Bitchin' Mac® Programs

Owen W. Linzmayer

- **Contains 17 Awesome Shareware and Freeware Programs on Disk**

- **Includes Sound Effects, Wacky Custom Cursors, Icon Editors, and More**

- **Suitable for Use with System 6 or 7 and Almost Any Mac**

SYBEX
Macintosh Library

Icon	Program Name	Description	Page
	Cursor Animator	Allows you to substitute each of the five system cursors (I-beam, crosshair, crossbar, wristwatch, and arrow) with static or animated color cursors guaranteed to be much more entertaining.	75
	DylanTalk	A hilarious spoof on the incoherent mumblings of a certain American folk singer, DylanTalk attempts to pronounce the text in modal dialog and alert boxes, as well as the titles of controls when they are clicked. It's so stupid, it's good.	19
	Folder Icon Maker	Makes impressive-looking custom icons for folders with a drag-and-drop interface that couldn't be simpler.	67
	Greg's Buttons	Gives your Mac a complete make-over, altering the default font, buttons, and background colors, among other things.	89
	iContraption	A full-blown icon editor that can also be used to move icon resources from one file to another. Comes with dozens upon dozens of icons.	55
	Invisible Clock	Audibly announces the time in a pleasant, female voice. Then this unpaid secretary hangs out in the background, announcing the time between the hours you choose: every hour, half-hour, or quarter-hour as you prefer.	9
	Kingyo	If you've always wanted a pet but are too self-involved to give it the love and food it craves, Kingyo is just what the vet ordered: a cute animated cartoon fish that swims around your screen.	103
	Menu Bar Pattern	Paints the menu bar with incredibly cool desktop patterns as large as 32×64 pixels and containing up to 256 colors, including Wallpaper patterns.	43

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· ·

This Book Is Only the Beginning.

Bitchin' Mac® Programs

Owen W. Linzmayer

Dedicated to my wife, Alane, for too many reasons to mention, and to my cat, Nutella, for all of her encouragement and advice.

acknowledgments

table of contents

introduction

Ever since I wrote *Totally Rad Mac Programs*, I've been deluged with mail from readers begging me to write a sequel. Only happy to oblige once SYBEX ponied up the advance, I have spent hundreds more hours surfing the high seas of cyberspace, combing through the world's user group libraries, on-line databases, and commercial offerings in search of bitchin' programs. Now in case you've never heard the term before, I hasten to add that *bitchin'* is surfer lingo for mondo cool, most excellent, totally rad, buff stuff, like a killer wave that rolls on forever.

It took a lot of work, but after separating the winners from the losers, I found 17 bitchin', productivity-sapping programs that deliver a second helping of dumb fun. This book is organized in the way you would encounter these programs as you use your Mac, with the programs affecting the startup process appearing first. These are followed by a couple of sound effects programs, two control panels for messing with the menu bar, a pair of applications for manipulating icons, and a nine-pack of files for creating miscellaneous mayhem. Each program is fully documented in its own chapter explaining what the program does, complete with detailed installation instructions, steps for using the program, compatibility notes, and information on contacting the programmers.

▫ ▫ ▫ ▫ ▫ ▫ ▫ installing bitchin' mac programs

To provide the most bytes for the buck, all of the files included with this book are stored on a single 800K 3½" disk in a self-extracting, compressed archive. Before you can install the bitchin' programs, you must unstuff the archive. To do so, turn on your Mac and when the Finder's desktop appears, insert the enclosed disk in an empty drive. Double-click the disk icon to open its window, then double-click the Programs.sea icon to launch StuffIt Lite. At the splash screen, click Continue to present a dialog box where you can specify a name and location for the Bitchin' Mac Programs folder. Pick a hard drive with at least 1.8 Mb of free space, then click Save. An alert box shows the progress as StuffIt Lite unstuffs the files in the folder. If all goes well, click Quit after the alert box announces that the installation was successful. Once the files have been un-stuffed, follow the detailed directions in each program's chapter for installing the individual files where they belong on your hard drive.

After you install the programs as described, they may have generic icons. If you want your Mac to display the custom icons pictured in this book, you must rebuild your Desktop. The programs are operational as is, but it's a good idea to rebuild the Desktop peri-odically for preventative maintenance whenever generic icons ap-pear where they shouldn't. To rebuild the Desktop, start your Mac normally, but hold down the ⌘-Option keys until the Finder asks if you really want to rebuild the Desktop. You do, so click OK. If you have more than one disk, click OK as the Finder asks about rebuilding the Desktop on each. The time it takes to rebuild the Desktop depends on the speed and size of the disk. When done, the Finder should no longer show generic icons for any files that have their own custom icons. Also, you may notice somewhat faster response time when starting up your Mac or quitting programs. The only drawback to rebuilding your Desktop is that you lose any Comments you may have entered into files' Get Info windows. Since few people use this feature, it's usually not a concern.

▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ words of warning

This book contains optional tips on modifying programs with Res-Edit. ResEdit is an extremely powerful utility from Apple Computer that allows you to change various aspects of a program's resource fork, the area that defines the look and feel of icons, menus, windows, etc. ResEdit is free, but it's not part of the standard System software distributed by Apple. Since it's a rather complex utility that can render a file useless with a single keystroke, the best way to get ResEdit is bundled with a book that explains its many features. Always work on a copy of a file, never the original.

With the exception of DylanTalk, Folder Icon Maker, Greg's Buttons, iContraption, Invisible Clock, Psychedel•INIT, PuzzleTime, and Xmas Lights, which require System 7, all of the programs on the enclosed disk have been tested for reliability and compatibility with System 6.0.8 and System 7.1 (if you're using earlier versions, you should upgrade). I'm reasonably sure that none of the programs contains any viruses or bugs that would in any way damage your Mac or its files. Still, I *strongly* recommend you always work with a current backup before trying out any new software, especially noncommercial programs.

