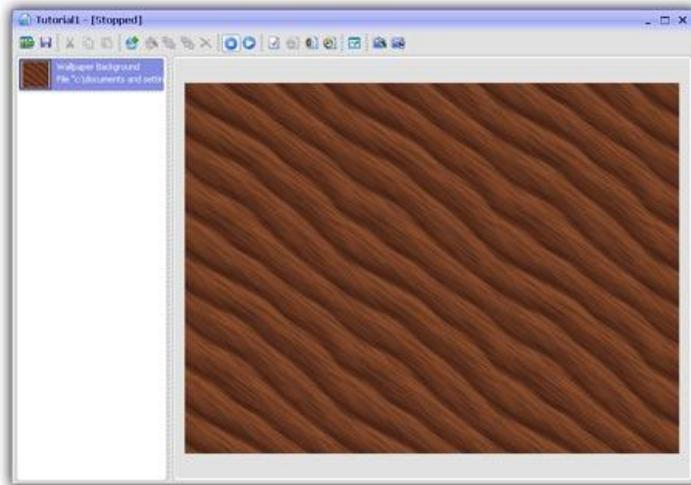
1. In the WYSIWYG **editor window**, double-click (using the left button) or right-click and select "Properties" or choose **Project/Screen Background** menu command.
2. A **Project Properties** dialog box opens (**Background** tab is selected):



3. Actually, the "Gradient" background type is selected. Choose the **Image Wallpaper** option (1). The associated group is activated.
4. In the Pathname area (2), select the following image (using the [...] button): "...\My Documents\Axialis Librarian\Media Files\Images\Backgrounds\Wood04.jpg".
6. In the same group, select the **Tiled** option (3). This image must be used as a tiled wallpaper (the same image contains a seamless pattern that creates the illusion of an infinite background image when placed like tiles).

REMARK: Click on the context help button (5) to get more information on a specific area in the dialog box.

7. Click OK when done (4). The background of the project changes as follows:

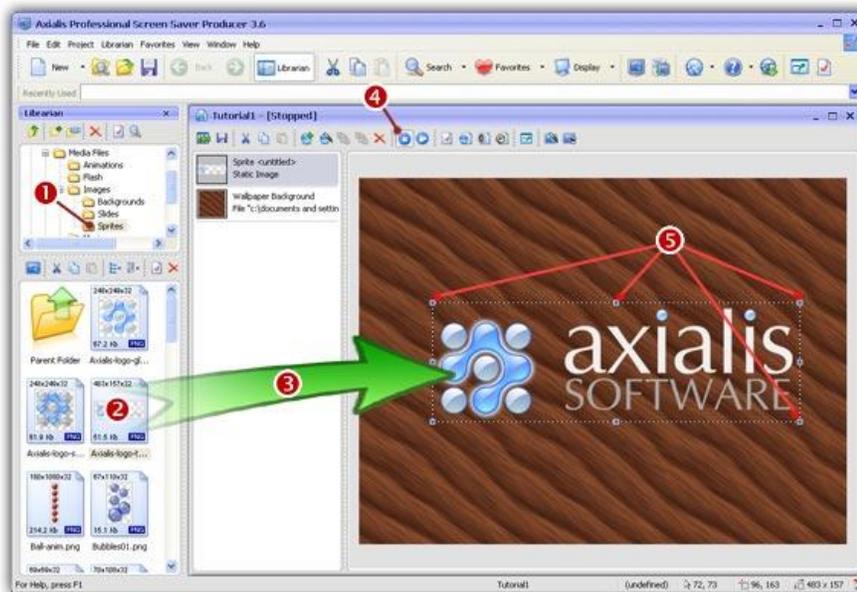


Lesson 1.3 - Adding a static sprite

In this lesson, we'll add our first sprite in the project: a static sprite. It means that this sprite will not move on the screen. It is useful to add your company logo in a corner of the screen for example. Also, we'll change its transparency value to create a watermark effect.

Add the sprite

1. In the Librarian window, select the **"Media Files\Images\Sprites"** folder (1). The files contained in this folder are displayed in the list below.
2. Select the file **"Axialis-logo-text.png"** in the list (2) and use a mouse drag & drop to place the file in the middle of the edit area (3). The sprite is added in the project and displayed at scale 1:1 (see below).

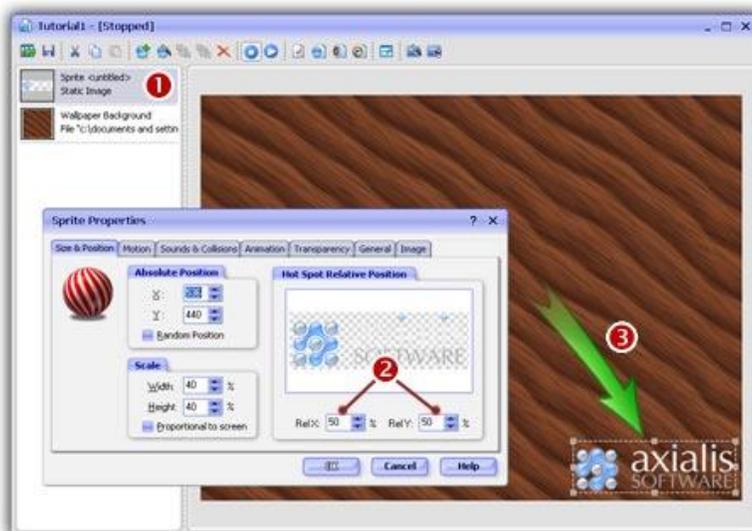


Resize and position the sprite

- Now we're going to resize the sprite and place it in the lower-right corner of the screen. First off, check that the project mode is "stopped". If not click on the **Stop Animation** button (4).
- The sprite is displayed with a bounding box and resize eight handles (5). Select the handle that is located in the lower-right corner with the mouse and use drag & drop to resize the sprite. In the lower-left corner of the application window you see a real-time scale indicator. Adjust the size to [40% x 40%] moving the mouse and release the button when done.

TIP: You can use the SHIFT key to keep the proportions of the sprite while resizing. When you press the SHIFT key, the proportion is kept (same percent in width and height).

- As the end-user screen will probably be larger than 640x480, the sprite exact position will change when the screensaver will be executed full screen. We want the sprite to be located and adjusted in the lower-right corner of the screen. That's why we'll change the **hot spot relative position** (aka. anchor point) of the sprite. By default, it is located in the center of the sprite [50% - 50%]. To be sure the sprite is adjusted in the lower-right corner, we'll specify the hot spot at [100% - 100%]. Double-click on the sprite in the list (1), see below. A dialog opens. In both **Rel X** and **Rel Y** zones, specify **100%** (2). Click **OK** to apply (the sprite position change slightly on screen).

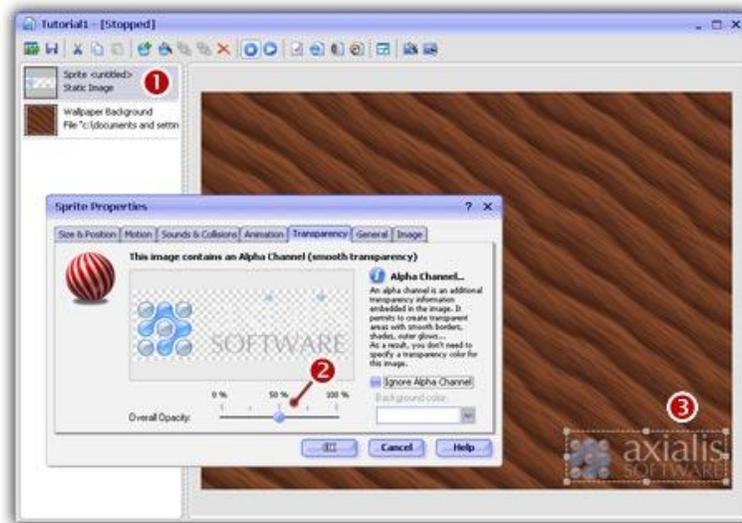


- Using a mouse drag & drop (grab the sprite by pressing on an opaque region - a ball of the logo for example), move the sprite to the lower-right corner of the screen at location [630, 470] (3).

TIPS: To know the exact location of a sprite, look at the bottom of the main application window. On the right side of the status bar, you'll see a coordinate indicator (). Near this indicator is displayed the exact location of the sprite. You can finely adjust a sprite location by using the keyboard arrow keys. You can also specify the exact location by opening the Properties dialog box (**Alt+Enter**), select the **Size & Position** tab and set **X** and **Y** in the **Absolute Position** group.

Adjust sprite opacity and specify general information

- We're almost done. Now we'll change the opacity of the sprite in order to show it as a watermark on screen. Double-click on the sprite in the list (1), see below.



6. A dialog opens. Select the **Transparency** tab. Using the **Overall Opacity** slider, specify 50% (2). Click **OK** to apply. The sprite is now displayed with a watermark effect (3).
7. The last operation to do is to specify some information in the sprite properties. This is a boring step but this should always be done to make future modifications easier. Double-click on the sprite in the list (1), see above. A dialog box opens, select the **General** tab. In the **Name** field, specify a short name for the sprite: "**Watermark Logo**". This name will be displayed in the sprite list. Also, specify a **Description** of the sprite in the field below.
8. Now that we've added our first sprite, we can take a look at the result full screen. Press **F11** or click the **Full Screen** button in the toolbar. The screensaver is executed full screen. Is the sprite well adjusted in the lower-right corner? Excellent! Press a key or move the mouse to end the full screen test.

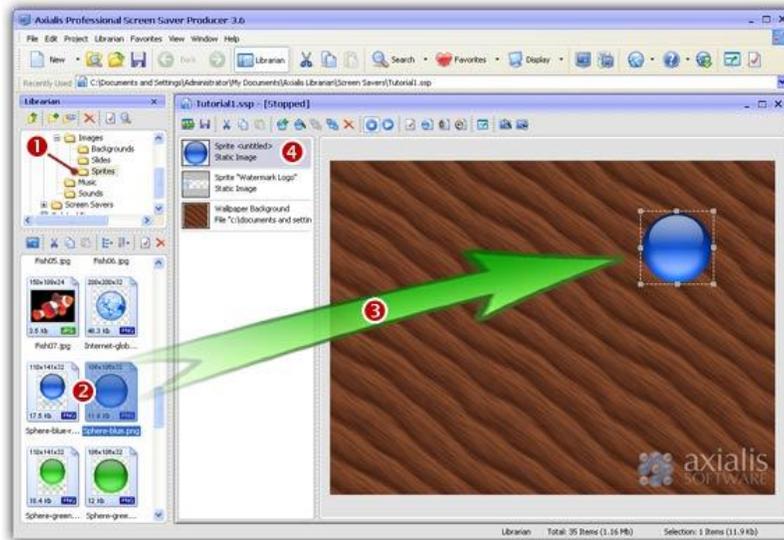
Lesson 1.4 - Adding a moving sprite

In this lesson, we'll add sprites that move on screen. We'll also learn how to configure the sprite to make it bounce on the screen borders.

Add and position the sprite

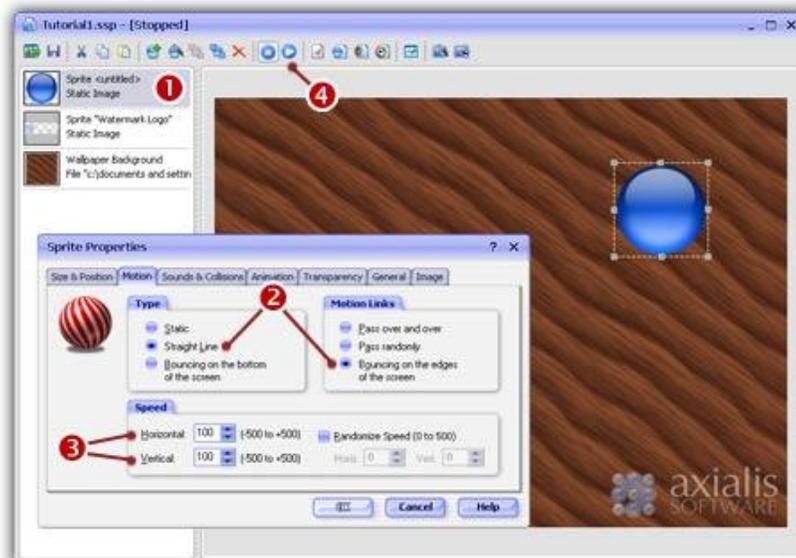
1. In the Librarian window, select the "**Media Files\Images\Sprites**" folder (1). The files contained in this folder are displayed in the list below.
2. Select the file "**Sphere-blue.png**" in the list (2) and use a mouse drag & drop to put the file in the edit area (3). Place it in the upper-right corner of the screen at location [490, 100]. The sprite is added in the project and displayed at scale 1:1 (see below). Also, you can see it in the sprite list (4).

TIPS: To know the exact location of a sprite, look at the bottom of the main application window. On the right side of the status bar, you'll see a coordinate indicator (). Near this indicator is displayed the exact location of the sprite. You can finely adjust a sprite location by using the keyboard arrow keys. You can also specify the exact location by opening the Properties dialog box (**Alt+Enter**), select the **Size & Position** tab and set **X** and **Y** in the **Absolute Position** group.



Set the sprite motion parameters

- Now we're going to make the sprite move on screen. Double-click on the sprite in the list (1), see below. A dialog opens. Select the **Motion** tab if necessary.



- Choose **Straight Line** and **Bouncing on the edges of the screen** options (2). The first option indicates the type of motion for this sprite. It will move in straight line. The second option we've set will make the sprite bounce each time it will encounter a screen border. Of this option is not set, the sprite continue its path disappearing under the screen border and reappearing on the opposite side.
- Now we'll set the direction and speed of the sprite. We can do this by specifying 2 values: The **Horizontal** and **Vertical** speeds. By choosing these values (from -500 to +500) we can specify any speed and direction. For the horizontal speed, a negative value makes the sprite move left, a positive value makes it move right. For the vertical speed, a negative value makes the sprite move down, a negative value makes it move up. Specify **-100** in **Horizontal** speed and **+100** in **Vertical** speed (3).

- When done, click **OK**. The sprites does not move, nothing has visually changed. This is because the project is in "Stopped" state. The sprites are displayed at their original locations (with resize handles around the selected sprite. To see it move in the edit window, switch to "Play" mode by clicking on the Play/Pause button (4). Do you like what you see? Congratulations, you've made your very first screensaver!

REMARK: In "play" mode (4), the sprites are moving on screen but you cannot adjust them (size and position). You can select them by clicking on them while they're moving but you cannot change their original position and size. Return to "Stopped" mode to do so.

- We can take a look at the result fullscreen. Press **F11** or click the **Full Screen** button in the toolbar. The screensaver is executed fullscreen. Press a key or move the mouse to end the full screen test.

Set the sprite general information

- Like we did in the previous lesson, the last operation to do is perform is to specify some information in the sprite properties. Double-click on the sprite in the list (1), see above. A dialog box opens, select the **General** tab. In the **Name** field, specify a short name for the sprite: "**Blue Sphere**". This name will be displayed in the sprite list. Also, specify a **Description** of the sprite in the field below.

Exercises

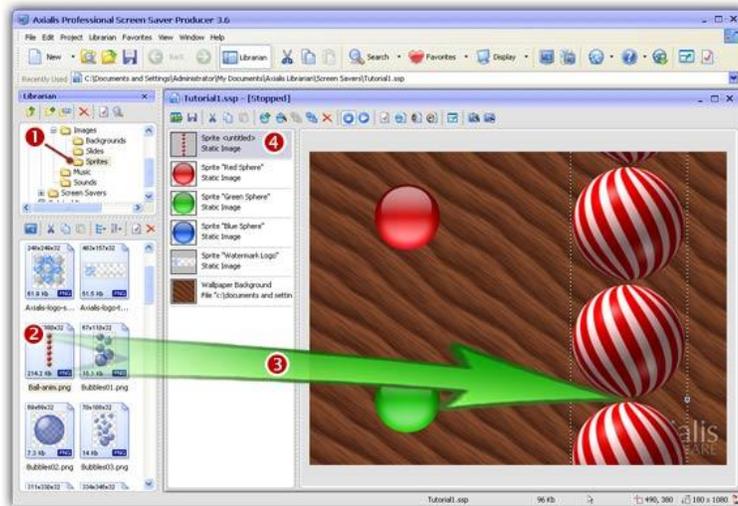
- Repeat the procedure with the image file "**Sphere-green.png**". Place it in the lower-left corner of the screen at location [150, 380]. Specify a straight line path bouncing on the edges of the screen. Specify horizontal speed to +100 and vertical speed to -100. Name this sprite "**Green Sphere**".
- Do the same exercise with the image file "**Sphere-red.png**". Place it in the upper-left corner of the screen at location [150,100]. Specify a straight line path bouncing on the edges of the screen. Specify horizontal speed to +100 and vertical speed to +100. Name this sprite "**Red Sphere**".
- Test your screensaver project full screen.

Lesson 1.5 - Adding an animated sprite

In this lesson, we'll add an animated sprite. It means that this sprite is composed of several frames that will be displayed in sequence to simulate an animation. In our case, this is a spinning ball. Note that there is no link between the animated and the motion properties of a sprite. An animated sprite can be static on screen.

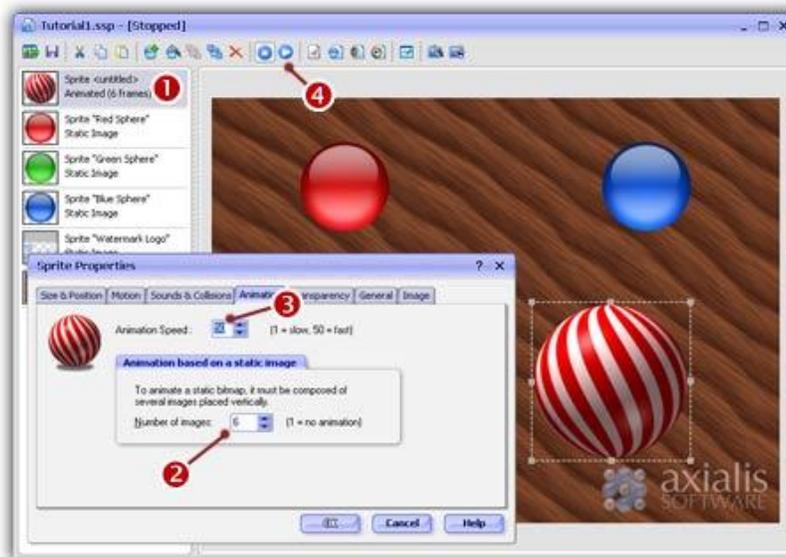
Add and position the sprite

- First, be sure to be in "Stopped" mode. In the Librarian window, select the "**Media Files\Images\Sprites**" folder (1). The files contained in this folder are displayed in the list.
- Select the file "**Ball-anim.png**" in the list (2) and use a mouse drag & drop to put the file in the edit area (3). Place it in the upper-right corner of the screen at location [450, 320]. The sprite is added in the project and displayed at scale 1:1 (see below). Also, you can see it in the sprite list (4).



Animate the sprite

- As you can see, this sprite is actually composed of 6 images placed on top of each others. This is what we call a **filmstrip**. Now we'll enter this information in the sprite properties to setup the animation. Double-click on the sprite in the list (1), see below. A dialog opens:



- Select the **Animation** tab if necessary. In the **Number of Images** zone specify **6**. In the **Animation Speed** zone specify **50**. The first value indicates the number of images in the filmstrip. The second value indicates the speed of the animation.
- When done, click **OK**. The sprites is now displayed as a single image not a filmstrip) but it is not animated. This is because the project is in "Stopped" state. Click on the "Play" button to see the ball spin.

Set the sprite motion parameters

- Now we're going to make the sprite move on screen. Double-click on the sprite in the list, see below. A dialog opens. Select the **Motion** tab if necessary.

- Like you did for the previous sprites, choose **Straight Line** and **Bouncing on the edges of the screen** options. Also, specify **-80** for **Horizontal** and **-80** for **Vertical** values. Click **OK** when done.
- We can take a look at the result fullscreen. Press **F11** or click the **Full Screen** button in the toolbar. The screensaver is executed fullscreen. Press a key or move the mouse to end the full screen test.

Set the sprite general information

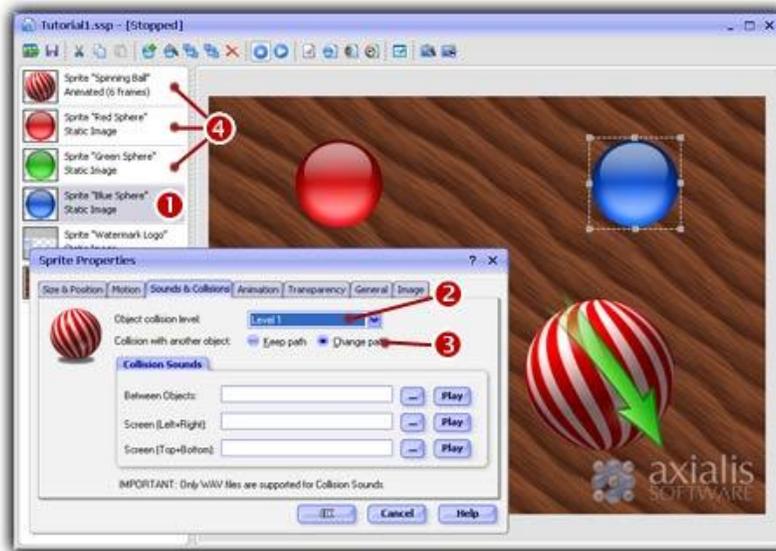
- Like we did in the previous lesson, the last operation to do is perform is to specify some information in the sprite properties. Double-click on the sprite in the list (1), see above. A dialog box opens, select the **General** tab. In the **Name** field, specify a short name for the sprite: **"Spinning Ball"**. This name will be displayed in the sprite list. Also, specify a **Description** of the sprite in the field below.

Lesson 1.6 - Using collision effects

In this lesson, we'll learn how to add collision effects to the screensaver. Actually the sprites overlap when they encounter each other, they do not collide. You can make them collide like balls on a pool table.

Set the collision options

- First, be sure to be in "Stopped" mode. Double-click on the sprite **"Blue Sphere"** in the list (1), see below. A dialog opens:



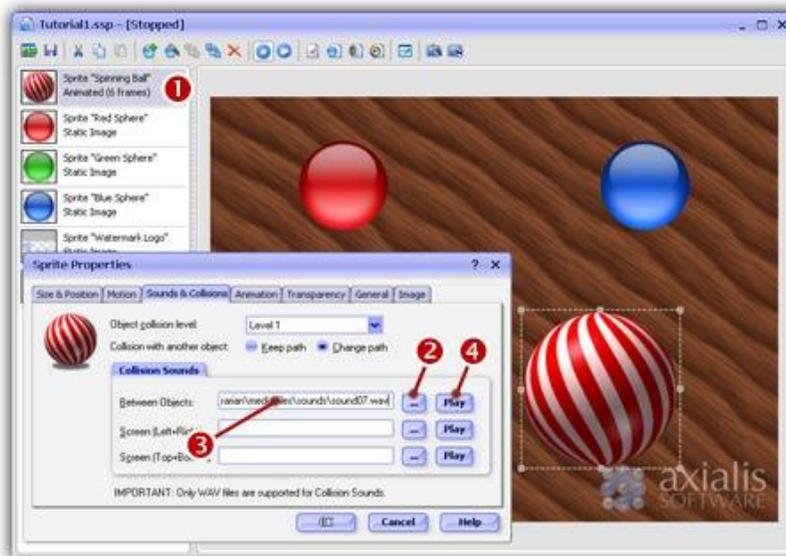
- Click on the **Sound & Collision** tab if necessary. Select **"Level 1"** in the **Object Collision Level** list (2). The application supports several collision levels. For example, if you set the blue and red balls to level 1, and if you set the green and spinning balls to level 2: blue and red balls will collide together but they won't collide with green and spinning balls. You can consider levels like invisible layers in which sprites are moving. **The rule is simple:** Two sprites must be in the same collision level to collide together.

IMPORTANT: Collision level are not related to sprite order in the project (ie. the order of sprites in the project list).

3. Select "**Change path**" in the **Collision with another object** option (3). This option is mostly used. This permits to change the motion path of the object after the collision (like this is the case for 2 balls on a pool table for example).
4. When done, click **OK**. You changed the option for the blue ball.
5. Now, repeat the same procedure for **green, red** and **spinning** balls (4).
6. When all the collision settings are set, try your screensaver full screen (**F11**) or switch to "play" mode. Much more fun, isn't it?

Add sounds to collisions

7. You can add sounds when the sprites collide together. This could be a cool addition to your screensaver (don't add too much sounds though!). Double-click on the sprite "**Spinning Ball**" in the list (1), see below. A dialog opens:



8. Select the **Sound & Collision** tab if necessary. In the **Collision Sounds** group, we'll specify a sound in the **Between Objects** zone. You can specify a full pathname in this zone but we recommend you to click on the "..." button (2) and select the following file: "...\My Documents\Axialis Librarian\Media Files\Sounds\Sound07.wav". The full pathname to this file appear in the edit zone (3).
9. You can hear the sound by clicking on the Play button (4). When done, click **OK**. Each time a sprite collide with the Spinning Ball you'll hear this sound. If you want to hear the collision sounds, you must test the screensaver fullscreen (**F11**). The collision sound are not audible in **Play** mode.

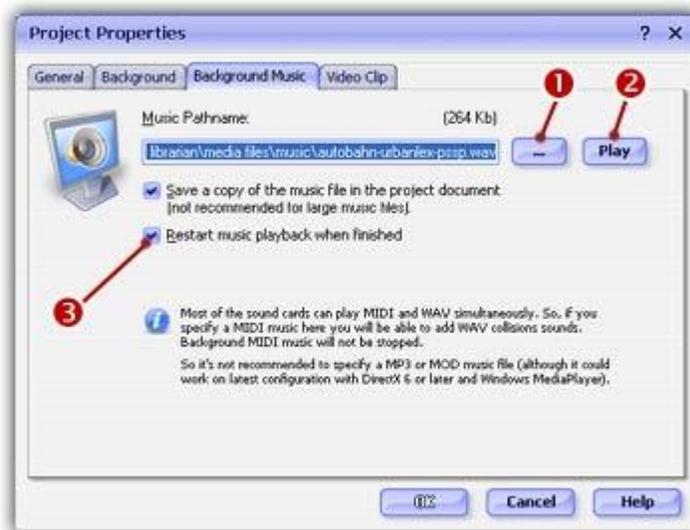
IMPORTANT: Only **WAV** sounds are supported for collision sound. The sound feature can be disabled by the end user (in the compiled screensaver).

Lesson 1.7 - Defining a background music

In this lesson, we'll learn how to add a background music. This music will be played in loop. Supported music formats are WAV, MP3, MID and MOD.

Set a background music

1. Choose **Project/Music...** or click on the **Background Music** button in the local toolbar. A dialog opens:



2. The **Background Music** is already selected. You can specify a pathname in the **Music Pathname** zone but we recommend you to click on the "... " button (1) and select the following file: "...\My Documents\Axialis Librarian\Media Files\Music\Autobahn-Urbanlex-ppsp.wav". The full pathname to this file appear in the edit zone.
3. You can hear the sound by clicking on the Play button (2).
4. This file contains a loop music. It means that this is a short sequence (a few seconds) that can be played in loop to simulate a music without end. Of course, we need to configure this and click on the **Restart music playback when finished** option (3). Note that this is almost always the case with background music.
5. When this is all done, click **OK**.
6. If you want to hear the background music you must test the screensaver fullscreen (**F11**). The background music is not audible in **Play** mode.

Lesson 1.8 - Saving the project

Our screensaver project is finished. Now it's a good idea to save it (we could have done this before). You can save the project using the standard Windows® dialog box or use a built-in feature that permits you to quick-save the project in the Librarian (recommended). Choose one of the procedures below:

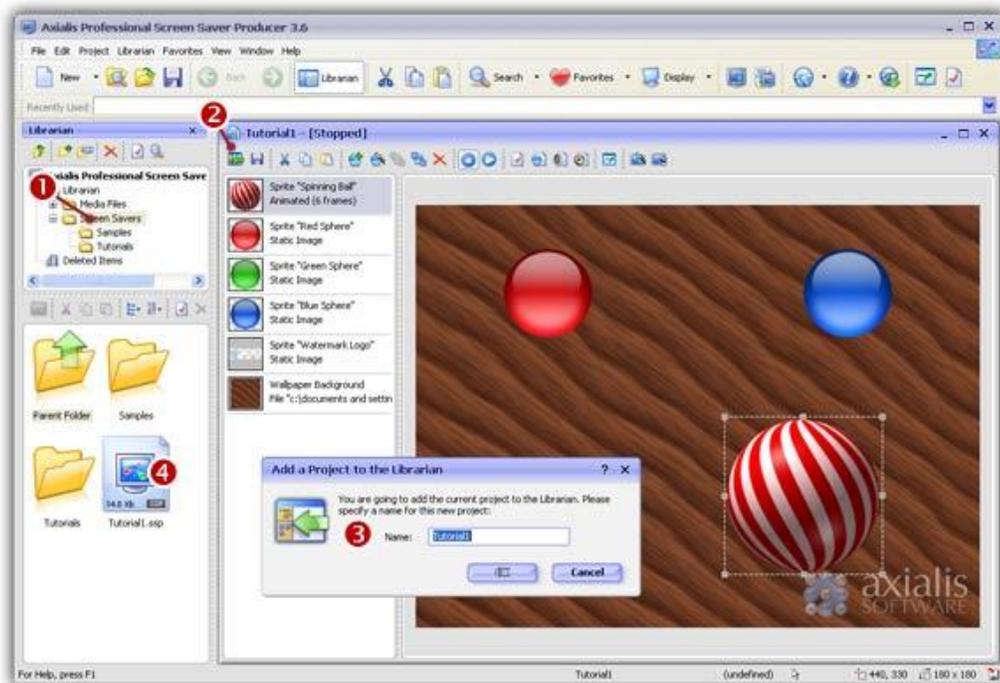
IMPORTANT: Only SSP files can be saved, reloaded and modified in the built-in editor window. Once compiled, a screensaver cannot be modified. So save your projects as SSP files and don't lose these files!

Save the project to a SSP file

1. Choose **File/Save...** or click on the **Save (Ctrl+S)** button in the toolbar. A standard Windows® dialog box opens.
2. Save the file in the Axialis Librarian: "...\My Documents\Axialis Librarian\Screen Savers\Tutorial1.ssp". Click Save when done.
3. The project has been saved to a SSP file.

Quickly save the project in the Librarian (recommended)

1. You can also save the file in the **Librarian** directly. A feature has been implemented to quickly save files in the Librarian. In the **librarian**, select the **"Screen Savers"** folder in the tree (1).



2. Click on the **Add to Librarian** button (2) or choose **File/Add to the Librarian (F3)**. A dialog box opens (see above). In the **Name** field (3), enter a filename (no extension required) or keep the proposed name. Click **OK**.
3. The SSP file is saved in the Librarian (4).

Lesson 1.9 - Compiling the screensaver

The screensaver project is done and saved. Time has come to compile it and create your first Windows® screensaver. This procedure will create a SCR file (see [What is a screensaver](#) for more info). You can set this screensaver as Windows® default or just save it in a specific location for redistribution. Compiling a screensaver is done in 6 steps:

Step 1 of 6 - Filename

1. Choose **Project/Compile a Screen Saver File (F4)** or click on the **Compile SCR File** button in the toolbar. A dialog box opens (see below). Before we start, keep in mind that you can click on the context help button (1) if you need get more information on a specific element of a dialog box.



2. In the **Filename** field (2), specify the name of the **SCR** file to create (do not specify the SCR extension). Keep the proposed name "**Tutorial1**".
3. Do not change the **Location** field (3). It may be disabled. You can specify here the folder where you want to create the file. If you want to redistribute this SCR file, specify your output folder. If you want to use this screensaver on your computer only, do not modify the proposed entry (see below). In this tutorial, we'll set the screensaver as Windows® default. So, don't change this field.
4. Do not change the **Place it in my personal Windows System folder** option (4). This option is used to create the file in Windows system folder. In such a case, the screensaver will be visible in Windows® screensaver settings list (see [What is a screensaver](#) for more info).
5. Choose the **Set it as the Current Windows Screen Saver** option (5). The fields 3 and 4 are disabled because they're set by default when you choose to set your screensaver as default. When done, click **Next**.

Step 2 of 6 - Description

6. A new dialog box opens (see below). In the **Title** field (1), keep the proposed title "**Tutorial1**". We always recommend you to keep the proposed title (which is the one you specified when you created the screensaver).



7. Specify your own data in **Copyright**, **Web Site** and **Comment** fields (2). See context help [?] for more information on these fields.
8. Do not modify the **RSS** settings (3). RSS is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.

Step 3 of 6 - Customization

6. A new dialog box opens (see below). Do not modify the **Customization** settings. This dialog box is used to customize the **icon** (1) of the screensaver as well as the **image** (2) displayed in the configure dialog box. This is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.



Step 4 of 6 - Splash screen

7. A new dialog box opens (see below). A splash screen is a small window that will be displayed for short period of time before the screen saver starts. This feature permits you to display the name of the screensaver, your name, a copyright notice or the logo of your company. See [this topic](#) to read more about this feature. In this tutorial, we choose to display a **Text splash screen**. It will display the name of the screensaver and the copyright notice (you specified in Step 2).



8. Choose the option **Display a Text Splash Screen** (1). In the **Display Time** group (2), specify 2 seconds. The splash screen will be displayed as text for 2 seconds. When done, click **Next**.

Step 5 of 6 - Preview window

9. A new dialog box opens (see below). You can specify here the kind of preview you wish for the screensaver. The preview window is displayed in the Windows Control Panel when (you change) of screensaver. In this tutorial, we choose to display an **Animated Preview** of the screensaver. You'll see a real preview of the moving and colliding balls!



10. Choose the option **Animated Preview** (1). When done, click **Next**.

Step 6 of 6 - Ready to go

11. A new dialog box opens (see below). This is the last screen before the compilation starts. Nothing to specify here. Just take a look at the **compilation summary**. If something is wrong, you can go back to the previous screens by clicking **Previous** button
10. When done, click **Next**.

Compilation in progress... and done

12. A dialog box opens in which you see the compilation in progress (a few seconds). If a problem occurs during the compilation, you see an error message. If it worked fine [we're sure it did :)], the following screen is displayed:



13. You can test the screensaver full screen now. Click on the **Test the Screen Saver Now** button (1). Do you like? This is YOUR screensaver now.
14. You can also test the screensaver Properties dialog box. See [What is a screensaver](#) topic for more info about the properties/configure dialog box (see "How to install a screensaver", button "Settings"). Click on the **Test the Properties Dialog Box Now** button (2).
15. As you chose to install this screensaver as Windows® default (in Step 1), it will start automatically after a certain period of inactivity of your computer (depends on what you've configured in Windows® Control Panel). Click **Close** to finish.

Lesson 1.10 - Creating an install package

We've learned how to compile a project and create a SCR screensaver. However, installing this screensaver on a computer could be a bit difficult for an inexperienced user. That's why we recommend you to create an install package with your screensaver especially if you wish to redistribute it. In this lesson we'll learn how to compile the screensaver (like we did in previous lesson) and create an install package during the same procedure. Creating an installation package is done in 9 steps:

Step 1 of 9 - Filenames and location

1. Choose **Project/Compile an Installable Screen Saver File (Shift+F4)** or click on the **Compile Installable Screen Saver** button in the toolbar. A dialog box opens (see below). Before we start, keep in mind that you can click on the context help button (1) if you need get more information on a specific element of a dialog box.



2. In the **Screensaver** field (2), specify the name of the **SCR** file to create (do not specify the SCR extension). Keep the proposed name "**Tutorial1**". This is the filename that will be installed on the end-user computer. This file will not be created on your computer during this compilation. It will be embedded in the install package.
3. In the **Filename** field (3), specify the name of the **Install** file to create (do not specify the EXE extension). Enter this filename: "**Tutorial1Install**". In the **Location** field (4), specify the folder where you want to create the install file on your computer. You can use the button [...] to browse your folders. When done, click **Next**.

Step 2 of 9 - Installation package properties

4. A new dialog box opens (see below). In the **Language** field (1), select "**Automatic (based on Windows settings)**". You can here choose the desired language for the screensaver and install procedure. 8 languages are supported: **English, French, Spanish, German, Portuguese, Italian, Dutch and Russian**. By selecting Automatic, the install procedure will choose the language by itself based on the end-user Windows language. You can also force a specific language.



5. In the **Package** field (2), specify "**Solid Install**". See context help [?] for more information on this field.

6. Do not change the **Advanced Customization** settings (3). This is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.

Step 3 of 9 - User license agreement

7. The third dialog box opens (see below). It permits you to specify a **User License Agreement**. If you choose to include a license agreement, the user will be prompted to accept it during the installation procedure. If he refuses it, the install procedure ends. In this tutorial, we'll choose to include the default user license agreement.



8. Choose the option **Add a User License Agreement** (1). In the edit zone below you see the default agreement (2). It is multi-languages. This is only a proposal that you can customize (3). See [this topic](#) to read more about this feature. When done, click **Next**.

Step 4 of 9 - Screensaver Information

7. A new dialog box opens (see below). In the **Title** field (1), keep the proposed title "**Tutorial1**". We always recommend you to keep the proposed title (which is the one you specified when you created the screensaver).



7. Specify your own data in **Copyright, Web Site, Company** and **Comment** fields (2). See context help [?] for more information on these fields.
8. Do not modify the **RSS** settings (3). RSS is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.

Step 5 of 9 - Screensaver Customization

9. A new dialog box opens (see below). Do not modify the **Customization** settings. This dialog box is used to customize the **icon** (1) of the screensaver as well as the **image** (2) displayed in the configure dialog box. This is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.



Step 6 of 9 - Splash screen

10. A new dialog box opens (see below). A splash screen is a small window that will be displayed for short period of time before the screen saver starts. This feature permits you to display the name of the screensaver, your name, a copyright notice or the logo of your company. See [this topic](#) to read more about this feature. In this tutorial, we choose to display a **Text splash screen**. It will display the name of the screensaver and the copyright notice (you specified in Step 2).



11. Choose the option **Display a Text Splash Screen** (1). In the **Display Time** group (2), specify 2 seconds. The splash screen will be displayed as text for 2 seconds. When done, click **Next**.

Step 7 of 9 - Preview window

12. A new dialog box opens (see below). You can specify here the kind of preview you wish for the screensaver. The preview window is displayed in the Windows Control Panel when (you change of screensaver). See [What is a screensaver](#) topic for more info (see "How to install a screensaver"). In this tutorial, we choose to display an **Animated Preview** of the screensaver. You'll see a real preview of the moving and colliding balls!



13. Choose the option **Animated Preview** (1). When done, click **Next**.

Step 8 of 9 - Activation code

14. A new dialog box opens (see below). Do not modify the **Activation code** settings. This dialog box is used to create demo or limited versions of your screensavers. This is a useful feature if you want to sell your screensavers. This is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.



Step 9 of 9 - Ready to go

15. A new dialog box opens (see below). This is the last screen before the compilation starts. Nothing to specify here. Just take a look at the **compilation summary**. If something is wrong,

you can go back to the previous screens by clicking **Previous** button. Also, read the **information about Copyright**.

16. When done, click **Next**.

Compilation in progress... and done

17. A dialog box opens in which you see the compilation in progress (a few seconds). If a problem occurs during the compilation, you see an error message. If it worked fine, the following screen is displayed:



18. You can test the installation package now. Click on the **Test the Installation Package Now** button (1). The install procedure starts, just follow it. It will install the screensaver on your computer. This is exactly what the end user will do. Convenient, isn't it? Click **Close** to finish.

The tutorial is done

We hope you enjoyed the creation of this first screensaver. If you want to see if the project you've done is correct, you can open our version to compare them: "...\Axialis Librarian\Screen Savers\Tutorials\Tutorial1.ssp".

Tutorial 2 - Create a Slideshow Screensaver

Lesson 2.1 - Creating the new project

In this lesson we'll create a new slideshow based screensaver project and take a look at the editor window.

Create the project

1. In the menu, choose **File/New/New Screen Saver Project**, a dialog box opens. Select the "Slide Show Based Screen Saver" type in the list and click **Next**. A second dialog box opens:

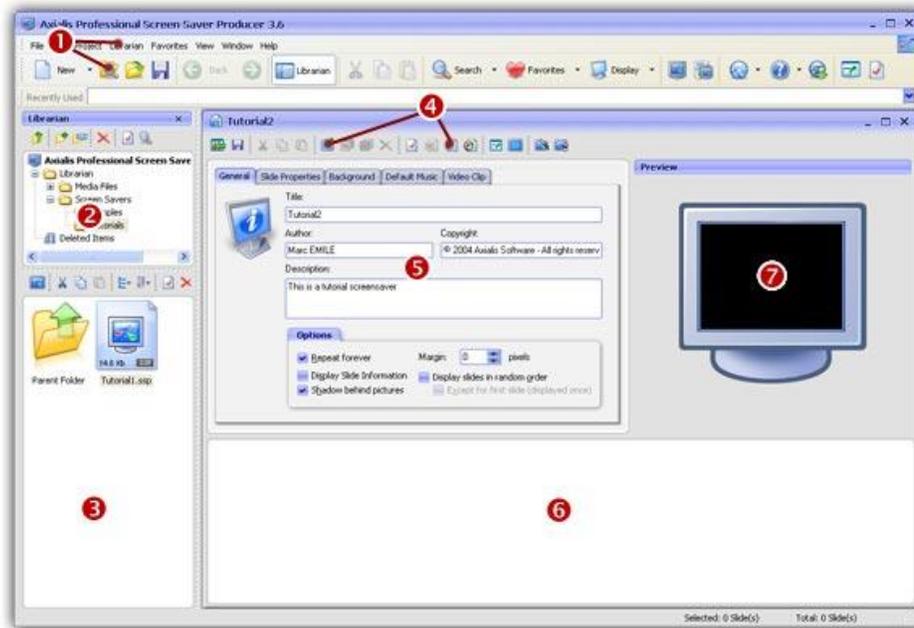


2. Specify the **Screensaver Title**: "Tutorial2". Also specify your own **Description**, **Author Name**, **Copyright** (1) information and click **Next**.

