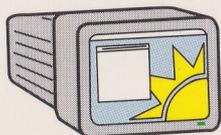


# Screen Gems

for the Macintosh II computer



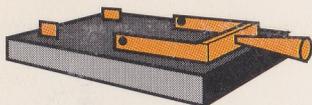
Paul Mercer's **ColorDesk**

*Replace that boring gray desktop with a color picture of your choice!*



Chris Derossi's **Dimmer**

*Extends the life of your monitor—dims the screen when you're not using it!*



Bill Steinberg's **Switch-A-Roo**

*Instantly switch screen modes — faster, easier than using the Control Panel!*



**microseeds**



# Screen Gems

USER'S GUIDE

**ColorDesk  
Dimmer  
Switch-A-Roo**

and some more

**Microseeds Publishing, Inc.**

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Screen Gems User's Guide by Dave Winzler and Robin DeVoe

Color Sets in TN-3 designed by Dona Winzler

Sunset by Galyn Susman

Ray trace of Microseeds' logo and the Screen Gems logo by Chris Derossi

Special thanks to Lori Miller Hunter and Lori Lane.

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# CONTENTS

Installing Screen Gems utilities

4

ColorDesk

5

Dimmer

8

Switch-A-Roo

10

TN-3

13

Globe

15

Glossary

16

## ABOUT MICROSEEDS' SCREEN GEMS

Screen Gems is a collection of utilities designed to enhance the performance and appearance of your Macintosh II screen.

**ColorDesk** allows you to display a picture on the desktop in place of the usual dull gray desktop pattern.

**Dimmer** darkens your screen after it has been idle for a while, to prevent burn-in and prolong the life of your monitor.

**Switch-A-Roo** is a FKEY which will quickly switch between two user-defined screen modes (from 256 colors to 2 grays, for example) more quickly than the Monitors Control Panel device.

And just for fun, some software bound to wow your friends.

**TN-3** lets you choose a "color set" for your Finder; it's an easy way to redecorate your Finder icons in a variety of coordinated colors.

**Globe** is an amazing little spinning sphere that looks just like Planet Earth.

You'll also find some wonderful art to display in ColorDesk, including a sunset by Galyn Susman, and a ray tracing by Chris Derossi.

### SYSTEM REQUIREMENTS

Screen Gems utilities are designed to be used on a Macintosh II. At least 2 MB of memory are recommended for using Color Desk.

### THE SCREEN GEMS FLOPPY DISK

Your Screen Gems master floppy disk is contained in a sealed packet on the inside back cover of this package. If the packet has already been torn open, or it looks like the disk has been tampered with, please contact Microseeds Publishing (813-878-2142) to request a new disk before you install the Screen Gems utilities.

It's always a good idea to make a copy of any master disk, including this one. None of the Screen Gems programs are copy-protected, which means you can make a backup copy of the disk by dragging its contents onto a blank floppy.

### INSTALLING THE SCREEN GEMS UTILITIES

Detailed instructions for installing each utility are described in their respective sections in the manual.

# COLOR DESK

ColorDesk, by Paul Mercer, is a cdev (Control Panel file) which allows Macintosh II computers to display a picture on the desktop in place of the usual boring desktop pattern. Any PICT file (such as those created with MacDraw, SuperPaint, PixelPaint, Modern Artist, etc.) or those created with GrayView can be used as the desktop picture.

## TERMS YOU'LL NEED TO KNOW

*cdev, Control Panel, desktop, desktop pattern, desktop picture, screen mode*

In order to understand the way ColorDesk works, you need to know the meaning of these words and phrases. If you aren't familiar with a phrase listed above, please refer to the glossary at the end of this manual.

## INSTALLING COLORDESK

To install ColorDesk, drag the ColorDesk file from the Screen Gems floppy disk to the System Folder of your Macintosh II hard disk and restart the computer.

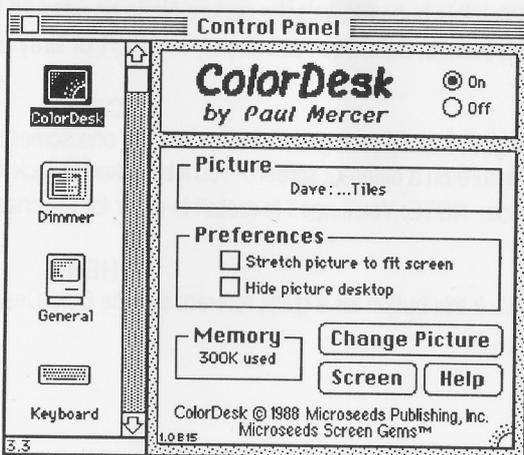
After rebooting, pull down the Apple menu and choose Control Panel. Select the ColorDesk icon in the scrolling window on the left. Click the "Change Picture" button and an "Open File" dialog box will appear, allowing you to open any PICT or GrayView file. The picture you chose will appear as your desktop picture.