The programs are provided "as is" and technical support is not available. There's no guarantee that these programs will work in conjunction with whatever happens to be festering in the inner reaches of your Mac's hard drive. So use at your own risk and resist the temptation to load up on a mess o' programs in an attempt to create the coolest Mac in town. Doing so is an invitation to problems. Instead, use these programs judiciously, adding them one at a time to make sure they function properly on your Mac.

Many of the programs included in this book are system extensions, also called INITs under System 6. These are pieces of code that hook into the main System software, modifying the way it works. As such, system extensions can be extremely powerful. But if they are not well-behaved, system extensions can conflict with one another as well as other programs that have nothing to do with the

System. If you've ever called a technical support hot-line, I'll bet you an entire royalty check that at some point you were told that the problem lies not with that firm's product, but rather, with the infamous and ever-elusive "INIT conflict." To deal with an INIT conflict, re-order or remove the offending file. The manual way to disable a system extension is to drag it out of the System folder (but not into the Trash), then choose Restart from the Finder's Special menu. But if you aspire to be a power user, get yourself a utility for managing system extensions. Extensions Manager is a fine freeware utility from Apple Computer, though I personally prefer using Startup Manager from Now Software. Both allow you to re-order and disable system extensions, making it much easier to track down INIT conflicts.

do the right thing

All of the programs included on the accompanying disk appear with the express written permissions of their authors and publishers. (Obtaining unlisted phone numbers of mobsters in the Federal Witness Protection Program is easier than locating current addresses for programmers.) All of the files were written for your enjoyment by individual programmers, some of whom were gracious enough to place the fruits of their efforts in the *public domain*, meaning you can use and distribute their programs as you see fit. Many programmers retain the copyrights to their work but allow you to distribute their programs as long as you don't charge anything (hence the nickname *freeware*). Others, in an attempt to justify all the time wasted writing silly little programs, have released their programs as *shareware*. That means that you can try before you buy. The success of the shareware concept rests on the honor system, so if you continue to use any shareware programs (Greg's Buttons, iContraption, Menu Bar Pattern, PuzzleTime, and The

Sound-Trecker), after a reasonable trial period of a week or two, please "do the right thing" and send the author whatever it is he has requested as a shareware fee. If you don't, we'll find out where you live and hunt you down like the no-good, shareware shirker that you are.

keep in touch

I love to hear comments about my books from readers like yourself, so feel free to contact me via electronic-mail or snail-mail (in other words, the U.S. Postal Service). If you'd like a personal reply, please include a SASE or a scratch-off lottery ticket.

Even if you have nothing to say about the book, I would really appreciate it if you would drop me a postcard with your name and address so that I can notify you of general updates, bug fixes, and other special software and book offers available exclusively to readers such as yourself. Don't worry, I never make my database available to other companies or organizations because I suspect that you don't like junk mail any more than I do.

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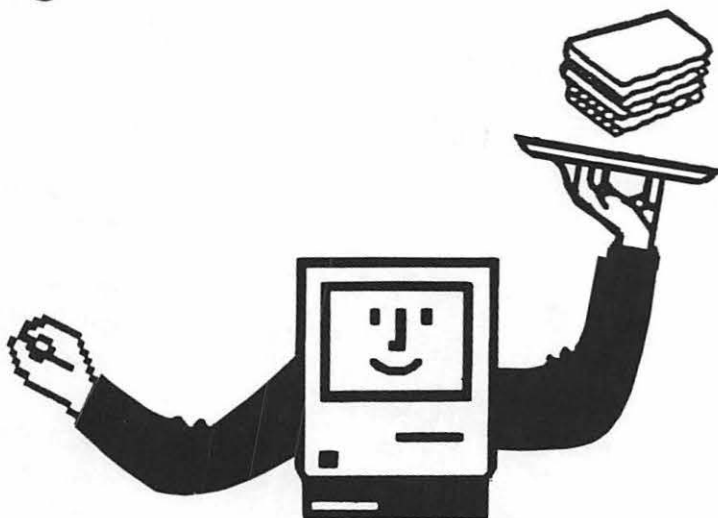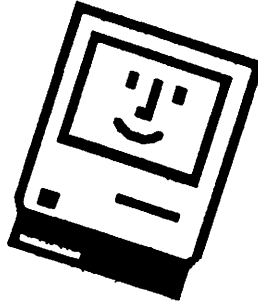
Part I: Startup

The two programs covered in this section affect what you see and hear during the startup procedure. Welcome allows you to reposition and change the "Welcome to Macintosh" startup message to anything you like. You can even change the "Debugger installed" and "Extensions off" messages, too. Then, when the Finder's desktop appears, Invisible Clock audibly announces the time in a pleasant, female voice. This unpaid secretary hangs out in the background, announcing the time between the hours you choose: every hour, half-hour, or quarter-hour as you prefer.

Program 1

Welcome

Normally, when your Mac starts up, it displays the standard "Welcome to Macintosh" startup greeting. While it's a lot less intimidating than a DOS >C prompt, it has all the personality of Al Gore on Thorazine. *Totally Rad Mac Programs* contains a few gems that help you replace the standard "Welcome to Macintosh" startup greeting with any custom, full-size picture you like. While so-called StartupScreens are admittedly very cool, now you can also change the startup greeting itself using an unpretentious little program by the name of Welcome.

Welcome to Macintosh.

Welcome to Owen's Mac IIci.