REMARK: Click on the context help button (2) to get more information on a specific area in the dialog box.

A quick tour of the slideshow screensaver project editor window

3. A new project window opens:



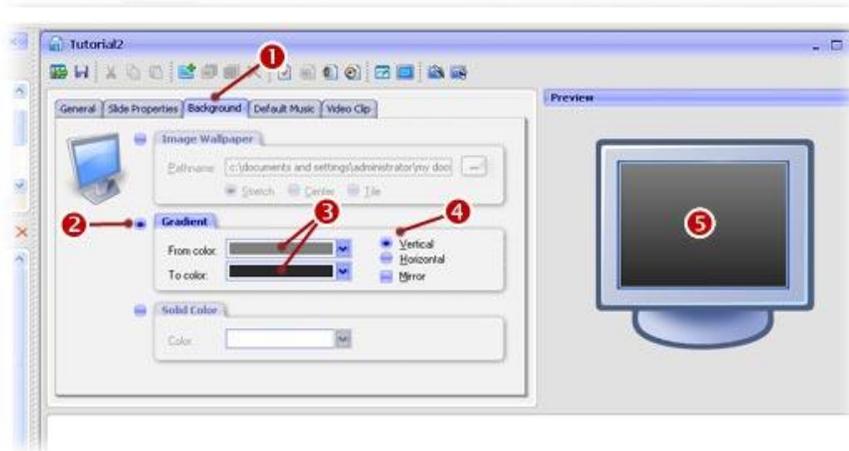
4. In the **Application window** (1) you see the **menu** and the **main toolbar**. This toolbar can be customized by double-clicking or right-clicking on it. When you select a command in this menu or main toolbar, it acts on the selected item or window.
5. In the **Librarian** (2) you can select the folder that contains the media files (images, animations, music, sounds) that you'll use in your project (3).
6. The **Project document window** is named "Tutorial2" (4). The application is multi-document enabled. It means that you can create or open several documents in the working area of the application. A local toolbar is located in the document window. If you click on a button in this toolbar (4), it acts on the selected item in the document window. This toolbar cannot be customized.
7. The **Document window** is divided in three parts. In the upper-left pane (5) are located the edit dialog boxes that you'll use to set project and slide properties. It is composed of 5 windows that you can activate by clicking on the associated tabs: **General**, **Slide Properties**, **Background**, **Default Music** and **Video Clip**. At the bottom of the window (6) you see the **list of slides** included in the project (actually no slide). Slides you'll add in the project will be added in this list. Slide order can be rearranged by drag & drop and multi-selection is possible. Finally, in the upper-right pane (7), a preview window is available.

Lesson 2.2 - Defining the background

In this lesson, we'll customize the screensaver background.

Change the background: Gradient background

1. In the project window click on the **Background** tab (1). The associated dialog box appears (see below).
2. Actually the "Solid Color" background is selected. We'll define a gray gradient background. Select the **Gradient** background type by clicking on the small option bullet (2).



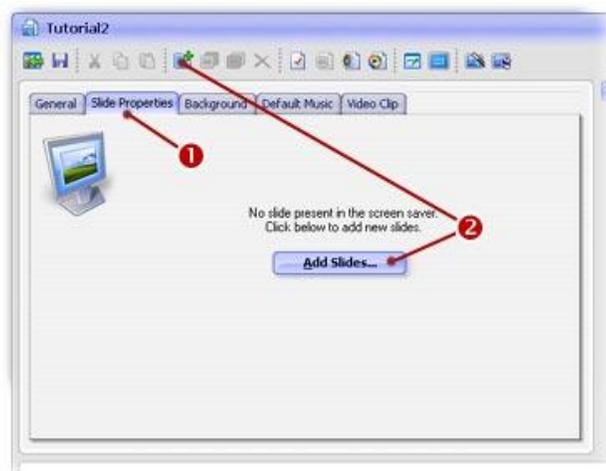
3. In the **From Color** field (3), click on the down arrow (on right). A drop-down list with several colors appears. Click on the "**Gray-50**" color (row 3, right column). In the **To Color** field (3), click on the down arrow (on right). The same color list appears. Click on the "**Dark Gray**" color (row 1, right column).
4. On the right side of the **Gradient** group, you see some additional options. Select the **Vertical** option (4). If you followed correctly the instructions, the preview window on right should display a nice dark gray gradient background (5).

Lesson 2.3 - Adding the photos

In this lesson, we'll add the photos (slides) to the screensaver. We'll learn 3 different methods to perform this operation. Please follow in sequence the 3 methods as described below. 2 slides will be added with each method for a total of 6 slides.

Method 1 - Add photos from the Slide Properties dialog

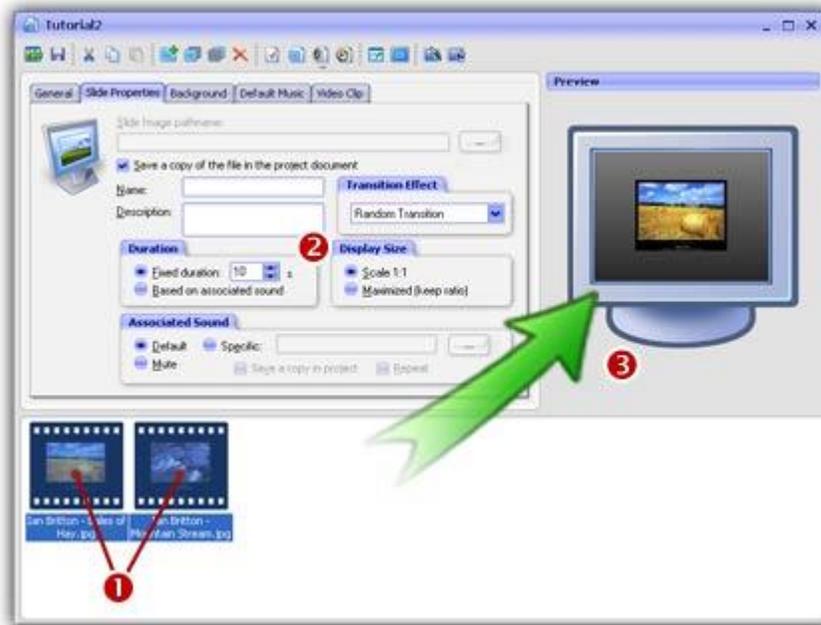
1. In the project window click on the **Slide Properties** tab (1). A dialog box appears (see below).
2. As no slides is actually present in the screensaver, only a **Add Slides** button is available in this dialog box. Click on this button or click on the associated button in the toolbar (2). You can also choose **Project/Insert New Slides (Ins)** in the menu.



3. A standard Windows dialog box opens to let you choose the images you want to add as slides. Browse your disks and go to this folder in the Librarian: "**...\My Documents\Axialis Librarian\Media Files\Images\Slides**". Select the two following files: "**Ian Britton - Bales of Hay.jpg**" and "**Ian Britton - Mountain Stream.jpg**".

HINT: Press **CTRL** (keep pressed) while you click on the 2 files to select them.

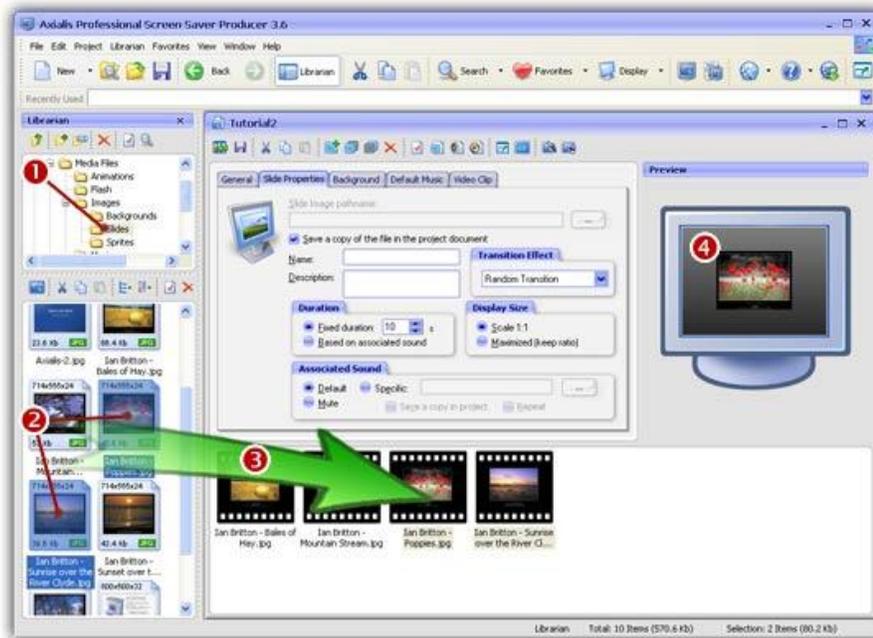
4. Click **Open** button when done. The 2 files are added in the Slide list as follows (1). The **Slide Properties** dialog box contents has changed, several options appeared (2). We'll work with them later. Each time you select a slide in the list (1), the preview (3) and the **Properties** dialog box (2) changed accordingly.



Method 2 - Add photos from the Librarian window

5. In the **Librarian** window (see below), select the "**Media Files\Images\Slides**" folder (1). The files contained in this folder are displayed in the list below.
6. Select the 2 files "**Ian Britton - Poppies.jpg**" and "**Ian Britton - Sunrise over the River Clyde.jpg**" in the list (2) and use a mouse drag & drop to place them at the end of the slide list (3). The 2 files are added in the Slide list. The preview is changed accordingly (4).

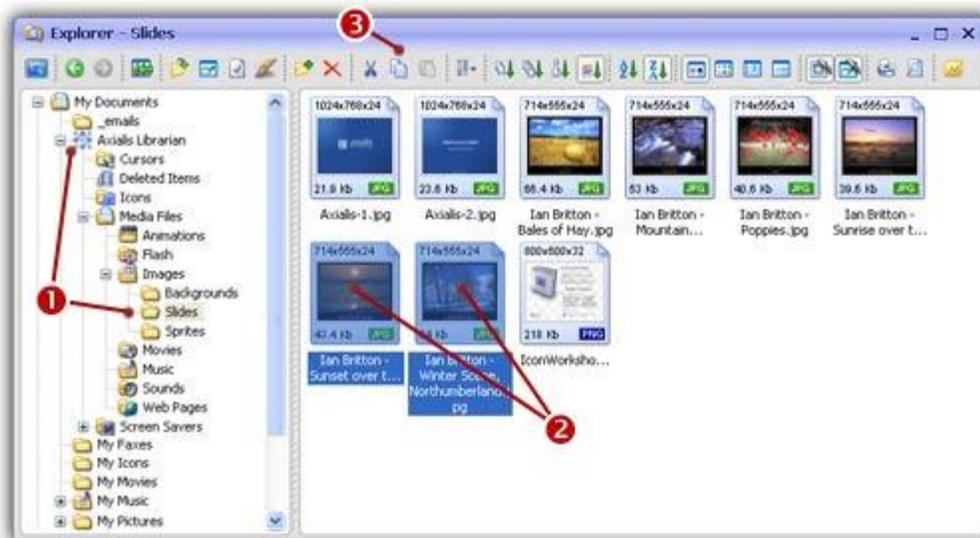
HINT: Press **CTRL** (keep pressed) while you click on the 2 files to select them.



Method 3 - Add photos using the Explorer window

The application includes a powerful built-in Explorer that will permit to browse your disks with image previews. This will permit to select your files and copy/paste them to the project to add slides.

7. Open a new **Explorer** window: Choose **File/New/New Explorer (Ctrl+E)** or press the **New Explorer** button in main toolbar. A new Explorer window opens over your actual project window (see below).



8. In the left pane, browse in **Axialis Librarian** and select the "**Media Files\Images\Slides**" folder (1). The files contained in this folder are displayed in the right pane.
9. Select the 2 last files "**Jan Britton - Winter Scene, Northumberland.jpg**" and "**Jan Britton - Sunset over the Irish Sea from Blackpool.jpg**" in the list (2). Now copy the files in the Clipboard by clicking the **Copy** button (3) or by choosing **Edit/Copy (Ctrl+C)** menu.

HINT: Press **CTRL** (keep pressed) while you click on the 2 files to select them.

10. Return to the project document: Select **Window/Tutorial2** in the menu or press **Ctrl+F6**. Choose Edit/Paste (Ctrl+V) or click on the **Paste** button (1). The 2 files are added in the Slide list (2). The preview is changed accordingly (3).



Lesson 2.4 - Specifying display settings and transitions

In this lesson, see how to change the way the photos are displayed on screen. Also, we'll change the slide transitions (the way we pass from one slide to another using a short animation effect). Finally, we'll test the slide display fullscreen.

Change screensaver display options

1. Select the **General** tab (1). The associated dialog box appears (see below).



2. In the **Options** group, choose the **Repeat Forever** option (2) to make the screensaver loop.
3. Select the **Shadow behind pictures** option (3). This will add a cool relief effect to the slides.
4. In the **Margin** field (4) enter "70". This parameter permits to specify a margin in the slides. As a result, the images displayed using the "Maximized" option will respect this margin, creating a very nice effect.

Change slide display options

5. Select the **Slide Properties** tab (1). The associated dialog box appears (see below).



6. In the **Slide** list, select all the available slides (2). To do so, click on the first one, then click on the last one pressing the SHIFT key. You can also press **Ctrl+A**. The content of the properties dialog box changes accordingly. The pathname field becomes grayed because it is different for each slide. The other options are available.

IMPORTANT: When several slides are selected in the list, changes in the **Properties** dialog box apply to all the selected slides.

7. In the **Display Size** group, select **Maximized (keep ratio)** (3). This will display the images using the maximum available space (respecting the specified margin).
8. In the **Duration** group, select **Fixed Duration** and specify "5" seconds (4). The display preview changed accordingly (5).

Change slide transition effects

Now we'll specify what transition effects we want when the slideshow passes from one slide to another. The application permits you to specify a different transition effect for each slide. We'll use the fade effect for the 3 first slides and the horizontal cross fade for the 3 last ones.

9. Select the 3 first slides in the **Slide list**. To do so, click on the first one, then click on the 3rd one pressing the SHIFT key. In the **Transition Effect** group, select the "**Fade**" effect.
10. Select the 3 last slides in the **Slide list** using the same method. In the **Transition Effect** group, select the "**Cross Fade (horizontal)**" effect.
11. We can take a look at the result fullscreen. Press **F11** or click the **Full Screen** button in the toolbar. The screensaver is executed fullscreen. Press a key or move the mouse to end the full screen test.

Lesson 2.5 - Defining a background music

In this lesson, we'll learn how to add a background music. This music will be played in loop. Supported music formats are WAV, MP3, MID and MOD.

Set a background music

1. Select the **Default Music** tab. The associated dialog box appears (see below).



2. You can specify a pathname in the **Music Pathname** zone but we recommend you to click on the "..." button (1) and select the following file: "...\My Documents\Axialis Librarian\Media Files\Music\Philharmonie-Loophead-pssp.wav". The full pathname to this file appear in the edit zone.
3. You can hear the sound by clicking on the Play button (2).
4. This file contains a loop music. It means that this is a short sequence (a few seconds) that can be played in loop to simulate a music without end. Of course, we need to configure this and click on

the **Restart music playback when finished** option (3). Note that this is almost always the case with background music.

5. When this is all done, click **OK**.
6. Now you can test the screensaver fullscreen (**F11**).

Lesson 2.6 - Saving the project

Our screensaver project is finished. Now it's a good idea to save it (we could have done this before). You can save the project using the standard Windows® dialog box or use a built-in feature that permits you to quick-save the project in the Librarian (recommended). Choose one of the procedure below:

IMPORTANT: Only SSP files can be saved, reloaded and modified in the built-in editor window. Once compiled, a screensaver cannot be modified. So save your projects as SSP files and don't lose these files!

Save the project to a SSP file

1. Choose **File/Save...** or click on the **Save (Ctrl+S)** button in the toolbar. A standard Windows® dialog box opens.
2. Save the file in the Axialis Librarian: "...\My Documents\Axialis Librarian\Screen Savers\Tutorial2.ssp". Click Save when done.
3. The project has been saved to a SSP file.

Quickly save the project in the Librarian (recommended)

1. You can also save the file in the **Librarian** directly. A feature has been implemented to quickly save files in the Librarian. In the **librarian**, select the **"Screen Savers"** folder in the tree (1).



2. Click on the **Add to Librarian** button (2) or choose **File/Add to the Librarian (F3)**. A dialog box opens (see above). In the **Name** field (3), enter a filename (no extension required) or keep the proposed name. Click **OK**.
3. The SSP file is saved in the Librarian (4).

Lesson 2.7 - Compiling the screensaver

The screensaver project is done and saved. Time has come to compile it and create your first Windows® screensaver. This procedure will create a SCR file (see [What is a screensaver](#) for more info). You can set this screensaver as Windows® default or just save it in a specific location for redistribution. Compiling a screensaver is done in 6 steps:

Step 1 of 6 - Filename

1. Choose **Project/Compile a Screen Saver File (F4)** or click on the **Compile SCR File** button in the toolbar. A dialog box opens (see below). Before we start, keep in mind that you can click on the context help button (1) if you need get more information on a specific element of a dialog box.



2. In the **Filename** field (2), specify the name of the **SCR** file to create (do not specify the SCR extension). Keep the proposed name "**Tutorial2**".
3. Do not change the **Location** field (3). It may be disabled. You can specify here the folder where you want to create the file. If you want to redistribute this SCR file, specify your output folder. If you want to use this screensaver on your computer only, do not modify the proposed entry (see below). In this tutorial, we'll set the screensaver as Windows® default. So, don't change this field.
4. Do not change the **Place it in my personal Windows System folder** option (4). This option is used to create the file in Windows system folder. In such a case, the screensaver will be visible in Windows® screensaver settings list (see [What is a screensaver](#) for more info).
5. Choose the **Set it as the Current Windows Screen Saver** option (5). The fields (3) and (4) are disabled because they're set by default when you choose to set your screensaver as default. When done, click **Next**.

Step 2 of 6 - Description

- A new dialog box opens (see below). In the **Title** field (1), keep the proposed title "Tutorial2". We always recommend you to keep the proposed title (which is the one you specified when you created the screensaver).



- Specify your own data in **Copyright**, **Web Site** and **Comment** fields (2). See context help [?] for more information on these fields.
- Do not modify the **RSS** settings (3). RSS is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.

Step 3 of 6 - Customization

- A new dialog box opens (see below). Do not modify the **Customization** settings. This dialog box is used to customize the **icon** (1) of the screensaver as well as the **image** (2) displayed in the configure dialog box. This is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.



Step 4 of 6 - Splash screen

7. A new dialog box opens (see below). A splash screen is a small window that will be displayed for short period of time before the screen saver starts. This feature permits you to display the name of the screensaver, your name, a copyright notice or the logo of your company. See [this topic](#) to read more about this feature. In this tutorial, we choose to display a **Text splash screen**. It will display the name of the screensaver and the copyright notice (you specified in Step 2).



8. Choose the option **Display a Text Splash Screen** (1). In the **Display Time** group (2), specify 2 seconds. The splash screen will be displayed as text for 2 seconds. When done, click **Next**.

Step 5 of 6 - Preview window

9. A new dialog box opens (see below). You can specify here the kind of preview you wish for the screensaver. The preview window is displayed in the Windows Control Panel when (you change of screensaver). See [What is a screensaver](#) topic for more info (see "How to install a screensaver"). In this tutorial, we choose to display an **Animated Preview** of the screensaver. You'll see a real preview of the slideshow!



10. Choose the option **Animated Preview** (1). When done, click **Next**.

Step 6 of 6 - Ready to go

11. A new dialog box opens (see below). This is the last screen before the compilation starts. Nothing to specify here. Just take a look at the **compilation summary**. If something is wrong, you can go back to the previous screens by clicking **Previous** button. Also, read the **information about Copyright**.
10. When done, click **Next**.

Compilation in progress... and done

12. A dialog box opens in which you see the compilation in progress (a few seconds). If a problem occurs during the compilation, you see an error message. If it worked fine [we're sure it did :)], the following screen is displayed:



13. You can test the screensaver fullscreen now. Click on the **Test the Screen Saver Now** button (1). Do you like? This is YOUR screensaver now.
14. You can also test the screensaver Properties dialog box. See [What is a screensaver](#) topic for more info about the properties/configure dialog box (see "How to install a screensaver", button "Settings"). Click on the **Test the Properties Dialog Box Now** button (2).
15. As you chose to install this screensaver as Windows® default (in Step 1), it will start automatically after a certain period of inactivity of your computer (depends on what you've configured in Windows® Control Panel). Click **Close** to finish.

Lesson 2.8 - Creating an install package

We've learned how to compile a project and create a SCR screensaver. However, installing this screensaver on a computer could be a bit difficult for an unexperienced user. That's why we recommend you to create an install package with your screensaver especially if you wish to redistribute it. In this lesson we'll learn how to compile the screensaver (like we did in previous lesson) and create an install package during the same procedure. Creating an installation package is done in 9 steps:

Step 1 of 9 - Filenames and location

1. Choose **Project/Compile an Installable Screen Saver File (Shift+F4)** or click on the **Compile Installable Screen Saver** button in the toolbar. A dialog box opens (see below). Before we start, keep in mind that you can click on the context help button (1) if you need get more information on a specific element of a dialog box.



2. In the **Screensaver** field (2), specify the name of the **SCR** file to create (do not specify the SCR extension). Keep the proposed name "**Tutorial2**". This is the filename that will be installed on the end-user computer. This file will not be created on your computer during this compilation. It will be embedded in the install package.
3. In the **Filename** field (3), specify the name of the **Install** file to create (do not specify the EXE extension). Enter this filename: "**Tutorial2Install**". In the **Location** field (4), specify the folder where you want to create the install file on your computer. You can use the button [...] to browse your folders. When done, click **Next**.

Step 2 of 9 - Installation package properties

4. A new dialog box opens (see below). In the **Language** field (1), select "**Automatic (based on Windows settings)**". You can here choose the desired language for the screensaver and install procedure. 8 languages are supported: **English, French, Spanish, German, Portuguese, Italian, Dutch and Russian**. By selecting Automatic, the install procedure will choose the language by itself based on the end-user Windows language. You can also force a specific language.



- In the **Package** field (2), specify "Solid Install". See context help [?] for more information on this field.
- Do not change the **Advanced Customization** settings (3). This is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.

Step 3 of 9 - User license agreement

- The third dialog box opens (see below). It permits you to specify a **User License Agreement**. If you choose to include a license agreement, the user will be prompted to accept it during the installation procedure. If he refuses it, the install procedure ends. In this tutorial, we'll choose to include the default user license agreement.



- Choose the option **Add a User License Agreement** (1). In the edit zone below you see the default agreement (2). It is multi-languages. This is only a proposal that you can customize (3). See [this topic](#) to read more about this feature. When done, click **Next**.

Step 4 of 9 - Screensaver Information

- A new dialog box opens (see below). In the **Title** field (1), keep the proposed title "Tutorial1". We always recommend you to keep the proposed title (which is the one you specified when you created the screensaver).



- Specify your own data in **Copyright**, **Web Site**, **Company** and **Comment** fields (2). See context help [?] for more information on these fields.

- Do not modify the **RSS** settings (3). RSS is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.

Step 5 of 9 - Screensaver Customization

- A new dialog box opens (see below). Do not modify the **Customization** settings. This dialog box is used to customize the **icon** (1) of the screensaver as well as the **image** (2) displayed in the configure dialog box. This is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.



Step 6 of 9 - Splash screen

- A new dialog box opens (see below). A splash screen is a small window that will be displayed for short period of time before the screen saver starts. This feature permits you to display the name of the screensaver, your name, a copyright notice or the logo of your company. See [this topic](#) to read more about this feature. In this tutorial, we choose to display a **Text splash screen**. It will display the name of the screensaver and the copyright notice (you specified in Step 2).



- Choose the option **Display a Text Splash Screen** (1). In the **Display Time** group (2), specify 2 seconds. The splash screen will be displayed as text for 2 seconds. When done, click **Next**.

Step 7 of 9 - Preview window

12. A new dialog box opens (see below). You can specify here the kind of preview you wish for the screensaver. The preview window is displayed in the Windows Control Panel when (you change of screensaver). See [What is a screensaver](#) topic for more info (see "How to install a screensaver"). In this tutorial, we choose to display an **Animated Preview** of the screensaver. You'll see a real preview of the slideshow!



13. Choose the option **Animated Preview** (1). When done, click **Next**.

Step 8 of 9 - Activation code

14. A new dialog box opens (see below). Do not modify the **Activation code** settings. This dialog box is used to create demo or limited versions of your screensavers. This is a useful feature if you want to sell your screensavers. This is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.



Step 9 of 9 - Ready to go

15. A new dialog box opens (see below). This is the last screen before the compilation starts. Nothing to specify here. Just take a look at the **compilation summary**. If something is wrong, you can go back to the previous screens by clicking **Previous** button. Also, read the **information about Copyright**.

16. When done, click **Next**.

Compilation in progress... and done

17. A dialog box opens in which you see the compilation in progress (a few seconds). If a problem occurs during the compilation, you see an error message. If it worked fine, the following screen is displayed:



18. You can test the installation package now. Click on the **Test the Installation Package Now** button (1). The install procedure starts, just follow it. It will install the screensaver on your computer. This is exactly what the end user will do. Convenient, isn't it? Click **Close** to finish.

The tutorial is done

We hope you enjoyed the creation of this first screensaver. If you want to see if the project you've done is correct, you can open our version to compare them: "...\Axialis Librarian\Screen Savers\Tutorials\Tutorial2.ssp".

Tutorial 3 - Create a Flash® Screensaver

Lesson 3.1 - Creating the new project

In this lesson we'll create a new Flash® based screensaver project and take a look at the editor window.

Create the project

1. In the menu, choose **File/New/New Screen Saver Project**, a dialog box opens. Select the "**Flash® Based Screen Saver**" type in the list and click **Next**. A second dialog box opens:

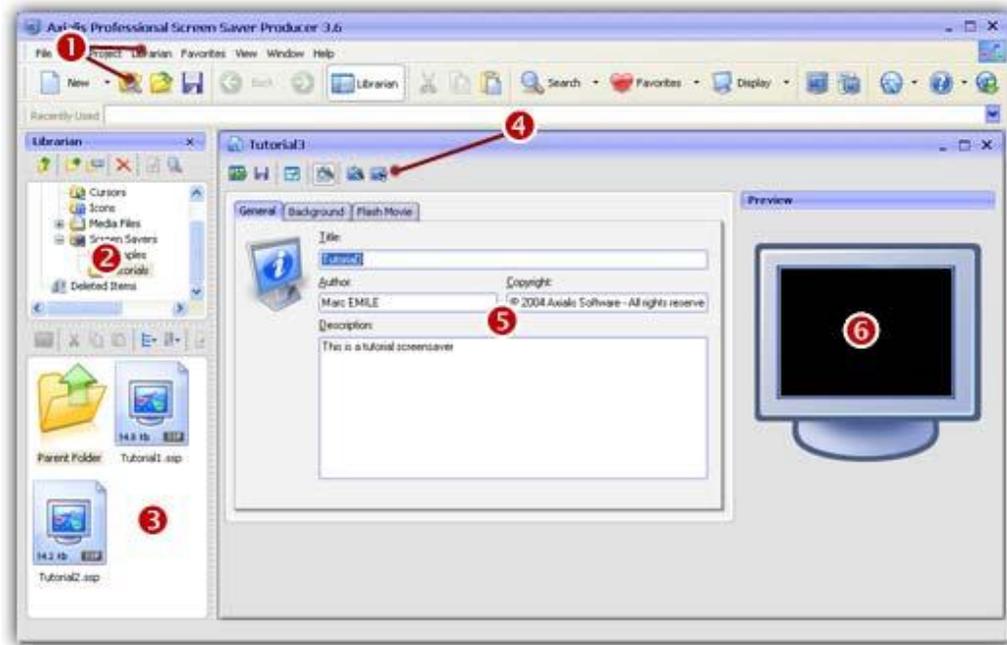


2. Specify the **Screensaver Title**: "**Tutorial3**". Also specify your own **Description**, **Author Name**, **Copyright** (1) information and click **Next**.

REMARK: Click on the context help button (2) to get more information on a specific area in the dialog box.

A quick tour of the slideshow screensaver project editor window

3. A new project window opens:



4. In the **Application window** (1) you see the **menu** and the **main toolbar**. This toolbar can be customized by double-clicking or right-clicking on it. When you select a command in this menu or main toolbar, it acts on the selected item or window.
5. In the **Librarian** (2) you can select the folder that contains the media files (images, animations, music, sounds) that you'll use in your project (3).
6. The **Project document window** is named "Tutorial3" (4). The application is multi-document enabled. It means that you can create or open several documents in the working area of the application. A local toolbar is located in the document window. If you click on a button in this toolbar (4), it acts on the selected item in the document window. This toolbar cannot be customized.
7. The **Document window** is divided in two parts. In the left side (5) are located the edit dialog boxes that you'll use to set project and slide properties. It is composed of 3 windows that you can activate by clicking on the associated tabs: **General**, **Background** and **Flash Movie**. In the right side (6), a preview window is available.

Lesson 3.2 - Defining the background

In this lesson, we'll customize the screensaver background. We'll choose a solid black background. It is already black by default but we explain the procedure for learning purpose.

Change the background: Black background

1. In the project window click on the **Background** tab (1). The associated dialog box appears (see below).
2. Select the **Solid Color** background type by clicking on the small option bullet (2).



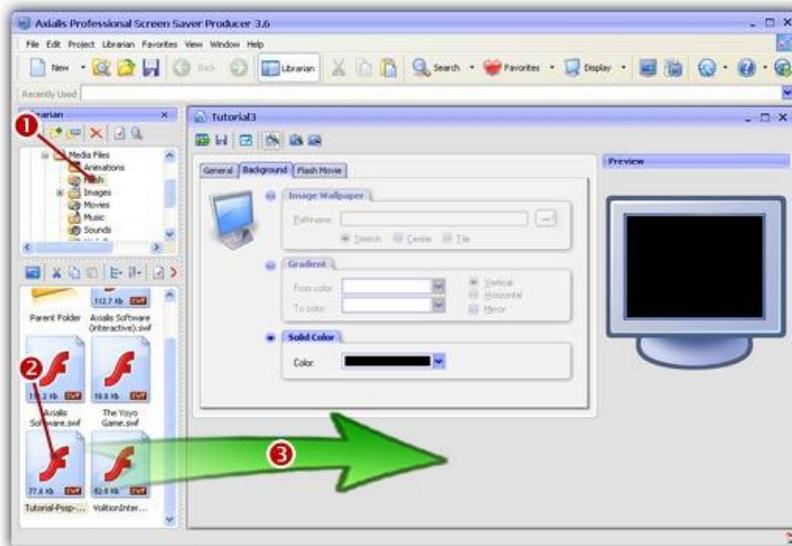
3. In the **Color** field, click on the down arrow on right (3). A drop-down list with several colors appears. Click on the **"Black"** color. If you followed correctly the instructions, the preview window on right should display a black background (4).

IMPORTANT: We have chosen a black screen because the background color of the Flash file we'll use is black. This is important that you use the same (or similar) color to avoid color flashing when the screensaver starts.

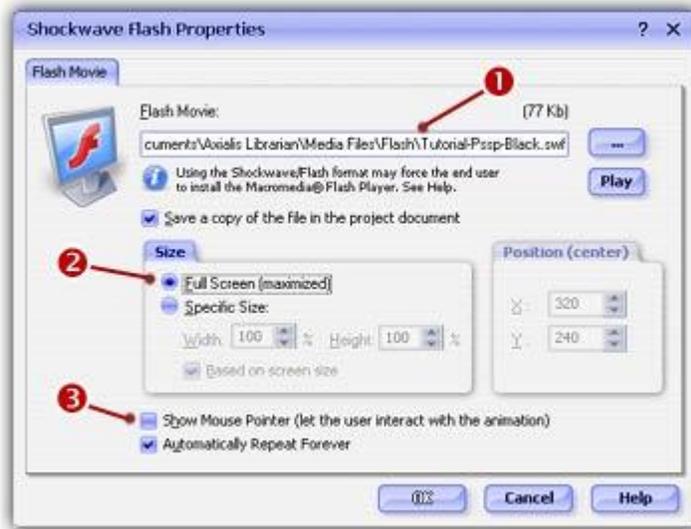
Lesson 3.3 - Specifying the Flash® file

Specify the Flash® file from the Librarian window

1. In the **Librarian** window (see below), select the **"Media Files\Images\Flash"** folder (1). The files contained in this folder are displayed in the list below.



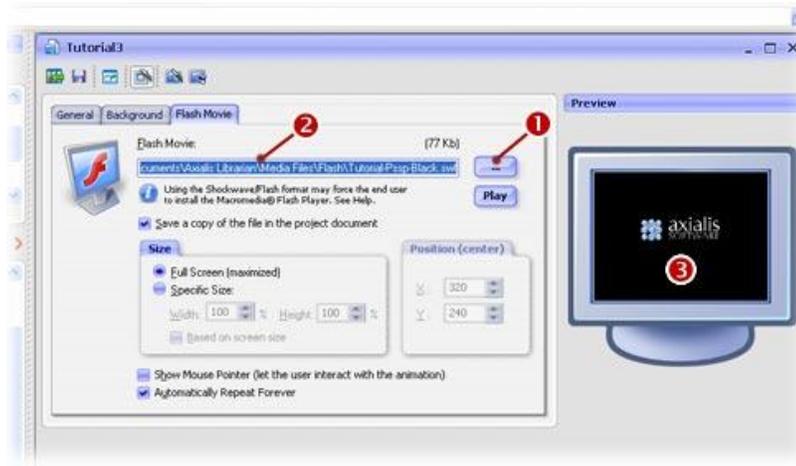
2. Select the file "**Tutorial-Pssp-Black.swf**" in the list (2) and use a mouse drag & drop to place it in the document window (3).
3. A dialog box opens (see below).



4. In **Flash Movie** field (1) you see the full pathname to the file you're about to add. Check that this is the correct file.
5. In the **Size** group, select the **Full Screen (maximized)** option (2). Also, be sure the option **Show Mouse Pointer** (3) is NOT checked. This is used to create interactive screensavers (not for this tutorial). When done, Click **OK**.
6. The file is included in the project (you see the filename in the **Flash Movie** field) and you see the movie in the **Preview** window (on right side).

Changing the Flash® file (another method to specify the file)

7. Once the file has been specified (even if no file has been added yet), you can browse your disks using a Windows standard dialog box and specify any SWF file. In the **Flash Movie** dialog box (click the tab if necessary), click on the [...] button (1). A standard Windows dialog box opens to let you choose the file you want to add. Browse your disks, select a file and click Open.



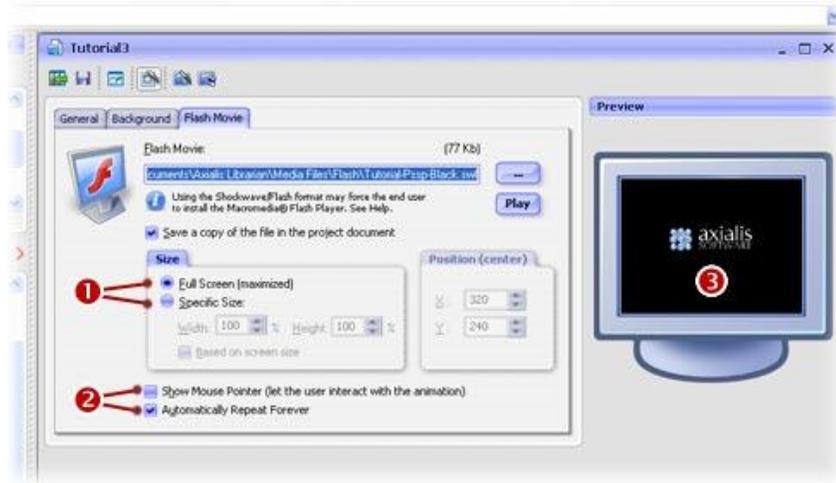
- The full pathname is added in the Flash Movie field (2) and you see the movie in the **Preview** window (3).

Lesson 3.4 - Specifying display settings

In this lesson, we'll see how to adjust the Flash display settings. Finally, we'll test the screensaver fullscreen.

Change screensaver display options

- Select the **Flash Movie** tab if necessary. The associated dialog box appears (see below).



- In the **Size** group (1), be sure to select the **Full Screen** option (it should be already selected). Note that you can choose different settings (various scales, based on screen size, custom position on screen...).
- At the bottom of the dialog box, two options are available (2). The first one **Show Mouse Pointer** permit to create an interactive screensaver. It means that the user will see the mouse pointer and will be able to move the mouse and click in the Flash movie without interrupting the screensaver. The second option **Automatically Repeat Forever** permits to play the Flash movie in loop (usually selected).
- Let's take a look at the result fullscreen. Press **F11** or click the **Full Screen** button in the toolbar. The screensaver is executed on screen. Press a key or move the mouse to end the full screen test.

Lesson 3.5 - Saving the project

Our screensaver project is finished. Now it's a good idea to save it (we could have done this before). You can save the project using the standard Windows® dialog box or use a built-in feature that permits you to quick-save the project in the Librarian (recommended). Choose one of the procedure below:

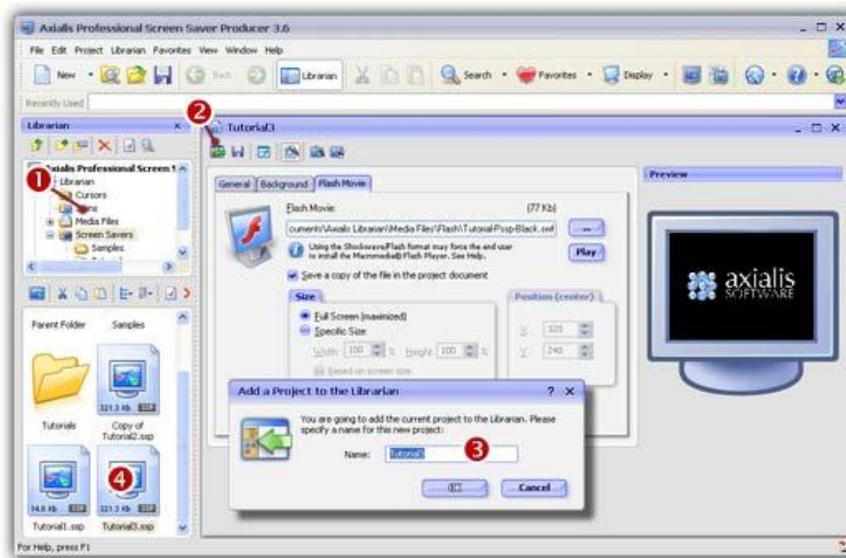
IMPORTANT: Only SSP files can be saved, reloaded and modified in the built-in editor window. Once compiled, a screensaver cannot be modified. So save your projects as SSP files and don't lose these files!

Save the project to a SSP file

1. Choose **File/Save...** or click on the **Save (Ctrl+S)** button in the toolbar. A standard Windows® dialog box opens.
2. Save the file in the Axialis Librarian: "...\My Documents\Axialis Librarian\Screen Savers\Tutorial3.ssp". Click Save when done.
3. The project has been saved to a SSP file.

Quickly save the project in the Librarian (recommended)

1. You can also save the file in the **Librarian** directly. A feature has been implemented to quickly save files in the Librarian. In the **librarian**, select the **"Screen Savers"** folder in the tree (1).



2. Click on the **Add to Librarian** button (2) or choose **File/Add to the Librarian (F3)**. A dialog box opens (see above). In the **Name** field (3), enter a filename (no extension required) or keep the proposed name. Click **OK**.
3. The SSP file is saved in the Librarian (4).

Lesson 3.6 - Compiling the screensaver

The screensaver project is done and saved. Time has come to compile it and create your first Windows® screensaver. This procedure will create a SCR file (see What is a screensaver for more info). You can set this screensaver as Windows® default or just save it in a specific location for redistribution. Compiling a screensaver is done in 6 steps:

Step 1 of 6 - Filename

1. Choose **Project/Compile a Screen Saver File (F4)** or click on the **Compile SCR File** button in the toolbar. A dialog box opens (see below). Before we start, keep in mind that you can click on the context help button (1) if you need get more information on a specific element of a dialog box.



2. In the **Filename** field (2), specify the name of the **SCR** file to create (do not specify the SCR extension). Keep the proposed name "**Tutorial3**".
3. Do not change the **Location** field (3). It may be disabled. You can specify here the folder where you want to create the file. If you want to redistribute this SCR file, specify your output folder. If you want to use this screensaver on your computer only, do not modify the proposed entry (see below). In this tutorial, we'll set the screensaver as Windows® default. So, don't change this field.
4. Do not change the **Place it in my personal Windows System folder** option (4). This option is used to create the file in Windows system folder. In such a case, the screensaver will be visible in Windows® screensaver settings list (see [What is a screensaver](#) for more info).
5. Choose the **Set it as the Current Windows Screen Saver** option (5). The fields 3 and 4 are disabled because they're set by default when you choose to set your screensaver as default. When done, click **Next**.

Step 2 of 6 - Description

6. A new dialog box opens (see below). In the **Title** field (1), keep the proposed title "**Tutorial3**". We always recommend you to keep the proposed title (which is the one you specified when you created the screensaver).



- Specify your own data in **Copyright**, **Web Site** and **Comment** fields (2). See context help [?] for more information on these fields.
- Do not modify the **RSS** settings (3). RSS is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.

Step 3 of 6 - Customization

- A new dialog box opens (see below). Do not modify the **Customization** settings. This dialog box is used to customize the **icon** (1) of the screensaver as well as the **image** (2) displayed in the configure dialog box. This is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.



Step 4 of 6 - Splash screen

- A new dialog box opens (see below). A splash screen is a small window that will be displayed for short period of time before the screen saver starts. This feature permits you to display the name of the screensaver, your name, a copyright notice or the logo of your company. See [this topic](#) to read more about this feature. In this tutorial, we choose to display a **Text splash screen**. It will display the name of the screensaver and the copyright notice (you specified in Step 2).