## COLORDESK COMPATIBLE PICTURE FILES

ColorDesk will be able to use any file of PICT format — the type of file created by most "paint" programs, including MacDraw, SuperPaint, PixelPaint, Modern Artist, ATG-Paint, ATG-Images, etc. ColorDesk can also read PICT *resource* files created by GrayView.

## USING THE COLORDESK CONTROL PANEL WINDOW

When you open the Control Panel and select the ColorDesk icon, the window should look something like this:



# ABOUT THE COLORDESK CONTROL PANEL INTERFACE

## ON/OFF CONTROLS

These radio buttons are used to turn ColorDesk on and off. NOTE: Changes here do NOT take effect immediately; you must restart in order to turn ColorDesk on and off.

## PICTURE

This area displays the name of the current picture file, as well as the disk the file is on. The ColorDesk picture can be on a disk other than the startup disk, but that disk MUST be on line in order for the picture be loaded at startup. If the file has not been loaded (file not found, file system error, insufficient memory, etc), the words "not loaded" will be displayed here.

## PREFERENCES

### "Stretch Picture to fit screen"

When the "Stretch Picture to fit screen" preference is on, the current picture will be stretched or shrunk to exactly fit the screen. If this preference is off (default), and the picture does not fill the screen, the unused area will be filled by the usual desktop pattern.

### "Hide desktop picture"

When the "Hide desktop picture" preference is on, the desktop picture will not be displayed; the desktop pattern will be used instead. NOTE: This preference ONLY controls the display of the picture; if you need to release the memory used by ColorDesk, you must turn ColorDesk off, then reboot.

## MEMORY

This area displays the amount of memory currently used by ColorDesk. On a standard Apple monitor in 256 color mode, ColorDesk will use about 300K.

## CHANGE PICTURE

Click this button to select a picture file to be used as the desktop picture. As mentioned elsewhere, ColorDesk can display any PICT or GrayView file.

## SCREEN

If you're lucky enough to have more than one screen, click this button to put the desktop picture on a different screen. You'll be asked to click in the screen you want ColorDesk to use. NOTE: You'll need to restart in order for the change to take effect.

## HELP

Click this button for a quick reference of the ColorDesk Control Panel.

## MISCELLANEOUS NOTES ABOUT COLORDESK

### USING COLORDESK WITH MULTIPLE MONITORS

ColorDesk can be used with multiple monitor systems, although the Color Desktop picture can only be displayed on one screen. To change the screen that ColorDesk appears on, bring up the Control Panel and ColorDesk, and click the "Screen" button. You can then select the screen you wish ColorDesk to use. A message will appear telling you to click in the screen you want ColorDesk to use. NOTE: You'll need to restart in order for this change to take effect.

### CHANGING SCREEN DEPTH

ColorDesk remembers the screen depth (256 color or otherwise) the desktop picture was drawn in. If the screen depth changes (via the Monitors cdev or Switch-A-Roo), the desktop picture will NOT be drawn, and the desktop pattern will be used instead. If you switch back to the original screen depth, ColorDesk will once again draw the desktop picture.

### COLORDESK'S STARTUP SEQUENCE

When ColorDesk loads on startup, it displays a small icon at the bottom of the screen (an icon depicting a monitor screen). To disable ColorDesk temporarily at startup, hold down the mouse button or the shift key. If ColorDesk is off or disabled, the monitor icon will contain an "X". If ColorDesk has problems (such as picture file not found, or insufficient memory), the ColorDesk monitor icon will contain an exclamation point ("!").

### MEMORY USAGE

ColorDesk can take up a LOT of memory. On a standard Apple color monitor (640x480 in 256 color mode), ColorDesk will use about 300K. It uses high memory, just like the RAM cache, so that memory won't be fragmented when using MultiFinder.

# DIMMER

Dimmer, by Chris Derossi, is a cdev (Control Panel file) for the Macintosh II which will dim the monitor screens after the Macintosh has been idle awhile — "idle" being a period during which there are no mouse movements, no mouse clicks, no keypresses, and no disk inserts. Rather than erasing the screen as other "screen savers" do, Dimmer instead reduces the screen brightness — an effect visually similar to turning down the brightness control. Dimmer prevents screen burn-in, and extends the life of expensive monitors.