Keep your bloody hands off!
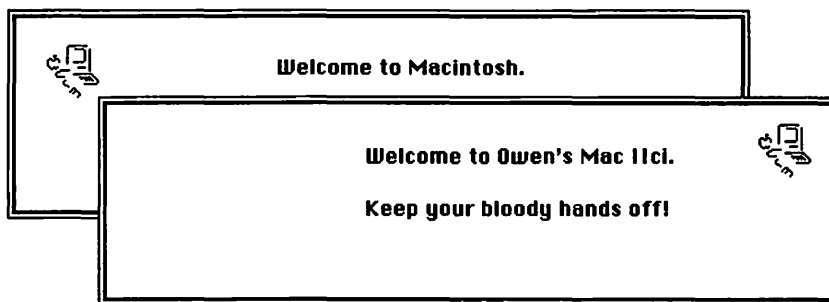
installing Welcome

Welcome is an application, and as such doesn't need to go anywhere special on your hard drive. Put it wherever you normally keep applications and utilities.

using Welcome

Welcome works by editing the open System file. This causes some anti-viral programs to go into apoplectic fits. If that's the case on your Mac, either disregard the warning or temporarily disable your virus protection program until you're finished with Welcome.

Even though Welcome has proven extremely reliable over the years, some users are apprehensive about making unnecessary changes to the active System file. As a precaution, make a duplicate of your System file before running Welcome, then drag the copy out of the System Folder and onto a floppy disk (if it doesn't fit on a floppy, just make sure this duplicate System file isn't left in the System Folder or the Mac could get confused the next time you re-start). With a backup safe in hand, if something does go wrong while using Welcome, or your System file is corrupted at some latter point by unknown forces, you can always replace the bad System file with the fresh copy you just made.

Launch Welcome by double-clicking its icon and a dialog box displays the current Welcome message.

```
┌──────────────────────── Mac IIci ────────────────────────┐
│ ■                                                          │
├────────────────────────────────────────────────────────── │
│                                                            │
│   ⌨      Welcome to Macintosh.                             │
│                                                            │
│                                                            │
│                                                            │
│                                                            │
└────────────────────────────────────────────────────────────┘
```

To completely replace the current Welcome message, highlight it all and begin typing. If you want to edit the current message, position the insertion cursor wherever you want, then Cut (⌘-X), Copy (⌘-C), and Paste (⌘-V) to and from the Clipboard until you've composed the perfect welcome message. You can enter your favorite saying, a warning to scare off intruders, or perhaps identification information (a good idea for PowerBooks that might get lost or stolen).

As you're thinking up clever sayings to impress your friends or disgust your family, keep in mind that you can't enter special characters such as tabs, and all messages are displayed as left-justified text using the same 12-point Chicago font shown in Welcome's dialog box.

If you need more room for your message, or you simply want to reposition it for aesthetic reasons, click on the small square in the upper left-hand corner, then resize by dragging to a new location.

```
═▣▬▬▬▬▬▬▬▬▬▬▬▬═ Mac IIci ═▬▬▬▬▬▬▬▬▬▬▬

        Welcome to Owen's Mac IIci.

        Keep your bloody hands off!|
```
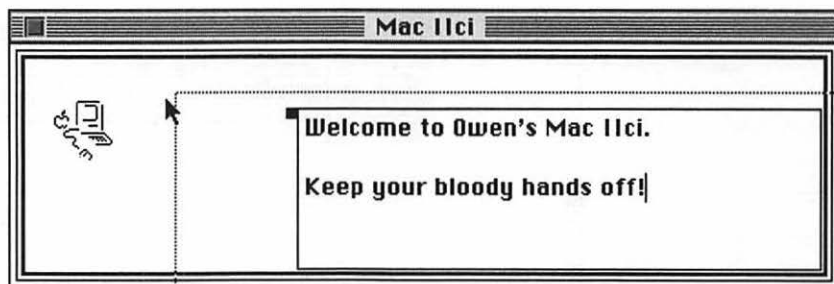
Enter up to 255 characters on eight lines in the message text field.
Although Welcome scrolls the text field to allow you to enter more
lines, the Mac displays only the first eight lines during startup.

After changing the Welcome message, choose Debugger (⌘-2)
from the Message menu to show the current message displayed
when you start the Mac using a programming utility such as Macs-
Bug (if you have no idea what this means, forget this option…it's
not important). As you did for the welcome message, change this
to whatever you like. Then choose Extensions (⌘-3) from the Mes-
sage menu to show the current message displayed when you start
the Mac under System 7 while holding down the Shift key to disable
all extensions, control panels, and startup items. When called for,
both the Debugger and Extensions messages appear at the same
time as the Welcome message, so you should make sure they don't
overlap.

Just as you can reposition the various messages, you can also move
the Mac icon by dragging it wherever you like, even on top of the
text of the messages. Even though this icon resides as a resource
inside the System file, you can't edit this one with iContraption (see
chapter 7) because it's an incompatible cicn resource (ID-16396).

When you are happy with your new messages, choose Save (⌘-S)
from the File menu to make the changes permanent, or choose
Revert from the File menu to go back to the way everything was
the last time you saved to disk. If you want to restore the System
file to its original status, choose Use System Default from the

Message menu, choose Save from the File menu, then choose Quit from the File menu. Finally, choose Restart from the Finder's Special menu to see the new startup messages in action.

Welcome to Owen's Mac IIci.

Keep your bloody hands off!

Whenever you want to change the message, just launch Welcome again and make whatever modifications you like.

□ □ □ □ □ □ □ □ □ □ □ □ □ □ compatibility notes

Welcome works under System 6 and System 7. If your Mac has a StartupScreen file in the System Folder, this image appears instead of the startup message. To see your startup message, you must remove the StartupScreen file from the System Folder.

□ □ □ □ □ □ □ □ □ contacting the programmer

Welcome is freeware, copyright © 1993, Michael Carlton. Mike encourages you to send bug reports, suggestions, or any other comments (preferably via e-mail).

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nvisible Clock

When I was growing up, my dad was a big one for playing clever word games. "What time does the clock say?" my father would ask me. No matter my reply, dad would laugh, "The clock doesn't *say* anything; it can't talk!" Way to go, dad, using picky semantics to outsmart a kid still adjusting to the disorienting concept of toilet training. Good thing my dad doesn't try pulling that old one on me today, because I'd show him Invisible Clock, a program that audibly announces the time. You choose every hour, half-hour, or quarter-hour as you prefer. It's great because it takes up no room on the desktop or the menu bar, yet it subtly keeps you informed of the time using a sultry female voice.