8. Choose the option **Display a Text Splash Screen** (1). In the **Display Time** group (2), specify 2 seconds. The splash screen will be displayed as text for 2 seconds. When done, click **Next**.

Step 5 of 6 - Preview window

9. A new dialog box opens (see below). You can specify here the kind of preview you wish for the screensaver. The preview window is displayed in the Windows Control Panel when (you change of screensaver). See [What is a screensaver](#) topic for more info (see "How to install a screensaver"). In this tutorial, we choose to display an **Animated Preview** of the screensaver. You'll see a real preview of the Flash movie!



10. Choose the option **Animated Preview** (1). When done, click **Next**.

Step 6 of 6 - Ready to go

11. A new dialog box opens (see below). This is the last screen before the compilation starts. Nothing to specify here. Just take a look at the **compilation summary**. If something is wrong, you can go back to the previous screens by clicking **Previous** button. Also, read the **information about Copyright**.
12. When done, click **Next**.

Compilation in progress... and done

12. A dialog box opens in which you see the compilation in progress (a few seconds). If a problem occurs during the compilation, you see an error message. If it worked fine [we're sure it did :)], the following screen is displayed:



13. You can test the screensaver fullscreen now. Click on the **Test the Screen Saver Now** button (1). Do you like? This is YOUR screensaver now.
14. You can also test the screensaver Properties dialog box. See [What is a screensaver](#) topic for more info about the properties/configure dialog box (see "How to install a screensaver", button "Settings"). Click on the **Test the Properties Dialog Box Now** button (2).
15. As you chose to install this screensaver as Windows® default (in Step 1), it will start automatically after a certain period of inactivity of your computer (depends on what you've configured in Windows® Control Panel). Click **Close** to finish.

Lesson 3.7 - Creating an install package

We've learned how to compile a project and create a SCR screensaver. However, installing this screensaver on a computer could be a bit difficult for an unexperienced user. That's why we recommend you to create an install package with your screensaver especially if you wish to redistribute it. In this lesson we'll learn how to compile the screensaver (like we did in previous lesson) and create an install package during the same procedure. Creating an installation package is done in 9 steps:

Step 1 of 9 - Filenames and location

1. Choose **Project/Compile an Installable Screen Saver File (Shift+F4)** or click on the **Compile Installable Screen Saver** button in the toolbar. A dialog box opens (see below). Before we start, keep in mind that you can click on the context help button (1) if you need get more information on a specific element of a dialog box.



2. In the **Screensaver** field (2), specify the name of the **SCR** file to create (do not specify the SCR extension). Keep the proposed name "**Tutorial3**". This is the filename that will be installed on the end-user computer. This file will not be created on your computer during this compilation. It will be embedded in the install package.
3. In the **Filename** field (3), specify the name of the **Install** file to create (do not specify the EXE extension). Enter this filename: "**Tutorial3Install**". In the **Location** field (4), specify the folder where you want to create the install file on your computer. You can use the button [...] to browse your folders. When done, click **Next**.

Step 2 of 9 - Installation package properties

4. A new dialog box opens (see below). In the **Language** field (1), select "**Automatic (based on Windows settings)**". You can here choose the desired language for the screensaver and install procedure. 8 languages are supported: **English, French, Spanish, German, Portuguese, Italian, Dutch and Russian**. By selecting Automatic, the install procedure will choose the language by itself based on the end-user Windows language. You can also force a specific language.



5. In the **Package** field (2), specify "**Solid Install**". See context help [?] for more information on this field.

- Do not change the **Advanced Customization** settings (3). This is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.

Step 3 of 9 - User license agreement

- The third dialog box opens (see below). It permits you to specify a **User License Agreement**. If you choose to include a license agreement, the user will be prompted to accept it during the installation procedure. If he refuses it, the install procedure ends. In this tutorial, we'll choose to include the default user license agreement.



- Choose the option **Add a User License Agreement** (1). In the edit zone below you see the default agreement (2). It is multi-languages. This is only a proposal that you can customize (3). See [this topic](#) to read more about this feature. When done, click **Next**.

Step 4 of 9 - Screensaver Information

- A new dialog box opens (see below). In the **Title** field (1), keep the proposed title "**Tutorial1**". We always recommend you to keep the proposed title (which is the one you specified when you created the screensaver).



7. Specify your own data in **Copyright**, **Web Site**, **Company** and **Comment** fields (2). See context help [?] for more information on these fields.
8. Do not modify the **RSS** settings (3). RSS is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.

Step 5 of 9 - Screensaver Customization

9. A new dialog box opens (see below). Do not modify the **Customization** settings. This dialog box is used to customize the **icon** (1) of the screensaver as well as the **image** (2) displayed in the configure dialog box. This is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.



Step 6 of 9 - Splash screen

10. A new dialog box opens (see below). A splash screen is a small window that will be displayed for short period of time before the screen saver starts. This feature permits you to display the name of the screensaver, your name, a copyright notice or the logo of your company. See [this topic](#) to read more about this feature. In this tutorial, we choose to display a **Text splash screen**. It will display the name of the screensaver and the copyright notice (you specified in Step 2).



11. Choose the option **Display a Text Splash Screen** (1). In the **Display Time** group (2), specify 2 seconds. The splash screen will be displayed as text for 2 seconds. When done, click **Next**.

Step 7 of 9 - Preview window

12. A new dialog box opens (see below). You can specify here the kind of preview you wish for the screensaver. The preview window is displayed in the Windows Control Panel when (you change of screensaver). See [What is a screensaver](#) topic for more info (see "How to install a screensaver"). In this tutorial, we choose to display an **Animated Preview** of the screensaver. You'll see a real preview of the Flash movie!



13. Choose the option **Animated Preview** (1). When done, click **Next**.

Step 8 of 9 - Activation code

14. A new dialog box opens (see below). Do not modify the **Activation code** settings. This dialog box is used to create demo or limited versions of your screensavers. This is a useful feature if you want to sell your screensavers. This is an advanced feature which is not part of this tutorial. See [this topic](#) to read more about this feature. When done, click **Next**.



Step 9 of 9 - Ready to go

15. A new dialog box opens (see below). This is the last screen before the compilation starts. Nothing to specify here. Just take a look at the **compilation summary**. If something is wrong, you can go back to the previous screens by clicking **Previous** button. Also, read the **information about Copyright**.
16. When done, click **Next**.

Compilation in progress... and done

17. A dialog box opens in which you see the compilation in progress (a few seconds). If a problem occurs during the compilation, you see an error message. If it worked fine, the following screen is displayed:



17. You can test the installation package now. Click on the **Test the Installation Package Now** button (1). The install procedure starts, just follow it. It will install the screensaver on your computer. This is exactly what the end user will do. Convenient, isn't it? Click **Close** to finish.

The tutorial is done

We hope you enjoyed the creation of this first screensaver. If you want to see if the project you've done is correct, you can open our version to compare them: "...\Axialis Librarian\Screen Savers\Tutorials\Tutorial3.ssp".

We also have two other similar tutorials to show you how to create [sprite](#) and [slideshow](#) screensavers... Have fun!

CHAPTER 3

How To Procedures

In this chapter

- How to quickly create a sprite screensaver ■
- How to quickly create a slideshow screensaver ■
- How to quickly create a Flash® screensaver ■
- How to quickly create a video screensaver ■
- How to create a simple "bouncing logo" screensaver ■
- How to work efficiently with Photoshop® ■
- How to create a limited demo/shareware screensaver ■
- How to add a RSS reader in a screensaver ■
- How to customize a screensaver icon ■
- How to customize a screensaver illustration image ■
- How to install a SCR screensaver on a computer ■
- How to quietly install a screensaver on a computer ■

How to quickly create a sprite screensaver...

A built-in Explorer permits you to browse your computer folders with thumbnail preview, select files and quickly create a screensaver!

Open the built-in Explorer, select the files

1. In the menu, choose **File/New/New Explorer (Ctrl+E)**. An explorer window opens in the application:



2. The window is divided in two parts. The separator can be moved using the mouse. On the left pane, use the **folder tree** to browse and find the desired folder (1). In the right pane, you see a **thumbnail** the media files present in this folder (2). Images and video files are shown with preview. You also see Flash and sound files (without preview).
3. **Select the images** files you want to add as sprite in your screensaver. It includes standard images, icons, cursors and animated GIFs. If you want to add a background music, select a music or sound file (MP3, WAV, MID...).

REMARK: You can select several files by clicking on files while pressing on the **CTRL** key. To select a range of files, use the **SHIFT** key.

Create the screensaver

4. Click on the New Screen Saver Project From Selection (F7) button (3) or choose File/New/New Screen Saver Project From Selection in the menu.
5. A dialog box opens. Select **Sprite Based Screen Saver** option in the list. Click **Next**.
6. In this new dialog box, enter the screensaver title and some additional information (copyright, author...). Click **Next** when done.

Customize and compile the screensaver

- The screensaver project window opens with all sprites added in the main edit zone. Select each sprite in the list and adjust the associated properties: motion, size & position, collision, transparency...
- For example, if you want to create a bouncing sprite: Choose **Straight Line** and **Bouncing on the edges of the screen** options. Set the direction and speed of the sprite. We can do this by specifying 2 values: The **Horizontal** and **Vertical** speeds. Specify any data from -500 to +500. You can also randomize the speed (see options on right). When done, click **OK**. To learn more about sprite screensavers, we recommend you to follow [this tutorial](#).
- We can take a look at the result fullscreen. Press **F11** or click the **Full Screen** button in the toolbar. The screensaver is executed fullscreen. Press a key or move the mouse to end the full screen test.
- Save your project by choosing **File/Save** or by pressing **Ctrl+S**.
- Now you can compile your screensaver or compile and create an installation package.

How to quickly create a slideshow screensaver...

A built-in Explorer permits you to browse your computer folders with thumbnail preview, select files and quickly create a screensaver!

Open the built-in Explorer, select the files

- In the menu, choose **File/New/New Explorer (Ctrl+E)**. An explorer window opens in the application:



- The window is divided in two parts. The separator can be moved using the mouse. On the left pane, use the **folder tree** to browse and find the desired folder (1). In the right pane, you see a **thumbnail** the media files present in this folder (2). Images and video files are shown with preview. You also see Flash and sound files (without preview).
- Select the images** files you want to add as slides in your screensaver. We recommend you to use JPEG image files but you can also add BMP, PNG, icons, cursors and GIFs. If you want to add a background music, select a music or sound file (MP3, WAV, MID...).

REMARK: You can select several files by clicking on files while pressing on the **CTRL** key. To select a range of files, use the **SHIFT** key.

Create the screensaver

4. Click on the New Screen Saver Project From Selection (F7) button (3) or choose File/New/New Screen Saver Project From Selection in the menu.
5. A dialog box opens. Select **Slide Show Screen Saver** option in the list. Click **Next**.
6. In this new dialog box, enter the screensaver title and some additional information (copyright, author...). Click **Next** when done.

Customize and compile the screensaver

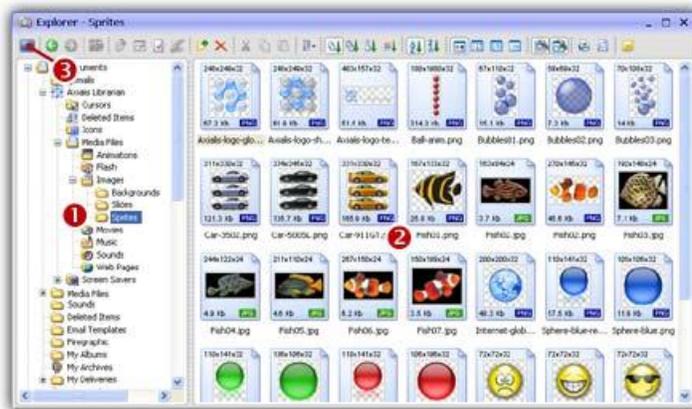
7. The screensaver project window opens with all the files added in the slide list area. Now select the slides and adjust display delay, transitions, scale... Specify also the screensaver display properties. To learn more about slideshow screensavers, we recommend you to follow [this tutorial](#).
8. Now take a look at the result full screen. Press **F11** or click the **Full Screen** button in the toolbar. The screensaver is executed full screen. Press a key or move the mouse to end the full screen test.
9. Save your project by choosing **File/Save** or by pressing **Ctrl+S**.
10. Now you can compile your screensaver or compile and create an installation package.

How to quickly create a Flash® screensaver...

A built-in Explorer permits you to browse your computer folders with thumbnail preview, select files and quickly create a screensaver!

Open the built-in Explorer, select the files

1. In the menu, choose **File/New/New Explorer (Ctrl+E)**. An explorer window opens in the application:



2. The window is divided in two parts. The separator can be moved using the mouse. On the left pane, use the **folder tree** to browse and find the desired folder (1). In the right pane, you see a **thumbnail** the media files present in this folder (2). Images and video files are shown with preview. You also see Flash and sound files (without preview).
3. Select the **Flash®** movie you want to add in your screensaver.

REMARK: Only one Flash® movie can be included in the screensaver.

Create the screensaver

4. Click on the New Screen Saver Project From Selection (F7) button (3) or choose File/New/New Screen Saver Project From Selection in the menu.
5. A dialog box opens. Select **Flash® Based Screen Saver** option in the list. Click **Next**.
6. In this new dialog box, enter the screensaver title and some additional information (copyright, author...). Click **Next** when done.

Customize and compile the screensaver

7. The screensaver project window opens with the Flash® file selected. Now specify the screensaver display properties. To learn more about Flash® screensavers, we recommend you to follow [this tutorial](#).
8. We can take a look at the result fullscreen. Press **F11** or click the **Full Screen** button in the toolbar. The screensaver is executed fullscreen. Press a key or move the mouse to end the full screen test.
9. Save your project by choosing **File/Save** or by pressing **Ctrl+S**.
10. Now you can compile your screensaver or compile and create an installation package.

How to quickly create a video screensaver...

A built-in Explorer permits you to browse your computer folders with thumbnail preview, select files and quickly create a screensaver!

Open the built-in Explorer, select the files

1. In the menu, choose **File/New/New Explorer (Ctrl+E)**. An explorer window opens in the application:



2. The window is divided in two parts. The separator can be moved using the mouse. On the left pane, use the **folder tree** to browse and find the desired folder (1). In the right pane, you see a **thumbnail** the media files present in this folder (2). Images and video files are shown with preview. You also see Flash and sound files (without preview).

3. **Select the video files** you want to add in your screensaver. A video screensaver can include several video files that will be played in sequence. Be careful of the final size of your screensaver though!

REMARK: You can select several files by clicking on files while pressing on the **CTRL** key. To select a range of files, use the **SHIFT** key.

Create the screensaver

4. Click on the New Screen Saver Project From Selection (F7) button (🔴) or choose File/New/New Screen Saver Project From Selection in the menu.
5. A dialog box opens. Select **Video Based Screen Saver** option in the list. Click **Next**.
6. In this new dialog box, enter the screensaver title and some additional information (copyright, author...). Click **Next** when done.

Customize and compile the screensaver

7. The screensaver project window opens with all the files added in the video list. Now you can simply adjust display settings of the screensaver. To learn more about video screensavers, see [this tutorial](#) about Flash based screensavers creation (which is very close to video based screensavers).
8. Now take a look at the result fullscreen. Press **F11** or click the **Full Screen** button in the toolbar. The screensaver is executed fullscreen. Press a key or move the mouse to end the full screen test.
9. Save your project by choosing **File/Save** or by pressing **Ctrl+S**.
10. Now you can [compile your screensaver](#) or [compile and create an installation package](#).

How to create a simple "bouncing logo" screensaver...

If you want to promote your company, creating a simple screensaver with your logo bouncing on the edges of the screen is so simple!

Create the Project

1. In the menu, choose **File/New/New Screen Saver Project**, a dialog box opens. Select the **"Sprite Based Screen Saver"** type in the list and click **Next**. A second dialog box opens:
2. Specify the **Screensaver Title: "MyBouncingLogo"**. Also specify your own **Description**, **Author Name**, **Copyright** information and click **Next**.

REMARK: Click on the context help button (🔴) to get more information on a specific area in the dialog box.

A black background

3. In the WYSIWYG **editor window**, double-click (using the left button) or right-click and select "Properties" or choose **Project/Screen Background** menu command.
4. A **Project Properties** dialog box opens (**Background** tab is selected). Select the **Solid Color** option and choose **Black**.

Add the logo (sprite)

5. First, you need to create a nice image of your company logo. Create this image in an external program like [Photoshop®](#) (professional tool), [Paint Shop Pro®](#) (shareware tool) or [Gimp®](#) (free tool). Crop your image just around your logo. Do not leave a black space around the logo. Use the real colors (24 bits), not 16 or 256 colors. If you know how to create 32 bit images with alpha channel, the result will be better. If not, add a black background to your company logo too. Save it to BMP or PNG file.
6. Return in the application, select your project document if necessary. Choose in the menu: **Project/New Sprite (Ins)** or click the **New Sprite** button in the local toolbar. A standard Windows dialog box opens. Search and select your file. Click Open. The logo is added in the center of the screensaver.

Set the sprite motion parameters

7. Now we're going to make the sprite move on screen. Double-click on the logo sprite. A dialog opens. Select the **Motion** tab if necessary.
8. Choose Straight Line and Bouncing on the edges of the screen options.
9. Now we'll set the direction and speed of the sprite. We can do this by specifying 2 values: The **Horizontal** and **Vertical** speeds. Specify **40** in **Horizontal** speed and **-40** in **Vertical** speed. When done, click **OK**.
10. We can take a look at the result fullscreen. Press **F11** or click the **Full Screen** button in the toolbar. The screensaver is executed fullscreen. Press a key or move the mouse to end the full screen test.
11. Save your project by choosing **File/Save** or by pressing **Ctrl+S**.
12. Now you can [compile your screensaver](#) or [compile and create an installation package](#).

How to work efficiently with Photoshop®...

[Adobe Photoshop®](#) is actually the industry standard in image creation. That's why we made a Photoshop® plug-in that will permit you to transfer your images directly to Axialis Professional Screen Saver Producer without creating temporary PSD image files. This great feature will permit you to work efficiently and create high quality screensavers.

Install the Photoshop® plug-in

1. The first time you've started the application, you probably have been prompted to install the plugin (if Photoshop was installed). If you did not choose to install this plugin or installed Photoshop® later, please follow step 2. Otherwise, go to step 6.
2. Before installing the plug-in we recommend you to close the Photoshop® application (if it is actually opened in background). Choose **File/Install Photoshop® Plug-in...**

3. The dialog box **Install the Photoshop Transfer Plug-in** opens (see below). In the **Location** edit zone (1), specify the Photoshop plug-in folder. If you don't know the exact folder path, click the browse button (2) to choose the folder in a list.

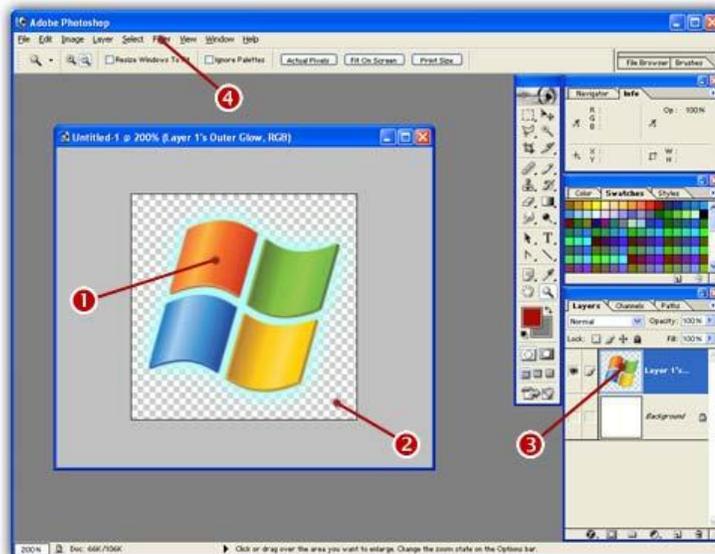


4. If you want to **create a subfolder "Axialis"** to install the plug-in module (recommended to organize your folder properly), activate the option **"Install in a subfolder Axialis"** (3). Note that creating a subfolder may fail with some compatible applications.
5. Click **OK**. When done, a message informs you that the plug-in has been installed.

REMARK: You can install the Plug-in in various other compatible applications. See your application help file for more info on how to proceed. If Photoshop® is installed on your computer, the plug-in folder will be automatically added to the edit zone.

Use the Photoshop® plug-in

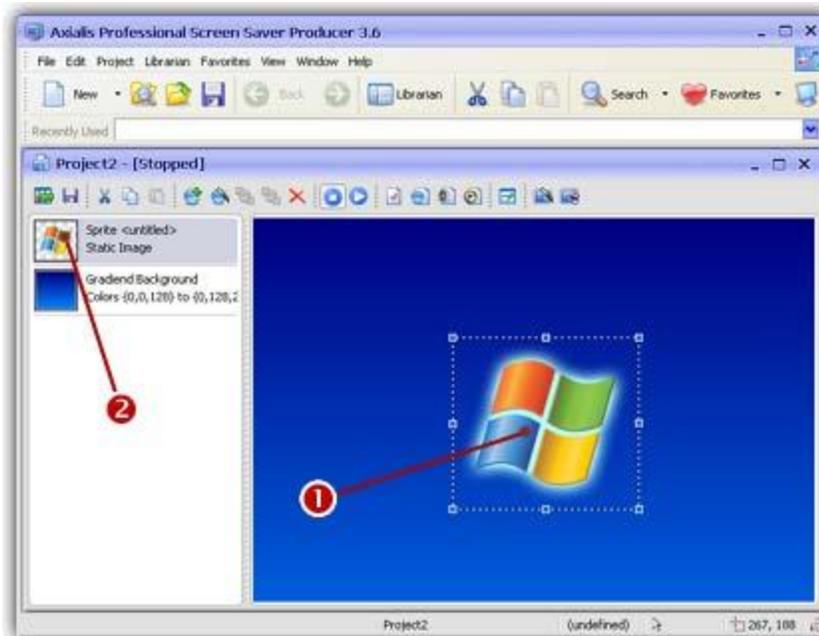
6. Using Photoshop, create your image like shown below (1). For better results we recommend you to create an image with smooth transparency (2). For example the image below is featured with a cyan outer glow. Only the selected layer contents will be transferred (3).



7. In the menu (4), select **Filter/Axialis/Transfer To Axialis Professional Screen Saver Producer**. The Axialis application automatically starts (or activates if already running in background) and a dialog box prompts you to choose an action:



8. Choose **Create a New Screen Saver using this image as sprite** option (1) to create a new screensaver. By choosing this action, you'll add this image as the first sprite in the screensaver. If you want to add this image in an existing (and already opened) screensaver project, select **Paste the image** option (2).
9. For example, choose **Create a New Screen Saver** and click **OK**. A second dialog box opens. Specify the requested information (title, author...) and Click Next. A new screensaver is created with the image added as sprite:



10. The sprite is added in the center of the edit window (1) and is also visible in the sprite list (2). Now you can adjust the sprite properties: motion, size & position, collision, transparency... To learn more about sprite screensavers, we recommend you to follow [this tutorial](#).

How to create a limited demo/shareware screensaver...

With Axialis Professional Screen Saver Producer you can create shareware versions of your screensavers. It means that these versions can be used for a limited period of time by a user for test purpose. When this period is over the user has to purchase it or un-install it.

When the user purchases the screensaver you just have to send him an activation code (that you've generated with this program too) to transform the trial version in a fully working version. You'll be able to generate Activation Codes using a built-in feature (Alt+F6). Click [here](#) to read more about activation codes.

Compile the screensaver in shareware mode

IMPORTANT: You can create demo/limited versions of your screensaver only if you create an installation package of your screensaver. If you compile a simple screensaver, you cannot add this feature.

1. Open your screensaver project. Choose Project/Compile an Installable Screen Saver File (Shift+F4) or click on the Compile Installable Screen Saver button in the toolbar.
2. The first dialog box of the compilation wizard opens. Follow the procedure until **Step 8 "Activation Code"** (see below)



3. If you want to create a limited screensaver, you must click on the **Use an Activation Code** option (1). The other fields of the dialog box enable.
4. Below you see 2 fields with **IDs** (2). The IDs that are proposed here are based on the screensaver title and the company name you entered. Of course you can change them but don't forget them once the screensaver is compiled. You'll need them to generate activation codes for the users. You'll be able to [Generate Activation Codes](#) using a built-in feature after the compilation (Alt+F6).
 - In the **Screen Saver ID** area, specify the Screen Saver ID (an 8 digit hexadecimal number - 32 bits) that will be used to generate the Activation Codes. Two IDs are used to generate the codes: The Screen Saver ID (which is different for each library you compiled) and the Company ID (which is constant but differs for another company). This number is proposed but you can modify it (recommended).

- In the **Company ID** area, specify the Company ID (another 8 digit hexadecimal number - 32 bits) that will be used to generate the Activation Codes. This number is proposed but you can modify it (recommended). However, if you modify it, we recommend you to keep the same Company ID for all the screensavers you'll compile.
5. Click **Code based on User Name** (3) if you want to use the customer name to generate codes. Click [here](#) to read more about activation codes.
 6. In the **Limitations** group (4) you can specify if you want to create a **Time Limited** screensaver or a **Sprite/Slide Limited** screensaver.
 5. Some advanced parameters permits you to fully customize the trial version of your screensaver. To access these parameters, click the **Advanced** button (5). Another dialog box opens.

Specify Advanced Parameters

6. In the **Version Name** zone, specify the name of the limited version. Usually: *'Shareware Version', 'Trial Edition', 'Demo Version'...*
7. In the **Registration URL** zone, specify the Web Address of your purchase web page (for example: <http://www.axialis.com/purchase>). This Web Address will be used in the 'Properties' dialog box as a real hyperlink (the user will be able to click on it to register).
8. In the **Registration Text** zone, specify the Registration Text. This text will be displayed in the upper-left corner of the limited version of the screensaver. Once the screensaver is activated, this text is hidden. Since the user can activate the screensaver using the A key and register using the R key, adding a reminder in this text is a good idea: *"Press 'A' to enter your activation code. Press 'R' to register"*. This text can be localized.

Information about Localization

The text can be localized using macros (placed in the text body) that permit you to define conditional portions. A conditional portion begins with #if and ends with a #endif. If a text line is not in a conditional portion, it is always displayed. Example:

```
#if ENGLISH
... Text using english language ...
#endif
... Text always displayed ...
#if FRENCH
... Text using french language ...
#endif
```

Actually, 8 language macros are supported: **ENGLISH, FRENCH, GERMAN, SPANISH, DUTCH, ITALIAN, PORTUGUESE** and **RUSSIAN**.

9. In the **Registration Text** zone, specify the Expiration Text. This text will be displayed in the upper-left corner of the screen if the trial period is over. Once the screensaver is activated, this text is hidden. Since the user can activate the screensaver using the A key and register using the R key, adding a reminder in this text is a good idea: *"Press 'A' to enter your activation code. Press 'R' to register"*. This text can be localized.
10. If the **"Enter Activation Code During Installation"** box is checked, the user will be prompted to enter his activation code (and eventually his name) during the installation of the screensaver. You can configure this option as a proposal or an obligation by choosing an option below.
 - If the **"Propose To Enter Code"** option is chosen, the user will be prompted to enter his activation code during install but will be able to bypass this step. He will be able to activate it later during use. In this case, this step is a proposal, NOT an obligation.
 - If the **"Force To Enter Code"** option is chosen, the user will be prompted to enter his activation code to proceed with installation. In this case, this step is an obligation, NOT a proposal.

11. When done, click **OK**.

Compile the installation package

12. Now finish the compilation process of the screensaver. A dialog box opens in which you see the compilation in progress (a few seconds). If a problem occurs during the compilation, you see an error message. If it worked fine, the following screen is displayed:



13. You can test the installation package now. Click on the **Test the Installation Package Now** button (❗). The install procedure starts, just follow it. It will install the screensaver on your computer. This is exactly what the end user will do. Click **Close** to finish. Once the demo/limited screensaver starts, it display the message you've specified to ask the user to register.

Generate activation codes

To send an activation code to the user who purchased, you have to generate it. The application includes a feature that permits you can generate Activation Codes for previously compiled Screen Savers. You can generate two kinds of Activation Codes: Based on User Name (one code generated for each user) or in serial (a list of codes can be generated).

You can generate activation codes at any time. You don't need to open a screen saver project to generate codes. You just need the Company ID and the Screen Saver ID you used during the compilation (see above).

14. To open the **Generate Activation Codes** dialog box, choose **Edit / Generate Activation Codes** or press **Alt+F6**. A large dialog box opens.

How to add a RSS reader in a screensaver...

With Axialis Professional Screen Saver Producer you can screensavers with a RSS reader embedded. RSS, which means "Really Simple Syndication", is a new way to publish information online. Think of it as a distributable "What's New" for your site.

At the heart of the technology is special Web coding, called XML, which has been widely developed by the online community over the past few years. Anyone can pick up the RSS codes and with the appropriate software display the information.

A RSS reader is included in the screensavers you will compile. You just have to create your own online RSS feeds (see tutorial link below) and add the URLs to them in the above list. Adding RSS news in your screensaver is a great idea.

Add a RSS reader in a screensaver

IMPORTANT: If your screensaver includes a RSS reader, it will attempt to access the Internet. This may pop-up a firewall alert on the end-user computer. An Internet access may be considered as suspicious by the this user (malicious codes like virus or trojans act like this). We strongly recommend to inform the end-user about this.

1. Open your screensaver project. It works with all kind of screensavers (sprite, Flash, slideshow, video). Compile it either as SCR or as Install Package. Choose **Project/Compile an Installable Screen Saver File (Shift+F4)** or **Project/Compile a Screen Saver File (F4)**.
2. The first dialog box of the compilation wizard opens. Follow the procedure until **Step 2 "Description"** (see below) if you choose to compile a SCR file or until **Step 4 "Screensaver Information"** if you choose to create an install package.



3. To activate the RSS reader and specify feeds, in the **RSS feeds** zone, click on the **Enable RSS Reader** option (2). The **Specify URLs** button is activated. Click on this button, a second dialog box opens:



3. In the **Source URLs** zone (1), enter the feed URLs you wish to use in the reader. Specify one URL per line. The reader will download the news in all URLs when the screensaver starts and display them all in sequence.

You can also specify **UNC network paths** to XML files. It could be useful to publish news via the screensaver on all the computers installed in your company. For example, specify:
"`\\MainServer\CommonFiles\News\daily-news.xml`"

4. If you want to allow the user to modify these URLs (add/remove) once the screensaver is installed, click on the associated option (2). When done click **OK**. Continue with the compilation wizard.
5. Once the compiled screensaver is installed, the RSS reader will access the internet each time it starts (in background), get the news and display them in a small window in the lower-right corner of the screen:



REMARK: The end user can enable/disable the RSS reader and change URLs (if you allowed it) from the screensaver "configure" dialog box.

How to customize a screensaver icon...

A screensaver is a program (see [What is a screensaver](#)). Therefore, it contains an icon. This icon is used to display it in Windows Explorer or when you create a Shortcut to it in the Desktop for example. A standard icon is used but it's now possible to customize it.

What is an icon?

An icon is a graphic image, a small picture or object that represents a file, program, web page, or command. Icons help you execute commands, open programs or documents quickly. To execute a command by using an icon, click or double-click on the icon. It is also useful to recognize quickly an object in a browser list.

That's almost all you need to know if you only use icons. But you want to use (or create) icons for the screensaver customization feature, you need to know more about them.

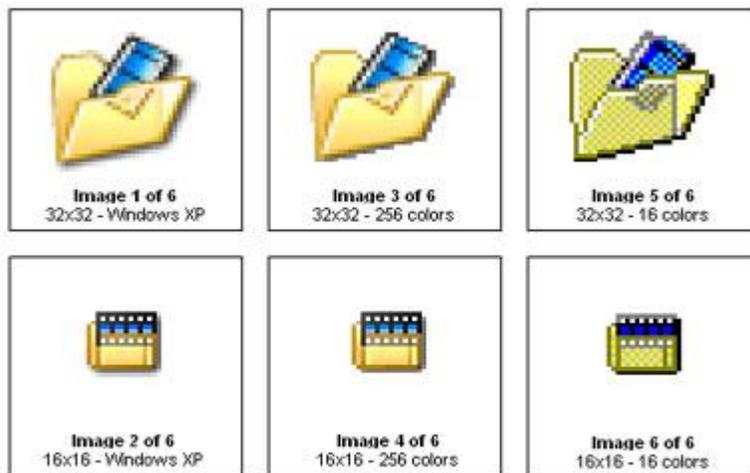
What are the differences between an image and an icon?

A computer image is a bitmap (composed of pixels) or vector (composed of drawing paths) picture, which can be saved using various formats (BMP, PNG, GIF, JPEG, WMF...). All these formats have several different properties (bitmaps, vectors, compressed, layered, animated...) and can be used to store pictures at any sizes and resolution.

Icons are different from standard images. They have standard sizes (usually small): 16x16, 32x32, 48x48... One icon is composed of several images. Each of them with a different size and number of colors (mono, 16 colors, 256 colors, 16.8M...). And the most important property of an icon is the ability to include transparent areas. This allows seeing the screen background behind the icon within its square image.

What is the structure of an icon?

As we've seen in previous paragraph, an icon is a group of images of various formats (size and colors). Furthermore, each image can include transparent area. That's why you'll find a transparent color in the drawing palette for 16 or 256 color images and a variable opacity parameter for the new Windows XP format (opacity = 0 means transparent).



Example of icon containing various image formats

What kind of icons can I use to customize my screensaver?

To be compatible with the customization feature, the icon must be Windows compliant (ICO format) contain at least the following image formats:

- 16x16 - 256 colors
- 32x32 - 256 colors
- 48x48 - 256 colors
- 16x16 - Windows XP
- 32x32 - Windows XP
- 48x48 - Windows XP

How to create my own icons?

Axialis Software has released an icon editor that will permit you to easily create your own icons in a few minutes: [Axialis IconWorkshop](#). This professional tool will permit to create icons with several formats from images in a few clicks. You can download a shareware version [here](#) and test it for 30 days.

Customize the screensaver icon

1. Once your compatible icon is ready and saved in as an ICO file on your disk, open your screensaver project. Compile it either as SCR or as Install Package. Choose **Project/Compile an Installable Screen Saver File (Shift+F4)** or **Project/Compile a Screen Saver File (F4)**.
2. The first dialog box of the compilation wizard opens. Follow the procedure until **Step 3 "Screensaver Customization"** if you choose to compile a SCR file (see below) or until **Step 5** if you choose to create an install package.



3. Click on the option **Use a custom icon for the screensaver SCR file** to activate it (2). The edit fields below are automatically enabled.
4. In the edit zone, enter the **full path** to your ICO file on your disk or click the [...] button to browse your disks and locate the file using a standard Windows dialog box.
5. Once the pathname has been entered you see a preview of the icon image in the window on right.
6. If this is the right icon, click **Next**. If the icon has the correct format (see specs above), you can continue the compilation wizard. Finish the compilation and test it to see if the icon has been properly changed.

REMARK: You can also customize the icon of the install EXE file if you have chosen to create an installation package. The procedure is similar and the icon should have the same specs. Click on the **Advanced Customization** button in **Step 2** of the compilation wizard.

How to customize a screensaver illustration image...

A screensaver contains a Customize dialog box (see [What is a screensaver](#)). The application permits you to customize the illustration image that is included in this window (1):



What kind of images can I use to customize my screensaver?

To be compatible with the customization feature, the image file must have the JPEG, BMP or PNG format. Also, we recommend you to use an image with the following dimension: Width = 400, Height = 90.

How to create my illustration image?

Create this image using an external application like [Photoshop®](#) (professional tool), [Paint Shop Pro®](#) (shareware tool) or [Gimp®](#) (free tool).

Customize the screensaver image

1. Once your compatible icon is ready and saved in as an ICO file on your disk, open your screensaver project. Compile it either as SCR or as Install Package. Choose **Project/Compile an Installable Screen Saver File (Shift+F4)** or **Project/Compile a Screen Saver File (F4)**.
2. The first dialog box of the compilation wizard opens. Follow the procedure until **Step 3 "Screensaver Customization"** if you choose to compile a SCR file (see below) or until **Step 5** if you choose to create an install package.



3. Click on the option **Use a custom image in Configure dialog box** to activate it (1). The edit fields below are automatically enabled.
4. In the edit zone, enter the **full path** to your image file on your disk or click the [...] button to browse your disks and locate the file using a standard Windows dialog box.
5. Once the pathname has been entered you see a preview of the image in the window on right.
6. If this is the right image, click **Next**. You can continue the compilation wizard. Finish the compilation and test it to see if the image has been properly changed.

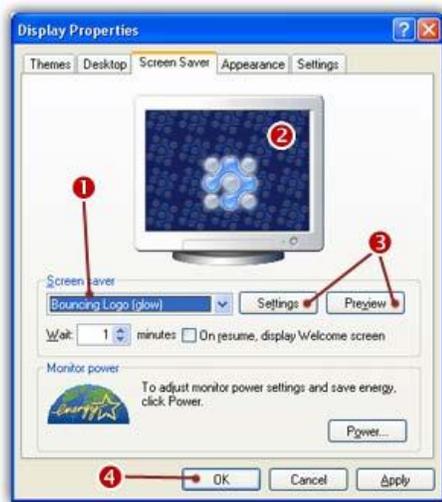
REMARK: You can also customize the image of the install EXE file if you have chosen to create an installation package. The procedure is similar and the image should be 500x60 pixels. Click on the **Advanced Customization** button in **Step 2** of the compilation wizard.

How to install a SCR screensaver on a computer...

How to install a screensaver on a Windows® computer?

If an install procedure is provided with the screensaver, just install it launching the procedure. When a screensaver is distributed as a simple SCR file, You have to follow this procedure to install it on a computer:

1. Copy the SCR file in your system folder. This folder vary with Windows version:
 - **Windows XP/NT/2000** - C:\WINNT\SYSTEM32
 - **Windows 95/98/ME** - C:\WINDOWS\SYSTEM
2. Right-click in the Windows Desktop background and select "Properties". A dialog box opens. Select the "Screen Saver" tab:



3. Select your screensaver in the list (1). (it should appear in this list if you copied it in the correct folder). The screensaver appears in the **Preview** screen (2).
4. You can adjust the screensaver settings or display it fullscreen (3).
5. When all done, click **OK** (4)

How to un-install a screensaver?

If an un-install procedure is provided with the screensaver, just un-install it launching the procedure. When a screensaver is distributed as a simple SCR file, you have to locate the SCR file and delete it. You can also choose another screensaver (or simply specify "None") in the above list (1).

How to quietly install a screensaver on a computer...

If you've created an installation package for your screensaver, many command-line options are available to configure the install procedure. Options are specified after the EXE filename in the execution command-line.

How to quietly install a screensaver on a computer

In the command-line specify `/q` after the EXE install program name ("`q`" means "quiet"). For example:

```
Install /q
```

All the command-line options

The Screensaver Installer command-line syntax includes the following options:

Option	Parameters	Definition
<code>/?</code> or <code>/h</code>		Help - Displays a help screen.
<code>/q</code>		Quiet Mode - Installs the screensaver quietly without user interface. If the installation failed the error code (ERRORLEVEL) returned by the install is 1. If it is successful, the returned value is 0.
<code>/f</code>		Display the Progress and Final Screens - In quiet mode, displays the progress and the final notice screens to inform the user during the screensaver installation result. This option is ignored if the installation is not in quiet mode.
<code>/d</code>	<code>[-]</code>	Set as Default Screensaver - Set the installed screensaver as Windows® default screensaver. Specify <code>/d-</code> to clear the option.
<code>/s</code>	<code>[-]</code>	Create a Desktop Shortcut - Create a shortcut icon on the Windows® Desktop (to easily launch and test the screensaver). Specify <code>/s-</code> to clear the option.
<code>/m</code>	<code>[-]</code>	Create a Start Menu Entry - Creates an entry in the Windows® Start Menu (to easily launch the screensaver). Specify <code>/m-</code> to clear the option.
<code>/p</code>	<code>[-]</code>	Open Display Properties - Automatically open the Windows® display properties dialog box (to select and adjust the screensaver configuration). Specify <code>/p-</code> to clear the option.
<code>/u</code>		Uninstall the Screensaver - Automatically uninstall the screensaver.
<code>/x</code>		Windows® XP User Interface - Forces the installation to use a XP-like user interface.
<code>/w</code>		Windows® ME/2000 User Interface - Forces the installation to use a standard ME/2000 user interface.

Command-line examples

1. Automatically un-install the screensaver:

```
Install /u
```

2. Install the screensaver in quiet mode, set the screensaver as default Windows® screensaver and do NOT create a desktop shortcut icon:

```
Install /q /d /s-
```

3. Install the screensaver in quiet mode, display a progress dialog box and force use of the Windows® ME/2000 standard interface :

```
Install /w /q /f
```

CHAPTER 4

Creating Screen Savers

In this chapter

- Create a Sprite Based Screen Saver ■
- Create a Slideshow Based Screen Saver ■
- Create a Flash® Based Screen Saver ■
- Create a FLI/FLC Animation Based Screen Saver ■
- Compile a Screen Saver File (SCR) ■
- Compile an Installable Screen Saver File (EXE) ■
- Working with the Photoshop® Plug-in ■
- Generate Activation Codes ■

Create a Sprite Based Screen Saver

A sprite is an animated or fixed object which moves or is static on screen. As the goal of a screensaver is to save screen pixels, it is better to use moving sprites (see "bouncing balls" example). The sprites can move on screen, be static, be animated (a spinning ball for example, composed of several images), bounce on the edge of the screen, collide with other sprites and more... The Sprite based screensaver is the most commonly used.

Create a sprite based screen saver project

To create a screen saver, you must create a Project first (.SSP file). Only this file can be saved/reloaded/modified in the built-in editor window.

