

This manual for Intermission is nearly identical to a manual already scanned for other Delrina screensavers, so only the additional pages in this edition have been scanned. The other manual is included in this archive.



INTERMISSION FOR THE MACINTOSH

FEATURING THE INTERMISSION ENGINE

USER'S GUIDE

DELRINA  [®]

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USING THE MORPH MODULE

You can combine Delrina screen savers into unique, hybrid creations using the exciting Morph module. Watch as one image gradually changes shape and color to become another image. Using the Morph module, you select two bitmaps, tell the software how you want to combine them, then watch the results. Try experimenting with bitmaps you already have, or load some new bitmaps for some unique creations. We created a bitmap from a scanned photo of our boss, then used Morph and a spare bitmap of a gorilla we had lying around to portray his real animal nature. Just imagine what you'll be able to come up with.

To create a Morph module

1. Double-click the icon for the Intermission engine.
A dialog box appears with various options.
2. In the Installed Savers box, select the Morph screen saver.
3. Choose Configure.
4. Choose the First frame button to select the first bitmap you want to display.

The Pick Bitmap dialog box appears, in which you will select the disk or folder containing the bitmap you want to use at the beginning of the morphing effect.

5. Choose the Last frame button to select the final bitmap you want to display.

The Pick Bitmap dialog box appears again; this time, select the bitmap you want to use at the end of the morphing effect.

6. Select the other options to configure the morphing effect. (The options are described below.)
7. Choose the Pre-Morph button to preview the effect.
8. When you have the effect you want, choose the Save button to store your configuration. You will assign a unique module name to your creation; that name will appear in the Installed Savers box.
9. Select the new module as usual.

Selecting the Morph options

The Morph dialog box enables you to select the images you want to combine, and design how they will appear together.

When a Morph group runs as a unit, the first bitmap in the group run displays with its full image, then gradually changes shape and color to become the second bitmap in the group. Using the Morph options to configure your group, you can create a tremendous variety of effects.

First Frame

Displays the Pick Bitmap dialog box. Select the bitmap or graphic image from the disk or folder that contains the image you want to use at the beginning of the effect. Intermission supports the following file formats: PICT, TIFF, and GIF.

Hint: Black backgrounds and similar sized images help create a great morph.

Last Frame

Displays the Pick Bitmap dialog box again. Select the bitmap for the image that will appear at the end of the morphing effect.

Current

Displays thumbnails of the selected bitmaps to suggest the current arrangement. Use the other options to change the arrangement.

Frames

Determines how many frames will appear between the first and last bitmap. You can specify from 1 to 50 frames. More frames makes the effect appear more gradual; fewer frames makes the effect appear sudden or instantaneous. To increase or decrease the number of frames, drag the slide button to the right or left, respectively.

Animation Speed

Determines the speed at which the frames will change, in conjunction with the # Frames option above. You can have the frames move very slowly or very fast. To increase or decrease the speed, drag the slide button to the right or left, respectively.

Movement

Determines the percentage of movement that will occur between the first and last bitmap. You can specify no movement to 100% movement. More movement makes the effect seem to stretch; less movement makes the effect seem to occur in place. To increase or decrease the amount of movement, drag the slide button to the right or left, respectively.

Move speed

Determines the rate at which the bitmaps will move, in conjunction with the Movement option above. To increase or decrease the speed of movement, drag the slide button to the right or left, respectively.

Continuous Morph

Creates a perpetually evolving image. Select this option to repeat the morphing effect indefinitely, or at least until you perform an action that "wakes up" your screen.

Vertical

Shifts the orientation of the morphing effect so it moves from top to bottom, instead of from left to right.

Choose Save to save your configuration selections, and specify a unique name for the module you have created. The module title will then appear in the Installed Savers list.

Hint: Choose the Prev-Morph button to test the effect before you save it.

Cool Morph

Select this feature for a style of morphing capabilities that is used in the motion picture industries.

USING MULTISAVER™

MultiSaver™ is a unique screen-saver module. It does not in itself animate or blank the screen. Instead, it enables you to combine existing screen savers and customize them to create animated screen savers—without having to learn programming. And by exchanging screen-saver modules with other Macintosh users, you can build quite a collection.

Creating Your Own Screen Savers

MultiSaver enables you to combine the effects of up to four different screen savers. You accomplish this by choosing a screen saver to act as the background and then choosing a maximum of three additional savers to compose the foreground.

To create a MultiSaver screen saver

1. Select Intermission from the Apple menu.
The main Intermission engine dialog box appears with various options.
2. In the Screen Saver list box, double-click on the MultiSaver module.
The MultiSaver dialog box appears with various options.

The options are described below.

3. Choose a background screen for your MultiSaver group by selecting the Background box labeled "None."
4. Select a screen saver from the **Installed Savers** list. The name of the selected screen saver replaces the "None" label.

Note: Unlike the Foreground box, the Background box cannot be subdivided. The background module always represents the full screen and controls much of your group's behavior. If you choose a module for the background that does color-cycling by animating the palette, then all the other screen savers chosen as part of this group are also color-cycled using the same palette.