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ **installing Invisible Clock**

Invisible Clock is an application, and as such doesn't need to go anywhere special on your hard drive. Put it wherever you normally keep applications and utilities.

Drag Invisible Clock Sounds into the Preferences folder inside your System Folder. Do not drag the Invisible Clock Sounds file into the System Folder itself. If you do, an alert box appears explaining that the file belongs in the System file. Normally, this is how you make sound effects available to the Macintosh, but it's not what we want to do with Invisible Clock Sounds, so click Cancel.

Drag Invisible Clockwork into the Startup Items folder inside your System Folder. Each time you turn on the computer or choose Restart from the Finder's Special menu, the Mac immediately launches the contents of the Startup Items folder in alphabetical order when the desktop appears.

To temporarily prevent the Mac from launching Invisible Clockwork, hold down the Shift key during startup until you see the words "Extensions disabled" below the standard "Welcome to Macintosh" greeting. (These messages may have been changed with the Welcome program, described in Chapter 1.) This tells the Mac not to load any extensions and not to launch any of the Startup Items.

To permanently de-install Invisible Clock, remove Invisible Clockwork from the Startup Items folder, then restart.

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ **using Invisible Clock**

Each time you turn on the computer or choose Restart from the Finder's Special menu, the Mac immediately launches the contents of the Startup Items folder in alphabetical order when the desktop

appears. Since you installed Invisible Clockwork in the Startup Items folder, it should launch automatically and announce the time to the nearest quarter hour.

If Invisible Clockwork announces the wrong time, it's probably because the Mac's internal clock is incorrectly set in either the General Controls or Date & Time control panel. If Invisible Clockwork doesn't say anything at all, it may be because it didn't find the Invisible Clock Sounds file in the Preferences folder, or because it was told not to announce at startup. That option, like all others, is configured using the Invisible Clock application.

Launch Invisible Clock by double-clicking the application icon, then choose Start Announcing from the File menu to make sure the Invisible Clockwork application is turned on.
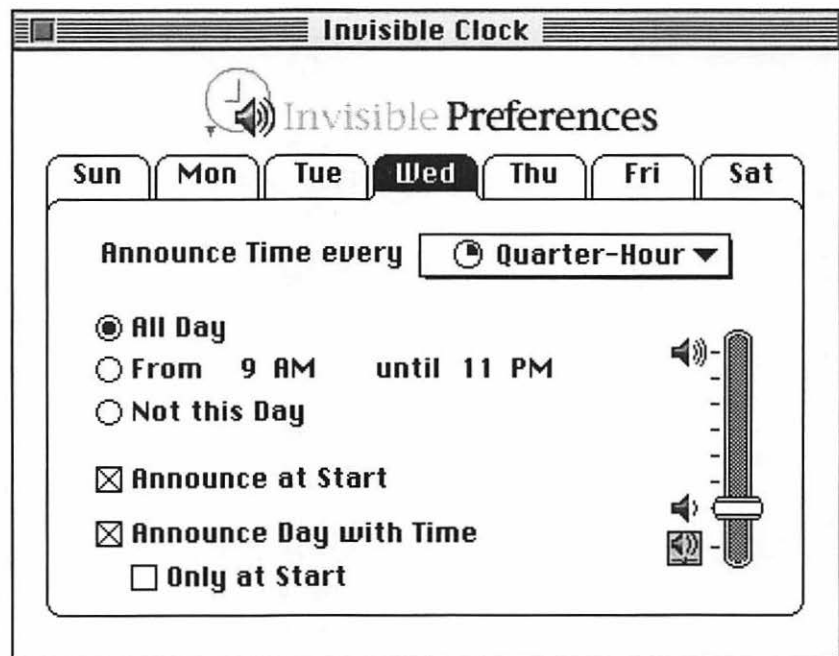
The Invisible Clock Preferences window is designed like a set of index cards, one for each day of the week. When you initially launch Invisible Clock, the index card for the current day automatically comes to the foreground. You may select any other day simply by clicking on its index tab. Whatever changes you make apply only to the selected day, unless you hold down the Option key when you make your selection. In that case, the change is applied to all days, overriding any previous settings for the individual days. I recommend you take advantage of this Option key shortcut to set all of the defaults the way you like them, then go back and tweak individual days if necessary.

From the Announce Time every pop-up menu, choose how frequently you'd like to hear the time: every Hour, Half-Hour, or Quarter-Hour.

If you want to hear the time around the clock, click the All Day radio button. Conversely, if you want silence throughout the day, click the Not this Day radio button. And if you want announcements during only part of the day, click the middle radio button and in the From and Until fields, specify the hours between which you'd like to hear the time. For instance, enter from 9 AM until 5 PM for business hours only. Keep in mind that if you choose Announce Time Now (⌘-T) from the File menu, Invisible Clock announces the time regardless of these settings.

To hear the time when Invisible Clockwork first launches, select the Announce at Start checkbox. This way if it's set to announce every 60 minutes, it still announces the time even if it is not launched precisely on the hour.

To hear the day as well as the time, select the Announce Day with Time checkbox. Most people don't need to be reminded what day it is (unless of course you are seriously medicated), so this may seem like a needless option. However, it's easy to miss the short time announcement, so preceding it with the day serves to notify you that you're about to be told the time.

To hear the day announced only when Invisible Clockwork first launches, select the Only at Start checkbox. This checkbox is dimmed unless both the Announce Day with Time and the Announce at Start checkboxes are selected.

Use the slider on the right to specify the announcement volume. If set at the bottom, Invisible Clockwork uses the Speaker Volume setting of the Sound control panel. Any other settings causes Invisible Clockwork to ignore the Sound control panel in favor of its own volume.