Dimmer works with most color and monochrome Macintosh II video cards, including Apple's Macintosh II Video Card, Radius' FPD and TPD video cards, SuperMac's video cards, RasterOps' video card, and the PCPC II video card.

## TERMS YOU'LL NEED TO KNOW

*cdev, Control Panel, idle, idle time, screen burn-in, screen saver*

In order to understand the way Dimmer works, you need to know the meaning of these words and phrases. If you aren't familiar with a phrase listed above, a glossary has been provided at the end of this manual.

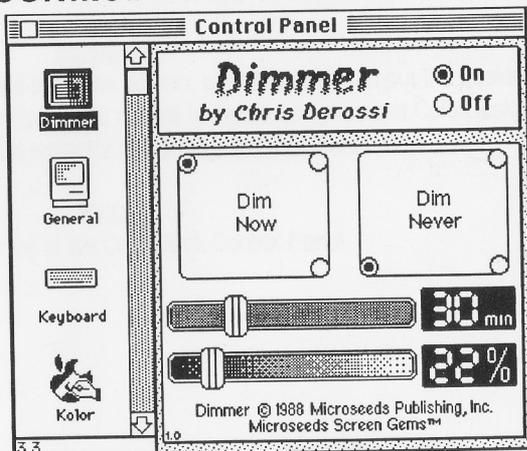
## INSTALLING DIMMER

To install Dimmer, drag the Dimmer file from the Screen Gems floppy disk into the System Folder of your Macintosh II hard disk and restart the computer.

After rebooting, pull down the Apple menu and choose Control Panel. Select the Dimmer icon in the scrolling window on the left. In its default setting, Dimmer will darken the screen to 20% brightness after the machine has been idle for 15 minutes. Use the slide controls to change either of these values. The next section of this manual describes more information about Dimmer's Control Panel interface.

## THE DIMMER CONTROL PANEL WINDOW

When you open the Control Panel and select the Dimmer icon, the window should look something like this:



## **THE DIMMER CONTROL PANEL WINDOW**

### **ON/OFF CONTROLS**

These radio buttons are used to turn Dimmer on and off. NOTE: Changes here do NOT take effect immediately; you must restart the computer in order to turn Dimmer on and off.

#### **DIM NOW**

This set of radio buttons is used to specify which corner of the screen is the "Dim Now" corner. Moving the mouse into that corner of the screen causes Dimmer to dim the screens immediately. The default corner for "Dim Now" is the upper right.

#### **DIM NEVER**

This set of radio buttons is used to specify which corner of the screen is the "Dim Never" corner. Moving the mouse into that corner of the screen temporarily disables Dimmer; after the specified period of inactivity, Dimmer will NOT dim the screens. This is useful while waiting for a long process to complete. The default Dim Never corner is the lower right.

#### **MORE ABOUT DIM NEVER**

OK, we just lied. Dimmer will still dim the screens after two hours of inactivity anyway (see "Stage II Dimming" below), so "Dim Never" is a bit of a misnomer.

#### **DELAY SLIDE CONTROL**

Use this to control the time delay before screens are dimmed. Click in the indicator and drag, and the box to the right will display the time delay in minutes. Time delay can range from 1 minute up to 120 minutes (2 hours).

#### **DIM LEVEL SLIDE CONTROL**

Use this to control the brightness level of the dimmed screen. Click in the indicator and drag, and the box to the right will display the brightness level as a percentage from 0% to 100%. You can effectively disable Dimmer by using the brightest (100%) setting.

## **MISCELLANEOUS NOTES ABOUT DIMMER**

### **STAGE II DIMMING**

After the Macintosh has been idle for a very long time, the screen will go from its dimmed state to a much darker state, (default is total blackness). The delay and dim levels for Stage II Dimming are accessed by holding down the option key and using the slide controls as usual. Stage II dimming is NOT turned off even when the mouse is in the Dim Never corner!

### **USING DIMMER WITH MULTIPLE MONITORS**

Dimmer can be used on multiple monitors; no extra steps are needed to dim other screens.

### **DIMMER'S STARTUP SEQUENCE**

When Dimmer loads at startup, it displays a small icon at the bottom of the screen (an icon depicting a monitor screen with a bright half and a dim half). To disable Dimmer temporarily at startup, hold down the mouse button or the shift key. If Dimmer is off or disabled, the Dimmer monitor icon will contain an "X".