1. Choose **File/New Screen Saver Project**. A dialog box opens. Choose the type of screen saver to create: "**Sprite based Screen Saver**". The screen saver is composed of several animated sprites moving over a static background. Many effects available: sounds, collisions, bouncing effects...
2. Click on the **Next** Button. The "Create Screen Saver Project" dialog box opens. You can specify Screen saver and Author information in the areas: **Title**, **Description**, **Name** and **Copyright**.
3. Click on the **Next** button. The application creates a new project with a default Gradient Background.

Adjust general display properties

Adjust general display properties

1. Activate the Screen Saver window document.
2. Choose Project/Project Properties or click right, choose Properties and activate the Identity Tab.
3. In the **Title** area, specify the name of the screen saver. This field will be useful at compile time.
4. In the **Author** area, specify the author of the screen saver. This field will be useful at compile time.
5. In the **Copyright** area, specify the copyright of the screen saver. This field will be useful at compile time.
6. In the **Description** area, specify a description of the screen saver. This field will be useful at compile time.

Add new sprites in the project

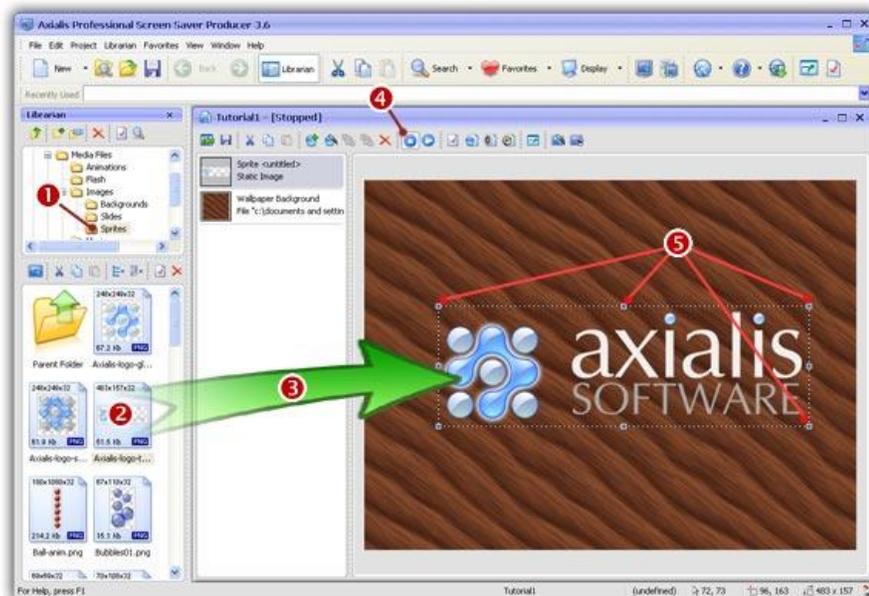
A sprite is a graphical object that can be static or animated. It can be based on an image or animation. See Animation File format or Image file format.

You can also add SSS files, which are Sprite files with full properties embedded. Sprite files (SSS extension) can be created by exporting sprites from a screensaver project.

1. Activate the Screen Saver Document window.
2. Choose **Project/New Sprites** or right-click and choose **New sprites**.
3. Browse your disks and select the image files you wish to add. Click **Open**. The new sprites are added.

Add new sprites using Drag and Drop from the Librarian

1. Open the **Screen Saver Document** window.
2. Select one or more sprites in the **Librarian** then **drag and drop** them to the Screen Saver Document window.



Add new sprites from the Explorer

1. Open a new **Explorer** window (**Ctrl+E**) or choose **File/New/New Explorer**.
2. Browse your disks and **select the images** you want to add as sprites.
3. Select **Edit/Copy (Ctrl+C)**.
4. Open or select the **Screen Saver Document** window.
5. Select **Edit/Paste (Ctrl+V)**. The new sprites are added.

NOTES: When you add sprites by using drag and drop from the librarian, the application automatically sets the sprite background to transparent. The upper left pixel color is used to determine the transparent color except the JPEG, JPG files (the background is opaque).

If you want to keep the sprite background when you add sprite, select the sprite, press **CTRL** then drag and drop to the Screen Saver Document window.

If you add a video file (FLI/FLC), the program prompts you that you are going to add an Autodesk FLI/FLC animation to the active project. You can choose to add it as a sprite or an independent window (like video clip). You can choose between two options:

■ **Convert the Animation in sprite:** The animation will be converted into a sprite with transparency. This is not recommended for large file.

■ **Add the Animation as an Independent Window:** The animation will be embedded in the screen saver as an independent window. The animation can be played once before the screen saver starts or forever with sprites playing in background.

If you add **an animated cursor file (ANI)**, the program will automatically add it as an animated sprite to the active project.

If you add **an icon or cursor files associated to several image formats**, the program prompts you to choose a file format. Then this file is automatically added as an animated sprite to the active project.

Change the sprite position

When you add new sprites, they are initially placed in the upper left corner of the Screen Saver working area. They can change the sprite Initial Position (X: Horizontal and Y: Vertical).

To change the Absolute Position

1. Select the sprite in the Screen Saver Document window.
2. Choose **Project/Sprite Properties** or **Right click** and choose **Properties**.
3. Click on the **Size** and **Position** tab.
4. In the **Absolute Position** group, enter here the **X coordinate of the Initial position of the sprite of screen** (from -640 to 1280). 0 means the left border and 640 the right border of the screen. This value indicates the position of the sprite's hot spot on the screen (not necessary the position of the upper-left corner of the sprite - see hot spot definition). Sprite initial position can also be specified using drag & drop in the screen saver document window.
5. In the **Absolute Position** Group, enter here the **Y coordinate of the Initial position of the sprite on screen** (from -480 to 960). 0 means the top border and 480 the bottom border of the screen. This value indicates the position of the sprite's hot spot on the screen (not necessary the position of the upper-left corner of the sprite - see hot spot definition). Sprite initial position can also be specified using drag & drop in the screen saver document window.

NOTES: The visible screen coordinates are always specified from (0,0: top-left) to (640,480: bottom-right). Of course if you launch your screen saver on a 1024x768 display for example, the sprites coordinates will be recalculated accordingly. You can specify a coordinate outside of the visible area to make a sprite initially hidden.

To change the Relative Position

1. Select the sprite in the Screen Saver Document window.
2. Choose **Project/Sprite Properties** or **Right Click** and choose **Properties**.
3. In the **Hot Spot Relative Position** group, enter here the **X (horizontal) relative position** of the hot spot within the sprite.
4. In the **Hot Spot Relative Position** group, enter here the **Y (vertical) relative position** of the hot spot within the sprite.
5. Click to specify the **hot spot relative position within the sprite**. When you click in the image, the X and Y values (at the bottom) are updated accordingly.

NOTE: The sprite position is defined by the absolute position of the hot spot (in the screen coordinates) and by the relative position of the hot spot within the sprite (in percent).

If relative position is (0%, 0%) the absolute position of the sprite is based on the position of the upper-left corner of the sprite.

If relative position is (100%, 100%) the absolute position of the sprite is based on the position of the bottom-right corner of the sprite.

By default the relative position is (50%, 50%): the center of the sprite.

Change the sprite size

Change the Sprite display size

1. Select the sprite.
2. Choose **Project/Sprite Properties** or **Right click** and choose **Properties**.
3. Click on the **Size and Position** tab.
4. In the **Scale Group**, enter here the **width of the sprite in percent (100% by default)**. The final width is based on the original sprite bitmap width. Sprite width can also be changed using mouse in the screen saver document window.
5. In the **Scale Group**, enter here the **height of the sprite in percent (100% by default)**. The final height is based on the original sprite bitmap height. Sprite height can also be changed using mouse in the screen saver document window.
6. In the **Scale Group**, check the **Proportional to Screen** box if you want the application to automatically resize the sprite when running the screensaver on the user screen. The size of the sprite will be automatically calculated to keep the same display ratio on all screen resolutions.

REMARK: The size of the final sprite is calculated from a 640x480 screensaver project (the size of the WYSIWYG editor window). For example, if the final user launches the screen saver on a 800x600 display, the sprite size multiplier will be: 1.25. If his screen size is 1024x768, the multiplier will be 1.6 and so on...

Change Motion, Type and Speed

Change Motion and Speed of a Sprite

You can change the Type, Motion Links and Speed of the Sprite.

1. Activate the Screen Saver Document window.
2. Choose Project/Sprite Properties or Right click and choose Properties.
3. In the **Type** Group:
 - **Static:** Click to make a **static sprite**. The sprite may be animated but to not move on screen.
 - **Straight Line:** Click here to define a **straight-line motion path**. The sprite moves at a constant speed through the screen. The speed and directions are defined by the horizontal and vertical speed values (see below).
 - **Bouncing on the bottom of the screen:** Click here to define a sprite that **bounces at the bottom of the screen**, like a ball bouncing on the floor. The height of the bounce is defined by the initial Y position of the sprite (0=top of the screen, 480=bottom of the screen).
4. In the **Motion Links** Group:
 - **Pass over and over:** Click here if you want the sprite to cross the screen without bouncing on its borders. For example, if the sprite disappears on the right border of the screen, it appears again on the left border and so on.
 - **Pass randomly:** Click here if you want the sprite to pass randomly on the screen. It works like the previous option, but if the sprite disappears on one side, it do not appears immediately on the other side. It waits for a random period.
 - **Bouncing on the edges of the screen:** Click here if you want the sprite to bounce on the screen borders, like a ball on a pool table. It is usually used with the "straight-line motion path" option. However, it can be combined with the "bounce at the bottom of the screen" option.
5. In the **Speed** Group:
 - **Horizontal:** Enter here the initial horizontal speed of the sprite (-500 to +500). Positive speed means from left to right, negative speed means from right to left.
 - **Vertical:** Enter here the initial vertical speed of the sprite (-500 to +500). Positive speed means from top to bottom, negative speed means from bottom to top.

Randomly change the sprite motion path

You can randomly modify the sprite motion path parameters. The application randomly changes the Type, Links and Speed parameters.

1. Activate the Screen Saver document window.
2. Choose Project/Randomly Change Sprite Motion Path.

Add sprite collision effects

Add Collision effects to Sprites

Two sprites must have the same level to collide.

1. Select the sprite.
2. Choose Project/Sprite Properties or Right click and choose Properties.
3. Click on the Sounds and Collisions tab.
4. In the area **Object Collision level**, specify the Collision level of this sprite.
5. Click to specify if the path of the sprite must change after a collision with another sprite occurs.
 - If you choose **Change path**, the object's path changes after a collision. This case respects the physics rules.
 - If you choose **Keep path**, the object keep the same path after the collision. This case doesn't respect the physics rules and may accelerate small objects after a few moments of animation.

NOTE: Two sprites must have the same level to collide. Choose level 0 if you don't want this sprite to collide with other sprites. The collision is elastic. It means that it preserves kinetic energy, which is based on speed and mass of each sprite. It acts like 2 balls colliding on a pool table. In our model, the "mass" of a sprite is proportional to its size.

Add sprite collision sounds

Add Collision sounds to Sprites

1. Select the sprite.
2. Choose Project/Sprite Properties or Right click and choose Properties.
3. In the Collision Sounds group:
 - In the Between Object area, enter here the full path to a WAV sound file that will be played each time the sprite collide with another sprite.
 - In the **Screen (Left + Right)** area, enter here the full path to a WAV sound file that will be played each time the sprite collide with the left or right borders of the screen.
 - In the **Screen (Top + Bottom)** area, Enter here the full path to a WAV sound file that will be played each time the sprite collide with the top or bottom borders of the screen.

NOTES: Only WAV sound files are supported for collision sounds. To be more realistic, we recommend you to use short sound files. Use bass tones for big sprites and high-pitched sounds for small sprites.

When 2 sprites with different sounds collide, the sound of the biggest sprite is played.

Randomize position and speed at runtime

When you add a sprite its position and speed (if any) are fixed and will be kept at runtime. It could be useful to randomize these values at runtime. As a result, sprite initial position, speed and direction will be different each time the screensaver starts.

Randomize the initial position of the sprite

1. Select the sprite in the Screen Saver Document window.
2. Choose **Project/Sprite Properties** or **Right click** and choose **Properties**.
3. Click on the **Size and Position** tab.
4. In the **Absolute Position** group, click to choose the **Random Position** option. The two above values will be ignored at runtime and the sprite will be displayed anywhere on screen at each runtime.

Randomize the speed and direction of the sprite

1. Select the sprite in the Screen Saver Document window.
2. Choose **Project/Sprite Properties** or **Right Click** and choose **Properties**.
3. Click on the **Motion** tab.
4. In the **Speed** group, click to choose the **Randomize Speed** option.
5. In the **Horz** and **Vert** fields, enter the random ranges. The initial random speed is calculated by a random number, between 0 and the value you specify (0-500), being added to or subtracted from the Initial Speed for horizontal and vertical respectively

REMARKS:

A value smaller than the **Initial Horizontal Speed** will give the sprite a random speed but maintain the direction. Example: Initial=100, Random=80. This will give you a random speed from 20 to 180, always moving from left to right.

A value larger than the **Initial Horizontal Speed** will give the sprite a random speed and direction. Example: Initial=0, Random=100. This will give you a random speed from -100 to +100. Positive values move the sprite from left to right and negative values move the sprite right to left.

A value of 'zero' will add no random value to the **Initial Horizontal Speed** and therefore have no effect, effectively turning the feature off..

A value smaller than the **Initial Vertical Speed** will give the sprite a random speed but maintain the direction. Example: Initial=100, Random=80. This will give you a random speed from 20 to 180, always moving from top to bottom.

A value larger than the **Initial Vertical Speed** will give the sprite a random speed and direction. Example: Initial=0, Random=100. This will give you a random speed from -100 to +100. Positive values move the sprite from top to bottom and negative values move the sprite bottom to top.

A value of 'zero' will add no random value to the **Initial Vertical Speed** and therefore have no effect, effectively turning the feature off.

Create a transparent sprite

The transparency of a sprite is especially useful when you move or copy an object. For this operation, pure colors are normally used.

1. Choose Project/Sprite Properties or Right Click and choose Properties.
2. Click on the **Transparency** tab.
3. If the box "**Using a transparent color**" is checked, the specified transparent color and tolerance will be used to create a transparent area in the sprite. If the box is not checked, the sprite is opaque.
4. In the **Transparent Color** group:
 - In the **Red** area, enter the red component of the 'transparent' color. Values from 0 to 255 can be specified. The "Using a transparent color" box must be checked to access this value.
 - In the **Green** area, enter the green component of the 'transparent' color. Values from 0 to 255 can be specified. The "Using a transparent color" box must be checked to access this value.
 - In the **Blue** area, enter the blue component of the 'transparent' color. Values from 0 to 255 can be specified. The "Using a transparent color" box must be checked to access this value.
 - In the **Tolerance** area, specify the tolerance of the 'transparent' color. The color tolerance setting determines how close the color of a pixel must be considered as the 'transparent' color. Values from 0 to 100 percent can be specified (20% is generally a good value). The "**Using a transparent color**" box must be checked to access this value.
 - In the **Overall opacity** area, specify the global object opacity.

Create Transparent sprite using directly click in the sprite preview

1. Choose **Project/Sprite Properties** or **Right Click** and choose **Properties**.
2. Click on the **Transparency** tab.
3. Click in the sprite preview. This area permits you to specify a transparent color by clicking directly on the picture preview. The "**Using a transparent color**" box must be checked if you want to click in this area.

Create Transparent Sprite using drag and drop

1. Select a sprite in the librarian.
2. Drag and drop to the Screen Saver Document window.

NOTE: When you add sprites by using drag and drop from the librarian, the application automatically sets the sprite background to transparent. The upper left pixel color is used to determine the transparent color except the JPEG, JPG files (the background is opaque).

Specify sprite type

You can specify the type of the image in the sprite: Illustration or Photo.

1. Select the sprite.

2. Choose Project/Sprite Properties or Right click and choose Properties.
3. Click on the Image tab. You can read in this box, the filename and its location, its specifications (Image format, Size, colors).
4. In the Type of Image group:
 - If you specify this image as an **Illustration** (generally objects with transparency) it will automatically be compressed and converted using the PNG format during compilation. This compression is lower than JPEG but do not alter the image and preserve transparency.
 - If you specify this image as a **Photo** (generally pictures without transparency) it will automatically be compressed and converted using the JPEG format during compilation. This compression is higher than PNG but may alter the image and not preserve transparency.

Save sprite image in a project

The sprite image will be able to be included into the screen saver file when saved. This option is useful because the image file doesn't need to be present on your hard disk the next time you'll open the SSP document. The drawback is that the SSP file is larger and space consuming.

1. If you **checked** the "**Save a copy of this image in the Document**" option, the image file will be included into the screen saver file when saved.
2. If you **uncheck** this option, the image file **will NOT be included into the screen saver file when saved**. The SSP file is smaller but the image file must be present on your hard disk (at the right location) or you'll get an error the next time you'll open the SPP document.

Duplicate sprites in a project

Duplicate a sprite

1. Activate the **Stop Animation** button in the toolbar.
2. Select the Sprite.
3. Choose Edit/Copy and Edit/Paste.

or

1. Activate the **Stop Animation** button in the toolbar.
2. Select the sprite and press **CTRL (keep pressed) then use Drag and Drop** to move it in the screen saver area.

Import/Export sprites from the project

Sprites are complex objects composed of several items (image, sounds, properties...). You can already copy/paste sprite objects from one project to another.

Another useful feature is the ability to export a sprite object in a file (SSS extension) to permanently store it in the librarian for example. Later, you'll be able to import it back in another project. All its properties (position, size, speed, motion, collision effects...) will be kept.

Export/Save a sprite in a file

1. Select the sprite you wish to export in the list.
2. Right-click on it and select **Save Sprite As** command in the menu.
3. A standard Windows dialog box opens. Save the sprite as a **SSS file** at the desired location.

Import/Add a sprite from a SSS file

1. Activate the Screen Saver Document window.
2. Choose **Project/New Sprites** or right-click and choose **New sprites**.
3. Browse your disks and select the SSS files you wish to add. Click **Open**. The new sprites are added.

Export an image from a sprite object

A sprite is mainly composed of an image. It may be interesting to export this image to a file. Unlike SSS files, the image does not include the sprite properties (position, size...). Only the image is saved as BMP, JPEG or PNG.

1. Select the sprite you wish to save as image in the list.
2. Right-click on it and select **Save Sprite As Image** command in the menu.
3. A standard Windows dialog box opens. Save the sprite as an **Image file** at the desired location.

Customize the screen saver background

A new project is created with a default gradient background. You can easily change this default background. Several options are available.

Customize the screensaver background

1. Activate the Screen Saver window Document.
2. Choose Project/Project Properties or Click in the Screen Saver Background and choose Properties.
3. Click on the **Background** tab.
4. If You check the **Image Wallpaper** button:
In the **Pathname** area, specify the **full pathname** of the bitmap file to use for the background. You can also click **Browse** to locate the file using a standard Windows® dialog box.

Specify the way you want the background image to be displayed:

- **Stretch:** Means that the image will be stretched to fit the entire screen. The image may be distorted when stretched.
- **Center:** Means that the image will be displayed centered on screen at scale 1:1. If the image is smaller than the screen, the visible background is black.

- **Tile:** Means that the image will be repeated at scale 1:1 to make a tiled background.
5. If you check the **Gradient** button:
- In the **From color** area, specify the first color of the gradient. If the gradient is horizontal, this is the color on the left border of the screen. If the gradient is vertical, this is the color at the top of the screen. Just click on the combo-box and choose your color. You can also define a custom color.
 - In the **To Color** area, specify the second color of the gradient. If the gradient is horizontal, this is the color on the right border of the screen. If the gradient is vertical, this is the color at the bottom of the screen. Just click on the combo-box and choose your color. You can also define a custom color.
 - Specify a Vertical gradient.
 - Specify a Horizontal gradient.
 - Specify a **Mirror gradient**. It means that the second color is placed at the center of the screen and the first color is placed on screen borders.
6. If you check the **Solid Color** button:
- In the **Color** area, specify the chosen solid color. Just click on the combo-box and choose your color. You can also define a custom color.
 - Check the **Keep Screen Background** button to specify that you want to keep the screen background as it was just before the screen saver starts.
7. Check the **Keep Screen Background** button to specify the background darker (25%, 50% or 75%). Click here to specify that you want to keep the screen background as it was just before the screen saver starts.

Set a background wallpaper using Drag & Drop

1. Go to the **librarian**, Expand **Media Files**, select the **Images** then **Backgrounds** folders.
2. If you want a Stretched background Wallpaper, select a background, press SHIFT (keep pressed) then drag /drop to the Screen Saver Document window.
3. If you want a Tiled background Wallpaper, select a background, press SHIFT+CTRL (keep pressed) then drag /drop to the Screen Saver Document window.
4. If you want a **Center background Wallpaper**, **double click** on the Screen Saver Document window. The dialog box **Project Properties** opens. In the **Image Wallpaper Group**, choose the option **Center**.

Add a background music

Add a background music

1. Activate the Screen Saver window document.
2. Choose Project/Background Music or Right click and choose Background Music.
3. The "**Background Music**" window opens. In the **Music Pathname** area, specify the full pathname of the file to use for the background music. You can also click **Browse** to locate the file using a standard Windows® dialog box. Many of these files are available for download on Internet (check copyright before redistributing). Several file format are supported:
 - **MID (Midi Sequence):** This is the most recommended file format for background music (small file size and the ability to be played with collision sounds simultaneously).

- **MP3 (Layer III Mpeg):** This is a CD-quality music playback. CD songs can be compressed using this method. The drawback of this file format is the size (approx 1Mb per minute). Cannot be played with sound collisions.
 - **MOD/S3M/XM (Music Modules):** Excellent quality but this is a musical sequence. CD songs cannot be compressed using this format. The file size is small/medium (generally < 500Kb). Cannot be played with sound collisions.
 - **WAV (Windows Wave):** Excellent quality but very large file size. Not recommended
4. If the **Save a copy of the Music file in the Project document** option is checked, the music file will be stored in the screen saver project (not recommended for large files).
 - If you **check** this option, the music file will be included into the screen saver file when saved. This option is useful because the music file doesn't need to be present on your hard disk the next time you'll open the SSP document. The drawback is that the SSP file is larger and space consuming.
 - If you **uncheck** this option, the music file **will NOT be included** into the screen saver file when saved. The SSP file is smaller but the music file must be present on your hard disk (at the right location) or you'll get an error the next time you'll open the SSP document.
 5. If you want to play again the music when finished, check "**Restart music playback when finished**".

Add a background music using Drag & Drop

1. Go to the **librarian**, Expand **Media Files** and select the **Music** folder.
2. Select a music file then drag and drop to the Screen Saver Document window.
3. The name of the Music file displays in the area "**Music Pathname**" in the Dialog box "**Background Music**". Click **YES**.

Add a background music using the Edit/Copy/Paste function

1. Go to the librarian, Expand Media Files and select the Music folder or select a Music file from the built-in Explorer.
2. Choose Edit/Copy.
3. Return to the project window.
3. Choose Edit/Paste.
5. The name of the Music file displays in the area "**Music pathname**" in the Dialog box "**Background Music properties**". Click **OK**.

Add a movie or animation

Add a movie or animation

1. Activate the Screen Saver window document.
2. Choose Project/Video Clip or Right click and choose Video Clip.
3. The **Video Clip window** opens. In the **Video Clip Pathname** area, specify the full pathname of the file to use for the screen saver video clip. You can also click **Browse** to locate the file using a

standard Windows® dialog box. Many of these files are available for download on Internet (check copyright before redistributing). Several file format are supported:

- **AVI (Microsoft Video):** This is the most recommended file format for video file (medium file size but compatible with all Windows® versions).
- **MPG (Mpeg I):** Another recommended file format (very small file size). The drawback is that the user must have Windows 98 (or Windows 95 with Active Movie installed).
- **MOV/QT (Apple QuickTime®):** Medium file size, very good quality. The drawback is that the user must have installed QuickTime for Windows (version 4 or more).
- **RAM/RM (Real Media):** Small file size, average quality. The drawback is that the user must have installed RealPlayer (version 6 or more).
- **SWF (Shockwave/Flash):** It's a multimedia animation file format. Very small file size, very good vector quality. This format lets you create powerful animation. The drawback is that the user must have installed the Shockwave Flash Runtime Player (provided with Windows Millenium Edition).
- **FLI/FLC (Autodesk Animation):** It's an animation file format. Average file size. Very good bitmap quality. This format is generally used to produce 3D animations. No additional component is needed to play this format.

4. If the **Save a copy of the Video clip file in the Project Document** option is checked, the video file will be stored in the screen saver project (not recommended for large files).

- If you **check** this option, the video file will be included into the screen saver file when saved. This option is useful because the video file doesn't need to be present on your hard disk the next time you'll open the SSP document. The drawback is that the SSP file is larger and space consuming.
- If you **uncheck** this option, the video file will NOT be included into the screen saver file when saved. The SSP file is smaller but the video file must be present on your hard disk (at the right location) or you'll get an error the next time you'll open the SSP document.

5. In the **Position** (center) group:

- In the **X area**, enter here the X coordinate of position of the video windows on screen (from -640 to 1280). 0 means the left border and 640 the right border of the screen. This value indicates the position of the center of the video window.
- In the **Y area**, Enter here the Y coordinate of position of the video windows on screen (from -480 to 960). 0 means the top and 640 the bottom of the screen. This value indicates the position of the center of the video window.

NOTE: The visible screen coordinates are always specified from (0,0: top-left) to (640,480: bottom-right). Of course if you launch your screen saver on a 1024x768 display for example, the coordinates will be recalculated accordingly.

6. In the **Size** group:

- If you check **Full screen (maximized)** option, it allows to display full screen the video.
- In the **Width** area, enter here the width of the video window in percent (100% by default). The final width is based on the original video clip width.
- In the **Height** area, enter here the height of the video window in percent (100% by default). The final width is based on the original video clip width.
- If you check **Based on screen size** option, the video size is based on the screen size in percent.

7. If you check **Play the Video clip Forever (screen saver playing in background)** option, it allows to specify a video clip that will be played over and over. The screen saver (other sprites for example) will play in background. The video clip window is opaque and is always displayed in foreground.

8. If you check **Play the Video clip once before the screen saver starts** option, it allows to specify a video clip that will be played once before the screen saver starts. When the video clip is finished, it disappears and the screen saver starts. It can be used as an animated splash screen.

Add a video clip or animation using Drag & Drop

1. Go to the **librarian**, Expand **Media Files** and select the **Animation** folder.
2. Select a music file then drag and drop to the Screen Saver Document window.
3. The name of the Music file displays in the area "**Video Clip Pathname**" in the Dialog box "**Video clip properties**". Click **YES**.

When you add a FLI-FLC Animation to Project using drag and drop, you can choose to add it as a sprite or as an independant window.(like clips videos).

- If you choose the "**Convert the Animation into Sprite**" the animation will be converted into a sprite with transparency. This is not recommended for larges files.
- If you choose the "**Add animation as an independant window**", the animation will be embedded in the screen saver as an independant window. The animation can be played once before the screen saver starts or forever with sprites playing in background.

Add a default music using the Edit/Copy/Paste function

1. Go to the **librarian**, Expand **Media Files** and select the **Animation** folder or select a **Music file from the built-in Exploreur**.
2. Choose **Edit/Copy**.
3. Return to the project window.
4. Choose **Edit/Paste**.
5. The name of the Video clip file displays in the area "**Video pathname**" in the Dialog box "**Video clip properties**". Click **OK**.

Save the project (SSP file)

To create a screen saver, you must first create a Project (.SSP file). Only SSP files can be saved/reloaded/modified in the built-in editor window.

Then to create a Windows compatible Screen Saver (.SCR file) you have just to [compile](#) this project. The Screen Saver (.SCR) that has been created, can't be modified or decompiled.

Save the Project to a SSP file

1. Choose File Save or File Save As.
2. Choose the directory and enter the new project name (add SSP extension).

or

1. Select the folder in the librarian.
2. Select the active project window.
3. Click on the **Add to the Librarian** button in the local toolbar.

4. The dialog box **Add a project to the librarian** opens. Specify the new project name. The default extension is SSP.

Test the screen saver full screen

You can test the Screen Saver Project using full screen resolution.

1. Choose **Project/Test Full screen** or **F11**.

Compile a screen saver file

Once your project is created, you can compile your screensaver in order to be installed on the end-user computer. The file that will be created will be compatible with Windows screen savers (.SCR). When compiled, you'll be able to use it personally on your computer or to distribute it as is. No install procedure will be created.

IMPORTANT: Once created, the SCR file can't be modified or decompiled. Don't lose your SSP file!

To learn how to create a SCR screensaver from your project, read this topic (later in this chapter): **Compile a screen saver file (SCR)**

Compile an installable package

Once your project is created, you must compile your screensaver in order to be installed on the end-user computer. The file that will be created will be compatible with Windows screen savers. You can choose to create an installation package (strongly recommended).

During this compilation process, the project will first be compiled as a SCR file. Then, this file will be compressed and included in an easy-to-use installation package.

REMARK: Using this compilation method you can create demo/limited versions of your screensavers.

Create an installable screen saver package

To learn how to create a install package from your project, read this topic: **Compile an installable screen saver file (EXE)**

Install a screensaver on a computer using an install package

When a screensaver is compiled as an install package, the installation is very simple for the end user.

1. Launch the install package. A dialog box opens.
2. Follow the installation wizard. Accept the license agreement if any.
3. The screensavers is installed (as default if asked by the user).

Create a Slide Show Based Screen Saver

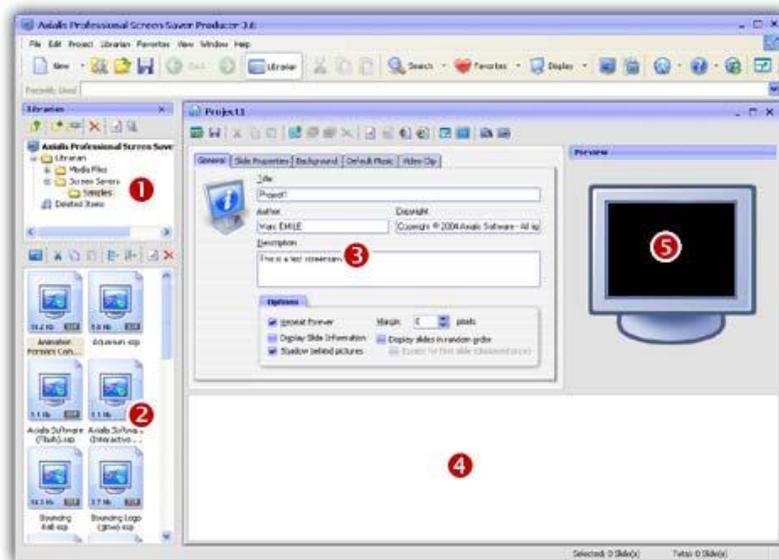
Create a Slide Show Based Screen Saver Project

A slideshow is a sequence of full screen images, each one loading the next. Each image is called a "slide". Each slide is displayed on screen for a specified period of time. When this period is over, the next slide is displayed using a possible transition effect (cut, roll, fade...). A background music can be added as well as a startup video sequence. This kind of screensaver is great to display your vacation photos or promote a company slogan for example.

Create slide show based screen saver project

To create a screen saver, you must create a Project first (.SSP file). Only this file can be saved/reloaded/modified in the built-in editor window. Then to create a Windows compatible Screen Saver (.SCR file) you have just to compile this project. The Screen Saver (.SCR) that has been created, can't be modified or decompiled.

1. Choose **File/New Screen Saver Project**. A dialog box opens. You can choose the type of screen saver to create: "**Slide Show based Screen Saver**". The screen saver is made on several photos displaying on screen file like a slide show. Several options: music, transition effects.
2. Click on the **Next** Button. The "Create a New Screen Saver Project" dialog box opens. You can specify Screen saver and Author information in the areas: Title, Description, Name and Copyright.
3. Click on the **Next** button. The application creates a new project window (see below):



- 1 **Librarian window, folder tree** - Here you can browse your personal Librarian to access your working files.

- 2 **Librarian window, File list** - The files which are present in the selected Librarian folder are present here. You can open a file by double-clicking on it or you can add it to your project (4 or 5) using drag and drop.
- 3 **Project properties** - You can change/edit the project properties here. Five dialogs are available here: "General", "Slide Properties", "Background", "Music" and "Video Clip".
- 4 **Slide list** - Here is displayed the list of slides (images) included in the screensaver. To change slide properties, select one of more slides here and select the "Slide Properties" in 3. The changes made in 3 affect all the selected slides in the list.
- 5 **Preview window** - You see here a small preview of the display. It changes with the slide selection in 4.

Adjust general properties

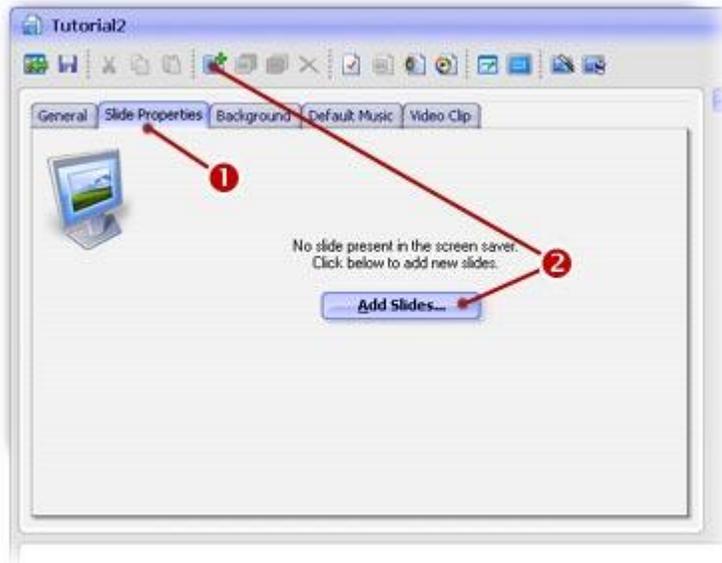
Adjust general properties

1. Activate the Screen Saver window document.
2. Choose Project/Project Properties or click on the General Tab
3. In the **Title** area, specify the name of the screen saver. This field will be useful at compile time.
4. In the **Author** area, specify the author of the screen saver. This field will be useful at compile time.
5. In the **Copyright** area, specify the copyright of the screen saver. This field will be useful at compile time.
6. In the **Description** area, specify a description of the screen saver. This field will be useful at compile time.
7. In the **Options** group, choose one of the options:
 - If you check the '**Repeat Forever**' box, the screen saver will automatically restart from the beginning when it reaches the end.
 - If you check the "**Display slide Information**" box, the screen saver will display the name and description for each slide.
 - If you check the "**Draw a shadow behind the picture**", the screen saver will display a shadow for each slide. It's recommended if you use a textured background.
 - In the area **Margin**, enter a value in pixels. It's recommended if you display full screen slides.

Add new slides in the project

A slide is an image. To add slides in the project you just have to add images that you selected from your disks.

1. Activate the Screen Saver Document window.
2. Choose Project/Insert New Slides or select Slide Properties tab and click the Add Slides button.



3. Browse your disks and select the image files you wish to add. Click **Open**. The new slides are added.

Add new slides using Drag and Drop from the Librarian

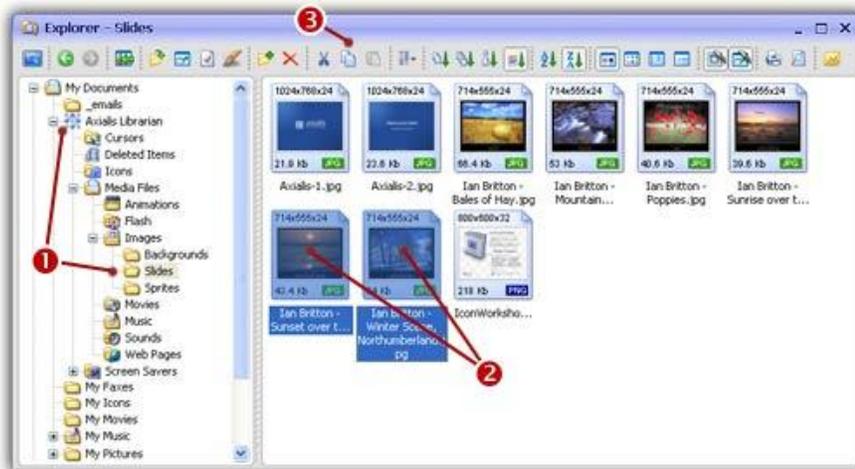
1. Open the **Screen Saver Document** window.
2. Select one or more images in the **Librarian** then **drag and drop** them to the Screen Saver Document window.

HINT: Press **CTRL** (keep pressed) while you click on the 2 files to select them.



Add new sprites from the Explorer

1. Open a new **Explorer** window (**Ctrl+E**) or choose **File/New/New Explorer**.
2. Browse your disks and **select the images** you want to add as sprites.
3. Select **Edit/Copy (Ctrl+C)**.



4. Open or select the **Screen Saver Document** window.
5. Select **Edit/Paste (Ctrl+V)**. The new sprites are added.

Arrange the slide sequence

You can arrange the order of your slides.

Bring the slide to the beginning of the slide show

1. Select a slide
2. Choose **Project/Bring to the Beginning** or **Right click** and choose **Bring to the Beginning**.

This option brings the selected slide to the beginning of the slide show

Send the slide to the end of the slide show

1. Select the slide.
2. Choose **Project/Send to the End** or **Right Click** and choose **Send to the End**.

The option sends the selected file to the end of the slide show.

Move slides in the slide show

1. Select one or more slides then **use drag and drop to move** them to the new location.

or

1. Select one or more slides then choose **Edit/Cut** and **Edit/Paste**

Duplicate slides in the slide show

1. Select one or more slides, press **CTRL** then **use drag and drop to copy** them to the new location.

or

1. Select one or more slides then choose **Edit/Copy** and **Edit/Paste**

Change slide image pathname

1. Select the **Slide Properties** tab.
2. In the **Slide image pathname** area, specify the new location and name of the slide.
3. If you **checked** the "**Save a copy of the file in the project document**" option, the slide file will be included into the screen saver file when saved. This option is useful because the slide file doesn't need to be present on your hard disk the next time you'll open the SSP document. The drawback is that the SSP file is larger and space consuming.
4. If you **unchecked** this option, the slide file **will NOT be included into the screen saver file when saved**. The SSP file is smaller but the image file must be present on your hard disk (at the right location) or you'll get an error the next time you'll open the SSP document.

Display/change slide information

1. Select the slide in the slide list area.
2. In the area **Name** and **Description**, you can change the Name and Description of the selected slide. By default the filename is added here but you can change it.

NOTE: This title will be displayed at the bottom of the screen if you choose Display Slide Information in general tab.

Save a slide in a project

The slide file will be included into the screen saver project file when saved. This option is useful because the slide file doesn't need to be present on your hard disk the next time you'll open the SSP document. The drawback is that the SSP file is larger and space consuming.

1. If you **checked** the "**Save a copy of the file in the project document**" option, the slide file will be included into the screen saver file when saved. This option is useful because the slide file doesn't need to be present on your hard disk the next time you'll open the SSP document. The drawback is that the SSP file is larger and space consuming.
2. If you **unchecked** this option, the slide file **will NOT be included into the screen saver file when saved**. The SSP file is smaller but the image file must be present on your hard disk (at the right location) or you'll get an error the next time you'll open the SSP document.

Change the slide size

1. Select one or more slides in the slide list area.
2. Choose in the group **Size**, you can choose:
 - **Scale 1:1:** It means that image will be initially displayed centered on screen using its original dimension (scale 1:1).
 - **Maximized:** It means that image will be displayed maximized on screen.

REMARK: If you specified a Margin in general tab, the image will not touch the border of the screen.

Customize transition effect

You can choose from a large selection of transition effects: Random transition, Wipe left, Wipe Right, cut...

1. Select one or more slides
2. Choose in the **Transition Effect** Drop Down list, the transition associated with a slide.

TIP: Choose **Display Slide Full Screen** to see the transition effect when chosen.

Customize slide display duration

You have two options regarding how long your slide remains on the screen.

1. In the **Duration** group, you can choose:
 - **Fixed Duration:** It allows to specify how many seconds to wait before displaying the next slide.
 - **Based on associated sound:** If you choose this option, the slide will be paused waiting for the associated sound to end. You must specify an associated sound to use this option in the area below.

Add a slide specific sound

You can associate a specific sound to each slide. The sound will start playing once the screen saver fully appears on the screen.

1. Select a slide.
2. Choose in the "**Associated sound**" group one option:
 - **Default:** the screen saver plays a default music (which has been specified in the "Default Music" Tab)
 - **Mute:** the screen saver is not associated to music.
 - **Specific:** It allows to specify in this area the location and name of the sound associated to slide. The slide will be paused waiting for the associated sound to end

3. If you check "**Save a copy in a project**", the sound file will be included into the screen saver file when saved. This option is useful because the sound file doesn't need to be present on your hard disk the next time you'll open the SSP document. The drawback is that the SSP file is larger and space consuming.
4. If you **unchecked** this option, the sound file **will NOT be included into the screen saver file when saved**. The SSP file is smaller but the image file must be present on your hard disk (at the right location) or you'll get an error the next time you'll open the SSP document.
5. If you check the "**Repeat**" box, the screen saver will automatically play slide specific sound when it reaches the end.

Display the slide full screen

You can display the document/item using full screen resolution associated with its transition effect.

1. Select the slide.
2. Choose Project/Display Slide full screen or press Enter.

Customize the screen saver background

Customize the screen saver background

1. Activate the Screen Saver Document window.
2. Choose Project/Background Properties or Click on the Background tab.
3. If You check the **Image Wallpaper** button:

In the **Pathname** area, specify the **full pathname** of the bitmap file to use for the background. You can also click **Browse** to locate the file using a standard Windows® dialog box.