When you are done configuring the preferences, choose Quit (⌘-Q) from the File menu to save them to the Invisible Clock Prefs file, which resides in the Preferences folder inside the System Folder. The Invisible Clock application is used only to change settings; it needn't be running for you to hear the announcements. That is handled by Invisible Clockwork, a special type of startup application that works mysteriously in the background. It doesn't even appear in the Applications menu on the right-hand end of the Finder's menu bar. The only way to "quit" it is to launch Invisible Clock and choose Stop Announcing from the File menu.

customizing Invisible Clock

The Invisible Clock Sounds file contains digitized voices in snd resources. Using a sound editing program such as Macromedia's SoundEdit Pro, you can record your own voice for announcing the time. Just modify the existing snd resources with your voice saying the same phrases.

companion disks goodies

The Invisible Clock Sounds file that comes with this book contains only enough resources to announce the time accurate to the quarter

hour. If you want a sounds file that can be used to announce the time to the minute from within the Invisible Clock application or via AppleEvents, see the Companion Disks Offer at the back of the book.

◾ ◾ ◾ ◾ ◾ ◾ ◾ ◾ ◾ ◾ ◾ ◾ ◾ **compatibility notes**

Invisible Clock requires System 7. Invisible Clock does not work on the Macintosh Plus, SE, or Classic.

◾ ◾ ◾ ◾ ◾ ◾ ◾ ◾ ◾ **contacting the programmer**

Invisible Clock is copyright © 1993, Chris Holmes. (Address withheld by request.)
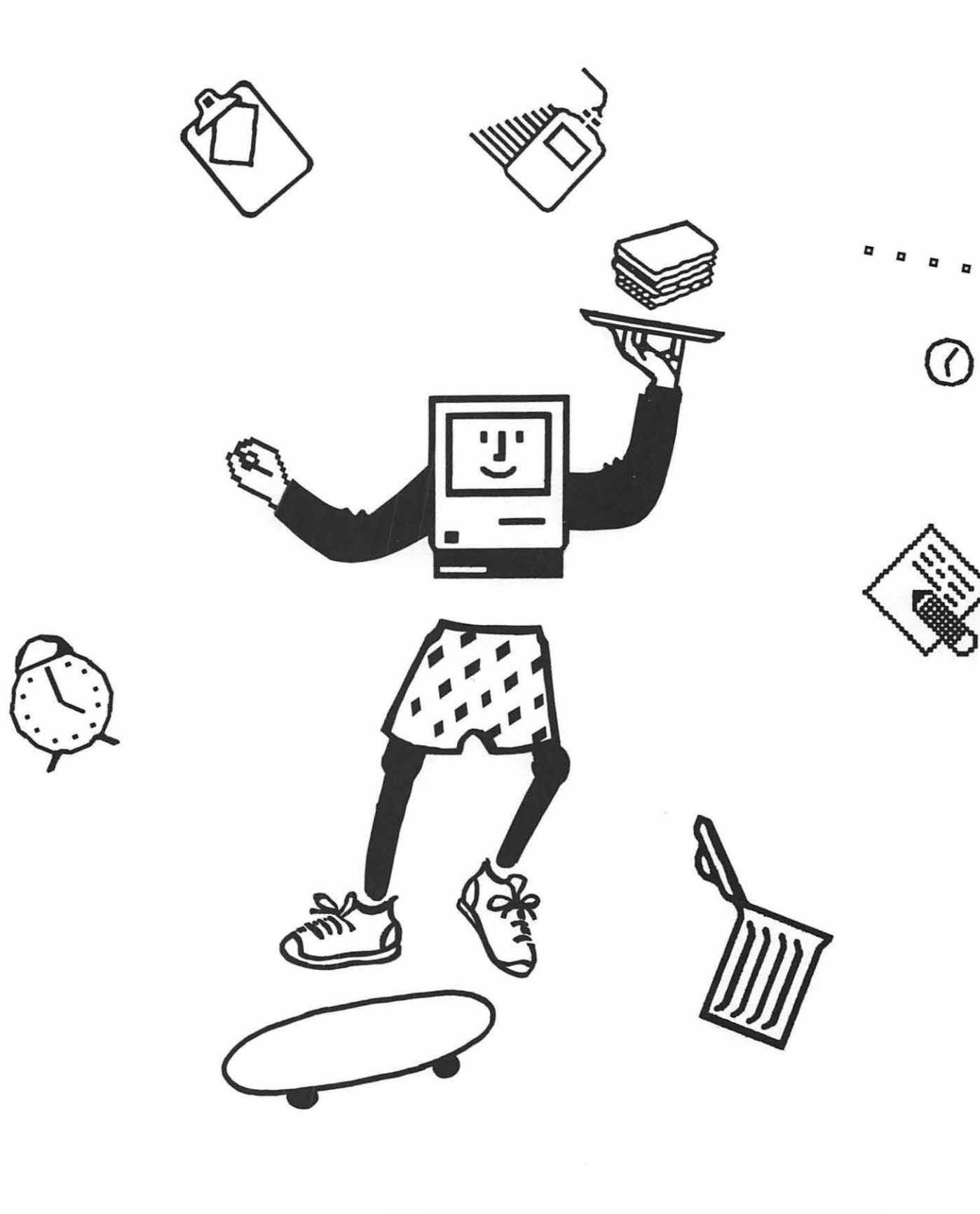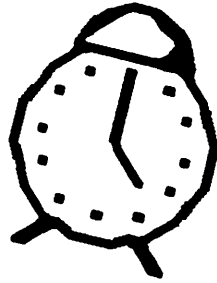
Part II: Sound Effects