### **MEMORY USAGE**

Dimmer uses a minimum of memory; typically, less than 10K.

# SWITCH-A-ROO

Switch-A-Roo, by Bill Steinberg, is an FKEY for the Macintosh II which will quickly switch between two user-defined screen modes (from 256 colors to 2 grays, for example), without the inconvenience associated with the Monitors Control Panel device. Switch-A-Roo works with multiple screens; each monitor's modes can be set individually. Switch-A-Roo can be used to quickly set the screen mode on any monitor at any time.

## TERMS YOU'LL NEED TO KNOW

*screen mode, cdev, FKEY*

In order to understand the way Switch-A-Roo works, you need to know the meaning of these words and phrases. If you aren't familiar with a phrase listed above, please check the glossary at the end of this manual.

## INSTALLING SWITCH-A-ROO

To install Switch-A-Roo, double-click on the "Install Switch-A-Roo" application icon found on the Screen Gems floppy. This utility automatically installs the Switch-A-Roo FKEY into the System file of your hard disk.

## USING SWITCH-A-ROO

To use Switch-A-Roo, hold down the Command and Shift keys and press 0 (that's "zero") on the main keyboard (NOT the numeric pad!). The Switch-A-Roo dialog box will appear, allowing you to configure the Switch A and Switch B settings for each of your video cards (see "About the Switch-A-Roo FKEY Window"). Once these settings have been configured, the next time you use the FKEY, Switch-A-Roo will "throw the switch" without displaying this dialog box.

In the event you want to change the Switch A and Switch B settings, you can bring up the dialog box by holding down the Control key while bringing up Switch-A-Roo (Command-Shift-Control-Zero).

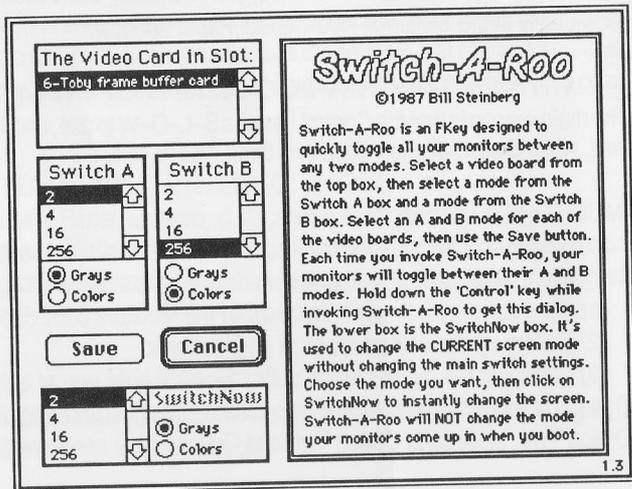
## ABOUT THE SWITCH-A-ROO FKEY WINDOW

Think of Switch-A-Roo as a two-position switch. When the switch is first thrown, all the monitors in your system are set to their Switch A settings; when the switch is thrown again, all the monitors in your system will be set to their "B" switches. Each time you throw the switch, the monitors toggle between their Switch A and Switch B settings. Naturally, you get to select what the two switch modes are for each monitor in your system. You throw the switch by invoking the Switch-A-Roo FKEY.

## MORE ABOUT THE SWITCH-A-ROO FKEY WINDOW

Once Switches A and B have been defined, Command-Shift-0 will switch between the two modes without displaying the Switch-A-Roo window.

To bring up the Switch-A-Roo window, hold down the Command, Shift, and CONTROL keys and press 0 (zero). You'll see a display that looks something like this:



### VIDEO CARD LIST

This area displays a list of all the video cards installed, and the slot number of each (the example shows a "Toby frame buffer card" in slot 2). Clicking on a particular item will change the rest of the display to show the various screen modes available for that card, as well as the current Switch A and Switch B settings for it.

### SWITCH A AND B SETTINGS

These two areas show the current Switch A and Switch B settings for the currently selected video card. To change a given switch setting, just click on the appropriate items.

### SAVE/CANCEL BUTTONS

The Save button will remember the new Switch A and Switch B settings, while the Cancel button will discard them, keeping the old settings. Either button will send this dialog box away.