Specify the way you want the background image to be displayed:

- **Stretch:** Means that the image will be stretched to fit the entire screen. The image may be distorted when stretched.
 - **Center:** Means that the image will be displayed centered on screen at scale 1:1. If the image is smaller than the screen, the visible background is black.
 - **Tile:** Means that the image will be repeated at scale 1:1 to make a tiled background.
4. If you check the **Gradient** button:
 - In the **From color** area, specify the first color of the gradient. If the gradient is horizontal, this is the color on the left border of the screen. If the gradient is vertical, this is the color at the top of the screen. Just click on the combo-box and choose your color. You can also define a custom color.
 - In the **To Color** area, specify the second color of the gradient. If the gradient is horizontal, this is the color on the right border of the screen. If the gradient is vertical, this is the color at the bottom of the screen. Just click on the combo-box and choose your color. You can also define a custom color.
 - Specify a Vertical gradient.
 - Specify a Horizontal gradient.
 - Specify a **Mirror gradient**. It means that the second color is placed at the center of the screen and the first color is placed on screen borders.

5. If you check the **Solid Color** button:
 - In the **Color** area, specify the chosen solid color. Just click on the combo-box and choose your color. You can also define a custom color.

Add a default background music

Add a default music to the screen saver

1. Activate the Screen Saver project window.
2. Choose Project/Default Music or Right click and choose Default Music.
3. The "**Default Music**" window opens. In the **Music Pathname** area, specify the full pathname of the file to use for the background music. You can also click **Browse** to locate the file using a standard Windows® dialog box. Many of these files are available for download on Internet (check copyright before redistributing). Several file format are supported:
 - **MID (Midi Sequence)**: This is the most recommended file format for background music (small file size and the ability to be played with collision sounds simultaneously).
 - **MP3 (Layer III Mpeg)**: This is a CD-quality music playback. CD songs can be compressed using this method. The drawback of this file format is the size (approx 1Mb per minute). Cannot be played with sound collisions.
 - **MOD/S3M/XM (Music Modules)**: Excellent quality but this is a musical sequence. CD songs cannot be compressed using this format. The file size is small/medium (generally < 500Kb). Cannot be played with sound collisions.
 - **WAV (Windows Wave)**: Excellent quality but very large file size. Not recommended
4. If the **Save a copy of the Music file in the Project document** option is checked, the music file will be stored in the screen saver project (not recommended for large files).
 - If you **check** this option, the music file will be included into the screen saver file when saved. This option is useful because the music file doesn't need to be present on your hard disk the next time you'll open the SSP document. The drawback is that the SSP file is larger and space consuming.
 - If you **un-check** this option, the music file **will NOT be included** into the screen saver file when saved. The SSP file is smaller but the music file must be present on your hard disk (at the right location) or you'll get an error the next time you'll open the SSP document.
5. If you want to play again the music when finished, check "**Restart music playback when finished**".

NOTE: The music will be automatically placed in background if you choose "Default" associated sound in slide properties.

Add a default music using Drag & Drop

1. Go to the **librarian**, expand **Media Files** and select the **Music** folder.
2. Select a music file then drag and drop to the Screen Saver Document window.
3. The name of the Music file displays in the area "**Music Pathname**" in the Dialog box "Default Music properties". Click **OK**.

Add a default music using the Edit/Copy/Paste function

1. Go to the **librarian**, Expand **Media Files** and select the **Music** folder or select a Music file from the built-in Explorer.
2. Choose **Edit/Copy**.
3. Return to the project window.
3. Choose **Edit/Paste**.
5. The name of the Music file displays in the area "**Music Pathname**" in the Dialog box "**Default Music properties**". Click **OK**.

Add a movie or animation

Add a movie or animation at the beginning of the screen saver

1. Activate the Screen Saver window.
2. Choose Project/Video Clip or Right click and choose Video Clip.
3. The **Video Clip window** opens. In the **Video Clip Pathname** area, specify the full pathname of the file to use for the screen saver video clip. You can also click **Browse** to locate the file using a standard Windows® dialog box. Many of these files are available for download on Internet (check copyright before redistributing). Several file format are supported:
 - **AVI/ASF/WMF (Microsoft Video)**: This is the most recommended file format for video file (medium file size but compatible with all Windows® versions).
 - **MPG/MPEG (Mpeg I)**: Another recommended file format (very small file size). The drawback is that the user must have Windows 98 (or Windows 95 with Active Movie installed).
 - **MOV/QT (Apple QuickTime®)**: Medium file size, very good quality. The drawback is that the user must have installed QuickTime for Windows (version 4 or more).
 - **RAM/RM/RT (Real Media)**: Small file size, average quality. The drawback is that the user must have installed RealPlayer (version 6 or more).
 - **SWF (Shockwave Flash)**: It's a multimedia animation file format. Very small file size, very good vector quality. This format lets you create powerfull animation. The drawback is that the user must have installed the Shockwave Flash Runtime Player (provided with Windows Millenium Edition).
 - **FLI/FLC (Autodesk Animation)**: It's an animation file format. Average file size. Very good bitmap quality. This format is generally used to produce 3D animations. No additional component is needed to play this format.
4. If the **Save a copy of the file in the Project Document** option is checked, the video file will be stored in the screen saver project (not recommended for large files).
 - If you **check** this option, the video file will be included into the screen saver file when saved. This option is useful because the video file doesn't need to be present on your hard disk the next time you'll open the SSP document. The drawback is that the SSP file is larger and space consuming.
 - If you **un-check** this option, the video file will NOT be included into the screen saver file when saved. The SSP file is smaller but the video file must be present on your hard disk (at the right location) or you'll get an error the next time you'll open the SSP document.
5. In the Position (center) group:

- In the **X area**, enter here the X coordinate of position of the video windows on screen (from -640 to 1280). 0 means the left border and 640 the right border of the screen. This value indicates the position of the center of the video window.
- In the **Y area**, Enter here the Y coordinate of position of the video windows on screen (from -480 to 960). 0 means the top and 640 the bottom of the screen. This value indicates the position of the center of the video window.

NOTE: The visible screen coordinates are always specified from (0,0: top-left) to (640,480: bottom-right). Of course if you launch your screen saver on a 1024x768 display for example, the coordinates will be recalculated accordingly.

6. In the **Size** group:

- If you check **Full screen (maximized)** option, it allows to display full screen the video.
- If you check **Specific size**, you can enter video Width and Height:

In the **Width** area, enter here the width of the video window in percent (100% by default). The final width is based on the original video clip width.

In the **Height** area, enter here the height of the video window in percent (100% by default). The final width is based on the original video clip width.

- If you check **Based on screen size** option, the video size is based on the screen size in percent.
7. If you check **Play the Video clip Forever (screen saver playing in background)** option, it allows to specify a video clip that will be played over and over. The video clip window is opaque and is always displayed in foreground.
8. If you check **Play the Video clip once before the screen saver starts** option, it allows to specify a video clip that will be played once before the screen saver starts. When the video clip is finished, it disappears and the screen saver starts. It can be used as an animated splash screen.

Add a video clip or animation using Drag & Drop

1. Go to the **librarian**, Expand **Media Files** and select the **Animation** folder.
2. Select a video/animation file then drag and drop to the Screen Saver Document window.
3. The name of the Music file displays in the area "**Video Clip Pathname**" in the Dialog box "**Video clip properties**". Click **YES**.

When you add a FLI-FLC Animation to Project using drag and drop, you can choose to add it as a sprite or as an independent window.(like clips videos).

- If you choose the "**Convert the Animation into Sprite**" the animation will be converted into a sprite with transparency. This is not recommended for larges files.
- If you choose the "**Add animation as an independent window**", the animation will be embedded in the screen saver as an independent window. The animation can be played once before the screen saver starts or forever with sprites playing in background.

Add a video clip or animation using the Edit/Copy/Paste function

1. Go to the **librarian**, Expand **Media Files** and select the **Animation** folder or select a **Music file** from the built-in **Explorer**.
2. Choose **Edit/Copy**.
3. Return to the project window.
4. Choose **Edit/Paste**.

5. The name of the Video clip file displays in the area "**Video pathname**" in the Dialog box "**Video clip properties**". Click **OK**.

Save the project (SSP file)

To create a screen saver, you must before create a Project (.SSP file).

IMPORTANT: Only SSP files can be saved/reloaded/modified in the built-in editor window.

Then to create a Windows compatible Screen Saver (.SCR file) you have just to compile this project. The Screen Saver (.SCR) that has been created, can't be modified or decompiled.

Save the Project to a SSP file

1. Choose File Save or File Save As.
2. Choose the directory and enter the new project name .SSP.

or

1. Select the folder in the librarian.
2. Select the active project window.
3. Click on the **Add to the Librarian** button in the local toolbar.
4. The dialog box **Add a project to the librarian** opens. Specify the new project name. The default extension is SSP.

Test the screen saver full screen

You can test the Screen Saver Project using full screen resolution.

1. Choose Project/Test Full screen or F11.

Compile a screen saver file

Once your project is created, you can compile your screensaver in order to be installed on the end-user computer. The file that will be created will be compatible with Windows screen savers (.SCR). When compiled, you'll be able to use it personally on your computer or to distribute it as is. No install procedure will be created.

IMPORTANT: Once created, the SCR file can't be modified or decompiled. Don't loose your SSP file!

To learn how to create a SCR screensaver from your project, read this topic (later in this chapter):

Compile a screen saver file (SCR)

Compile an installable package

Once your project is created, you must compile your screensaver in order to be installed on the end-user computer. The file that will be created will be compatible with Windows screen savers. You can choose to create an installation package (strongly recommended).

During this compilation process, the project will first be compiled as a SCR file. Then, this file will be compressed and included in an easy-to-use installation package.

REMARK: Using this compilation method you can create demo/limited versions of your screensavers.

Create an installable screen saver package

To learn how to create a install package from your project, read this topic: [Compile an installable screen saver file \(EXE\)](#)

Install a screensaver on a computer using an install package

When a screensaver is compiled as an install package, the installation is very simple for the end user.

1. Launch the install package. A dialog box opens.
2. Follow the installation wizard. Accept the license agreement if any.
3. The screensavers is installed (as default if asked by the user).

Create a Flash® Based Screen Saver

Create a Flash® Based Screen Saver

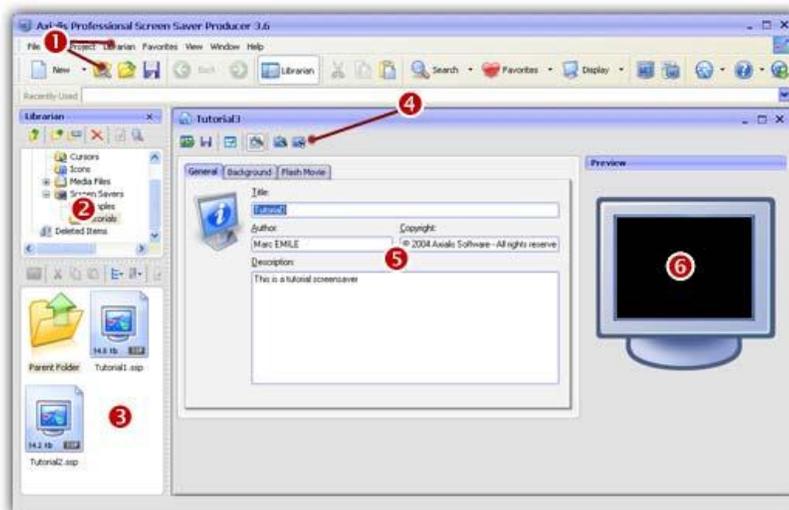
Macromedia Flash® is a powerful product which permits to create sophisticated vector animations for the Web. SWF (Flash®) is the file format used by Macromedia Flash® to deliver graphics, animation and sound over the Internet.

What are vector graphics? Vector graphics, which manipulate coordinates and mathematical formulas rather than pixel-by-pixel images, produce graphics files that are one-tenth the size of bitmaps. Additionally, SWF can deliver animation, rich colors, sound, and interaction. To view a Flash animation, the user must download and install the Flash® player. This is automatically done when he visits a website using Flash®. As a result, over 95% of Internet users can now view SWF content: millions of people have downloaded the Flash® player for their browser. Flash® is a great format to create gorgeous screensavers.

Create slide show based screen saver project

To create a screen saver, you must create a Project first (.SSP file). Only this file can be saved/reloaded/modified in the built-in editor window. Then to create a Windows compatible Screen Saver (.SCR file) you have just to compile this project. The Screen Saver (.SCR) that has been created, can't be modified or decompiled.

1. Choose **File/New Screen Saver Project**. A dialog box opens. You can choose the type of screen saver to create: "**Flash based Screen Saver**".
2. Click on the Next Button. The "Create a New Screen Saver Project" dialog box opens. You can specify Screen saver and Author information in the areas: Title, Description, Name and Copyright.
3. Click on the **Next** button. The application creates a new project window (see below):



4. In the **Application window** (1) you see the **menu** and the **main toolbar**. This toolbar can be customized by double-clicking or right-clicking on it. When you select a command in this menu or main toolbar, it acts on the selected item or window.
5. In the **Librarian** (2) you can select the folder that contains the media files (images, animations, music, sounds) that you'll use in your project (3).
6. The **Project document window** is placed in the working area (4). The application is multi-document enabled. It means that you can create or open several documents in the working area of the application. A local toolbar is located in the document window. If you click on a button in this toolbar (4), it acts on the selected item in the document window. This toolbar cannot be customized.
7. The **Document window** is divided in two parts. In the left side (5) are located the edit dialog boxes that you'll use to set project and Flash movie properties. It is composed of 3 windows that you can activate by clicking on the associated tabs: **General**, **Background** and **Flash Movie**. On the right side (6), a preview window is available.

Adjust general properties

Adjust general properties

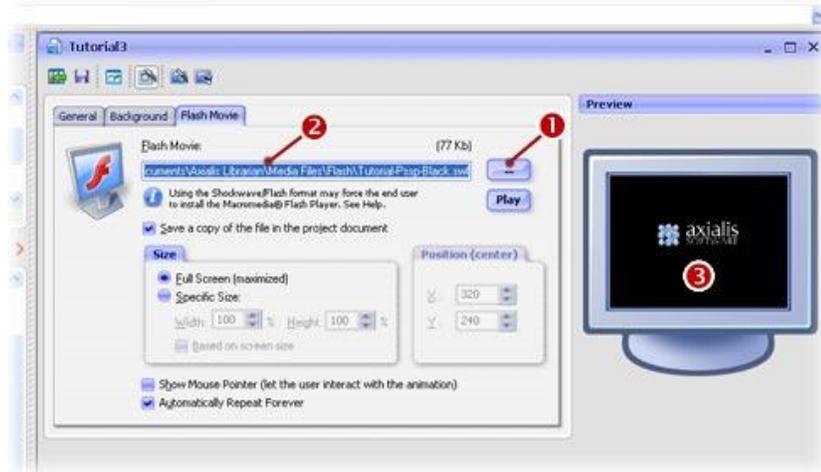
1. Activate the Screen Saver window document.
2. Choose Project/Project Properties or click on the General Tab
3. In the **Title** area, specify the name of the screen saver. This field will be useful at compile time.
4. In the **Author** area, specify the author of the screen saver. This field will be useful at compile time.
5. In the **Copyright** area, specify the copyright of the screen saver. This field will be useful at compile time.
6. In the **Description** area, specify a description of the screen saver. This field will be useful at compile time.

Specify the Flash® movie

A Flash screensaver can play only one movie. You just have to specify it in the project. Several methods are available though.

Specify the movie from the project window

1. Activate the Screen Saver Document window.
2. In the **Flash Movie** dialog box (click the tab if necessary), click on the [...] button (1). A standard Windows dialog box opens to let you choose the Flash movie file you want to use. Browse your disks, select a file and click Open.

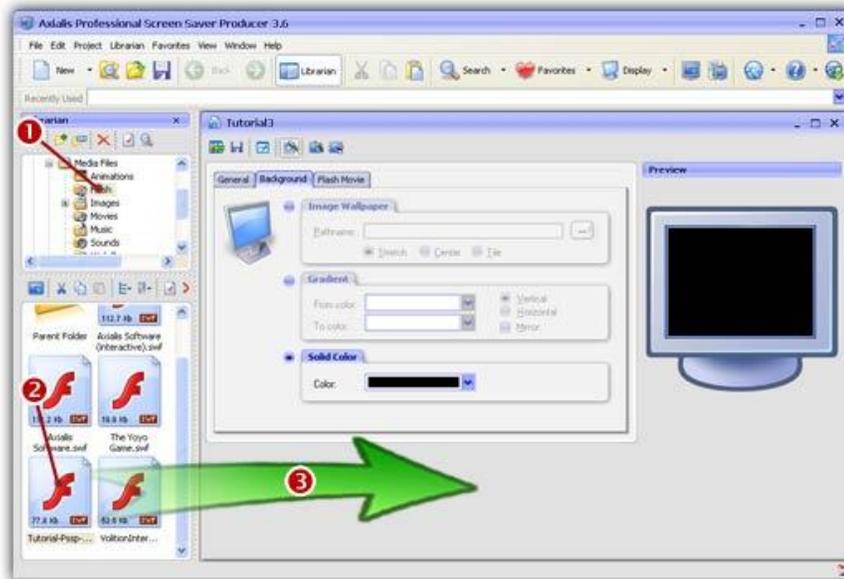


3. The full pathname is added in the Flash Movie field (2) and you see the movie in the **Preview** window (3).
 4. If the **Save a copy of the file in the Project Document** option is checked, the video file will be stored in the screen saver project (not recommended for large files).
 - If you **check** this option, the animation file will be included into the screen saver file when saved. This option is useful because the animation file doesn't need to be present on your hard disk the next time you'll open the SSP document. The drawback is that the SSP file is larger and space consuming.
 - If you **uncheck** this option, the animation file will **NOT** be included into the screen saver file when saved. The SSP file is smaller but the video file must be present on your hard disk (at the right location) or you'll get an error the next time you'll open the SSP document.
 5. In the **Position (center)** group:
 - In the **X area**, enter here the X coordinate of position of the animation windows on screen (from -640 to 1280). 0 means the left border and 640 the right border of the screen. This value indicates the position of the center of the animation window.
 - In the **Y area**, Enter here the Y coordinate of position of the animation windows on screen (from -480 to 960). 0 means the top and 640 the bottom of the screen. This value indicates the position of the center of the animation window.
-
- NOTE:** The visible screen coordinates are always specified from (0,0: top-left) to (640,480: bottom-right). Of course if you launch your screen saver on a 1024x768 display for example, the coordinates will be recalculated accordingly.
-
6. In the **Size** group:
 - If you check **Full screen (maximized)** option, it allows to display full screen the video.
 - In the **Width** area, enter here the width of the video window in percent (100% by default). The final width is based on the original video clip width.
 - In the **Height** area, enter here the height of the video window in percent (100% by default). The final width is based on the original video clip width.
 - If you check **Based on screen size** option, the video size is based on the screen size in percent.
 7. If you check **Automatically Repeat Forever** option, it allows to specify an animation that will be played over and over.

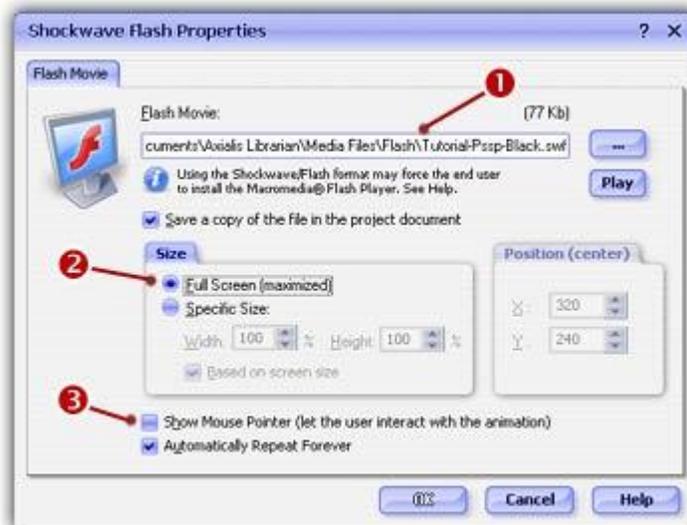
8. If you check **Show Mouse Pointer** option, it allows to let the user interact with the animation..

Add a Flash file using Drag & Drop

1. Go to the **librarian**, expand **Media Files** and select the **Animation** folder.
2. Select a flash file then **drag and drop** (3) to the Screen Saver document window:



3. A dialog box opens (see below).



4. In **Flash Movie** field (1) you see the full pathname to the file you're about to add. Check that this is the correct file.
5. In the **Size** group, select the **Full Screen (maximized)** option (2). Also, be sure the option **Show Mouse Pointer** (3) is NOT checked. This is used to create interactive screensavers (not for this tutorial). When done, Click **OK**.
6. The file is included in the project (you see the filename in the **Flash Movie** field) and you see the movie in the **Preview** window (on right side).

Specify the Flash® movie using the Clipboard (copy/paste)

1. Go to the **librarian** or the built-in **Explorer (Ctrl+E)**, browse folders and select a Flash file.
2. Choose **Edit/Copy**.
3. Return to the project window.
4. Choose **Edit/Paste**.
5. The name of the Flash file displays in the area "**Flash movie**" in the Dialog box "**Shockwave Flash properties**". Click **OK**.
6. The file is included in the project (you see the filename in the **Flash Movie** field) and you see the movie in the **Preview** window (on right side).

Allow to the user interact with the Flash animation

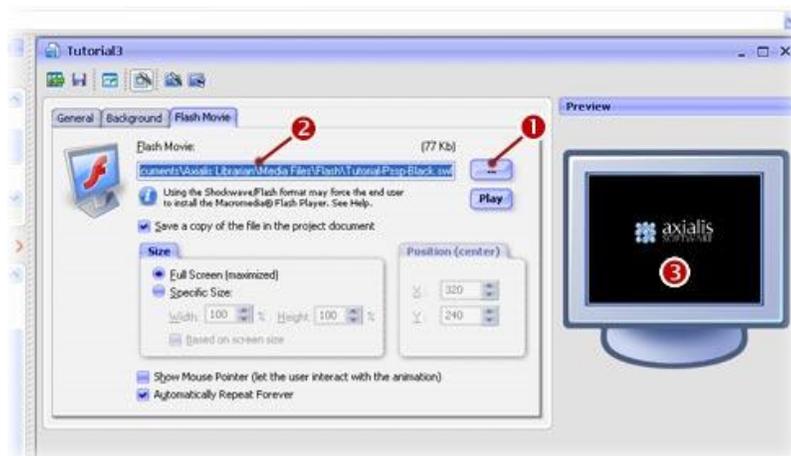
1. Select the **Flash Movie** tab.
2. if you check the option **Show Mouse Pointer** option, the mouse pointer will be visible and the end user will be able to interact with the Flash animation by clicking on it (if the Flash project has been programmed to receive mouse clicks).
3. If you check **Automatically forever** option, it allows to specify a Flash animation that will be played over and over.

Change the Flash® file pathname

You can change the Flash movie pathname at anytime during your project creation (even if a movie has already been specified).

Change the Flash® file pathname

1. Activate the Screen Saver Document window.
2. In the **Flash® Movie** dialog box (click the tab if necessary), click on the [...] button (1). A standard Windows dialog box opens to let you choose the Flash movie file you want to use. Browse your disks, select a file and click Open.



3. The full pathname is added in the Flash Movie field (2) and you see the movie in the **Preview** window (3).

Save the Flash® file in the project

1. Click on the **Flash Movie** Tab
2. If you check the "**Save a copy of the file in the project document**" option, the file will be included into the screen saver project file (SSP) when saved. This option is useful because the Flash file doesn't need to be present on your hard disk the next time you'll open the SSP document. The drawback is that the SSP file is larger and space consuming.
3. If you uncheck this option, the file **will NOT be included into the screen saver file when saved**. The SSP file is smaller but the image file must be present on your hard disk (at the right location) or you'll get an error the next time you'll open the SSP document.

Adjust the Flash® movie display size

1. Click on the **Flash Movie** tab:
2. In the **Size** group:
 - If you check **Full screen (maximized)** option, it allows to display full screen the animation.
 - In the **Width** area, enter here the width of the animation window in percent (100% by default). The final width is based on the original animation clip width.
 - In the **Height** area, enter here the height of the animation window in percent (100% by default). The final width is based on the original animation clip width.
 - If you check **Based on screen size** option, the animation size is based on the screen size in percent.

Adjust the Flash® movie position on screen

1. Click on the **Shockwave Flash** tab.
2. In the **Position (center)** group:
 - In the **X area**, enter here the X coordinate of position of the video windows on screen (from -640 to 1280). 0 means the left border and 640 the right border of the screen. This value indicates the position of the center of the video window.
 - In the **Y area**, enter here the Y coordinate of position of the video windows on screen (from -480 to 960). 0 means the top and 640 the bottom of the screen. This value indicates the position of the center of the video window.

Customize the screen saver background

Customize the screen saver background

1. Activate the Screen Saver Document window.
2. Choose Project/Background Properties or Click on the Background tab.
3. If you check the **Image Wallpaper** button:
 - In the **Pathname** area, specify the **full pathname** of the bitmap file to use for the background. You can also click **Browse** to locate the file using a standard Windows® dialog box.
 - Specify the way you want the background image to be displayed:
 - Stretch:** Means that the image will be stretched to fit the entire screen. The image may be distorted when stretched.
 - Center:** Means that the image will be displayed centered on screen at scale 1:1. If the image is smaller than the screen, the visible background is black.
 - Tile:** Means that the image will be repeated at scale 1:1 to make a tiled background.
4. If you check the **Gradient** button:
 - In the **From color** area, specify the first color of the gradient. If the gradient is horizontal, this is the color on the left border of the screen. If the gradient is vertical, this is the color at the top of the screen. Just click on the combo-box and choose your color. You can also define a custom color.
 - In the **To Color** area, specify the second color of the gradient. If the gradient is horizontal, this is the color on the right border of the screen. If the gradient is vertical, this is the color at the bottom of the screen. Just click on the combo-box and choose your color. You can also define a custom color.
 - Specify a Vertical gradient.
 - Specify a Horizontal gradient.
 - Specify a **Mirror gradient**. It means that the second color is placed at the center of the screen and the first color is placed on screen borders.
5. If you check the **Solid Color** button:
 - In the **Color** area, specify the chosen solid color. Just click on the combo-box and choose your color. You can also define a custom color.

Specific FSCommands for the Screen Saver

Macromedia Flash® can use the FSCommand action to control the playback and appearance of projectors, as well as launch external applications. The FSCommand action takes two parameters: a command and an argument. In some cases, an argument is not required.

Axialis Professional Screen Saver Producer has implemented 4 new commands to perform specific tasks.

Open an URL from the Flash screensaver

Sometimes it is useful to open an URL (in a separate browser window) when the user performs an action (a click on a button). An action already exists in Flash® to perform this: `getURL()`. For an unknown

reason, this action (which is executed by Flash) does not work when the screensavers is executing. It may even cause a crash. Do not use this action.

If you want the screensaver to open a web page in a separate window, use the FSCCommand "OpenURL". Here is an example of script that opens an URL when the user release the mouse button on a specific area:

```
on (release) {  
    fscommand ("OpenUrl", "http://www.axialis.com");  
}
```

Close the Flash Screensaver

If you want to close the screensaver using an action, use the FSCCommand "CloseScreensaver". DO NOT use the "quit" command. Here is an example of script that closes the screen saver when the user release the mouse button on a specific area:

```
on (release) {  
    fscommand ("CloseScreensaver");  
}
```

Open a Message Box

To open a dialog box which displays a text message, use the FSCCommand "MessageBox". Here is an example of script that opens a message box when the user release the mouse button on a specific area:

```
on (release) {  
    fscommand ("MessageBox","This is the message");  
}
```

Open the Activation Box

If you created a demo/limited screensaver, it could be useful to open the ActivationBox using the FSCCommand "ActivationBox". Here is an example of script that opens the box when the user release the mouse button on a specific area:

```
on (release) {  
    fscommand ("ActivationBox");  
}
```

Specific Flash® variables for screensavers with activation

Axialis Professional Screen Saver Producer creates and initialize various variables specific to the screen saver. These variables can be useful in the Flash® scripts to handle the activation status of the screensaver:

Variables	Description
HasActivationCode	"0" --> The screensaver has NO activation code "1" --> The screensaver has an activation code system

*The variables below exist only if **HasActivationCode** is "1":*

LimitationType	"0" --> Time Limited (N days) "1" --> Limited to N sprites/slides
Limit	The total number of days or sprite/slides of the limitation. It depends of the LimitationType value
DaysLeft	Number of days left in the trial period (only if LimitationType is "0")
IsActivated	"0" --> The screensaver has NOT been activated (demo mode) "1" --> The screensaver IS activated (full mode)
HasExpired	"0" --> The screensaver has NOT yet expired "1" --> The screensaver HAS expired

Save the project (SSP file)

To create a screen saver, you must before create a Project (.SSP file).

IMPORTANT: Only SSP files can be saved/reloaded/modified in the built-in editor window.

Then to create a Windows compatible Screen Saver (.SCR file) you have just to compile this project. The Screen Saver (.SCR) that has been created, can't be modified or decompiled.

Save the Project to a SSP file

1. Choose File Save or File Save As.
2. Choose the directory and enter the new project name .SSP.

or

1. Select the folder in the librarian.
2. Select the active project window.
3. Click on the **Add to the Librarian** button in the local toolbar.
4. The dialog box **Add a project to the librarian** opens. Specify the new project name. The default extension is SSP.

Test the screen saver full screen

You can test the Screen Saver Project using full screen resolution.

1. Choose Project/Test Full screen or F11.

Compile a screen saver file

Once your project is created, you can compile your screensaver in order to be installed on the end-user computer. The file that will be created will be compatible with Windows screen savers (.SCR). When compiled, you'll be able to use it personally on your computer or to distribute it as is. No install procedure will be created.

IMPORTANT: Once created, the SCR file can't be modified or decompiled. Don't loose your SSP file!

To learn how to create a SCR screensaver from your project, read this topic (later in this chapter): **Compile a screen saver file (SCR)**

Compile an installable package

Once your project is created, you must compile your screensaver in order to be installed on the end-user computer. The file that will be created will be compatible with Windows screen savers. You can choose to create an installation package (strongly recommended).

During this compilation process, the project will first be compiled as a SCR file. Then, this file will be compressed and included in an easy-to-use installation package.

REMARK: Using this compilation method you can create demo/limited versions of your screensavers.

Create an installable screen saver package

To learn how to create a install package from your project, read this topic: **Compile an installable screen saver file (EXE)**

Install a screensaver on a computer using an install package

When a screensaver is compiled as an install package, the installation is very simple for the end user.

1. Launch the install package. A dialog box opens.
2. Follow the installation wizard. Accept the license agreement if any.
3. The screensavers is installed (as default if asked by the user).

Create Video Based Screen Saver

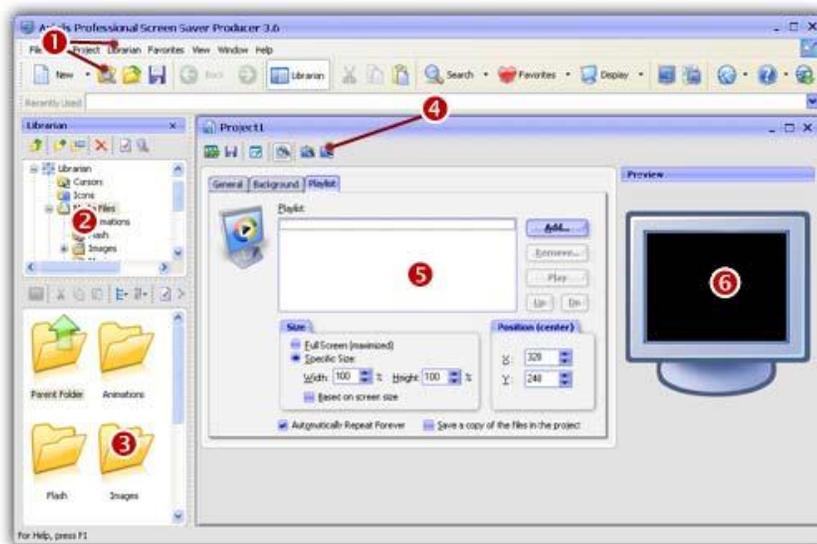
Create a Video Based Screen Saver

A video screensaver permits to display a list of video clips full screen in sequence. This kind of screensaver is less used but could be useful to display a company advertisement clip for example.

Create Video based screen saver project

To create a screen saver, you must create a Project first (.SSP file). Only this file can be saved/reloaded/modified in the built-in editor window. Then to create a Windows compatible Screen Saver (.SCR file) you have just to compile this project. The Screen Saver (.SCR) that has been created, can't be modified or decompiled.

1. Choose **File/New Screen Saver Project**. A dialog box opens. You can choose the type of screen saver to create: "**Video based Screen Saver**".
2. Click on the **Next** Button. The "Create a New Screen Saver Project" dialog box opens. You can specify Screen saver and Author information in the areas: Title, Description, Name and Copyright.
3. Click on the **Next** button. The application creates a new project window (see below):



4. In the **Application window** (1) you see the **menu** and the **main toolbar**. This toolbar can be customized by double-clicking or right-clicking on it. When you select a command in this menu or main toolbar, it acts on the selected item or window.
5. In the **Librarian** (2) you can select the folder that contains the media files (images, animations, music, sounds) that you'll use in your project (3).

6. The **Project document window** is placed in the working area (4). The application is multi-document enabled. It means that you can create or open several documents in the working area of the application. A local toolbar is located in the document window. If you click on a button in this toolbar (4), it acts on the selected item in the document window. This toolbar cannot be customized.
7. The **Document window** is divided in two parts. In the left side (5) are located the edit dialog boxes that you'll use to set project and slide properties. It is composed of 3 windows that you can activate by clicking on the associated tabs: **General**, **Background** and **Flash Movie**. On the right side (6), a preview window is available.

Adjust general properties

Adjust general properties

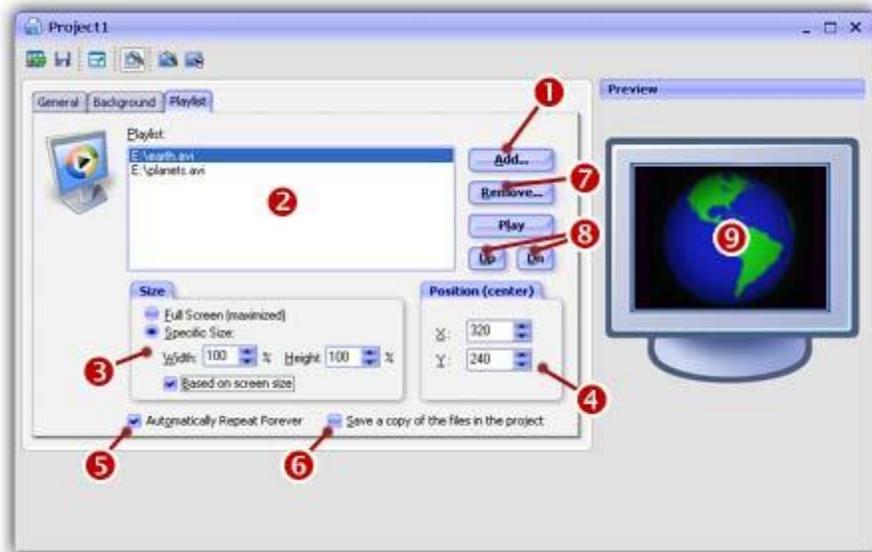
1. Activate the Screen Saver window document.
2. Choose **Project/Project Properties** or click on the **General** Tab
3. In the **Title** area, specify the name of the screen saver. This field will be useful at compile time.
4. In the **Author** area, specify the author of the screen saver. This field will be useful at compile time.
5. In the **Copyright** area, specify the copyright of the screen saver. This field will be useful at compile time.
6. In the **Description** area, specify a description of the screen saver. This field will be useful at compile time.

Add/remove video movies in the playlist

A video screensaver can play several movies in sequence. You just have to add them in the project playlist. You can also change the playlist sequence order.

Add video movies to the playlist

1. Activate the Screen Saver Document window.
2. Select the **Playlist** dialog box (click the tab if necessary), click on the **Add** button (1). A standard Windows dialog box opens to let you choose the video movie files you want to add. Browse your disks, select the files and click Open.
3. The files are added in the playlist (2). The selected video file is displayed in the **Preview** window (9).
4. In the **Size** group (3):
 - If you check **Full screen (maximized)** option, it allows to display the video full screen.
 - In the **Width** area, enter here the width of the video window in percent (100% by default). The final width is based on the original video clip width.
 - In the **Height** area, enter here the height of the video window in percent (100% by default). The final width is based on the original video clip width.
 - If you check **Based on screen size** option, the video size is based on the screen size in percent.



5. In the **Position (center)** group (4):

- In the **X area**, enter here the X coordinate of position of the video window on screen (from -640 to 1280). 0 means the left border and 640 the right border of the screen. This value indicates the position of the center of the video window.
- In the **Y area**, Enter here the Y coordinate of position of the video window on screen (from -480 to 960). 0 means the top and 640 the bottom of the screen. This value indicates the position of the center of the video window.

NOTE: The visible screen coordinates are always specified from (0,0: top-left) to (640,480: bottom-right). Of course if you launch your screen saver on a 1024x768 display for example, the coordinates will be recalculated accordingly.

6. Click the **Automatically Repeat Forever** option (5) if you want to play the playlist in loop. If this option is unchecked, the playlist is played once.

7. If the **Save a copy of the files in the Project Document** option is checked (6), the video file will be stored in the screen saver project (not recommended for large files).

- If you **check** this option, the animation file will be included into the screen saver file when saved. This option is useful because the animation file doesn't need to be present on your hard disk the next time you'll open the SSP document. The drawback is that the SSP file is larger and space consuming.
- If you **uncheck** this option, the animation file will NOT be included into the screen saver file when saved. The SSP file is smaller but the video file must be present on your hard disk (at the right location) or you'll get an error the next time you'll open the SSP document.

Add files using Drag & Drop

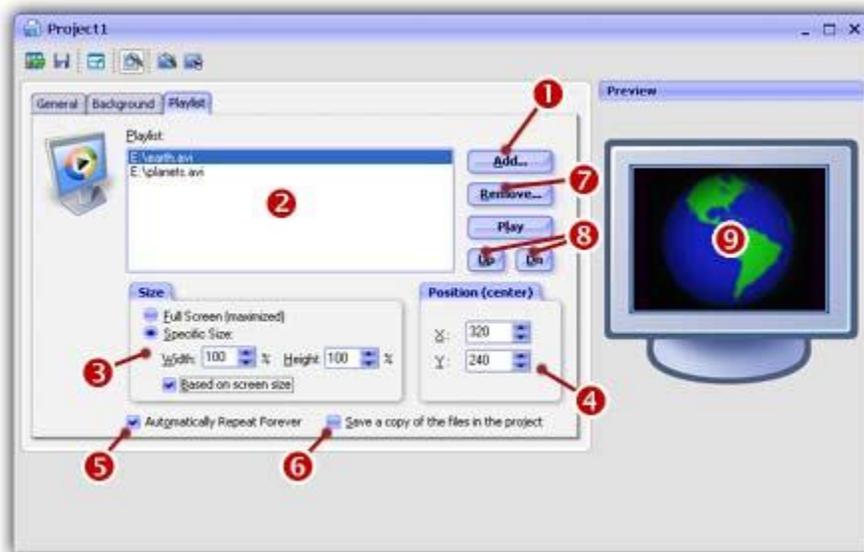
1. Go to the **librarian**, expand **Media Files** and select the **Movies** folder.
2. Select the files then **drag and drop** to the Screen Saver document window.
3. The files are added in the playlist (2). The selected video file is displayed in the **Preview** window (9).
4. Set the playback options as above.

Add files using the Clipboard (copy/paste)

1. Go to the **librarian** or the built-in **Explorer (Ctrl+E)**, browse your folders and select the files.
2. Choose **Edit/Copy**.
3. Return to the project window.
4. Choose **Edit/Paste**.
5. The files are added in the playlist (2). The selected video file is displayed in the Preview window (9).
6. Set the playback options as above.

Remove files from the playlist

1. Activate the Screen Saver Document window.
2. Select the **Playlist** dialog box (click the tab if necessary), the video files appear in the playlist (2).



3. Select the video files you want to remove.

TIP: You can select several files by clicking on files while pressing on the CTRL key. To select a range of files, use the SHIFT key.

4. Click on the **Remove** button (7). You're prompted to confirm the deletion. Click **YES**.

Change playlist order

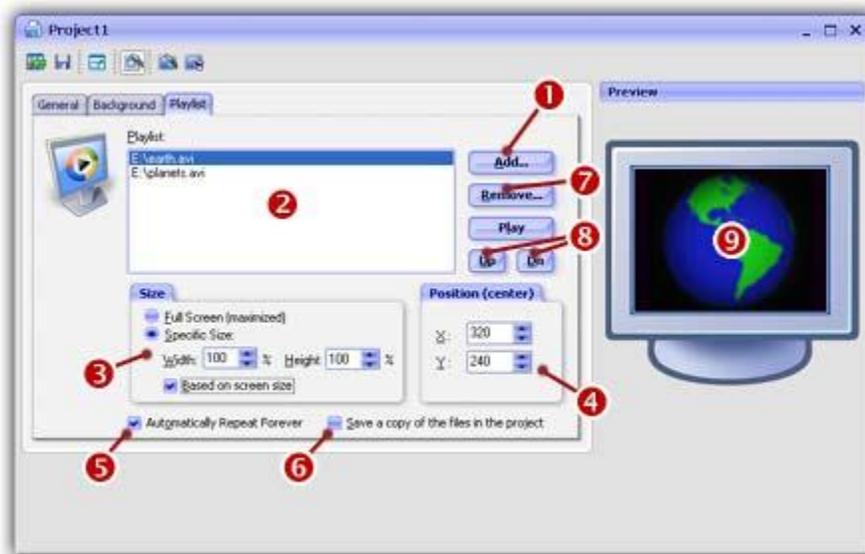
1. Activate the Screen Saver Document window.
2. Select the **Playlist** dialog box (click the tab if necessary), the video files appear in the playlist (2) as shown above.
3. Select the video file you want to move in the playlist.
4. Click on the **Up** or **Down** button (8) to move the file.

Change the playlist order

A video screensaver can play several movies in sequence. Once the movie files have been added in the project you can rearrange them to change the playlist sequence order.