The two programs covered in this section show off the Mac's impressive sound capabilities. A hilarious spoof on the incoherent mumblings of a certain American folk singer, DylanTalk attempts to pronounce the text in modal dialog and alert boxes, as well as the titles of controls when they are clicked. It's so stupid, it's good. On the other hand, we also have The Sound-Trecker, which is so good, it's scary. The Sound-Trecker is yet another quality product from Germany, the fatherland of fine chocolates, precision-built driving machines, and Cold War memorabilia. Like your own personal stereo system, The Sound-Trecker plays stunning songs in the background as you go about your work. You'll forget everything you ever thought about electronic music once you hear The Sound-Trecker in action.

program 3

DylanTalk

One summer in the mid-1980s, I shared my college apartment with a guy who worshipped Bob Dylan. Ben loved everything Dylan ever wrote. Had every album he ever recorded. Even owned a few books of Dylan lyrics. I read these and was impressed by the beautiful poetry of the words. But I'm amazed that Dylan now seems utterly incapable of singing the lyrics he wrote. Barbiturate Bob's latter-day songs sound like the incoherent ramblings of a dyslexic street preacher. I feel so bad for this acid-casualty I want to send him to night school for a diction class or to learn English as a second language. In the spirit of picking on washed-up celebrities who can't defend themselves, let me introduce DylanTalk, an extension that attempts to pronounce the text in modal dialog and alert boxes, as well as the titles of controls when they are clicked.

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■installing DylanTalk

To install DylanTalk, just drag it into the System Folder on your startup volume. An alert box appears explaining that the file belongs in the Extensions folder. Click OK and let the Finder put it in the right place.

Drag the DylanTalk Preferences folder (which contains the CB Teacher personality file) into the Preferences folder inside the System Folder (don't rename it or just drag it on top of the System Folder and let the Finder put it away, otherwise DylanTalk won't be able to locate the CB Teacher file).

Choose Restart from the Finder's Special menu to complete the installation.

To de-install DylanTalk, hold down the Shift key during startup until you see the words "Extensions disabled" below the standard "Welcome to Macintosh" greeting, then remove the extension and personality file from the System Folder and restart.

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ using DylanTalk

You don't have to do anything to "use" DylanTalk. It kicks into gear automatically provided you installed everything correctly. To check, go to the Finder and look at the right-hand end of the menu bar. You should see DylanTalk's tornado icon. Pull it down and you should see two menu items, the first one is About DylanTalk, and the second one is CB Teacher with a checkmark indicating that it's already selected.

If the tornado icon doesn't appear, check to see that the DylanTalk file is in the Extensions folder and then choose Restart from the Finder's Special menu. If CB Teacher doesn't appear in the Dylan-Talk menu, make sure the CB Teacher file is inside the DylanTalk Preferences folder, which is inside the Preferences folder, which resides in the System Folder (whew!).

To test DylanTalk, double-click the DylanTalk file or any other extension. As you would expect, the Finder presents an alert box explaining that extensions need to go into the Extensions folder to add functionality to the Mac. As the alert box appears, DylanTalk reads aloud the text of the alert box in a muddled voice that sounds like Charlie Brown's teacher. If you've never seen a Peanuts cartoon, to you it might sound more like an announcement on the public address system in any mass transit waiting area. Click OK to dismiss the alert box and make DylanTalk shut up immediately.

companion disks goodies

In case you were wondering, DylanTalk gets its name from the personality file that imitates the twangy voice of folk singer Bob Dylan complete with incoherent words and misplaced inflections. But at 949 kilobytes, the file was too big to include on the disk that comes with this book. For details on obtaining this personality file, see the Companion Disks Offer at the back of the book.

compatibility notes

DylanTalk requires System 7.

■ ■ ■ ■ ■ ■ ■ ■ ■ ## contacting the programmer

DylanTalk is copyright © 1992, FGM Enterprises and Dean Yu (address withheld by request).

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> AppleLink: FredM

Program 4

The Sound-Trecker

While the Mac has a well-deserved reputation as a graphics leader, its impressive sound capabilities often go unnoticed. PC users spend hundreds of dollars on SoundBlaster cards just so they can get a small fraction of the sound capabilities built into even the lowliest Mac. For my money, nothing shows off these marvelous capabilities in as entertaining a fashion as The Sound-Trecker, an application that plays beautiful-sounding songs stored in incredibly small files. The songs aren't digitized, yet they sound terrific, especially if you route the Mac's sound output through an amplifier, external speakers, or even a pair of Walkman-type headphones.

On-screen controls turn your Mac into a solid-state jukebox that allows you to program your favorite tracks and listen to them play uninterrupted in the background as you work in other applications. Pump up the volume, yeah pump it!

The songs are stored efficiently in very small files sometimes called modules or .MOD files, but we'll call them sound tracks. There are a few representative sound tracks included with The Sound-Trecker, and there are hundreds more available in the public domain. However, music files in .MOD format are relatively unknown to the Macintosh community. That's because they were originally introduced by SoundTracker, a similar program for the Commodore Amiga. You can download .MOD files from Amiga or PC bulletin boards and libraries, unpack them, then open them with The Sound-Trecker.

installing The Sound-Trecker

The Sound-Trecker is an application, and as such doesn't need to go anywhere special on your hard drive. Put it wherever you normally keep applications and utilities.