### SWITCH NOW

The Switch Now area allows you to change the screen mode, especially to one other than the current Switch A or Switch B settings. After selecting the appropriate mode, click in the Switch Now rectangle in the upper right corner (it acts just like a button) and the screen mode will be changed immediately. If the Switch Now setting is the same as the current screen mode, the Switch Now "button" will be dimmed. The Switch Now feature is not only faster than using the Monitors Control Panel Device, but it changes the current screen mode without changing the default screen mode (the one the video card starts up in). This is usually what you want, but if you DO want to change the default screen mode, remember to use the Monitors Control Panel device.

# MISCELLANEOUS NOTES ABOUT SWITCH-A-ROO

## USING SWITCH-A-ROO WITH MULTIPLE MONITORS

Switch-A-Roo can be used with multiple monitors; each monitors' modes can be set individually in the Switch-A-Roo Control Panel Window.

## WHY USE SWITCH-A-ROO INSTEAD OF THE MONITORS CDEV?

The main reason is that the Control Panel is S-L-O-W to use, and Monitors does three things well, while Switch-A-Roo does one thing, VERY well.

MONITORS is used for three things:

[1] Setting up your "working desktop." That means: setting the relative positions of your monitors; setting the main monitor; and setting the startup monitor. If you only have one monitor, you may not have realized that the Monitors cdev does all this!

[2] Setting up the startup mode of each monitor.

[3] Changing the current mode of any monitor, now, one at a time.

Option Three, by the way, has the unfortunate side effect of changing the startup settings (like Option Two, since both Option Two and Option Three are set with the same controls).

SWITCH-A-ROO is designed to speed up and simplify Option Three (changing the current mode of any monitor, right now). Bill Steinberg wrote Switch-A-Roo because, as he says, "I found myself needing to change the mode of my monitor at least a dozen times a day (sometimes I swear it was hundreds). You know what I mean, half the programs you're using must be run in 1-bit, and half the programs you're writing and testing must be run in 8-bit."

## WHEN DOES THE SWITCH-A-ROO DIALOG COME UP?

**Reason 1:** There is no configuration file in your system folder (that will be the case the first time you use Switch-A-Roo, or if you throw away, move, or rename the "Roo File" thereafter. You don't have to keep track of the "Roo File." If it's ever missing or damaged, Switch-A-Roo will make a new one for you, on the spot).

**Reason 2:** You've added (or removed) a video card, or moved a card to a different slot.

**Reason 3:** The configuration file (Roo File) has been damaged or trashed.

**Reason 4:** You held down the control key while you fired the FKEY. (This you do when everything is fine, but you want to change the switch settings, or make an instant change to one of the monitors).

## MEMORY AND DISK USAGE

Switch-A-Roo uses a minimum of memory, less than 20K. It also creates a small file in the System folder called Roo File, which holds the current switch settings.

# TN-3

TN-3, by Dave Winzler, is a program which allows you to change the colors which appear in the Finder's Color menu. The Color menu is used to set the color of the various icons used by the Finder (such as file icons and disk icons). TN-3 presents a list of color sets to choose from; when a set is chosen, a sample Color menu displays the colors in that set, and a number of icons are displayed using those colors. Clicking the "Save Colors" button will save the color set in the Finder file.

## TERMS YOU'LL NEED TO KNOW

*cdev, Control Panel, desktop, Color menu, color palette*

In order to understand the way TN-3 works, you need to know the meaning of these words and phrases. If you aren't familiar with a phrase listed above, please refer to the glossary at the end of this manual.

## USING TN-3

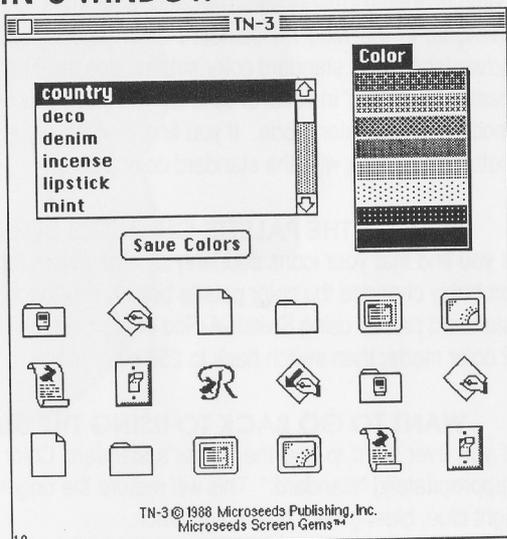
To use TN-3, open it by double-clicking on its icon. A list of color sets is displayed, along with a sample Color menu and a number of colored icons.

**NOTE:** TN-3 is definitely NOT MultiFinder compatible! That's because in order to be able to change the Finder's Color menu, the Finder can't be busy or open.