Change playlist order

1. Activate the Screen Saver Document window.
2. Select the **Playlist** dialog box (click the tab if necessary), the video files appear in the playlist (2) as shown below:



3. Select the video file you want to move in the playlist.
4. Click on the **Up** or **Down** button (8) to move the file.

Remove files from the playlist

1. Activate the Screen Saver Document window.
2. Select the **Playlist** dialog box (click the tab if necessary), the video files appear in the playlist (2) as shown above.
3. Select the video files you want to remove.

TIP: You can select several files by clicking on files while pressing on the CTRL key. To select a range of files, use the SHIFT key.

4. Click on the **Remove** button (7). You're prompted to confirm the deletion. Click **YES**.

Save the movie files in the project

1. Click on the **Playlist** tab
2. If you check the "**Save a copy of the files in the project**" option, the movie files will be included into the screen saver project file (SSP) when saved. This option is useful because the video files doesn't need to be present on your hard disk the next time you'll open the SSP document. The drawback is that the SSP file is larger and space consuming.
3. If you uncheck this option, the files **will NOT be included into the screen saver file when saved**. The SSP file is smaller but the files must be present on your hard disk (at the right location) or you'll get an error the next time you'll open the SSP document.

REMARK: This option is set for all the files in the playlist (not only the selected ones if any).

Adjust the movie display size

1. Click on the **Playlist** tab:
2. In the **Size** group:
 - If you check **Full screen (maximized)** option, it allows to display full screen the animation.
 - In the **Width** area, enter here the width of the animation window in percent (100% by default). The final width is based on the original animation clip width.
 - In the **Height** area, enter here the height of the animation window in percent (100% by default). The final width is based on the original animation clip width.
 - If you check **Based on screen size** option, the animation size is based on the screen size in percent.

REMARK: This option is set for all the files in the playlist (not only the selected ones if any).

Adjust the Flash® movie position on screen

1. Click on the **Playlist** tab.
2. In the **Position (center)** group:
 - In the **X area**, enter here the X coordinate of position of the video windows on screen (from -640 to 1280). 0 means the left border and 640 the right border of the screen. This value indicates the position of the center of the video window.
 - In the **Y area**, enter here the Y coordinate of position of the video windows on screen (from -480 to 960). 0 means the top and 640 the bottom of the screen. This value indicates the position of the center of the video window.

REMARK: This option is set for all the files in the playlist (not only the selected ones if any).

Customize the screen saver background

Customize the screen saver background

1. Activate the Screen Saver Document window.
2. Choose Project/Background Properties or Click on the Background tab.
3. If you check the **Image Wallpaper** button:
 - In the **Pathname** area, specify the **full pathname** of the bitmap file to use for the background. You can also click **Browse** to locate the file using a standard Windows® dialog box.
 - Specify the way you want the background image to be displayed:
 - Stretch:** Means that the image will be stretched to fit the entire screen. The image may be distorted when stretched.
 - Center:** Means that the image will be displayed centered on screen at scale 1:1. If the image is smaller than the screen, the visible background is black.
 - Tile:** Means that the image will be repeated at scale 1:1 to make a tiled background.
4. If you check the **Gradient** button:
 - In the **From color** area, specify the first color of the gradient. If the gradient is horizontal, this is the color on the left border of the screen. If the gradient is vertical, this is the color at the top of the screen. Just click on the combo-box and choose your color. You can also define a custom color.
 - In the **To Color** area, specify the second color of the gradient. If the gradient is horizontal, this is the color on the right border of the screen. If the gradient is vertical, this is the color at the bottom of the screen. Just click on the combo-box and choose your color. You can also define a custom color.
 - Specify a Vertical gradient.
 - Specify a Horizontal gradient.
 - Specify a **Mirror gradient**. It means that the second color is placed at the center of the screen and the first color is placed on screen borders.
5. If you check the **Solid Color** button:
 - In the **Color** area, specify the chosen solid color. Just click on the combo-box and choose your color. You can also define a custom color.

Save the project (SSP file)

To create a screen saver, you must before create a Project (.SSP file).

IMPORTANT: Only SSP files can be saved/reloaded/modified in the built-in editor window.

Then to create a Windows compatible Screen Saver (.SCR file) you have just to compile this project. The Screen Saver (.SCR) that has been created can't be modified or decompiled.

Save the Project to a SSP file

1. Choose File Save or File Save As.

2. Choose the directory and enter the new project name .SSP.

or

1. Select the folder in the librarian.
2. Select the active project window.
3. Click on the **Add to the Librarian** button in the local toolbar.
4. The dialog box **Add a project to the librarian** opens. Specify the new project name. The default extension is SSP.

Test the screen saver full screen

You can test the Screen Saver Project using full screen resolution.

1. Choose Project/Test Full screen or F11.

Compile a screen saver file

Once your project is created, you can compile your screensaver in order to be installed on the end-user computer. The file that will be created will be compatible with Windows screen savers (.SCR). When compiled, you'll be able to use it personally on your computer or to distribute it as is. No install procedure will be created.

IMPORTANT: Once created, the SCR file can't be modified or decompiled. Don't loose your SSP file!

To learn how to create a SCR screensaver from your project, read this topic (later in this chapter):

Compile a screen saver file (SCR)

Compile an installable package

Once your project is created, you must compile your screensaver in order to be installed on the end-user computer. The file that will be created will be compatible with Windows screen savers. You can choose to create an installation package (strongly recommended).

During this compilation process, the project will first be compiled as a SCR file. Then, this file will be compressed and included in an easy-to-use installation package.

REMARK: Using this compilation method you can create demo/limited versions of your screensavers.

Create an installable screen saver package

To learn how to create a install package from your project, read this topic: **Compile an installable screen saver file (EXE)**

Install a screensaver on a computer using an install package

When a screensaver is compiled as an install package, the installation is very simple for the end user.

1. Launch the install package. A dialog box opens.
2. Follow the installation wizard. Accept the license agreement if any.
3. The screensavers is installed (as default if asked by the user).

Compile a Windows® screen saver (SCR file)

Compile a Windows® screen saver (SCR file)

Once your project is created, you can compile your screensaver in order to be installed on the end-user computer. The file that will be created is compatible with Windows screen savers (.SCR). When compiled, you'll be able to use it personally on your computer or to distribute it as is. No install procedure will be created.

IMPORTANT: Once created, the SCR file can't be modified or decompiled. Don't loose your SSP file!

Step 1 - Specify a filename and location

Once your project is created, you can compile your screensaver in order to be installed on the end-user computer. The file that will be created will be compatible with Windows screen savers (.SCR). When compiled, you'll be able to use it personally on your computer or to distribute it as is. No install procedure will be created.

IMPORTANT: Once created, the **SCR file can't be modified or decompiled**. We recommend you to save your project to a SSP file before compiling it. Don't loose your SSP file!

1. Choose **Project/Compile a Screen Saver File (F4)** or click on the **Compile SCR File** button in the toolbar. A dialog box opens (see below). Keep in mind that you can click on the context help button (1) if you need get more information on a specific element of a dialog box.



Specify the Screen Saver Filename and Location

1. In the **Filename** area (2), specify the name of the file to create. You don't need to specify an extension here (.SCR by default).
2. In the **Location** area (3), specify the folder where you want to create the file. If you want to redistribute this SCR file, specify your output folder. You must type a folder full pathname here. If you want to use this screensaver on your computer only, do not modify the proposed entry (see below).
3. If you check the **"Place it in my personal Windows System folder"** option (4), it allows to specify the Windows® System folder as the destination location. In such a case, the screensaver will be visible in Windows® screensaver settings list (see [What is a screensaver](#) for more info).

Change the default Windows Screen Saver

When you compile your screensaver, the application allows you to set it as the current Windows® screen saver.

4. If you check the **"Set it as the Current Windows Screen Saver"** option (5), it allows to set the compiled screen saver as the current Windows® screen saver. The fields 3 and 4 are disabled because they're set by default when you choose to set your screensaver as Windows® default.
5. When done, click the **Next** button. If the specified file already exists, you'll be prompted to confirm the overwriting.

Step 2 - Specify a description, configure a RSS reader

You can customize your screen saver by specifying a Title, a Copyright, a Web and a Comment. This information will be displayed in the Configure dialog box of the screen saver.

Also, the screensaver you'll compile will include a RSS reader. You just have to configure it in this compilation step to activate it. RSS is a new way to publish information online. Think of it as a distributable "What's New" for your site.

The Step 2 dialog box looks like this:



Describe the Screen Saver

1. In the **Title** area (1), specify the Title of the screen saver. This title will be displayed in the Splash screen (if you choose the standard splash screen) and in the 'Properties' dialog box.
2. In the **Copyright** area (2), specify a Copyright associated with the screen saver. This copyright will be displayed in the Splash screen (if you choose the standard splash screen) and in the 'Properties' dialog box.
3. In the **Web Site** area (2), specify the Web Address of your personal page or company site (for example: <http://www.axialis.com>). This Web Address will be displayed in the 'Properties' dialog box as a real hyperlink (the user will be able to click on it).
4. In the **Comment** area (2), specify a Comment associated with the screen saver. This comment will be displayed in the 'Properties' dialog box (1024 characters maxi). If the text is too long to be displayed in the dialog box it will scroll vertically.

Configure the RSS reader

With Axialis Professional Screen Saver Producer you can screensavers with a RSS reader embedded. RSS, which means "Really Simple Syndication", is a new way to publish information online. Think of it as a distributable "What's New" for your site.

At the heart of the technology is special Web coding, called XML, which has been widely developed by the online community over the past few years. Anyone can pick up the RSS codes and with the appropriate software display the information.

A RSS reader is included in the screensavers you will compile. You just have to create your own online RSS feeds (see tutorial link below) and add the URLs to them in the above list. Adding RSS news in your screensaver is a great idea.

IMPORTANT: If your screensaver includes a RSS reader, it will attempt to access the Internet. This may pop-up a firewall alert on the end-user computer. An Internet access may be considered as suspicious by the this user (malicious codes like virus or trojans act like this). We strongly recommend to inform the end-user about this.

7. To activate the RSS reader and specify feeds, in the **RSS feeds** zone, click on the **Enable RSS Reader** option (3) as shown above. The **Specify URLs** button is activated. Click on this button, a second dialog box opens:



8. In the **Source URLs** zone (❶), enter the feed URLs you wish to use in the reader. Specify one URL per line. The reader will download the news in all URLs when the screensaver starts and display them all in sequence.

You can also specify **UNC network paths** to XML files. It could be useful to publish news via the screensaver on all the computers installed in your company. For example, specify:

"\\MainServer\CommonFiles\News\daily-news.xml"

9. If you want to allow the user to modify these URLs (add/remove) once the screensaver is installed, click on the associated option (❷). When done click **OK**. Continue with the compilation wizard.
10. Once the compiled screensaver is installed, the RSS reader will access the internet each time it starts (in background), get the news and display them in a small window in the lower-right corner of the screen:



REMARK: The end user can enable/disable the RSS reader and change URLs (if you allowed it) from the screensaver "configure" dialog box.

Step 3 - Customize icon and dialog box image

A screensaver is a program (see [What is a screensaver](#) topic in chapter 2). Therefore, it contains an icon. This icon is used to display it in Windows Explorer or when you create a Shortcut to it in the Desktop for example. A standard icon is used but it's now possible to customize it.

Also, your screensaver contains a "Customize" dialog box. You can customize the illustration image that is included in this window.

What is an icon?

An icon is a graphic image, a small picture or object that represents a file, program, web page, or command. Icons help you execute commands, open programs or documents quickly. To execute a command by using an icon, click or double-click on the icon. It is also useful to recognize quickly an object in a browser list.

That's almost all you need to know if you only use icons. But you want to use (or create) icons for the screensaver customization feature, you need to know more about them.

What are the differences between an image and an icon?

A computer image is a bitmap (composed of pixels) or vector (composed of drawing paths) picture, which can be saved using various formats (BMP, PNG, GIF, JPEG, WMF...). All these formats have several different properties (bitmaps, vectors, compressed, layered, animated...) and can be used to store pictures at any sizes and resolution.

Icons are different from standard images. They have standard sizes (usually small): 16x16, 32x32, 48x48... One icon is composed of several images. Each of them with a different size and number of colors (mono, 16 colors, 256 colors, 16.8M...). And the most important property of an icon is the ability

to include transparent areas. This allows seeing the screen background behind the icon within its square image.

What is the structure of an icon?

As we've seen in previous paragraph, an icon is a group of images of various formats (size and colors). Furthermore, each image can include transparent area. That's why you'll find a transparent color in the drawing palette for 16 or 256 color images and a variable opacity parameter for the new Windows XP format (opacity = 0 means transparent).



Example of icon containing various image formats

What kind of icons can I use to customize my screensaver?

To be compatible with the customization feature, the icon must be Windows compliant (ICO format) contain at least the following image formats:

- 16x16 - 256 colors
- 16x16 - Windows XP
- 32x32 - 256 colors
- 32x32 - Windows XP
- 48x48 - 256 colors
- 48x48 - Windows XP

How to create my own icons?

Axialis Software has released an icon editor that will permit you to easily create your own icons in a few minutes: [Axialis IconWorkshop](#). This professional tool will permit to create icons with several formats from images in a few clicks. You can download a shareware version from www.axialis.com and test it for 30 days.

Customize the screensaver icon

1. The **Step 3** dialog box looks like this:



2. Click on the option **Use a custom icon for the screensaver SCR file** to activate it (2). The edit fields below are automatically enabled.
3. In the edit zone, enter the **full path** to your ICO file on your disk or click the [...] button to browse your disks and locate the file using a standard Windows dialog box.
4. Once the pathname has been entered you see a preview of the icon image in the window on right.
5. If this is the right icon, click **Next**. If the icon has the correct format (see specs above), you can continue the compilation wizard.

Customize the screensaver image

The screensaver that you'll create will contain a Customize dialog box. The application permits you to customize the illustration image that is included in this window (1):



What kind of images can I use to customize my screensaver?

To be compatible with the customization feature, the image file must have the JPEG, BMP or PNG format. Also, we recommend you to use an image with the following dimension: Width = 400, Height = 90.

How to create my illustration image?

Create this image using an external application like [Photoshop®](#) (professional tool), [Paint Shop Pro®](#) (shareware tool) or [Gimp®](#) (free tool).

1. The **Step 3** dialog box looks like this:



2. Click on the option **Use a custom image in Configure dialog box** to activate it (1). The edit fields below are automatically enabled.
3. In the edit zone, enter the **full path** to your image file on your disk or click the [...] button to browse your disks and locate the file using a standard Windows dialog box.
4. Once the pathname has been entered you see a preview of the image in the window on right.
5. If this is the right image, click **Next**. You can continue the compilation wizard.

Step 4 - Specify the splash screen parameters

When you the Screen Saver starts, it displays a splash screen during a few seconds. By default, it displays a text splash screen with the information of the previous screen. But you can specify a custom image (BMP, JPEG, PNG) to replace the default screen.

The Step 4 dialog box looks like this:



The Splash Screen Parameters

1. If you don't want a splash screen, select **No Splash Screen** option
2. If you select the **Display a Text Splash Screen** option, a standard window will display the screen saver Title and the Copyright text.
3. If you want to display a custom splash screen based on an image, select the **Display an Image Based Splash Screen** option. In the **Pathname** area, specify the full pathname (name and location) of the desired splash bitmap. Supported file formats are BMP, JPEG and PNG. The image size must be smaller than 640x480. You can click the "... " button to browse your disks using a standard Windows dialog box. When done, the **Preview** area displays a small picture of the selected bitmap file.
4. In the **Display Time** area, specify the display delay of the splash screen in seconds.
5. When done, Click **Next** button.

Step 5 - Specify the preview parameters

When the user selects a screensaver in Windows Control Panel, it appears in a small preview window (1):



By default, a reduced animated preview is displayed but you can also specify a custom or a standard static image. The Step 5 dialog box looks like this:



Specify an Animated Preview

1. If you want to display a standard Animated Preview Window (small sprites, flash, video), choose the **Animated Preview** option (1).
2. When the user will select the screen saver in the Windows Control Panel, it will display a small moving preview of the screensaver. When done, click **Next**.

IMPORTANT: We DO NOT recommend using a classic animated preview for **Video** based screensavers (especially for large video files). Some Windows versions/configurations may cause the screensaver preview to crash under special circumstances.

Specify a Static Preview Image

If you don't want the animated preview, you can choose to display a static image. Two options are available for the static image:

1. Select **No Preview - Default Image** if you don't want to design an image by yourself. In this case, the application will display a default image (a computer screen displaying a screen saver).
2. Select **No Preview - Custom Static Image** if you want to specify an image you've designed using an external drawing program. Only BMP, PNG or JPEG files are supported for preview images. If you choose this option you must specify an image file in the area below. You can click the "..." button to browse your disks using a standard Windows dialog box. For better results, we recommend you to resize the image to 152 x 112.
3. When done, click **Next**.

IMPORTANT: We STRONGLY recommend static preview image for **Video** based screensavers (especially for large video files). Some Windows versions/configurations may cause the screensaver preview to crash under special circumstances.

Step 6 - Compilation Summary

This dialog box summarizes all the parameters of the compilation. We recommend you to read this summary carefully before proceeding.

Compilation Summary

1. Read the compilation summary.
2. Read carefully the note about copyright. Click the **More Info About Copyright** button:
3. When you're ready to go, click the **Go and Compile!** button.

Compilation

This dialog box displays the compilation process running. You can stop the compilation at any time. The Compilation dialog box looks like this:



Compilation Process

1. You can test the screensaver fullscreen now. Click on the **Test the Screen Saver Now** button (1).
2. You can also test the screensaver Properties dialog box. See [What is a screensaver](#) topic for more info about the properties/configure dialog box (see "How to install a screensaver", button "Settings"). Click on the **Test the Properties Dialog Box Now** button (2).
3. As you chose to install this screensaver as Windows® default (in Step 1), it will start automatically after a certain period of inactivity of your computer (depends on what you've configured in Windows® Control Panel). Click **Close** to finish.

Compile an installable screen saver file (EXE)

Once your project is created, you must compile your screensaver in order to be installed on the end-user computer. The file that will be created is compatible with Windows screen savers. But this file is not easy to [install on a computer](#) for a beginner. That's why we strongly recommend you to create an installation package. Furthermore, a few additional options are available when you compile an installation package.

During this process, the project will be compiled as a temporary SCR file and it will be compressed and included in an easy-to-use installation package (EXE file).

Once created, the **EXE/SCR file can't be modified or decompiled**. Save your project and don't lose your SSP file!

Using this compilation method you can create demo/limited versions of your screensavers.

How to install a screensaver using an installable package

When a screensaver is compiled as an install package, the installation is very simple for the end user:

1. Launch the install package. A dialog box opens.
2. Follow the installation wizard. Accept the license agreement if any.
3. The screensavers is installed (as default if asked by the user).

Step 1 - Specify the filename and location of the install package

Once your project is created, you must compile your screensaver in order to be installed on the end-user computer. The file that will be created is compatible with Windows screen savers. But this file is not easy to [install on a computer](#) for a beginner. That's why we strongly recommend you to create an installation package. Furthermore, a few additional options are available when you compile an installation package.

During this process, the project will be compiled as a temporary SCR file and it will be compressed and included in an easy-to-use installation package (EXE file).

IMPORTANT: Once created, the **SCR file can't be modified or decompiled**. We recommend you to [save your project](#) to a SSP file before compiling it. Don't lose your SSP file!

1. Choose **Project/Compile an Installable Screen Saver File (Shift+F4)** or click on the **Compile Installable Screen Saver** button in the toolbar. A dialog box opens (see below). Keep in mind that you can click on the context help button (📄) if you need get more information on a specific element of a dialog box..



Specify the Filename and Location of the Install file to create

2. In the **Screensaver** field (2), specify the name of the **SCR** file to create (do not specify the SCR extension). You can keep the proposed name. This is the filename that will be installed on the end-user computer. This file will not be created on your computer during this compilation. It will be embedded in the install package.
3. In the **Filename** field (3), specify the name of the **Install** file to create (usually **Install.exe**). Do not specify the EXE extension.
4. In the **Location** field (4), specify the folder where you want to create the install file on your computer. You can use the button [...] to browse your folders.
5. When done, click **Next**.

Step 2 - Specify the installation properties, advanced customization

The install procedure has a built-in multi-language support. You can specify a fixed language or let Install determine the language used by the end user. The install also support a multi-volume configuration. This feature permits you to distribute your package in one large file or in several files which can be copied on a set of floppy disks.

Also, you'll be able to fully customize the installation package (image, icon, window style, colors, options...). The Step 2 dialog box looks like this:



Specify the Language of the Installation Package

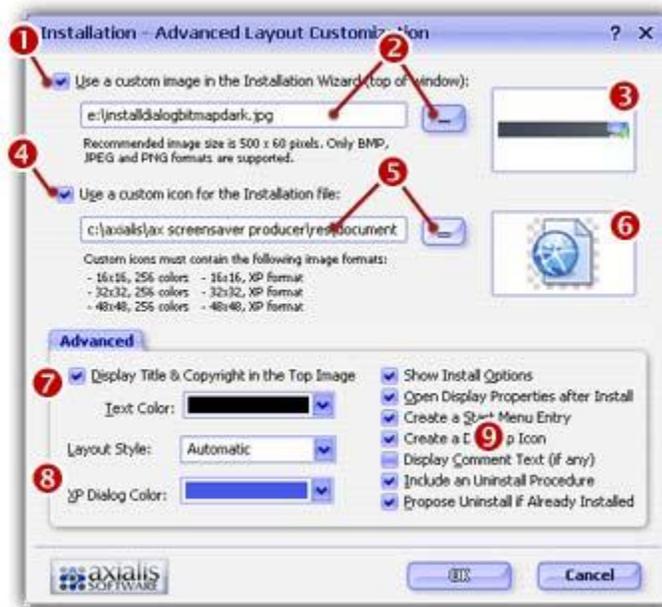
1. In the **Language** field (1), select "**Automatic (based on Windows settings)**". You can here choose the desired language for the screensaver and install procedure. 8 languages are supported: **English, French, Spanish, German, Portuguese, Italian, Dutch and Russian**. By selecting Automatic, the install procedure will choose the language by itself based on the end-user Windows language. You can also force a specific language.

Specify the Installation Package format

2. The final package can be a single solid or composed of a set of files (useful for floppy distribution). Choose an option in the list (2):
 - **Solid install (one file -Internet or CD-ROM distribution):** The produced package is a single install file. It can be a very large file. This is interesting to distribute the package by download using Internet or on CD-ROM
 - **1.44 MB Install (several files - HD floppy distribution):** The produced package is a set of files. Each file size cannot exceed 1.44 Mb. The first file has a EXE extension, the other files are automatically indexed 001,001.. This is very interesting to distribute the package on HD floppy disks
 - **2.88 MB Install (several files - HHD floppy distribution):** The produced package is a set of files. Each file size cannot exceed 2.88 Mb. The first file has a EXE extension, the other files are automatically indexed 001,001.. This is very interesting to distribute the package on HHD floppy disks.

Customization of the install package

3. If you want to customize the installation package, click the **Advanced Customization** button (3). A secondary dialog box opens:



Customize the installation illustration image

A standard image is used to illustrate the installation wizard but it's possible to customize it. The image will be located at the top of the installation window.

What kind of images can I use to customize my installation package?

To be compatible with the customization feature, the image file must have the JPEG, BMP or PNG format. Also, we recommend you to use an image with the following dimension: Width = 500, Height = 60.

How to create my illustration image?

Create this image using an external application like [Photoshop®](#) (professional tool), [Paint Shop Pro®](#) (shareware tool) or [Gimp®](#) (free tool).

4. Click on the option **Use a custom image in the Installation Wizard** to activate it (1). The edit fields below are automatically enabled.
5. In the edit zone (2), enter the **full path** to your image file on your disk or click the [...] button (2) to browse your disks and locate the image file using a standard Windows dialog box. Once the pathname has been entered you see a preview of the image in the window on right (3).

Customize the installation icon

The install package is a program. Therefore, it contains an icon. This icon is used to display it in Windows Explorer or when you create a Shortcut to it in the Desktop for example. A standard icon is used but it's now possible to customize it. The image will be located at the top of the installation window. To get more information about the icon, read [What is an icon](#) topic below.

6. Click on the option **Use a custom icon for the Installation file** to activate it (4). The edit fields below are automatically enabled.
7. In the edit zone (5), enter the **full path** to your image file on your disk or click the [...] button (5) to browse your disks and locate the icon file using a standard Windows dialog box. Once the pathname has been entered you see a preview of the icon in the window on right (6).

Advanced Customization



8. Click the **Display Title and Copyright in the Top Image** option (7) if you want a **Title Text** displayed in the top image. If you don't select this option, only the image will be displayed. This is interesting if you want to create the text in the image using a graphic editor. If you choose this option, you can adjust the text color in the field **Text Color** (below the option check box).
9. In the **Layout Style** field (8), you can choose the style of the window style:
 - **Automatic** - The style will be chosen by the install procedure at execution depending on the end-user Windows version. One of the two following styles will be chosen.
 - **Windows Classic** - The classic Windows style will be forced (Windows ME/2000 style).
 - **Windows XP** - A Windows XP style will be forced (coloured style).
10. In the **XP Dialog Color** field (8), specify the overall color (tint) of the Windows XP layout (if the XP layout style is used).
11. If the **Show Install Options** is chosen (9), some options will be proposed to the end user in the first screen of the installation wizard. Options are:
 - **Set as Default Windows Screen Saver** – The user can set the screen saver as the default.
 - **Open Display Properties After Installation** – The user can choose to display the Windows Display Properties dialog box after the installation.
 - **Create a Start Menu Entry** – The user can choose to create an entry in the Start menu to launch or uninstall the screensaver.
 - **Create a Desktop Icon** – The user can choose to create a Desktop icon (shortcut) to launch the screensaver.

REMARK: If you don't display these options, the user won't be able to change them during installation. It does not mean that these features won't be executed. You can choose to activate some of them (see options below) even if you decide to hide them.

12. If the **Open Display Properties after Install** is chosen (9), the standard Windows® Display Properties dialog box will be opened at the end of installation procedure. In this window you can

select the actual screensaver and set its properties. If you have chosen to activate the **Show Install Options** feature (see above) the user will be able to change this option.

13. If the **Create a Start Menu Entry** option is chosen (9), an entry in the Windows® Start Menu will be created to launch or uninstall the screen saver. If you have chosen to activate the **Show Install Options** feature (see above) the user will be able to change this option.
14. If the **Create Desktop Icon** option is chosen (9), a shortcut will be created on the Windows® Desktop to easily launch the screen saver. If you have chosen to activate the **Show Install Options** feature (see above) the user will be able to change this option.
15. Your screen saver contains a comment text. This text is displayed in the Properties Dialog box (a scrolling area). If the **Display Comment Text** option is chosen (9), this text is also displayed during the installation procedure. This may be useful to inform the user about the screen saver before it is installed.
16. If the **Include an Uninstall Procedure** option is chosen (9), a program to uninstall the screensaver will be installed on the users computer. This will permit the user to easily uninstall the screensaver if necessary. We strongly recommend you include this uninstall procedure.
17. If the **Propose Uninstall if Already Installed** option is chosen (9), the installation wizard will prompt the user to uninstall the screen saver if it is already present on his computer.

REMARK: This feature is different than the above uninstall procedure. It has been implemented to keep compatibility with previous versions. We strongly recommend you to use the new uninstall procedure.

18. When done, click the **OK** button. Click **Next** to go to [Step 3](#).

What is an icon?

An icon is a graphic image, a small picture or object that represents a file, program, web page, or command. Icons help you execute commands, open programs or documents quickly. To execute a command by using an icon, click or double-click on the icon. It is also useful to recognize quickly an object in a browser list.

That's almost all you need to know if you only use icons. But you want to use (or create) icons for the screensaver customization feature, you need to know more about them.

What are the differences between an image and an icon?

A computer image is a bitmap (composed of pixels) or vector (composed of drawing paths) picture, which can be saved using various formats (BMP, PNG, GIF, JPEG, WMF...). All these formats have several different properties (bitmaps, vectors, compressed, layered, animated...) and can be used to store pictures at any sizes and resolution.

Icons are different from standard images. They have standard sizes (usually small): 16x16, 32x32, 48x48... One icon is composed of several images. Each of them with a different size and number of colors (mono, 16 colors, 256 colors, 16.8M...). And the most important property of an icon is the ability to include transparent areas. This allows seeing the screen background behind the icon within its square image.

What is the structure of an icon?

As we've seen in previous paragraph, an icon is a group of images of various formats (size and colors). Furthermore, each image can include transparent area. That's why you'll find a transparent color in the drawing palette for 16 or 256 color images and a variable opacity parameter for the new Windows XP format (opacity = 0 means transparent).

What kind of icons can I use to customize my screensaver?

To be compatible with the customization feature, the icon must be Windows compliant (ICO format) contain at least the following image formats:

- 16x16 - 256 colors
- 16x16 - Windows XP
- 32x32 - 256 colors
- 32x32 - Windows XP
- 48x48 - 256 colors
- 48x48 - Windows XP

How to create my own icons?

Axialis Software has released an icon editor that will permit you to easily create your own icons in a few minutes: [Axialis IconWorkshop](#). This professional tool will permit to create icons with several formats from images in a few clicks. You can download a shareware version from www.axialis.com and test it for 30 days.

Step 3 - Specify the User License Agreement

You can specify a User License Agreement text that will be displayed before the installation starts. The user must agree with this agreement to proceed.

The Step 3 dialog box looks like this:



Specify a User License Agreement

1. If you want a License Agreement to be displayed during the installation, select the option **Add a User License Agreement**. If you don't want to add an agreement, unselect this option and click **Next** button.
2. Once you've selected this option, the text area and the buttons below activate.
3. In the Text area, specify the User License Agreement Text. The text can be multi-language using codes (placed in the text body) that permit you to define conditional portions. A conditional portion begins with **#if** and ends with a **#endif**. If a text line is not in a conditional portion, it is always displayed. The language codes supported by the installation package are: **ENGLISH, FRENCH, SPANISH, GERMAN, ITALIAN, DUTCH, PORTUGUESE** and **RUSSIAN**.

Example:

```
#if ENGLISH
.. Text using english language ..
#endif
.. Text always displayed ..
#if FRENCH
.. Text using french language ..
#endif
```

You can also specify macros that will be automatically replaced by its related variable text at runtime (see below). A macro must be specified between brackets {..} :

{**CompanyName**} - Your company name.

{**ScreenSaverTitle**} - The screen saver title.

{**InstalledScrFileName**} - The full pathname of the installed screen saver.

4. Click on the **Load text** button to load a User License Agreement text from an external file
5. Click on the **Save text** button to save the User License Agreement text to an external file
6. Click on the **Load Default text** button to replace the current User License Agreement text by the default Axialis Screen Saver Producer text. The current text will be overwritten.
7. When done, click the **Next** button.

Step 4 - Specify the screensaver filename and description

You can customize your screen saver by specifying a Title, a Copyright, a Web and a Comment. This information will be displayed in the Configure dialog box of the screen saver. You also have to specify the name of the SCR file that will be installed on the end-user computer.

The Step 4 dialog box looks like this:



Specify the Name of the Screen Saver File

1. In the **Filename** area, specify the name of the Screen Saver file (the name SCR file after installation). You don't need to specify an extension (.SCR by default). This is the name of the file that will be installed on the end-user computer.

OUR ADVICE: We recommend you to specify a long filename to your SCR file because this is the name that will appear in the end-user available screen saver list (in the Control Panel screensaver properties dialog box). For example specify "**My New York Trip.scr**" rather than "**NEWYORK.SCR**".

Describing the Screen Saver

2. In the **Title** area, specify the Title of the screen saver. This title will be displayed in the Splash screen (if you choose the standard splash screen) and in the 'Properties' dialog box.
3. In the **Copyright** area, specify a Copyright associated with the screen saver. This copyright will be displayed in the Splash screen (if you choose the standard splash screen) and in the 'Properties' dialog box.
4. In the **Web Site** area, specify the Web Address of your personal page or company site (for example: <http://www.axialis.com>). This Web Address will be displayed in the 'Properties' dialog box as a real hyperlink (the user will be able to click on it).
5. In the **Company** area, specify the name of the company that will appear in the screensaver install procedure.
6. In the **Comment** area, specify a Comment associated with the screen saver. This comment will be displayed in the 'Properties' dialog box (1024 characters maxi). If the text is too long to be displayed in the dialog box it will scroll vertically.
7. When done, click the **Next** button.

Configure the RSS reader

With Axialis Professional Screen Saver Producer you can screensavers with a RSS reader embedded. RSS, which means "Really Simple Syndication", is a new way to publish information online. Think of it as a distributable "What's New" for your site.

At the heart of the technology is special Web coding, called XML, which has been widely developed by the online community over the past few years. Anyone can pick up the RSS codes and with the appropriate software display the information.

A RSS reader is included in the screensavers you will compile. You just have to create your own online RSS feeds (see tutorial link below) and add the URLs to them in the above list. Adding RSS news in your screensaver is a great idea.

IMPORTANT: If your screensaver includes a RSS reader, it will attempt to access the Internet. This may pop-up a firewall alert on the end-user computer. An Internet access may be considered as suspicious by the this user (malicious codes like virus or trojans act like this). We strongly recommend to inform the end-user about this.

7. To activate the RSS reader and specify feeds, in the **RSS feeds** zone, click on the **Enable RSS Reader** option (🔴) as shown above. The **Specify URLs** button is activated. Click on this button, a second dialog box opens:



8. In the **Source URLs** zone (1), enter the feed URLs you wish to use in the reader. Specify one URL per line. The reader will download the news in all URLs when the screensaver starts and display them all in sequence.

You can also specify **UNC network paths** to XML files. It could be useful to publish news via the screensaver on all the computers installed in your company. For example, specify:
"\\MainServer\CommonFiles\News\daily-news.xml"

9. If you want to allow the user to modify these URLs (add/remove) once the screensaver is installed, click on the associated option (2). When done click **OK**. Continue with the compilation wizard.
10. Once the compiled screensaver is installed, the RSS reader will access the internet each time it starts (in background), get the news and display them in a small window in the lower-right corner of the screen:



REMARK: The end user can enable/disable the RSS reader and change URLs (if you allowed it) from the screensaver "configure" dialog box.

Step 5 - Customize icon and dialog box image

A screensaver is a program). Therefore, it contains an icon. This icon is used to display it in Windows Explorer or when you create a Shortcut to it in the Desktop for example. A standard icon is used but it's now possible to customize it.

Also, your screensaver contains a "Customize" dialog box. You can customize the illustration image that is included in this window.

What is an icon?

See **Step 2** for more information on icons.

Customize the screensaver icon

1. The **Step 5** dialog box looks like this:



2. Click on the option **Use a custom icon for the screensaver SCR file** to activate it (2). The edit fields below are automatically enabled.
3. In the edit zone, enter the **full path** to your ICO file on your disk or click the [...] button to browse your disks and locate the file using a standard Windows dialog box.
4. Once the pathname has been entered you see a preview of the icon image in the window on right.
5. If this is the right icon, click **Next**. If the icon has the correct format (see specs above), you can continue the compilation wizard.

Customize the screensaver image

The screensaver that you'll create will contain a Customize dialog box. The application permits you to customize the illustration image that is included in this window (1):



What kind of images can I use to customize my screensaver?

To be compatible with the customization feature, the image file must have the JPEG, BMP or PNG format. We recommend you to use an image with the following dimension: Width = 400, Height = 90.

How to create my illustration image?

Create this image using an external application like [Photoshop®](#) (professional tool), [Paint Shop Pro®](#) (shareware tool) or [Gimp®](#) (free tool).

1. The **Step 3** dialog box looks like this:



2. Click on the option **Use a custom image in Configure dialog box** to activate it (1). The edit fields below are automatically enabled.
3. In the edit zone, enter the **full path** to your image file on your disk or click the [...] button to browse your disks and locate the file using a standard Windows dialog box.
4. Once the pathname has been entered you see a preview of the image in the window on right.
5. If this is the right image, click **Next**. You can continue the compilation wizard.

Step 6 - Specify the splash screen parameters

When you the Screen Saver starts, it displays a splash screen during a few seconds. By default, it displays a text splash screen with the information of the previous screen. But you can specify a custom image (BMP, JPEG, PNG) to replace the default screen.

The Step 6 dialog box looks like this:



The Splash Screen Parameters

1. If you don't want a splash screen, select **No Splash Screen** option (1).
2. If you select the **Display a Text Splash Screen** option (1), a standard window will display the screen saver Title and the Copyright text.
3. If you want to display a custom splash screen based on an image, select the **Display an Image Based Splash Screen** option (1). In the **Pathname** area, specify the full pathname (name and location) of the desired splash bitmap. Supported file formats are BMP, JPEG and PNG. The image size must be smaller than 640x480. You can click the "... " button to browse your disks using a standard Windows dialog box. When done, the **Preview** area displays a small picture of the selected bitmap file.
4. In the **Display Time** area (2), specify the display delay of the splash screen in seconds.
5. When done, Click **Next** button.

Step 7 - Specify the preview parameters

When the user selects a screensaver in Control Panel, it appears in a small preview window.

By default, a reduced animated preview is displayed but you can also specify a custom or a standard static image. The Step 7 dialog box looks like this:



Specify an Animated Preview

1. If you want to display a standard Animated Preview Window (small sprites, flash, video), choose the **Animated Preview** option (1).
2. When the user will select the screen saver in the Windows Control Panel, it will display a small moving preview of the screensaver. When done, click **Next**.

IMPORTANT: We DO NOT recommend using a classic animated preview for **Video** based screensavers (especially for large video files). Some Windows versions/configurations may cause the screensaver preview to crash under special circumstances.

Specify a Static Preview Image

If you don't want the animated preview, you can choose to display a static image. Two options are available for the static image:

1. Select **No Preview - Default Image** if you don't want to design an image by yourself. In this case, the application will display a default image (a computer screen displaying a screen saver).
2. Select **No Preview - Custom Static Image** if you want to specify an image you've designed using an external drawing program. Only BMP, PNG or JPEG files are supported for preview images. If you choose this option you must specify an image file in the area below. You can click the "..." button to browse your disks using a standard Windows dialog box. For better results, we recommend you to resize the image to 152 x 112.
3. When done, click **Next**.

IMPORTANT: We STRONGLY recommend static preview image for **Video** based screensavers (especially for large video files). Some Windows versions/configurations may cause the screensaver preview to crash under special circumstances.

Step 8 - Specify an activation code (create a limited version)

Using this feature, you'll be able to create a limited version of your screensaver. The user will be able to test the screensaver before buying it (a.k.a. shareware version). Once he purchased it, the user receives an activation code to unlock it. The codes will be generated by you using the two ID numbers. Click [here](#) to read more about activation codes.



1. If you want to create a demo/limited version of your screensaver, check the **Use an Activation Code** box (1) and follow the procedure below. If you want to create a fully working version of your screensaver, be sure to uncheck this option (1) and click on the **Next** button and jump directly to [step 8](#).

Specify the Activation Code Properties

If you check Use an Activation Code, you'll create a demo/limited version of the screensaver. The end-user will have to enter an Activation Code to unlock it. You'll be able to generate Activation Codes using a built-in feature after the compilation (Alt+F6). Click [here](#) to read more about activation codes.

2. In the **Screen Saver ID** area (2), specify the Screen Saver ID (an 8 digit hexadecimal number - 32 bits) that will be used to generate the Activation Codes. Two Ids are used to generate the codes: The Screen Saver ID (which is different for each library you compiled) and the Company ID (which is constant but differs for another company). This number is proposed but you can modify it (recommended).
3. In the **Company ID** area (2), specify the Company ID (another 8 digit hexadecimal number - 32 bits) that will be used to generate the Activation Codes. This number is proposed but you can modify it (recommended). However, if you modify it, we recommend you to keep the same Company ID for all the screensavers you'll compile.

Remarks on IDs:

Each digit in a hexadecimal number is coded from 0 to 9 and A to F (A=10 &ldots; F=15). This is a typical computer notation.

These numbers are just proposal based on several Screen Saver and Company properties. You can freely modify and customize them (recommended). If you customize these numbers, do not enter a 'simplistic' one.

Don't loose these numbers! You'll need it to generate the Activations Codes later (using the built-in feature, after the compilation - Alt+F6).

4. If you activate **Code based on User Name** option (3), the end-user will have to enter his name along with the activation codes. This option is more secure but forces you to generate one Code per user. If you don't activate this option, the screen saver activation will use a standard serial Activation Code. Click [here](#) to read more about activation codes.

Specify the Screen Saver Limitations

Now you have to specify the type of limitation you wish to implement in your screen saver. Two kind of limitation are available: a time limitation (screensaver with trial period) or an object/images limitation (only a part of the screensaver is displayed).

5. If the "**Expiration Date**" option is chosen (4), the application will generate a screen saver which contains all features (all sprites and slides) but which is time limited. After a trial period (# of days can be specified in the edit zone below), the screen saver will freeze and the user will be prompted to activate it.
6. If the "**Limited Number of Sprites/Slides**" option is chosen (5), the application will generate a screen saver which displays only a limited number of sprites or slides (# of objects can be specified in the edit zone below). The screen saver is NOT time limited and will never expire. After activation, all the objects are displayed.

REMARK: Only the Expiration Date system is available for Flash, Video and FLI/FLC based screensavers.

Specify Advanced Parameters

Some advanced parameters permits you to fully customize the trial version of your screensaver. To access these parameters, click the Advanced button (6).

7. In the **Version Name** zone, specify the name of the limited version. Usually: *'Shareware Version', 'Trial Edition', 'Demo Version'...*
8. In the **Registration URL** zone, specify the Web Address of your purchase web page (for example: <http://www.axialis.com/purchase>). This Web Address will be used in the 'Properties' dialog box as a real hyperlink (the user will be able to click on it to register).
9. In the **Registration Text** zone, specify the Registration Text. This text will be displayed in the upper-left corner of the limited version of the screensaver. Once the screensaver is activated, this text is hidden. Since the user can activate the screensaver using the A key and register using the R key, adding a reminder in this text is a good idea: *"Press 'A' to enter your activation code. Press 'R' to register"*. This text can be localized.