using The Sound-Trecker

Launch The Sound-Trecker by double-clicking its icon. An alert box appears explaining the terms of the shareware agreement. After reading the agreement, click OK to close the alert box and open the Sound-Trecker window.
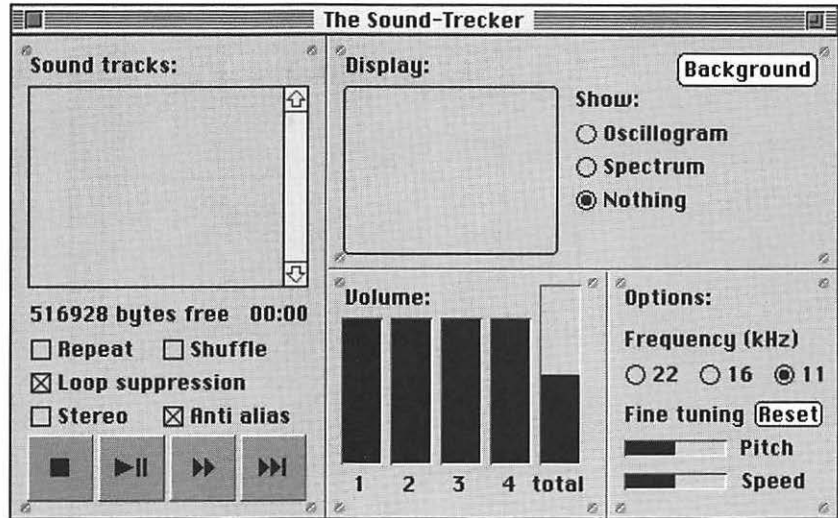
The Sound-Trecker window has a lot of controls that may seem confusing at first. For now, click the zoom box in the upper right-hand corner to reduce the size of the window to its most essential elements. You can always revert back to the larger display by clicking the zoom box again.

The Sound-Trecker

Sound tracks:

521408 bytes free   00:00

☐ Repeat   ☐ Shuffle

☒ Loop suppression

☐ Stereo   ☒ Anti alias
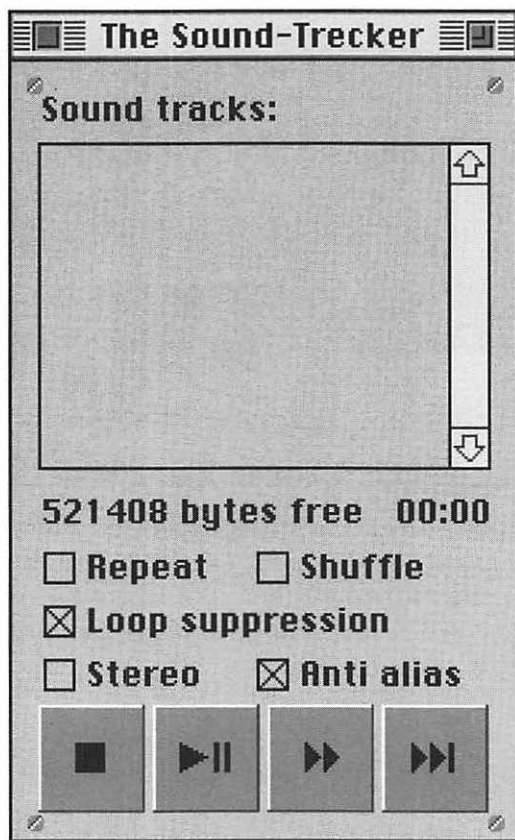
The scroll box at the top of the window is where all of the open sound tracks are displayed. Since you haven't opened anything yet, the scroll box is empty. Let's take care of that right now.

Choose Open (⌘-O) from the File menu to present a standard file selection dialog box.

```
┌─────────────────────────────────────────────────────┐
│  ┌──────────────────────┐                            │
│  │ 🗁 Sound Tracks ▼ │        ⊂⊃ Mac IIci         │
│  ├──────────────────────┬─┐  ┌──────────────┐       │
│  │ 🗋 Prelude          │⇧│  │    Eject     │       │
│  │ 🗋 SleezyBarBlues    │ │  └──────────────┘       │
│  │                      │ │  ┌──────────────┐       │
│  │                      │ │  │   Desktop    │       │
│  │                      │ │  └──────────────┘       │
│  │                      │ │  ────────────────       │
│  │                      │ │  ┌──────────────┐       │
│  │                      │ │  │    Cancel    │       │
│  │                      │⇩│  └──────────────┘       │
│  └──────────────────────┴─┘  ┌──────────────┐       │
│                              │     Open      │       │
│                              └──────────────┘       │
└─────────────────────────────────────────────────────┘
```
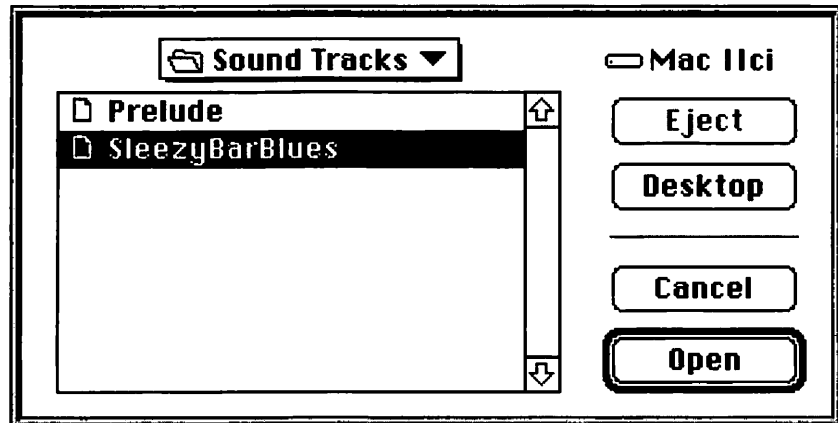
Locate the Sound Tracks folder on your hard disk, and keep clicking Open until you've selected one of the sound tracks residing in the folder. Only folders, sound tracks, and text files are displayed. Text files are displayed because that's the format .MOD files appear as when first copied to and decompressed on the Mac. If you attempt to open an honest-to-God word processor text file by mistake, Sound-Trecker informs you that it isn't in the correct format. On the other hand, if it recognizes the file format, you have the option of converting the text file to a sound track. In most cases, this is what you should do.

Instead of choosing Open from the File menu, you can double-click sound track files to launch The Sound-Trecker and open the sound tracks automatically. And System 7 users can opt for the drag-and-drop method: in the Finder, select all the sound track files you want to open and drag them onto the Sound-Trecker icon.