Selecting various color sets in the list causes the Color menu and icons to be redrawn using that color set. When a pleasing color set is displayed, click the "Save Color Set" button to save that combination of colors as the Finder's Color menu.

## THE TN-3 WINDOW

Open the TN-3 application by double-clicking on its icon. It should display a window which looks something like this:



## THE TN-3 WINDOW

### LIST OF COLOR SETS

This contains the list of available color sets. Selecting a particular color set causes the Color menu and sample icons to be redrawn using that color set. NOTE: this simply changes the display; the Finder's Color menu is not changed until you click the "Save Colors" button. If the current Color menu matches any color set in the list, that color set will be marked with an asterisk (\*).

### COLOR MENU

Displays the colors in the selected color set, and simulates what the Finder's Color menu would look like if you save the color set.

### SAMPLE ICONS

Various icons displayed using the selected color set. These give you an idea of what a color set will look like "in action."

### SAVE COLORS

Click this button to save the selected color set so they'll appear in the Finder's Color menu. If TN-3 is unable to save it (for whatever reason), it will display an error message.

## MISCELLANEOUS NOTES ABOUT TN-3

### USING TN-3 WITH MULTIFINDER

Since TN-3 needs to be able to load and save the Finder's current Color menu, the Finder file itself must not be open or busy. Since the Finder is always busy when using MultiFinder, TN-3 will not be able to do what it needs to; therefore, TN-3 is (unfortunately) not MultiFinder compatible.

### ABOUT THE COLOR SETS

Each of the color sets available in TN-3 is made up of colors that "work together" (are compatible with each other). In addition, each color set was designed (by artist Dona Winzler) with common theme in mind, such as "rainbow" or "mint." All color sets are built from the 256 colors available in the Mac II's standard color palette, and looks best using that palette. One advantage to the standard color set (the one the Finder is shipped with, and one that TN-3 names "standard" in its list of color sets) is that it was designed to look good in both 256 color mode AND 16 color mode. If you find yourself using 16 color mode a lot, you're probably better off sticking with the standard color set.

### IF THE PALETTE CHANGES BEHIND YOUR BACK...

If you find that your icons suddenly change colors for no apparent reason, some program probably changed the color palette behind your back. You can usually change back to the standard palette using Switch-A-Roo or the Control Panel Monitors device: briefly switch to 2 color mode, then switch back to 256 color mode.

### WANT TO GO BACK TO USING THE STANDARD COLOR MENU?

If you ever want to use the Finder's standard Color menu, use TN-3's color set named (appropriately) "standard." This will restore the original color set of orange, red, magenta, light blue, blue, green, brown and black.

# GLOBE

Globe, by Paul Mercer, is a Macintosh version of an application made famous on Sun workstations; it is a spinning sphere designed to look like the Earth. You can control the speed at which the Globe turns, you can drag the Globe anywhere on the screen, and you can run Globe under MultiFinder, so that it spins while you're running another application.

## INSTALLING GLOBE

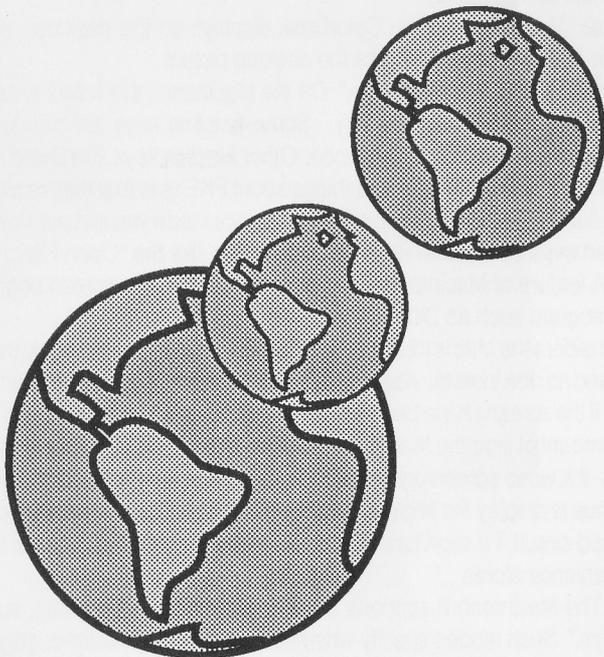
Install Globe by dragging the Globe application from the Screen Gems floppy disk to your hard disk. Double-click on the Globe application on your hard disk to open it.