Information about Localization

The text can be localized using macros (placed in the text body) that permit you to define conditional portions. A conditional portion begins with #if and ends with a #endif. If a text line is not in a conditional portion, it is always displayed. Example:

```
#if ENGLISH
... Text using english language ...
#endif
... Text always displayed ...
#if FRENCH
... Text using french language ...
#endif
```

Actually, 8 language macros are supported: **ENGLISH, FRENCH, GERMAN, SPANISH, DUTCH, ITALIAN, PORTUGUESE** and **RUSSIAN**.

10. In the **Registration Text** zone, specify the Expiration Text. This text will be displayed in the upper-left corner of the screen if the trial period is over. Once the screensaver is activated, this text is hidden. Since the user can activate the screensaver using the A key and register using the R key, adding a reminder in this text is a good idea: *"Press 'A' to enter your activation code. Press 'R' to register"*. This text can be localized.
11. If the **"Enter Activation Code During Installation"** box is checked, the user will be prompted to enter his activation code (and eventually his name) during the installation of the screensaver. You can configure this option as a proposal or an obligation by choosing an option below.
 - If the **"Propose To Enter Code"** option is chosen, the user will be prompted to enter his activation code during install but will be able to bypass this step. He will be able to activate it later during use. In this case, this step is a proposal, NOT an obligation.
 - If the **"Force To Enter Code"** option is chosen, the user will be prompted to enter his activation code to proceed with installation. In this case, this step is an obligation, NOT a proposal.

Step 9 - Compilation Summary

This dialog box summarizes all the parameters of the compilation. We recommend you to read this summary carefully before proceeding.

Compilation Summary

1. Read the compilation summary.
2. Read carefully the note about copyright. Click the **More Info About Copyright** button:
3. When you're ready to go, click the **Go and Compile!** button.

Compilation

This dialog box displays the compilation process running. You can stop the compilation at any time.

Compilation Process

1. A dialog box opens in which you see the compilation in progress (a few seconds). If a problem occurs during the compilation, you see an error message. If it worked fine, the following screen is displayed:



2. You can test the installation package now. Click on the **Test the Installation Package Now** button (1). The install procedure starts, just follow it. It will install the screensaver on your computer. This is exactly what the end user will do.
3. Click **Close** to finish.

Command-line options

If you've created an installation package for your screensaver, many command-line options are available to configure the install procedure. Options are specified after the EXE filename in the execution command-line.

All the command-line options

The Screensaver Installer command-line syntax includes the following options:

Option	Parameters	Definition
<code>/?</code> or <code>/h</code>		Help - Displays a help screen.
<code>/q</code>		Quiet Mode - Installs the screensaver quietly without user interface. If the installation failed the error code (ERRORLEVEL) returned by the install is 1. If it is successful, the returned value is 0.
<code>/f</code>		Display the Progress and Final Screens - In quiet mode, displays the progress and the final notice screens to inform the user during the screensaver installation result. This option is ignored if the installation is not in quiet mode.
<code>/d</code>	<code>[-]</code>	Set as Default Screensaver - Set the installed screensaver as Windows® default screensaver. Specify <code>"/d-</code> to clear the option.
<code>/s</code>	<code>[-]</code>	Create a Desktop Shortcut - Create a shortcut icon on the Windows® Desktop (to easily launch and test the screensaver). Specify <code>"/s-</code> to clear the option.
<code>/m</code>	<code>[-]</code>	Create a Start Menu Entry - Creates an entry in the Windows® Start Menu (to easily launch the screensaver). Specify <code>"/m-</code> to clear the option.
<code>/p</code>	<code>[-]</code>	Open Display Properties - Automatically open the Windows® display properties dialog box (to select and adjust the screensaver configuration). Specify <code>"/p-</code> to clear the option.
<code>/u</code>		Uninstall the Screensaver - Automatically uninstall the screensaver.
<code>/x</code>		Windows® XP User Interface - Forces the installation to use a XP-like user interface.
<code>/w</code>		Windows® ME/2000 User Interface - Forces the installation to use a standard ME/2000 user interface.

Command-line examples

1. Automatically un-install the screensaver:

```
Install /u
```

2. Install the screensaver in quiet mode, set the screensaver as default Windows® screensaver and do NOT create a desktop shortcut icon:

```
Install /q /d /s-
```

3. Install the screensaver in quiet mode, display a progress dialog box and force use of the Windows® ME/2000 standard interface :

```
Install /w /q /f
```


Working with the Photoshop® plug-in

Adobe Photoshop® is actually the industry standard in image creation. That's why we made a Photoshop® plug-in that will permit you to transfer your images directly to Axialis Professional Screen Saver Producer without creating temporary PSD image files. This great feature will permit you to work efficiently and create high quality screensavers.

Why a Photoshop® Plug-in?

A plug-in is a program extension module. In fact, this is a small a program which is "plugged" (added) into another application to enhance it or add a new feature to it. The plug-in must be compatible with the "parent" application specifications.

Adobe® created a powerful plug-in interface for Photoshop®. This plug-in model is now a widely used standard in the graphical industry. As a result, a Photoshop® compatible plug-in can also be used with various other graphical applications (Illustrator®, Paint Shop Pro®...).

Why a Photoshop® plug-in for Professional Screen Saver Producer?

We created such a plug-in to permit you to transfer an image or a drawing directly from Photoshop® (or any plug-in compatible application) to Professional Screen Saver Producer through the memory.

This is much more fast and secure. No more temporary PSD or PNG file to transfer your image into the application. No more risk to loose your file while transferring it.

Before using this plug-in you have to install it in the Photoshop plug-ins directory.

Install the Photoshop® Plug-in

Using the Photoshop to IconWorkshop plug-in, you'll be able to transfer an image or a drawing directly from Photoshop® (or any plug-in compatible application) to Professional Screen Saver Producer through the memory.

Install the Photoshop® plug-in

1. Before installing the plug-in we recommend you to close the Photoshop® application (if it is actually opened in background). Choose **File/Install Photoshop® Plug-in...**
2. The dialog box **Install the Photoshop Transfer Plug-in** opens (see below). In the **Location** edit zone (❶), specify the Photoshop plug-in folder. If you don't know the exact folder path, click the browse button (❷) to choose the folder in a list.



3. If you want to **create a subfolder** "Axialis" to install the plug-in module (recommended to organize your folder properly), activate the option **"Install in a subfolder Axialis"** (3). Note that creating a subfolder may fail with some compatible applications.
4. Click OK. When done, a message informs you that the plug-in has been installed.
5. Now you can start your Photoshop® application. The plug-in is visible in **Filter/Axialis/Transfer To Professional Screen Saver Producer** menu. [Read this](#) for more info on how to use the plug-in filter.

REMARK: You can install the Plug-in in various other compatible applications. See your application help file for more info on how to proceed.

If Photoshop® is installed on your computer, the plug-in folder will be automatically added to the edit zone. Also, you'll be prompted to install the plug-in the first time you'll launch Professional Screen Saver Producer.

Use the Photoshop® Plug-in

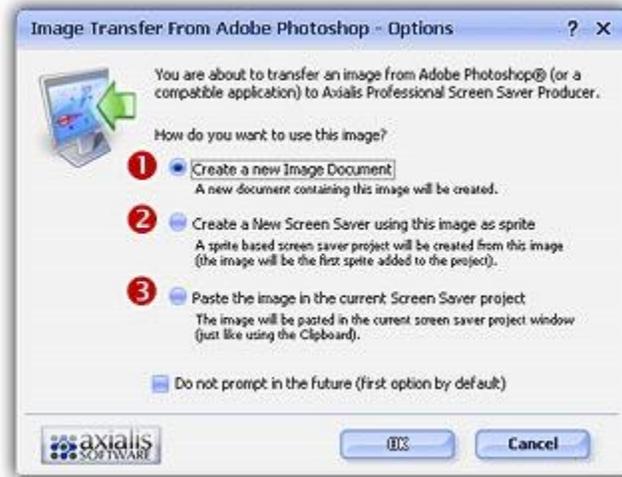
To use the Photoshop® to Professional Screen Saver Producer plug-in, you must start the Photoshop® application first. The plug-in is accessible from within Photoshop® only.

Use the Photoshop® plug-in

1. First **launch Photoshop®** and open or create an image file. You don't need to launch Professional Screen Saver Producer before using the plug-in. It will be automatically launched by the plug-in if necessary.
2. **Select the layer and the portion of the image** you want to transfer to Professional Screen Saver Producer (1). If you don't create a selection area, the whole layer image will be transferred. Only rectangular selections are supported for transfer.



3. Choose the **Filter/Axialis/Transfer to Axialis Professional Screen Saver Producer...** command in the menu.
4. Axialis Professional Screen Saver Producer is automatically launched (or activated if running in background) and the dialog box **Image Transfer from Photoshop®** opens (see below).



3. The image is about to be transferred in IconWorkshop. You can choose one of the following operations: **Create a New Image Document** (1): The application creates a new document containing the image. You'll be able to perform various operations on the image (resize, crop, save...); **Create a New Screen Saver using this image as sprite** (2): The application will create a new sprite based screen saver. The transferred image will be used to create the first sprite. The alpha channel will be preserved during the transfer; **Paste the Image in the Current Screen Saver project** (3): This option is enabled only if a screensaver document is already opened in the application. It pastes the image in the current editor area (just like the Clipboard paste operation).
4. If you choose the 2nd option (**Create a New Screen Saver using this image as sprite**), the **Create a New Screen Saver Project** dialog box opens (see below).



5. In the **Screen Saver** group (1), enter the title and the description of the new project.
6. In the **Author** group (2) specify your personal data. Click **Next**.
7. A new screensaver document is created and the transferred image has been placed at the center of the project as a sprite.

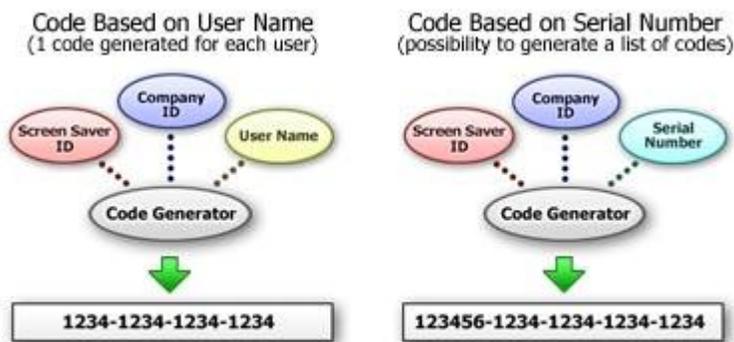
Generate Activation Codes

With Axialis Professional Screen Saver Producer you can create shareware versions of your screensavers. It means that these versions can be used for a limited period of time by a user for test purpose. When this period is over the user has to purchase it or un-install it.

When the user purchases the screensaver, you just have to send him an activation code (that you've generated with this program too) to transform the trial version in a fully working version. You'll be able to generate Activation Codes using this feature.

Information on Activation Codes

Two kinds of Activation Codes have been implemented in Axialis Professional Screen Saver Producer.



Axialis Activation Code Generation System

Activation Codes Based on the User Name

The user has to enter **his name and his activation code** using this format: 1234-1234-1234-1234 (4 groups of 4 digits).

- **Pro:** The user has to provide his name if he wants to publish the code.
- **Con:** The author has to manually generate a code for each user.

Activation Codes Based on a Serial Number

The user **just enters a longer activation code** using this format: 123456-1234-1234-1234-1234

- **Pro:** The author can automatically generate a list of codes.
- **Con:** The user can anonymously publish his code.

Generate Activation Codes

With this feature, you can generate Activation Codes for previously compiled Screen Savers. You can generate two kinds of Activation Codes: Based on User Name (one code generated for each user) or in serial (a list of codes can be generated).

You can generate activation codes at any time. You don't need to open a screen saver project to generate codes. You just need the Company ID and the Screen Saver ID you used during the compilation. To open the Generate Activation Codes dialog box, choose Edit / Generate Activation Codes or press Alt+F6. The following dialog box opens:



Company and Screen Saver IDs

Two IDs are used to generate the codes: The Screen Saver ID (which is different for each screen saver you compiled) and the Company ID (which is constant but differs for another company). You must specify the same number you specified when you compiled the Screen Saver.

1. In the **Screen Saver ID** area (1), specify the ID of your screensaver (an 8 digit hexadecimal number - 32 bits) that will be used to generate the Activation Codes.
2. In the **Company ID** area (2), specify the ID of your company (also an 8 digit hexadecimal number - 32 bits).
3. Click the **Get IDs from history file** button (3) if you can't recall the Screen Saver ID and/or the Company ID you used when you compiled the Screen Saver. This will open a window and display a history list of the compilations you made.

REMARKS: Each digit in a hexadecimal number is coded from 0 to 9 and A to F (A=10 &ldots; F=15). This is a typical computer notation.

If you can't recall the Screen Saver ID or company ID you specified at compilation, click the button on right side of this edit zone to choose this it in a history list.

Generate an Activation Code based on a User Name

If you choose an Activation Code based on the User Name during Compilation, specify the name of the User and Click the Generate button.

1. In the **User Name** area (4), specify the name of the user for who you want to generate an Activation Code. This name must have at least 6 letters. The activation code will be displayed in the edit zone on right and copied in the clipboard as in this example:

```
Your User Name : John Smith  
Your Activation Code : 1527-9872-0984-6717
```
2. Click the **Generate** Button (5). It will generate an Activation Code based on the User Name you specified on left. The activation code will be displayed in the edit zone on right and copied in the clipboard.
3. In the **Code** area (6) displays the resulting Activation Code (based on the user name specified on left).

REMARK: You don't need to copy this code in the clipboard. A special string has already been created and copied in the clipboard when you clicked on the "Generate" button

Generate a List of Activation Codes in Serial

If you don't choose a Username based Activation Code, you can specify a range of code generation then click generate to save result in a text file.

1. In the **From Number** to **To Number** areas (7), specify the range of Activation Codes you wish to generate.

REMARK: Using this feature you can automatically generate a list of activation codes. These codes will not be based on the Username. They will be indexed using a 6 digit number (thus, codes can be generated from 000001 to 999999). In these 2 fields, you can specify the lower and the upper bounds. When done, click on the button placed on right to create a list of codes and save it in a text file.

2. Click on the **Generate file** button (8), it will generate a list of codes and save it in a text file. Don't forget to specify the generation range (fields on left) before proceeding.

CHAPTER 5

Working With the Axialis Librarian

In this chapter

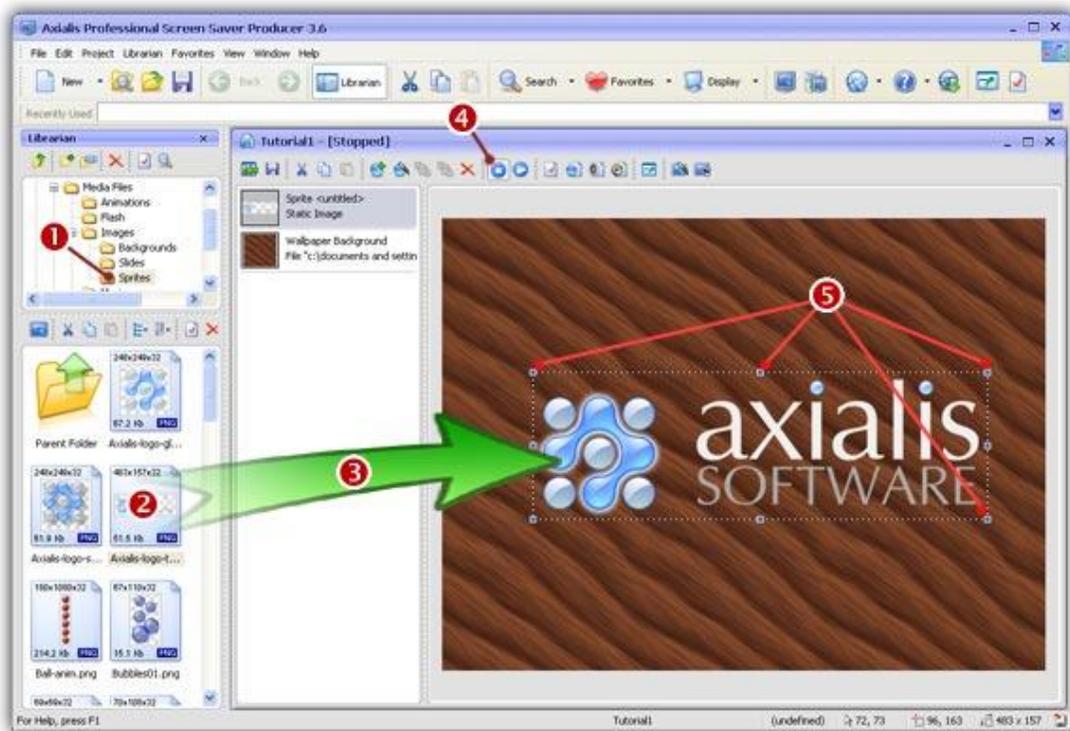
- What is the Librarian? ■
- Configure the Librarian ■
- Working with the librarian ■
- Add Items to the librarian ■

What is the Librarian?

The application contains a powerful built-in Librarian that permits you to efficiently manage your media files as well as your screensaver project files. The Librarian is a docked window (integrated in the user-interface).

In the figure below, the librarian is located on the left side of the application. Using the upper part of the librarian window, you can browse the folders included in it (1). The files included in this folder are displayed below (2).

Using this Librarian you can organize your files like a file explorer. However, the librarian shows only media (images, sounds, video, Flash...) and working files (screensaver projects SSP, sprites SSS). One of the most useful feature is the ability to use mouse Drag & Drops to add files to your projects. For example, in the figure below, we add the *Axialis Software Logo* sprite from the Librarian to the opened project using drag & drop (3):



Files and folders included in the Librarian are located on your disk drive. This location is set by default (the first time you installed the application) in your "My Documents" folder. A sub-folder is created and is named "Axialis Librarian". You can change this folder and location (see below).

Change the Librarian folder location

1. Select **View/Preferences** or press **F2**.
2. A dialog box opens. Select the **Librarian** tab. You can change the Librarian folder in the **Path** field. You can also use the Browse button to choose a location using a browse dialog box.
3. Click **OK** when done.

4. Now **quit** the application and **transfer** your files from the old location to the new one (the application does not perform this operation).
5. **Restart** the application.

Show/hide the Librarian

1. Select **View/Librarian** or press **ESC**.
2. By hiding the **Librarian**, you gain some space in your application work area. The opened windows are automatically rearranged.

Change the Librarian position on screen

1. Using the **left mouse button**, click on the Librarian window title and **keep the button pressed**.
2. **Move** the mouse over the right or bottom side of the application window and release the button.
3. The Librarian window location has changed. This new location will be saved (even if you quit and restart the application).

Configure the Librarian

Show and hide the Librarian Window

The Librarian is a docked window (integrated in the user-interface). It can be easily shown and hidden.

Show/hide the Librarian

1. Select **View/Librarian** or press **ESC**.
2. By hiding the **Librarian**, you gain some space in your application work area. The opened windows are automatically rearranged.

Change the Librarian position on screen

The Librarian is a docked window (integrated in the user-interface). Its location can be easily changed.

Change the Librarian position on screen

1. Using the **left mouse button**, click on the Librarian window title and **keep the button pressed**.
2. **Move** the mouse over the right or bottom side of the application window and release the button.
3. The Librarian window location has changed. This new location will be saved (even if you quit and restart the application).

Change the Librarian folder location

Files and folders included in the Librarian are located on your disk drive. This location is set by default (the first time you installed the application) in your "My Documents" folder. A sub-folder is created and is named "Axialis Librarian". You can change this folder and location (see below).

Change the Librarian folder location

1. Select **View/Preferences** or press **F2**.
2. A dialog box opens. Select the **Librarian** tab. You can change the Librarian folder in the **Path** field. You can also use the Browse button to choose a location using a browse dialog box.
3. Click **OK** when done.
4. Now **quit** the application and **transfer** your files from the old location to the new one (the application does not perform this operation). **Restart** the application.

Working with the Librarian

Open an item in the librarian

1. Go to the librarian.
2. Select the folder or item.
3. Choose Librarian/Open item.

REMARK: If you have chosen a folder, its contents is displayed. If you have chosen a media file (Animation, Image, Sound, Video...) or a Screen Saver projects (SSP), the file will be displayed in a document window.

Open an item full screen

1. Go to the librarian.
2. Select the icon image.
3. Choose Librarian/Open item Full screen.

Edit an item with an External program

1. Select an item.
2. Choose **Librarian/Edit** item.
3. If you have not specified the pathname of an external editor, the application asks you to specify it. Click on **Yes**.
4. The "**Preferences**" dialog box opens. Specifies the list of supported media files. You can select one or more files to perform an action ('Change Editor' for example). To associate a media file type to the application just check the associated box within this list. To restore the original media file association, uncheck this box.
5. Click on the **All** button to select all the Media files in the list
6. Click on the Associate/Restore button to restore the original association of the selected media files.
7. In the **Media Type Details**, the selected extensions are displayed and are associated with the chosen program.
8. Click to **Change icon** to change the folder icon associated with the program.
9. Click to **change the default Player/Viewer** application for the selected media file types. This application will be launched when you'll choose the Open command in Windows explorer.

10. Click to **change the default Editor** application for the selected media file types. This external application will be launched when you'll choose the Edit command in Windows or the application explorers.

Toggle the auto full screen option

1. Activate the command Librarian/Auto Full Screen.

NOTE: When you open an item, it will be automatically displayed in full screen window.

Rename one or more items

1. Select one or more items.
2. Choose Librarian/Rename.
3. If you have selected one item, enter in the edit zone, the new name of the item.
4. If you have selected several icons, the dialog box "**Rename several media items**" opens.
5. Enter the name of the item. The items will be automatically indexed. For example, "Image" will rename "Image1", "Image2",..."ImageN".
6. If you select the "**Add zero characters in index**" check box, the items will be indexed differently. For example, "Image" will rename "Image001", "Image002",..."Image00n".

Send media items via email

1. Select one or more items.
2. Choose Librarian/Send as email.
3. The dialog box "**Send Media Items**" opens.
4. In the **To**, specifies the list of recipients. You can specify several recipients by separating email addresses with a semicolon (;) or click to select the recipients directly from your Address Book. This feature is implemented only if you use Microsoft Outlook® address book
5. In the **Subject** area, enter description for the selected items attached as an Internet email.
6. In the **Message** area, enter a message for the selected items attached as an Internet email.
7. Click on the **Send** button

Search items

1. Choose Librarian/Search.
2. The dialog box "Search Media Files in the Librarian" opens.
3. In the **Type** area, choose the type of Items to find (All types, Screen Saver Projects, Images, Animations, Videos Clips or Sounds Music, Icons, Cursors, Web)

4. In the **Name** area, enter a search criterion for the item's filename (blank=no search on name). Wildcards are needed to perform multi-files search. For example, to get all the PNG files with "B" as the first letter, enter "b*.PNG".
5. In the **Author** area, enter a search criterion for the item's author (blank=no search on author). Do not use wildcards. For example, to find the files made by John Smith, you can just enter "smith".
6. In the **Keyword** area, enter a search criterion for the item's keywords (blank=no search on keywords). Do not use wildcards. For example, to find the files that have the 'ball' keyword, just enter "ball". Enter the **Name**, the **Author**, the **Keyword** and the **Description** of the item.
7. In the **Description** area, enter a search criterion for the item's description (blank=no search on description). Do not use wildcards. For example, to find the files that contain the word 'rock' in the description, just enter "rock".

NOTE: The "Name" is the name of file, "Author", "Keyword" and "Description" are fields that you can enter in the dialog box **Librarian/Properties/Description**. You can specify only one criteria per field. Blank fields will be ignored. Search is not case sensitive

8. Each time you launch the "**Search**" command, the application will create a "**Found Media Files**" document window.
9. You can work in each "**Found Media Files**" document window.

Delete items

1. Select items from the librarian.
2. Choose **Edit/Delete**.
3. An information dialog box prompts you. Click OK.

NOTE: The selected files or folders are moved to the "Deleted Items" special folder. You can restore them back to their original locations at any time or you can also permanently deleted them.

Preview an item in the librarian

1. Select one or more items in the librarian.
2. Activate Librarian/Preview.
3. The item is displayed in the thumbnail.

NOTES: The option **Preview** is only available if you activate the command **Librarian/Display/Large icons**. Only pictures can be previewed in thumbnails

Restore previously deleted items in the Librarian

1. Go to the folder "**Deleted items**" from the librarian.
2. Select one or more items.
3. Right click and choose **Restore** or **Double click** or **Return** on the item(s).
4. The dialog box "**Restore deleted items**" opens. You can restore the selected items back to their original locations. Click **YES**.

Empty the Deleted Items folder

1. Right click and choose Empty Folder.
2. The dialog box Empty folder "Deleted items" opens.
3. If you are sure to permanently delete all the items, click **YES**.

WARNING: You will not be able to **UNDO** this operation.

Create a new folder

1. Go to the librarian.
2. Select the folder where you wish create a new folder.
3. Choose **Librarian/New Folder** and Enter the name of the folder.

To go to the Parent Folder

1. Choose **Librarian/Parent Folder**.

This command permits you to return to the parent folder.

Import files

1. Select the folder where you're going to import the files.
2. Choose **Librarian/Import**.
3. Select the file type from the File Type Drop Down box.
 - **Video Animations**
(*.*AVI;*.ASF;*.MOV;*.QT;*.MPG;*.MPEG;*.RM;*.RT;*.RAM;*.WMV; *.FLI;*.FLC, *.SWF),
 - **Images Files**
(*.*BMP;*.DIB;*.RLE;*.GIF;*.JPG;*.JPE;*.JPEG;*.PICT;*.FPX;*.FPIX;*.PIC;*.QTI;*.QTIFF;*.PSD;*.PCT;*.PCD;*.WMF;*.PNG;*.PCX;*.RLE;*.TGA;*.TIF;*.TIFF;*.LBM;*.IFF),
 - **Sound Files**
(*.*MP3;*.MP2;*.WAV;*.MID;*.MIDI;*.MOD;*.S3M;*.XM;*.RA;*.SMI;*.SND;*.SAU;*.AIF;*.AIFC;*.AIFF;*.WM;*.WMA;*.RMI).

- **Icons files** (*.ICO;*.ICL).
 - **Cursor files** (*.CUR; *.ANI; *.ACL).
 - Screen Saver Producer Files (*.SSP).
 - **Web files** (*.HTM;*.HTML;*.HTX;*.ASP;*.ALX;*.STM;*.SHTML;*.SHTM;*.DHTML).
4. Click on the file that you want to select in the Contents List box and click on the **Open** button. The imported files will be automatically placed in the librarian.

Export files

1. Select one or several items to export.
2. Choose **Librarian/Export**. The dialog box "**Browse folder**" opens.
3. Choose the destination folder for the selected item.

Select files

1. Select the Folder in the librarian.
2. Choose **Librarian/Select Files**.
3. You can choose one of these options:
 - **Select (Num+)**: You can add file type to the selection. The dialog box "**Expand Selection**" opens. Specify file type to add to the selection . For example *.JPG. If you select the "**Replace the current selection**" check box, the application unselects all files already selected and selects files with the current selection.
 - **Unselect (Num -)**: You can remove file type from the selection. The dialog box "**Shrink Selection**" opens. Specify file type to remove from the current selection. For example "*.JPEG". The application unselects all files already selected.
 - **Select all (Ctrl Num +)**: You select all the items in the selected folder.
 - **Unselect all (Ctrl Num -)**: You clear all the items in the selected folder.
 - **Invert selection (Num *)**: You invert the selection in the selected folder.

To select all items in the folder

1. Choose **Librarian/Select all items**.

Change the item display

1. Choose **Librarian/Display** and click on **Large icons**, **Small icons**, **Lists** or **Details**.
2. You can also sort the items by **Name**, **Size**, **Date**, **Size**, **Ascending** or **Descending**.
3. You can activate the command **Librarian/Display/Auto Preview**. This option will allow you to display an image preview for all items but it is CPU time consuming. If you have not selected this option, you'll have to manually preview each selected item by selecting the command **Librarian/Preview**.

NOTES:

If you choose **Large icons**, all items will be displayed by using large icons with preview, Filename, File Size, Dimensions and File format.

If you choose **Small icons**, all items will be displayed by using small icons without preview but with the filename.

If you choose **List**, all items will be displayed in a list.

If you choose **Details**, the application displays information about each item in the window.

Print the actual folder

1. Choose **Librarian/Print**
2. In the group **Selection**, you can select **Print all items** or **Print Selected items** in the librarian, Explorer or search result window.
3. In the group **Items size**, choose the options:
 - Very Small (0.8 in.)
 - Small (1.6 in.)
 - Medium (2.4 in.)
 - Large (3.2 in.)
4. In the group **Header and Footer**, check the "**Print Header & Footer Text**" box. The Print Header and Footer text option allows to specify macros that will be automatically replaced by its related variable text at printing. A macro must be specified between brackets {}. Fill the different areas "Header and Footer" by using macros and/or static text
 - {PATHNAME}: Your username
 - {DATE}: Actual print date
 - {TIME}: Actual print time
 - {PAGE}: Page Number

Display a grid in the detailed list

If you have chosen the option "Librarian/Display/Details", you can show grid in report view.

1. Choose **Librarian/Show Grid** to toggle the option.

Show info tooltips

For each item, you can display an information tooltip.

1. Choose the option **Librarian/Show Info Tooltips** to toggle this feature. When you pass over an item, a tooltip displays. You can read the Filename, The File Type, Size/Colors, Date, Time and Size.

Display the item properties

1. Select one or more items.
2. Choose **Librarian/Properties**.
3. The dialog box "**Items Properties**" opens.
4. In **ITEM PROPERTIES** tab, you can read the next information (Filename, Location, Last Modification, File Size, Format, Size/Colors, Memory used)
5. In **EXTENDED INFORMATION** tab, you can enter the Name, Author and Keywords in their areas.
6. In **DESCRIPTION** tab, you can enter the **Description** of the file in its area.
7. In **PREVIEW** tab, you can visualize an image preview.

These keywords "Filename, Author, Keywords and Description" will be used later to easily retrieve the item using the Find feature. You can select several items, open the "Properties" dialog box and specify the same keywords to all of them in one operation. Please insert a comma between keywords.

If you select more items, the **ITEM PROPERTIES** tab has been replaced by the **SELECTION** tab. You can read the item total number and the total size of the selected files. For Example:

- Items: 4 Items
- Total Size: 121.44 Kb (124 353 bytes)

If you select folders, the **Librarian/Properties** command opens the standard Windows Properties dialog box.

Change a folder icon

1. Select a folder in the librarian
2. Click **right** and choose the option "**Change icon**".
3. The dialog box "**Change Folder icon**" opens.
4. In the area Icon file, enter the filename (.ICO, .ICL, .EXE, ou .DLL) or click the button **Browser**. The icons list displays. Select the new icon.

NOTE: The new icon will be displayed in the Explorer Windows.

Show folders

1. Choose Librarian/Show Folders.

The application shows all folder items in the list.

Add Items to the Librarian

Add items to the librarian from the Explorer Document

1. Select a folder in the librarian where you want to add items.
2. Select one or more items in the *Explorer Document*.
3. Right click and choose **Add to the librarian**.

Add an opened document to the librarian

1. Select a folder in the librarian where you want to add Media Files.
2. Open a Document (Image, Sound, Video Clip, Screen Saver Project...) or activate an existing document window.
3. Right click and choose **Add to the librarian**.

Add items using the Import function

1. Select a folder in the librarian where you want to import items.
2. Choose **Librarian/Import**.
3. The **Import in the Library** dialog box opens. Enter the filenames or select the files to import and click on the **Save** Button.

CHAPTER 6

Working With the Axialis Media File Explorer

In this chapter

- Using the Axialis Media File Explorer ■
- Working with Media Files ■
- Features Specific to Image Files ■

Using the Axialis Media File Explorer

The application contains a powerful **Axialis Media File Explorer** that permits you to browse your disks, locate media files, display them as thumbnail with preview, organize them and more...

Create a new Explorer window

1. Choose File/New/New Explorer or press CTRL+E.
2. A new **Explorer** document window is created in the working area (1). You can open several Explorer windows.



3. The Explorer window is divided in two parts. On the left pane you can see the Folder Tree (2). On the right pane, all the supported files present in the selected folder are listed in thumbnail view (3). The separator between the 2 panes can be moved using the mouse.
4. Many functions are available. Most of them are accessible by clicking buttons in the local toolbar (4).

Explorer Functions

Many of the Explorer functions are similar to those present in the Librarian. For that reason, we propose to you to jump to the related Librarian functions (see below).

- [Explorer/Open](#)
- [Explorer/Edit](#)
- [Explorer/Open Full Screen](#)
- [Explorer/Automatic Full Screen](#)
- [Explorer/Preview](#)
- [Explorer/Rename](#)
- [Explorer/Send as email](#)
- [Explorer/File Selection](#)
- [Explorer/Show folders](#)
- [Explorer/Show grid](#)
- [Explorer/Show Info tooltips](#)
- [Display item or selection properties](#)

Display the item properties

1. Select one or more items.
2. Choose **Explorer/Properties**. The command opens the Windows standard "Properties" dialog box.

Search media files on the computer

1. Choose Explorer/Search.
2. The dialog box "**Search on the Computer**" opens.
3. In the **Named** area, enter a search criterion for the item's filename (blank=no search on name). Wildcards are needed to perform multi-files search. For example, to get all the PNG files with "B" as the first letter, enter "b*.PNG".
4. In the **Look In** area, enter a pathname (blank=no search on author).
5. If you check the option "**Include Subfolders**",
6. In the **Type** area, enter a search criterion for the item's type (blank=no search on keywords). Do not use wildcards.
7. If you check the **Date** option, you can specify a range of date.
8. If you check the **Size** option, you can specify a file size criteria.

Browse media files full screen

One of the most useful feature of the Axialis Explorer is the ability to browse media files in full screen mode. Once a media file is opened full screen, you can easily display the next file in the folder staying in full screen mode. It works even if the media files have different types (e.g. Image -> Movie -> Music -> Flash...).

Open a media file full screen

1. Create a **New Explorer** window by choosing **File/New/New Explorer (Ctrl+E)**.
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select the files** you wish to browse full screen. If only one file is selected, you'll browse all the files.

REMARK: You can select several files by clicking on files while pressing on the **CTRL** key. To select a range of files, use the **SHIFT** key.

4. Choose the **Explorer/Open Item Fullscreen (F11)**. The first selected file appears fullscreen.

Browse the files

5. You can browse your files by using the **PgUp** and **PgDn** keys:
 - Press **PgDn** to go to the Next media file.
 - Press **PgUp** to go to the previous media file.
6. Press **ESC** key to exit the fullscreen mode and return to the Explorer view.

Zoom in, zoom out, change display mode

7. While viewing a file fullscreen, you can zoom in or zoom out by pressing **[+]** or **[-]** keys.
8. With **image files**, you can zoom using the **left/right mouse buttons**. **Move the mouse** to slide the image on screen (if larger than screen - in zoom mode for example). You can also use the arrow keys. A double-click quits the fullscreen mode.
9. Three display modes are available (scale, best fit, stretched). You can change the mode by pressing the **Tab** key.

Print a folder content as thumbnail with preview

It may be useful to print a folder content in thumbnail preview.

Print a folder content as thumbnail

1. Create a **New Explorer** window by choosing **File/New/New Explorer (Ctrl+E)**.
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.

3. **Select the files** you wish to print. If only one file is selected, you'll print all the files.

REMARK: You can select several files by clicking on files while pressing on the **CTRL** key. To select a range of files, use the **SHIFT** key.

4. Choose the **File/Print**. An option dialog box opens.
5. In **Selection** group, choose to print either the selected media files or all the files included in the folder.
6. In **Item Size** group, choose the desired size of each item in the thumbnail printout.
7. In **Header & Footer** group, click the **Print Header and Footer Texts** option if you want to print texts at the top and bottom of the printout.
8. In the fields below, Specifies the **Header and Footer** texts to print. You can specify macros that will be automatically be replaced by its related variable text at printing. A macro must be specified between brackets {...}:
 - **{DATE}** Actual print date.
 - **{TIME}** Actual print time.
 - **{FILENAME}** Filename of the file to print (no path).
 - **{PATHNAME}** Filename and full path of the file to print.
 - **{PAGE}** Page number.

You can also specify a separator “|” to split the text in two parts. The first part will be printed on the left side and the second part on the right side of the page. If no separator is specified the text is centered.
9. When done, click **OK** and continue the print procedure.

Move or copy media files

Using the explorer, you can copy or move files in folders.

Move files

1. Create a **New Explorer** window by choosing **File/New/New Explorer (Ctrl+E)**.
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select the files** you wish to move.

REMARK: You can select several files by clicking on files while pressing on the **CTRL** key. To select a range of files, use the **SHIFT** key.

Using the mouse:

4. Using **Drag & Drop**, move the files to the desired location including: A folder visible in the tree, another explorer window or the Librarian folder or tree.

Using the Clipboard:

4. Choose **Edit/Cut (Ctrl+X)**. Select another location and choose **Edit/Paste (Ctrl+V)**.

Copy files

1. Create a **New Explorer** window by choosing **File/New/New Explorer (Ctrl+E)**.
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select the files** you wish to copy.

REMARK: You can select several files by clicking on files while pressing on the **CTRL** key. To select a range of files, use the **SHIFT** key.

Using the mouse:

4. Press the **Ctrl** key and keep it pressed. Using **Drag & Drop**, move the files to the desired location including: A folder visible in the tree, another explorer window or the Librarian folder or tree. Release the mouse button and release the Ctrl key after the mouse button.

Using the Clipboard:

4. Choose **Edit/Copy (Ctrl+C)**. Select another location and choose **Edit/Paste (Ctrl+V)**.

Add a selection of files to the Librarian

Using the explorer, you can add several files to the Librarian.

Add files to the Librarian

1. Create a **New Explorer** window by choosing **File/New/New Explorer (Ctrl+E)**.
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select the files** you wish to add to the Librarian.

REMARK: You can select several files by clicking on files while pressing on the **CTRL** key. To select a range of files, use the **SHIFT** key.

4. Choose **File/Add to the Librarian (F3)**. The files are copied to the actual Librarian Folder.

IMPORTANT: The files are copied, NOT moved.

Working with media files

All the media files supported by the application can be opened in a specific viewer document window. You can open several types of media files including Images, Flash, Video clips, Sounds (music) and Animations. Each viewer type has its own features. Some of them are common to all media files (print, display full screen...). Let's see one of the most useful.

Supported Media Types

All the media files supported by the application can be opened in a specific viewer document window. You can open several types of media files including Images, Flash, Video clips, Sounds (music) and Animations. Each viewer type has its own features. Here is the list of media files supported by the application:

Images

- Windows® Images (BMP, DIB, WMF)
- Windows® Icons and Cursors (ICO, CUR, ANI)
- Macintosh® Images (PICT, PIC, PCT, QTI)
- Photoshop® Images (PSD)
- Portable Network Graphic Images (PNG)
- JPEG (JPG, JPEG)
- Targa® Images (TGA)
- TIFF (TIF, TIFF)
- Kodak® FlashPix® Image (FXP)
- Kodak® PhotoCD® Images (PCD)
- Amiga® Images (IFF, LBM)
- ZSoft® Paintbrush Images (PCX)

Flash movies

- Macromedia® Flash movies (SWF)

Video movies

- Windows® Media Video Movies (AVI, WMA, ASF)
- Real® Media Movies (SMI, RAM, RM)
- Apple® QuickTime® Movies (MOV)
- MPEG Movies (MPG, MPEG)

Animations

- Autodesk® Animator Animations (FLI/FLC)
- Animated GIF (GIF)

Sounds and Music

- Layer 3 MPEG (MP3)
- Apple® Wave Sounds (AIF, AIFF)
- Digital Music Modules (S3M, XM, MOD)
- Wave Sounds (SND)
- Windows® Wave Sound (WAV)
- Windows® Media Audio (WMA)
- Midi Music Sequences (MIDI, MIDI, RMI)
- Real® Audio Sounds (RA)
- UNIX Sounds (AU)

Open a media file

Using the explorer, you can easily open a media file.

1. Create a **New Explorer** window by choosing **File/New/New Explorer (Ctrl+E)**.
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.

Open a media file

3. **Select the file** you wish to open.
4. Double click on it **or** choose **Explorer/Open Item (Enter)** **or** right-click on it and choose **Open** in the menu.

IMPORTANT: If the **Auto Full Screen (Ctrl+F11)** option is ON, the file is opened full screen.

Open a media full screen

3. **Select the file** you wish to open full screen.
4. Choose **Explorer/Open Item Full Screen (F11)** **or** right-click on it and choose **Open Full Screen** in the menu.

IMPORTANT: If the **Auto Full Screen (Ctrl+F11)** option is ON, the file is opened full screen using the simple open command.

Switch ON/OFF the Auto Full Screen option

3. Choose Explorer **Auto Full Screen** option or press Ctrl+F11.

IMPORTANT: If the **Auto Full Screen (Ctrl+F11)** option is ON, the file is opened full screen using the simple open command.

Zoom in, zoom out, change display mode (in full screen mode)

5. While viewing a file full screen, you can zoom in or zoom out by pressing **[+]** or **[-]** keys.

6. With **image files**, you can zoom using the **left/right mouse buttons**. **Move the mouse** to slide the image on screen (if larger than screen - in zoom mode for example). You can also use the arrow keys. A double-click quits the fullscreen mode.
7. Three display modes are available (scale, best fit, stretched). You can change the mode by pressing the **Tab** key.

Print a media file

Using the explorer, you can easily print a media file (image, animation or video still only).

1. Create a **New Explorer** window by choosing **File/New/New Explorer (Ctrl+E)**.
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select the file** you wish to open.
4. Double click on it **or** choose **Explorer/Open Item (Enter)** **or** right-click on it and choose **Open** in the menu.