5. Select the first screen saver for your MultiSaver group. As you select a screen saver from the **Installed Modules** box, a screen-saver window with the name of the selected module is created in the Foreground box.
6. Drag the screen-saver windows to the desired location within the Foreground box.

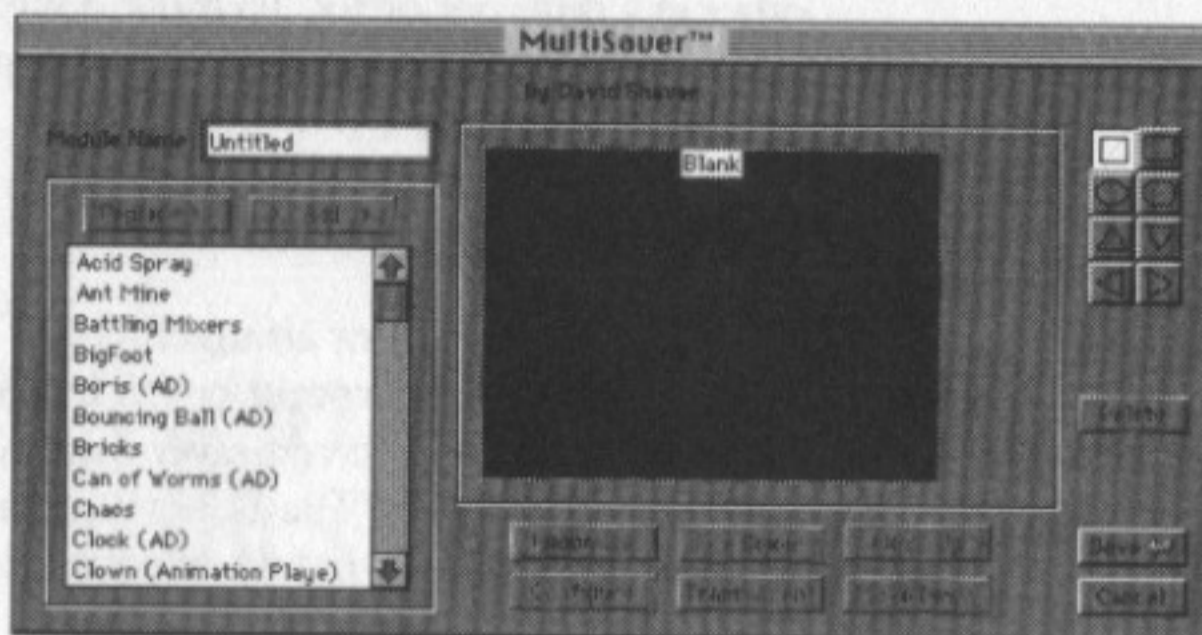
Note: When you click a screen-saver window you make it active. When a screen-saver window is active, you can modify its size or move it anywhere within the Foreground box. The active screen saver displays little black squares or "handles" on the corners of the screen-saver window. You can change the size of a screen saver window by dragging its handles.

7. Use the MultiSaver options to configure your MultiSaver group.
8. Repeat Steps 5 through 7 for each successive screen saver you add to the MultiSaver group.
9. Choose the Save button to save your choices, or choose Cancel to exit without saving your changes.

When you save a MultiSaver group, the name you type in the Module Name field is automatically added to the list of screen savers listed in the Screen Savers dialog box.

Selecting the MultiSaver options

The MultiSaver dialog box enables you to select the screen savers you want to combine, and design how they will appear together.



The Background and Foreground boxes represent the boundaries of your display screen. When you run MultiSaver, the screen savers in the Foreground box lie over the Background screen saver. You can lay the foreground screen savers to completely cover each other, partially overlap, or occupy their own portion of the foreground.

When the MultiSaver group runs as a unit, the screen savers in the group run concurrently, each with its full animation, to create a unique effect. Using the MultiSaver options to configure your group, you can create an infinite number of combinations.

Module Name

Type the name for your new screen-saver module into this text field. When you finish designing your MultiSaver group and save this configuration, the name you type will be displayed in bold-face type in the Screen Saver list box.

Screen Saver list box

This list box contains the names of all the screen-saver modules you have installed. These modules are the basic building blocks for creating MultiSaver groups.

The eight **Box Shape buttons** determine the shape of the screen-saver window occupied by the currently active screen saver window in the Foreground box.

Move Up / Move Down

Determine the order of the currently active screen-saver window in the Foreground box. You can achieve interesting effects by laying different screen savers over or under each other in a different order. To move a screen saver up or down, select a screen saver window in the Foreground box and then choose either Move Up or Move Down.

Maximize / Tile Boxes

Change the size and/or arrangement of the screen-saver windows in the Foreground box. The Maximize button enlarges the selected screen-saver window to the full size of the Foreground box. The Tile Boxes button makes each foreground screen-saver window an equal size and places it next to the others.


Transparent

Determines if the active screen will be transparent or opaque when you switch to the module. This option sets the mode you can switch to, not the mode you are currently in. You can achieve many different effects by using this button.

Configure

Displays the configuration dialog of the active screen saver in either the Background or Foreground box. From the Configure dialog box, you can configure the screen saver for the MultiSaver group.

Note: When you change a module's settings from MultiSaver, the changes do not affect the settings for the module when it is run by itself.

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