## USING GLOBE

Globe is very easy to run; there aren't a lot of complicated instructions. Use the Control menu to make the Globe spin faster or slower, or "step" a frame at a time.

## ALTERNATE UNIVERSES

Since it's completely MultiFinder compatible, a Globe can be spinning in the background while you're using another application. . .including another Globe. To have multiple Earths rotating at once, just make a copy of the Globe application and run it, too.



## GLOSSARY OF TERMS

**cdev:** "Control Panel devices," parts of the Control Panel, which allow you to customize your Mac. Examples of cdevs: Apple's Monitors, and Microseeds' Dimmer and ColorDesk.

**Color menu:** A menu in the Finder which lets you set the color of file and disk icons. This menu usually contains the following color set: orange, red, magenta, light blue, blue, green, brown and black. TN-3 allows you to choose other, more interesting, color sets.

**color palette:** The set of colors used by the Mac II at any given time. The Mac II's standard palette of 256 colors was chosen to handle a wide range of colors, and is generally adequate for most purposes. Some programs change the palette of colors for a specific purpose; for example a paint program might use a palette of Mostly Green to better display the image of a frog. You can usually change back to the default palette with Switch-A-Roo, by changing the screen mode to 2 colors, then back to 256 colors.

**Control Panel:** A desk accessory used to personalize your Macintosh. The control panel can be used to set speaker volume, set the date and time, create a RAM cache, or (with ColorDesk) to customize the appearance of your desktop.

**desktop:** Macintosh's working environment—the menu bar and the gray area on the screen. All windows, icons and other Mac objects appear on top of the desktop. On classic Macs, the desktop is usually a gray pattern, which can be customized using the Control Panel.

**desktop pattern:** The pattern which normally fills the desktop. The desktop pattern is made of an 8x8 pixel pattern, which can be customized using the Control Panel. On a Mac II, the desktop pattern can contain color.

**desktop picture:** The picture which ColorDesk displays on the desktop. Any PICT or GrayView picture file can be displayed as the desktop picture.

**FKEY:** An abbreviation for "Function Key." On the Macintosh, this refers to combinations of the Shift, Command and a numeric key. Some function keys are pre-defined; Shift/Command/1 will eject a floppy disk, for instance. Other function keys, like Switch-A-Roo, can be added to your system. One of the nicest things about FKEYs is that they're almost always available, unlike desk accessories which can only be accessed if you can pull down the Apple menu. FKEYs can even be used while you're in a dialog, like the "Open File..." dialog.

**gamma table:** A feature of Macintosh II video cards which allows screen brightness to be controlled by a program such as Dimmer.