Print a media file (image, animation or video still only)

5. Choose the **File/Print**. An option dialog box opens.
6. In **Options** group, choose **Print image in one page** option.
7. In **Header & Footer** group, click the **Print Header and Footer Texts** option if you want to print texts at the top and bottom of the printout.
8. In the fields below, Specifies the **Header and Footer** texts to print. You can specify macros that will be automatically be replaced by its related variable text at printing. A macro must be specified between brackets {...}:
 - **{DATE}** Actual print date.
 - **{TIME}** Actual print time.
 - **{FILENAME}** Filename of the file to print (no path).
 - **{PATHNAME}** Filename and full path of the file to print.
 - **{PAGE}** Page number.

You can also specify a separator “|” to split the text in two parts. The first part will be printed on the left side and the second part on the right side of the page. If no separator is specified the text is centered.

9. When done, click **OK** and continue the print procedure.

Print a media file as a poster (image, animation or video still only)

This feature permit to print an image in very large format. The image is printed on several pages that you'll have to collate after the printing to create a large poster.

5. Choose the **File/Print**. An option dialog box opens.
6. In **Options** group, choose **Print image as a poster** option. Specify **Height** and **Width** in inches.
7. In **Header & Footer** group, click the **Print Header and Footer Texts** option if you want to print texts at the top and bottom of the printout.

8. In the fields below, Specifies the **Header and Footer** texts to print. You can specify macros that will be automatically be replaced by its related variable text at printing. A macro must be specified between brackets {...}:
 - **{DATE}** Actual print date.
 - **{TIME}** Actual print time.
 - **{FILENAME}** Filename of the file to print (no path).
 - **{PATHNAME}** Filename and full path of the file to print.
 - **{PAGE}** Page number.
9. You can also specify a separator “|” to split the text in two parts. The first part will be printed on the left side and the second part on the right side of the page. If no separator is specified the text is centered.
10. When done, click **OK** and continue the print procedure.

Print as preview

5. You can print in a preview window. It may be useful to see the result before printing. Choose the **File/Print Preview**. An option dialog box opens. Follow the above procedures.

Change display mode

1. Create a **New Explorer** window by choosing **File/New/New Explorer (Ctrl+E)**.
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select the file** you wish to open.
4. Double click on it or choose **Explorer/Open Item (Enter)** or right-click on it and choose **Open** in the menu.

Change display mode (image, animation or video still only)

5. Choose the **View/Normal display** if you want to see the image or video at fixed scales. In this mode, you can use the zoom commands: Zoom In [+], Zoom Out [-], scale 1:1 (**Space**)
6. Choose the **View/Best Fit display** if you want the image to be stretched to the maximum available size when displayed within the document window. The image proportion will always be kept. Zoom commands are disabled.
7. Choose the **View/Maximized display** if you want the image to be stretched to the maximum available size when displayed within the document window. The image may be distorted. Zoom commands are disabled

Display full screen

Using the explorer, you can easily open a media file full screen.

1. Create a **New Explorer** window by choosing **File/New/New Explorer (Ctrl+E)**.
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.

Open a media full screen

3. Select the **file** you wish to open fullscreen.
4. Choose **Explorer/Open Item Full Screen (F11)** or right-click on it and choose **Open Full Screen** in the menu.

IMPORTANT: If the **Auto Full Screen (Ctrl+F11)** option is ON, the file is opened full screen using the simple open command.

Switch ON/OFF the Auto Full Screen option

3. Choose Explorer **Auto Full Screen** option or press Ctrl+F11.

IMPORTANT: If the **Auto Full Screen (Ctrl+F11)** option is ON, the file is opened full screen using the simple open command.

Zoom in, zoom out, change display mode (in full screen mode)

5. While viewing a file fullscreen, you can zoom in or zoom out by pressing **[+]** or **[-]** keys.
6. With **image files**, you can zoom using the **left/right mouse buttons**. **Move the mouse** to slide the image on screen (if larger than screen - in zoom mode for example). You can also use the arrow keys. A double-click quits the fullscreen mode.
7. Three display modes are available (scale, best fit, stretched). You can change the mode by pressing the **Tab** key.

Copy a media file to the Clipboard

When a file is opened in a viewer document window, you can copy it in the clipboard. Two elements are copied in the Clipboard:

- The displayed **image** (if the document contains an image)
- The full **pathname** to the document file. It may be useful to add the document in a project for example.

1. Create a **New Explorer** window by choosing **File/New/New Explorer (Ctrl+E)**.
2. Browse your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select** the file you wish to copy.
4. Double click on it or choose Explorer/Open Item (Enter) or right-click on it and choose Open in the menu.

Copy to the Clipboard

5. Select **Edit/Copy (Ctrl+C)**.

Paste the media file in a project

6. Select a project document (screensaver or other) and choose **Edit/Paste (Ctrl+V)**.

Features Specific to the Image Files

Save an image to another file format

If a media file contains images (images, animations, video movies), it may be useful to save the displayed image to a specific file format. It may be different from the original format.

1. Create a **New Explorer** window by choosing **File/New/New Explorer (Ctrl+E)**.
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select the file** you wish to open.
4. Double click on it **or** choose **Explorer/Open Item (Enter)** **or** right-click on it and choose **Open** in the menu.

Save an Image to another format

5. If the document is an image, you can save it to **JPEG, BMP, PNG** or **PSD**. Select **File/Save As**, a dialog box opens. Select the file format and click **Save**.

Save a Video Snapshot to an image file

5. If the document is a video sequence, you can save an instant snapshot image to a **JPEG, BMP, PNG** or **PSD** file. Select **File/Save Snapshot As**, a dialog box opens. Select the file format and click **Save**.

Resize an image

The application contains a high quality image resize feature (a.k.a resampling). This may be useful to change an image size without losing quality.

1. Create a **New Explorer** window by choosing **File/New/New Explorer (Ctrl+E)**.
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select the file** you wish to open.
4. Double click on it **or** choose **Explorer/Open Item (Enter)** **or** right-click on it and choose **Open** in the menu.

Resize the image

5. Select **Image/Resize Image (R)**, a dialog box opens.
6. Enter the new size in pixels by specifying **Width** and **Height**.
7. Click **OK** when done. The image is resized.

Undo the change

8. If you want to **undo** the resize operation, select **Edit/Undo (Ctrl+Z)**.
9. You can also **redo** the change by choosing **Edit/Redo (Ctrl+Y)**.

Save the modified image

10. As the document has been changed, you'll be prompted to save it when you'll close the window. You can only save the new image to a **JPEG, BMP, PNG** or **PSD** file.

Crop an image

Cropping an image means reducing its size by removing unwanted parts (usually around the image or borders). But this is done without resizing the image content. This may be useful if interesting part of an image is not properly centered.

1. Create a **New Explorer** window by choosing **File/New/New Explorer (Ctrl+E)**.
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select the file** you wish to open.
4. Double click on it or choose **Explorer/Open Item (Enter)** or right-click on it and choose **Open** in the menu.

Select the image portion to keep

5. First be sure the **Selection Mode** is the active mode. Select **Image/Selection Mode (Z)** if necessary.
6. Select the portion of the image you wish to keep using the mouse. A selection rectangle is displayed when done.

Crop the image

7. Select **Image/Crop Image (C)**.
8. The image is cropped.

Undo the change

9. If you want to **undo** the crop operation, select **Edit/Undo (Ctrl+Z)**.
10. You can also **redo** the change by choosing **Edit/Redo (Ctrl+Y)**.

Save the modified image

11. As the document has been changed, you'll be prompted to save it when you'll close the window. You can only save the new image to a **JPEG, BMP, PNG** or **PSD** file.

Change the color depth of an image

The image viewer includes a feature to change the color depth of an image. This may be useful to reduce the file size of an image. Three image color depth are supported by the application:

- **True Colors with Alpha Channel (32 Bits)** - Each pixel of the image is coded using 4 bytes. It creates high quality image and supports alpha channel transparency. The file size is very big.
- **True Colors (32 Bits)** - Each pixel of the image is coded using 3 bytes. It creates high quality image but does NOT support alpha channel transparency. The file size is big.
- **Indexed colors (32 Bits)** - Each pixel of the image is coded using 1 bytes. It can only display 256 colors stored in a color table (aka palette). It creates low quality image and does NOT support alpha channel transparency. The file size is small.

1. Create a **New Explorer** window by choosing **File/New/New Explorer (Ctrl+E)**.
2. **Browse** your disks and select the appropriate folder in the left pane. The media files included in the folder appear in the right pane.
3. **Select the file** you wish to open.
4. Double click on it or choose **Explorer/Open Item (Enter)** or right-click on it and choose **Open** in the menu.

Change to True Colors with Alpha Channel

5. Select **Image/Convert to True Color with Alpha**. A dialog box opens.
6. This dialog permits you to create a transparent area in your image. This feature is useful to create a sprite-ready image with transparent background. To do this, you must click the **Convert The Following Color To Transparent** option. In the field below, select the color that you want to transform to transparent in the image. This is usually the background color of your image.
7. Click **OK** when done.
8. **The image is converted.** All the area containing the color specified have been transformed to transparent.

Change to True Colors

5. Select **Image/Convert to True Color**. If the image was 32 bits (with Alpha Channel), a dialog box opens.
6. This dialog permits you to specify the color you wish to use as background color.
7. Click **OK** when done.
8. **The image is converted.** All the area containing transparency have been transformed to the specified color.

Change to Indexed Colors

5. Select **Image/Convert to True Color**. If the image was 32 bits (with Alpha Channel), a dialog box opens.
6. This dialog permits you to specify the color you wish to use as background color.
7. Click **OK** when done.
8. **The image is converted.** All the area containing transparency have been transformed to the specified color. A color table has been associated to the image.

Undo the change

9. If you want to **undo** the crop operation, select **Edit/Undo (Ctrl+Z)**.
10. You can also **redo** the change by choosing **Edit/Redo (Ctrl+Y)**.

Save the modified image

11. As the document has been changed, you'll be prompted to save it when you'll close the window.
You can only save the new image to a **JPEG, BMP, PNG** or **PSD** file.

CHAPTER 7

Customizing the Application

In this chapter

- Customizing Toolbars and the Librarian ■
- Changing the Program Preferences ■

Customizing Toolbars and the Librarian

Customize the main toolbar

The main toolbar is Internet Explorer-like and you can fully customizing it. You can add/remove buttons or change the order they are displayed, show/hide labels and areas and more...

Show/hide the Main Toolbar

1. Right-click on the main toolbar or the top menu and choose **Standard Buttons** in the menu or press **F9**.

Change Main Toolbar text style

1. Right-click in the main toolbar or the top menu and choose **No Text Labels** to remove all the texts.
2. Right-click in the main toolbar or the top menu and choose **All Text Labels** to display texts under each button.
3. Right-click in the main toolbar or the top menu and choose **Selective Text Labels** to display texts on right of important buttons only.

Add/remove/move buttons in the Main Toolbar

1. Choose **View/Customize Main Toolbar** in the menu or right-click in the main toolbar and choose **Customize Buttons** command or double-click the main toolbar.
2. The dialog box "Customize Toolbar" Opens.
3. An available toolbar buttons list displays. You can add these buttons in the Current toolbar buttons list by selecting one button and clicking on the Add Button.
4. If you want to delete a button in the current toolbar, you must select it and click on the Remove button.
5. You can Move Up or Move Down the button in the Current Toolbar buttons list. Select the button and click on Move Up/Move Down. You can also use the Drag and Drop to move the buttons.
6. If you want to go back with the Default Main toolbar, click on the Reset button.

Show/hide the Recently Used Bar

This bar permits to quick open a file in the application. It contains a long edit zone and is usually located under the main toolbar.

1. Right-click in the main toolbar or the top menu and choose **Recently Used Bar** to show/hide the bar.

Empty the Recently Used List

1. Choose **View/Preferences**. The dialog box "**Preferences**" opens.
2. Select the "**Toolbars**" tab.
3. Click on the "Empty **Recently Used List**" button. Click **OK**.

NOTE: You can move toolbar buttons directly from the Toolbar by pressing ALT + selecting the button and moving with the mouse.

You can move or resize the **Recently Used** bar using the mouse: Place the mouse pointer on the left side of the Recently Used area. When the cursor changes into a cross with 4 arrows, move it using drag and drop.

Show/hide the Toolbars

The main toolbar is Internet Explorer-like and you can fully customizing it. You can add/remove buttons or change the order they are displayed, show/hide labels and areas and more...

Show/hide the Main Toolbar

Document windows contain local toolbars. To hide the local toolbar of a document window, select it and follow this procedure:

1. Right-click on the main toolbar or the top menu and choose **Standard Buttons** in the menu or press **F9**.

Show/hide the Recently Used Bar

This bar permits to quick open a file in the application. It contains a long edit zone and is usually located under the main toolbar.

1. Right-click in the main toolbar or the top menu and choose **Recently Used Bar** to show/hide the bar.

Show/hide a Local Toolbar

Document windows contain local toolbars. To hide the local toolbar of a document window, select it and follow this procedure:

1. Choose **View/Local Toolbar** or press **Alt+F9**.

Show/hide the Status Bar

1. Choose **View/Status Bar** or press **Alt+F8**.

Show/hide the Librarian

1. Choose **View/Librarian** or press **Esc**.

Show/hide the Animation (top-right)

1. Right-click on the main toolbar or the top menu and choose **Animation** in the menu.

NOTES: When the command has a check mark next to it, it means that the toolbar is displayed. When you point to a menu command, the status bar at the bottom of the window displays a description of the command.

Show and hide the Librarian Window

The Librarian is a docked window (integrated in the user-interface). It can be easily shown and hidden.

1. Select **View/Librarian** or press **ESC**.
2. By hiding the **Librarian**, you gain some space in your application work area. The opened windows are automatically rearranged.

Change the Librarian position on screen

The Librarian is a docked window (integrated in the user-interface). Its location can be easily changed.

1. Using the **left mouse button**, click on the Librarian window title and **keep the button pressed**.
2. **Move** the mouse over the right or bottom side of the application window and release the button.
3. The Librarian window location has changed. This new location will be saved (even if you quit and restart the application).

Change the Librarian folder location

Files and folders included in the Librarian are located on your disk drive. This location is set by default (the first time you installed the application) in your "My Documents" folder. A sub-folder is created and is named "Axialis Librarian". You can change this folder and location (see below).

1. Select **View/Preferences** or press **F2**.
2. A dialog box opens. Select the **Librarian** tab. You can change the Librarian folder in the **Path** field. You can also use the Browse button to choose a location using a browse dialog box.
3. Click **OK** when done.
4. Now **quit** the application and **transfer** your files from the old location to the new one (the application does not perform this operation). **Restart** the application.

Changing the Program Preferences

Most of the program settings can be customized using the Preferences dialog box. Select **View/Preferences** or press **F2** to open this dialog box. It includes several option tabs.

Options in the General Tab

To access these options, choose View/Preferences or press F2. The "Preferences" dialog box opens, click on the General tab to display the related options.

Create a new Explorer window

If this option is checked, the application will automatically create a new explorer window each time it starts.

Create a new Screen Saver Project window

If this option is checked, the application will automatically create a new blank screen saver document window each time it starts.

Warn if insufficient video colors

If this box is checked, the application warns you if your display configuration is insufficient (less than 65536 colors) each time it starts. It is highly recommended to configure screen settings to Hi Colors (65536) or True Colors (16.8M) when using the application.

Display Welcome and tips window

If this option is checked, the application automatically opens the welcome window and displays a new Tip of The Day each time it starts

Warn if Project Files are not associated

If this option is checked, the application prompts you when it starts if SSP project files are not properly associated with it. If this box is not checked, the application will ignore bad file association. It is highly recommended to associate SSP with Axialis Screen Saver Producer to permit fast screen saver document access from Windows Explorer.

Show Splash Screen When Application Starts

Uncheck this option if you don't want to display the Axialis splash screen when the application starts.

Warn if Windows components are missing

If this option is checked, the application prompts you at startup if one or more Windows® components are missing or have an old version (ComCtl32 v4.72, Html Help, QuickTime...). For example, the application includes a special feature that permits you to use a built-in "Internet Explorer like" toolbar. ComCtl32 v4.72 or more must be installed in order to use this very useful toolbar. You can install this component directly from this warning window.

Language

You can choose the language of the application. Only available/installed languages are displayed. To add more languages see available packs on our website: <http://www.axialis.com>.

Use External Internet Browser

If this option is checked, the application will use an External Internet Browser to display web pages. Otherwise, the application will display web pages in a document window.

Maximize Document Windows at Opening

If this option is checked, the application will automatically maximize new document windows.

Auto Save a copy of a Media Files in Projects

If this box is checked, the application automatically stores media files in screen saver documents (sprite images, video, music, sound...).

- **If a media file is saved in a project:** The image file doesn't need to be present on your hard disk the next time you'll open the SSP document. The drawback is that the SSP file is larger and space consuming.
- **If a media file is NOT saved in a project:** The SSP file is smaller but the image file must be present on your hard disk (at the right location) or you'll get an error the next time you'll open the SSP document.

Prompt before Sprite Deletion

If this box is checked, the application prompts you before deleting a sprite from a screen saver document. This option is recommended because a sprite deletion cannot be undone.

Prompt to Create a New Document if a Project File Does Not Exist

If this box is checked, the application prompts you to create a new document if you try to open a file that does not exist. It happens when you specify a new filename directly in the "Recent" combo box or if an old document has been removed.

Remember Folder During Save As Operation

If this box is checked, the "Save As" dialog box always starts to the previously used folder. This option is useful to quickly save modified documents in the same folder.

Prompt for Options when Transferring from Photoshop

If this box is checked, you'll be prompted to choose an action each time an image is transferred from Photoshop. Otherwise, the first option will always be chosen.

User Interface options

To access these options, choose View/Preferences or press F2. The "Preferences" dialog box opens, click on the User Interface tab to display the related options.

User Interface Style - Windows Standard User Interface

Allows to use standard Microsoft Windows® interface. If you want to use the new XP interface customization feature, you must choose this option.

User Interface Style - Axialis Software User Interface

Allows using Axialis Software user interface. If you choose this interface you can adjust the color of windows title, controls and more. You can also specify the desired application main color. This color will be applied to every windows and dialog boxes (in the application only). You can only specify a HUE value (you cannot modify the lightness or the saturation of the color).

Background colors - Full Screen Mode

Click here to change the color of the screen background (when you open a media file using full screen: images, video clips...).

Background colors - Document windows

Click here to change the color of the document windows background (when you open a media file window: images, video clips...).

Options in the Toolbars Tab

To access these options, choose View/Preferences or press F2. The "Preferences" dialog box opens, click on the Toolbars tab to display the related options.

Local Toolbar Display (within document windows)

If this option is checked, a local toolbar will be initially visible (within the document window) each time you'll open a document. Otherwise, it will be initially hidden. You can set your preferences for each document category: Screen Savers Projects, Animated Sequences, Explorers, Video Clips, Sounds, Flash and Images.

Display Standard Buttons (Main Toolbar)

Specifies whether you want the application to display application standard buttons in the toolbar.

Display Animation

Specifies whether you want the application to display an animation in the toolbar. This feature is accessible only if you have chosen to use an 'Internet Explorer®' like toolbar.

Display "Recently Used" List

If this box is checked, the application displays a 'Recently Used' area in the Toolbar. This area permits you to quickly reopen a file recently opened with this program. To open a file simply click on it in the list. You can also specify a HTTP or FTP file by typing its URL, search an expression in the edit area and just hit 'enter'.

Empty "Recently Used" List

Allows you to empty the Recently Used list.

Text options - No Text label, Show Text labels, Selective Text Label on Right

Specifies how text descriptions of the toolbar buttons appear:

- **No Text Labels** - To display only icons in the Toolbar.
- **Show Text Labels** - To display the names of the buttons underneath each button on the toolbar.
- **Selective Text Labels on Right** - To display the names of certain buttons, such as Search and Library, on their right side.

Options in the Media Types Tab

To access these options, choose View/Preferences or press F2. The "Preferences" dialog box opens, click on the Media Types tab to display the related options. You can specify here an External Editor Program for each File Category.

Media Type list

This list specifies the list of supported media files. You can select one or more files to perform an action ('Change Editor' for example). To associate a media file type to Axialis Pro Screen Saver Producer, just check the associated box within this list. To restore the original media file association, uncheck this box. Click on the All button to select all the media file types in the list. Click on the Associate/Restore button to restore the original associations of the selected media file types.

Media Types Details Group

You can change the icon to associate with a selected extension by clicking on the Change icon button.

Click to change the default Viewer application for the selected media file types. This application will be launched when you'll choose the Edit command in Windows explorer.

Click to change the default Editor application for the selected media file types. This external application will be launched when you'll choose the Edit command in Windows or Axialis Pro Screen Saver Producer explorers.

Options in the Librarian Tab

To access these options, choose View/Preferences or press F2. The "Preferences" dialog box opens, click on the Librarian tab to display the related options.

Change the Axialis Librarian Location on Disk

You can change the location of the librarian on your hard disk by specifying a new path to the directory structure containing your Media Files.

1. Specifies a **Path** for the librarian or click on the **Browse** button.
2. When done, click **OK** and restart the application. If you specify the new location for the librarian, the change will occur the next time you'll launch Axialis Screen Saver Producer.

Show Information Window when deleting items

this option is checked, you will be informed each time you delete an item in the librarian. This is just a reminder to inform you that the files has not been deleted but just moved to the "Deleted Items" folder.

Show Information Window when deleting items

If this option is enabled, the application permits you to store various additional properties for each file stored in the Librarian (Author, Keywords, Description...). This extended information is stored in .ii files and is also used to find files in the librarian using a built-in search feature. If this option is unchecked, no .ii files will be created.

Options in the Images Tab

To access these options, choose View/Preferences or press F2. The "Preferences" dialog box opens, click on the Images tab to display the related options.

JPEG: Writing options

Image Quality - Specify the JPEG compression level (values from 1 to 99). A low compression level (1 to 10) produces small files but the image quality is very low. A high compression level (80 to 99) produces very good quality images but larger files.

WMF: Default Load Size

Width and Height - Specify the WMF default width and Height. WMF is a vector format. It means that it can be opened and displayed at any size without quality loss. To display it, the application needs to convert it to bitmap and need a default size to perform the conversion.

Kodak PhotoCD

Default Load Size - Specify the default Kodak PhotoCD® (PCD) load size. Kodak PhotoCD® is a multi-resolution format. It means that each PCD file includes several resolutions of the same picture. Small resolutions are fast to load but with poor quality. High resolutions have good quality but are memory consuming.

Image Display mode

- **Various** - Click to set default image display to 'Various Scales'. It means that images will be initially displayed at scale 1:1 (with possibility to change scale)
- **Best Fit** - Click to set default image display to 'Best Fit'. It means that images will be stretched to the maximum available size when displayed (within document windows or full screen). The image aspect ratio will always be kept.
- **Full Window** - Click to set default image display to 'Full Window'. It means that images will be stretched to the maximum available size when displayed (within document windows or full screen). The image may be distorted when stretched.

Ignore Transparency Information in GIF files

GIF files contain transparency information. By default, the application reads this information and automatically converts the GIF image to a 32BPP bitmap with alpha channel transparency. If this option is chosen, the transparency information will be ignored (GIF only) and the image background will keep its original color (for compatibility with previous versions of the application).

Options in the Movies Tab

To access these options, choose View/Preferences or press F2. The "Preferences" dialog box opens, click on the Movies tab to display the related options.

Animation Default Display mode

- **Various Scales** - It means that animations will be initially displayed at scale 1:1 (with possibility to change scale).
- **Best Fit (keep aspect ratio)** - It means that animations will be stretched to the maximum available size when displayed (within document windows or full screen). The animation proportion will always be kept.
- **Full Window (stretched)** - It means that animations will be stretched to the maximum available size when displayed (within document windows or full screen). The animation may be distorted when stretched.

Movie Default Display mode

- **Various Scales** - It means that movies will be initially displayed at scale 1:1 (with possibility to change scale).
- **Best Fit (keep aspect ratio)** - It means that movies will be stretched to the maximum available size when displayed (within document windows or full screen). The movie proportion will always be kept.
- **Full Window (stretched)** - It means that movies will be stretched to the maximum available size when displayed (within document windows or full screen). The movie may be distorted when stretched.

Animation Default Playback Speed

Specifies the initial playback speed of animations (in document windows or full screen only, not in screen savers).

Movie Default Playback Speed

Specifies the initial playback speed of movies (in document windows or full screen only, not in screen savers).

Options in the Temporary Files Tab

To access these options, choose View/Preferences or press F2. The "Preferences" dialog box opens, click on the Temporary Files tab to display the related options.

Store picture previews on disk for fast browsing

Pictures preview you see in the Explorer windows are stored in a special folder for quick viewing later. This feature greatly improves preview speed when you browse your computer. You can define below the amount of disk space you want to make available for those files or just disable this feature (not recommended).

If this option is checked, you can adjust the cash size (10, 100 or 200 MB) using the slider. You can also check Exclude files from Removable & CDROM drives and Exclude Files from Network to avoid overloading the cash.

If you click on the DELETE button, the application warns you if you want to delete all in files in Temporary Preview folder. Click on YES or NO.

NOTE: This operation can't be undone.

CHAPTER 7

Miscellaneous Features, Tips, Uninstallation

In this chapter

- Quick-open a file using the Recently Used Bar ■
- Manage favorite files ■
- Paste an image from another program to a project ■
- Paste an image as a new document ■
- Desktop Reorganization ■
- Acquire a new image from a Twain device ■
- Uninstall or repair the application installation ■

Quick-open a file using the Recently Used Bar

This bar permits to quick open a file in the application. It contains a long edit zone and is usually located under the main toolbar.

Quick-open a media file or project

1. In the **Recently Used** edit zone, enter the full pathname of a file and press **Enter**. The application automatically opens the requested file.

Quick-open a recently-opened media file or project

1. In the **Recently Used** edit zone, click on the down arrow button (located on the right side of the bar). A large drop-list opens, select the file in the list.

Quick-create a new project

1. In the **Recently Used** area, enter the full pathname of a file that does not exist and press Enter.
2. As the file does not exist, the **File not Found dialog box** opens. It asks you if you want to create a new document using this filename. Click on **YES**. A new project is created.

NOTE: If you specify a filename without a folder location, the application automatically searches (or creates if you specify a project) the file in the default "Open" folder (this is the location you specify the last time you used the Open dialog box).

Manage favorite files

If you have favorite documents (media files or projects) or folders, you can add them to a "Favorite List" to retrieve them faster. You can also easily manage this list.

Add a Document to the Favorite List

1. Select an opened document window.
2. Choose **Favorites/Add to Favorites**.

In the area "**Name**" displays the name of the document as it will appear in the Favorite List. You can change the name and click **OK**.

Add a Folder to the Favorite List

1. Open a **New Explorer** window and select the desired folder (**Ctrl+E**).
2. Choose **Favorites/Add to Favorites**.

In the area "**Name**" displays the name of the document as it will appear in the Favorite List. You can change the name and click **OK**.

Open an Item from the Favorite List

1. Open the **Favorites** menu.
2. Choose the desired item to open it.
 - If the item is a file, a document window opens.
 - If the item is a folder, an Axialis Explorer window opens.

Modify the Favorite List

1. Choose **Modify/Favorites**.
2. The **Favorite List** contents displays. You must select the document you want to change or remove from the list.
3. If you want to change the name of the selected document (**you will change the name that appears in the list, not the filename on disk**) click the **Rename** button.
4. If you want to remove the selected document from the list (you will NOT delete the file or folder on the disk) click the **Remove** button.

Paste an image from another program to a project

You can copy an image from an external program and paste it into a screen saver project window. The application will then prompt you to know what you want to do with this new image.

Paste an image from another program to a project

1. Copy an image from another program to the Clipboard.
2. Select a Screen Saver Project and choose **Edit/Paste**.
3. The "**Paste a New Image To Screen Saver project**" dialog box opens. You must specify the type of operation to perform and a file format for this new image (The image will be saved in the project file).
4. Choose a **format**:
 - Windows Bitmap (BMP)
 - Portable Network Graphic (PNG)
 - JPEG Compressed (JPG)
5. Choose the **operation** to perform:
 - **Create a new sprite with transparency**: Use the image present in the Clipboard. This sprite will use the image background color as transparent
 - **Create a new sprite**: Use the image present in the Clipboard. This sprite will be opaque (no transparency).
 - **Use it as Tiled Wallpaper**: Use the image in the Clipboard as the screen saver's background. The same image will be use like tiles to create the background
 - **Use it as a Stretched Wallpaper**: Use the image in the Clipboard as the screen saver's background. The image will be stretched to cover the entire screen.

Paste an image as a new document

If an image is present in the Clipboard, you can paste it in the application and create a new Image document window.

Paste an image as a new document

1. Select an image item in the application (Librarian, Explorer, opened image document - with or without selection) and choose **Edit Copy**.
2. You can also copy an image from an external application.
3. Choose **Edit/Paste** as a new image.
4. A new document is created. The image is displayed in a new "ImageN" window.
5. Choose File/Save As from the edit window or File/Add to librarian.

You can save the image as a JPEG, PNG, BMP or PSD format or add it to the Librarian (F3).

NOTE: This command will permit you to easily add new image files to the application. Each time you select this command you create a new document window.

Desktop Reorganization

The application features a dynamic system to ergonomically reorganize the application Desktop area. With this system, document windows are tiled and grouped by type. Desktop is divided in 2 parts: Explorer and Search Result windows in one part, Media Document windows in the other part. It can be automatic or manual.

Reorganize Desktop at any Time

1. Choose **Windows/Reorganize Desktop** or press **F12**.
2. You can also click on the **Display** button on the main toolbar.

NOTE: This feature is useful only if you don't choose an automatic reorganisation option (see below).

Toggle Automatic Desktop Reorganization

1. Choose **Window/Automatic Reorganization**.

NOTE: If this option is enabled, a Desktop Reorganization is performed each time you open, close, reduce or restore a window

Change Reorganisation mode

1. Choose **Windows/Full Window Reorganization** if you want the application to display each document window using all the available space.

2. Choose **Windows/Tile Reorganization** if you want the application organize the windows using an ergonomic tile scheme.

TIP: You can switch from one win to another using **Ctrl+F6** or **Shift+Ctrl+F6**.

Acquire a new image from a Twain device

If you have a Twain compatible scanner, video capture card or numeric camera, you can acquire and create a new image document from within the application.

Acquire an image from a Twain device

1. If you have several capture devices, select the desired device using the **File/Select Source** command then click OK.
2. Choose **File/Acquire** to open the Twain interface.

NOTE: Each time you acquire an image a new window is created.

Uninstall or repair the application

Uninstall the application

This procedure removes all the application files (program, samples, temporary files) and cleans the Windows registry.

1. Open **Start** menu in the Windows task bar, choose **Control Panel**. Double-click on the **Add or Remove Programs** icon. In the list, choose "**Axialis Professional Screen Saver Producer**" and click **Change/Remove**. The Axialis Setup window opens.
- or -
Open **Start** menu in the Windows task bar, choose **All Programs >**. Select "**Axialis Software**". In the sub-menu, choose "**Uninstall or repair Axialis Professional Screen Saver Producer**". The Axialis Setup window opens.
2. Select "**Uninstall Application**" then click **Next**. Follow the instructions.

NOTE: If you have added new files in the librarian, the uninstaller DOES NOT remove them. Please delete them manually.

To repair the application files

If you have technical issues with the application, some files may be corrupted. In such a case, try to repair the installed files. This procedure keeps your settings. It just restores the program and the help files. To perform this operation, the original setup file must be present on your hard disk.

1. Open **Start** menu in the Windows task bar, choose **Control Panel**. Double-click on the **Add or Remove Programs** icon. In the list, choose "**Axialis Professional Screen Saver Producer**" and click **Change/Remove**. The Axialis Setup window opens.

- or -

Open **Start** menu in the Windows task bar, choose **All Programs >**. Select "**Axialis Software**". In the sub-menu, choose "**Uninstall or repair Axialis Professional Screen Saver Producer**". The Axialis Setup window opens.

2. Select "**Repair Installation**" then click **Next**. Setup will try to launch the installation file at the original location. If the program is not present or elsewhere, please specify the right location using the opened dialog box.
3. The repair procedure starts. When completed, a final message is displayed. Click **Finish**.

IMPORTANT: If you upgraded online since your original installation, you need to upgrade again. The repair process resets your program version.

CHAPTER 8

Registering, Upgrading, Online features

In this chapter

- Online Registration ■
- Online Free Upgrade ■
- Customer Service ■
- Contact Axialis Software ■

Online Registration using Internet

IMPORTANT - Information for Version 3.5 Owners

If you've already registered Axialis Professional Screen Saver Producer v3.5 (or a prior version), you need to register again specifying the Product Key you've received with this new version. If you don't register, you won't be able to upgrade to future versions.

Why Register?

Join the family of registered Axialis Software customers by registering your program. The online registration is NOT a purchase procedure. Registration can be completed in just a few seconds using Internet. Your personal information be kept strictly confidential and not given or sold to anyone.

If you register, you'll get the following benefits:

- LIFETIME FREE UPGRADES for the REST OF YOUR LIFE! Incredible but TRUE! Never pay again for future versions (for registered customers and using Internet online update only).
- Receive up-to-the-minute notices about new products and offers from Axialis Software.
- Free technical support (using Internet email only).

To Register Online Using Internet

1. Choose the command ?/Online Registration.
2. A dialog box opens. Read general info then click **Register Now**.
3. A second "Online Registration Using Internet" dialog box opens:

Your Personal Login Data: To register, you must specify yourself as a customer. If this is the first time you register using this online system, choose "New Customer". Otherwise, specify your personal login data.

- Check the "**I'm a New customer (or I don't have a Username)**" option if you've never registered an Axialis Product using this online registration system. Choose this option only if you don't have an Axialis Customer username/password logon data. Otherwise, choose the other option "**I Already Have a Username**".
- Check the "**I already have a Username**" option if you've already registered an Axialis Product using this online registration system. Choose this option only if you have an Axialis Customer username/password logon data. Otherwise, choose the other option "**I'm a New Customer**".

IMPORTANT: if you've registered another Axialis program using this new registration system (such as AX-CDPlayer, Screen Saver Producer) you should already have an Axialis Username

4. If you're a New Customer:

A personal account will be created with your personal info (name, email, address, country, username, password, hint question...). **Your personal information will be kept strictly confidential and will never be sold or given to any third company.** A "New Customer" dialog box opens:

- **Name** - Specify your Name here. This is not a username but your Real Name. Ex: "John Smith".

- **Email** - Specify here your personal e-mail address. This address is important. It will be used to send you information about new products, offers... Confirm this address in the **Confirm** field.
- **Address** - Specify here your personal address (street, city, state, zip...). This field is facultative.
- **Country** - Specify here your country.
- **Language** - Specify here your preferred language. This field is facultative.
- **Username** - Specify here your desired Username. As a new customer you must specify a new username. If the username you specified already exists, you will be asked to choose a different one. This field is not case sensitive and must contain at least 6 characters. This field is very important: it must be easy to remember, but not too easy! It's not recommended to specify spaces in your username.
- **Password** - Specify here your Password. As a new customer you must specify a new password. This field is not case sensitive and must contain at least 6 characters. This field is very important: it must be easy to remember, but not too easy! It's not recommended to specify spaces in your password. Confirm this password in the **Confirm** field. This confirmation is useful to avoid errors.
- **Question** - Specify here your password Hint Question. If you have lost your password, you'll be able to retrieve it using this question. In such a case, your personal hint question will be asked to you. If your answer is correct (if it matches your hint answer) then your password will be given to you. Specify a personal question only. Ex: "What's the last name of your neighbor?"
- **Answer** - Specify here your password Hint Answer. If you have lost your password, you'll be able to retrieve it using this answer. In such a case, your personal hint question will be asked to you. If your answer is correct (if it matches this hint answer) then your password will be given to you. Specify short answer that must not be too easy for other people. This field is not case sensitive. It's not recommended to specify spaces in your answer.

5. If you already have a Username:

- Specify in the **Username** area, your personal Axialis Customer Username. If you're already an Axialis customer (if you already have registered a program using this new online registration system, not the old one), you should have a personal Username. The username is not case sensitive.
- Specify in the **Password** area your personal Axialis Customer Password. If you're already an Axialis customer (if you already have registered a program using this new online registration system, not the old one), you should have a personal Password. The password is not case sensitive.

IMPORTANT: If you have lost your password click on the **Lost Password** button. A Web page will open and your personal hint question will be asked to you. If your answer is correct, your password is displayed. You specify the hint question and answer when you create your customer account (new customer).

6. When done, click on the **Next** button. A fourth "**Online Registration Using Internet**" dialog box opens.

- In the "**The Product You purchased**" area, provide information about the product you purchased..
- In the "**Product Key**" area, specify the Product Key you received after your purchase.

NOTE: The product key has been sent to you when you purchased the product or received an upgrade. It has the following format: 12345678-12345-12345-12345-12345. In this edit zone, you find a copy of the key you specified when you installed the program. We recommend you to leave it as is.

- In the "Where did you purchase ..." enter the name of the reseller (or Web site) where you purchased the program. Please specify also the date and the order number (if possible). **Important: A correct information is required to register. If you don't specify this info, your registration will be rejected.**
7. When done, click on the **Next** button. A five "Online Registration Using Internet" dialog box opens:
- Ready to Register:** You are about to send your registration information. You must be connected to Internet before proceeding. If you are not connected to Internet, please connect now. If you're connected to Internet through a proxy/firewall server, fill the proxy related fields.
- If you're using a modem, check that you're connected to Internet. If you're connected to Internet without a Firewall, click Register Now. If you use a Firewall, check the Connected to Internet using a Proxy/Firewall box and fill the following fields:
- **Address & Port** - Specify here the HTTP Proxy address and port number (usually 80).
 - **Proxy authentication is required** - If this box is checked, the application will send an authentication message to the proxy server when connecting to Internet. Check this option only if your server requires authentication then fill the following fields:
 - **Login & Password** - Specify here the Proxy Authentication Login & Password.
8. Click the **Register Now** button. The last dialog box opens showing the registration progress.
9. **Congratulations! You're registered.**

To Access your Customer Account

We recommend you to log into your customer account (<http://www.axialis.com/customer>) to check that your registration has been successfully completed. You need your username and password to access your account.

Upgrade the application using Internet

This is an update system which is reserved to registered users only. It is part of Axialis Lifetime License. It works through Internet to automatically upgrade your application to the latest release.

It's FREE and for LIFE! Pay once and get all new versions for using Online Update.

Upgrade your Application Online Using Internet

1. Choose the command ?/Free Online Update.
2. A "Online Update" dialog box opens. Axialis Online Update will check our server for a new version and download a patch if necessary. To upgrade your application online, you must be a registered user of this application. customer Username and Password:
 - It requires authentication then specify your **Axialis Customer Username** and **Password**. If you're already an Axialis customer (if you already have registered a program using this new online registration system, not the old one), you should have a personal Username and Password. Username and Password are NOT case sensitive.
 - **If you have lost your password**, click the "Oops! I've lost my password..." button. A Web page will open and your personal hint question will be asked to you. If your answer is correct, your password is displayed. You specify the hint question and answer when you create your customer account (new customer).

IMPORTANT: We strongly recommend you to save and close all the opened screen saver project windows before proceeding (at the end of the download procedure, the application will be restarted).

3. A **"Ready to Register"** dialog box opens. If you're using a modem, check that you're connected to Internet. If you're connected to Internet without a Firewall, click **Update Now**. If you use a Firewall, check the **Connected to Internet using a Proxy/Firewall** box and fill the following fields:
 4. In the **HTTP Settings** group specify:
 - **Address & Port** - Specify here the HTTP Proxy address and port number (usually 80).
 - **Proxy authentication is required** - If this box is checked, the application will send an authentication message to the proxy server when connecting to Internet. Check this option only if your server requires authentication then fill the **Login & Password** fields below.
 5. In the **FTP Settings** group specify:
 - **Firewall Type** - Specify here the FTP Firewall Authentication type you use. We support the following types:
 - . SITE hostname
 - . USER after logon
 - . Proxy OPEN
 - . Transparent
 - . USER with no logon
 - . USER FireID@Remotehost
 - . USER RemoteID@remoteHost fire ID
 - . USER remoteID@fireID@remoteHost
 - **Address & Port** - Specify here the FTP Proxy address and port number (usually 80).
 - **Login & Password** - Specify here the Proxy Authentication Login & Password.
6. Click the **Update Now** button. The last dialog box opens showing the connexion and download progress.

NOTE: If a new version is available, a patch is downloaded and the application is restarted to be upgraded.

Online Customer Service on Internet

The customer services are available to registered Axialis customers only. Once you've purchased an Axialis product we strongly recommend you to register online using either the feature included in the program or using the online form (<http://www.axialis.com/customer>).

Accessing Customer Service from the Application

1. **Launch** the application.
2. Select **Help/Customer Area**.
3. The built-in Browser opens displaying the customer service page.

IMPORTANT: The application will access the Internet. This may result in an alert message from your **firewall** program (if any installed). You can configure your firewall to authorize the application to access to Internet. **Axialis applications DO**

NEVER access the Internet without informing you. Also, our applications do not (and will never) contain **spyware** or **malicious code**.

Accessing Customer Service from an Internet Browser

1. **Launch** your Internet Browser
2. Enter this URL in the address bar: <http://www.axialis.com/customer/>

Contact Axialis Software Team

Due to recent SPAM growth, you cannot contact us by direct email anymore. We've created a contact page on our website. It includes various ways to contact us. The most convenient way is to use the contact forms accessible from this page. Using this form, we'll receive a message and the rest of the discussion will be made by email.

Contacting us using an Internet Browser

1. **Launch** your Internet Browser
2. Enter this **URL** in the address bar: <http://www.axialis.com/contact/>. You can choose one of the following topic to contact us:
 - **Ask a technical question about a program**
 - **Report a bug in a program**
 - **Suggest a new function in a program**
 - **Send feedback about this website**
 - **Ask questions about prices, site license**
 - **Get information about Axialis Software company**
 - **Send a Translation Proposal**
 - **Other**

If you're a customer or have a purchase question, please check our [Customer FAQ](http://www.axialis.com/customer/) (<http://www.axialis.com/customer/>) before contacting us.

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