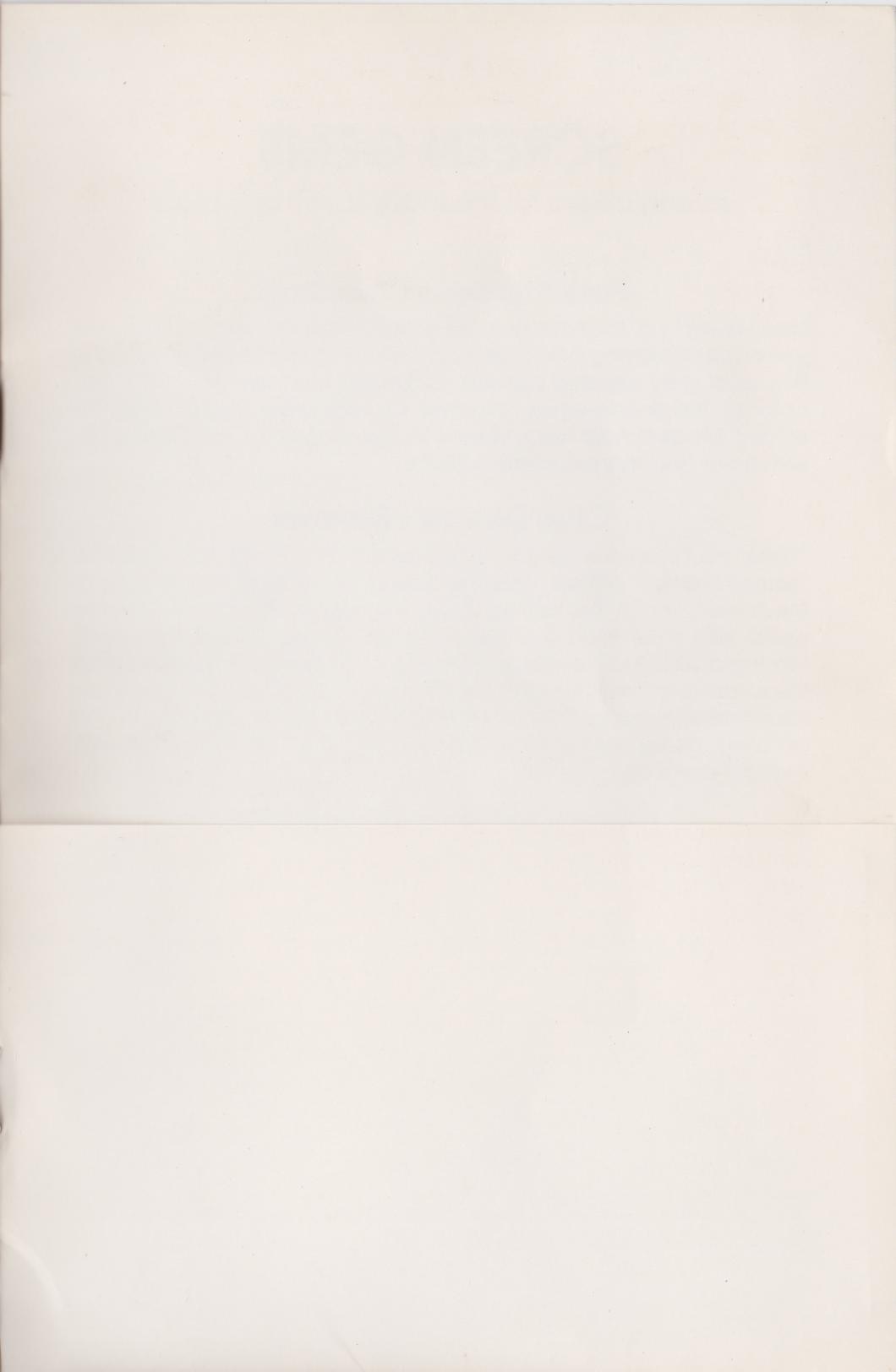
**idle:** Dimmer considers the Mac is idle when there is: no mouse movement; no mouse clicks; no keypresses; and no disk inserts. As soon as any of the above occurs, the Mac is no longer considered idle. If the screens have been dimmed, they will return to their normal brightness.

**idle time:** The amount of time the Mac needs to be idle in order for Dimmer to dim screens.

**screen burn-in:** If a video screen contains the same image for an unusually long time, the screen will continue to display the image even when turned off. Screen burn-in can be often be seen on closed-circuit TV monitors where the camera never moves, like the security systems in convenience stores.

**screen mode:** The Macintosh II supports several different screen modes, such as "256 color" and "2 grays." Such modes specify whether the display is in color or gray, as well as how many colors (or shades of gray) can be displayed. To switch from one screen mode to another, you can use the Monitors Control Panel device, or you can use Switch-A-Roo.

**screen saver:** A utility used to darken or blackout a computer screen after it's been idle for a while, to prevent screen burn-in, and to prolong the life of the monitor.





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# SCREEN GEMS

screen utilities for the Macintosh II computer

## Paul Mercer's **ColorDesk**

Stop yawning at that dull gray desktop! ColorDesk personalizes your screen by displaying a background picture of your choice in place of the usual gray desktop pattern. ColorDesk can use any 'PICT' file, color or black-and-white, created by MacDraw, SuperPaint, PixelPaint, Modern Artist, GrayView or similar program. ColorDesk works with color and monochrome screens.

## Chris Derossi's **Dimmer**

"Dims" your screen while you're not using it, to prevent burn-in. Other "screen blanker" utilities erase the screen, but Dimmer simply darkens the screen, much like turning down the brightness control. Dimmer works with most Mac II screens (Apple, Radius, SuperMac, etc.). Moving or clicking the mouse, pressing a key or inserting a disk brings the screen back to full brightness. Dimmer's easy-to-use Control Panel interface allows you to specify the time delay before dimming (1-120 minutes), as well as the dimming level (0-100%). Dimmer works with multiple monitors.

## Bill Steinberg's **Switch-A-Roo**

Quickly switches between two user-defined screen modes, without having to use the Control Panel "Monitors" device. For instance, a simple keystroke combination can be used to switch between 256-color mode and the faster 2-color mode. Switch-A-Roo works with multiple monitors; each monitor's modes can be set individually.

Screen Gems utilities require a Macintosh II  
(at least 2 MB of memory are recommended for ColorDesk)

SCREEN GEMS™

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