Immediately upon opening a sound track, The Sound-Trecker adds it to the scroll box and begins playing it if no other is already playing. Note that the sound track being played has a solid diamond next to its name. Also, the amount of free memory (in bytes) remaining appears below the scroll box on the left, and the running time (in minutes:seconds) appears on the right. If you ever need more memory for a really big sound track, quit The Sound-Trecker,

highlight its icon in the Finder, choose Get Info (⌘-I) from the File menu, and increase the Application/Preferred size value in the Memory Requirements box.

For purposes of following along, go ahead and open another sound track or two now. To switch from one sound track to another, double-click the one you want in the scroll box, or use the VCR- like control buttons at the bottom of the window.
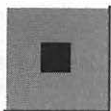
Stop: Click this button or choose Stop (⌘-.) from the Miscellaneous menu to fade out and stop playing the current sound track. The diamond next to the sound track's name disappears, the amount of free memory increases, and the running time counter resets.

Play/Pause: If a sound track is playing, click this button or choose Play/Pause (⌘-P) from the Miscellaneous menu to pause it immediately. The diamond next to the sound track's name switches from solid (playing) to hollow (paused) and the running time counter freezes. Click again to restart playing exactly where you left off. If no sound track is playing, click this button to load and play the sound track highlighted in the scroll box. If nothing is selected in the scroll box, a standard file selection dialog box appears, just as if you had chosen Open (⌘-O) from the File menu.
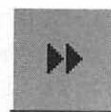
Fast Forward: Click this button to play the current sound track twice as fast as normal, or hold down the Option key while clicking to play four times faster than normal.

Skip: Click this button or choose Skip to next piece (⌘-+) from the Miscellaneous menu to fade out and stop the current sound track, then begin playing the next sound track in the scroll box. If there are no sound tracks below the current one, The Sound-Trecker starts again with the one at the top of the scroll box.

These VCR-buttons control the most basic operations of The Sound-Trecker and may be all you want to bother with. However, there are a bunch of other options that can be controlled via checkboxes, buttons, sliders, and menu shortcuts as follows:

> **Repeat**: Normally, each sound track in the scroll box is played once, then The Sound-Trecker stops. When this checkbox is selected, after playing them all, The Sound-Trecker starts playing them over again from the top. If there is only a single sound track in the scroll box, it is played endlessly. This option may be toggled by choosing Repeat on/off (⌘-R) from the Miscellaneous menu.

> **Shuffle**: Normally, sound tracks are played in the order in which they appear in the scroll box (which is initially the order in which they were opened, not alphabetical order). When this checkbox is selected, they are played in random order. To reorder manually, select a sound track and drag its outline to a new position in the scroll box, then let go of the mouse button. To make a copy of a sound track so that it can appear twice in the scroll box but not on your disk, select it and choose Duplicate (⌘-D) from the Edit menu. To remove a sound track altogether, select it in the scroll box and press Delete, choose Delete from the Edit menu, or choose Close (⌘-W) from the File menu.

> **Loop Suppression**: Some sound tracks don't have a defined end. Instead, they repeat an endless loop over and over. With this checkbox selected, a sound track with an endless loop is automatically stopped when that loop is reached.

The following options affect the quality of the music and, indirectly, the amount of processor power required to generate the music. Choose Measure speed (⌘-G) from the Miscellaneous menu to present an alert box showing how much of the overall processing time is being used for music generation and other background processes.

```
┌─────────────────────────────────────────────────┐
│  ┌───┐    Currently 10% of the                   │
│  │≣≣│    processing time is used for             │
│  └───┘    music generation and other             │
│           background processes.                   │
│                                                   │
│                                      ┌─────────┐  │
│                                      │   OK    │  │
│                                      └─────────┘  │
└─────────────────────────────────────────────────┘
```

After changing a quality option (the sound output may pause for a short time), try measuring the speed again to see the effect the new setting has on the processing time used. If you run The Sound-Trecker and nothing else, then it really doesn't matter how much power it consumes. However, if you want to run it in the background, the less processing time it uses, and the faster all of your other applications run. It's up to you to weigh the benefits of improved sound quality against degraded system performance.

Stereo: If your Mac can produce stereo sound output, select this checkbox to take advantage of this capability. You may toggle between stereo and monaural output by choosing Stereo on/off (⌘-M) from the Miscellaneous menu.

Anti alias: Normally, sound tracks are played using a fast but simple sampling rate conversion algorithm that produces a so-called "aliasing" distortion that may be noticeable in some songs. If that's the case, select this checkbox to use a linear interpolation algorithm that should provide better sound quality. The drawback is that this option requires much more processor time. This

option may be toggled by choosing Anti alias on/off
(⌘-A) from the Miscellaneous menu.

Now's a good time to click the zoom box in the upper right-hand
corner so that we can view the Options area of the window.
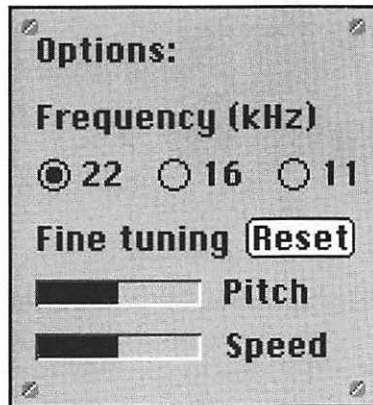
Frequency: Click the 22, 16, or 11 kilohertz (kHz) radio
button to switch the sampling frequency (sampling rate)
used for sound output. The required processing power is
proportional to the sampling rate; at 22 kHz, the number
of calculations is twice as high as with 11 kHz. With most
songs, the frequency does not make much difference in
quality, especially if you use the internal speaker. So
usually 11 kHz should be enough, but live it up at 22
kHz if you want.

Fine tuning: You can use the two sliders to adjust the
playing pitch and the tempo independently by about ±50
percent. Click Reset to return both sliders to their default
center positions.

The Sound-Trecker produces music by mixing four different sound
channels, each with its own volume slider, which may be control-
led independently of the others.

Volume:

| 1 | 2 | 3 | 4 | total |
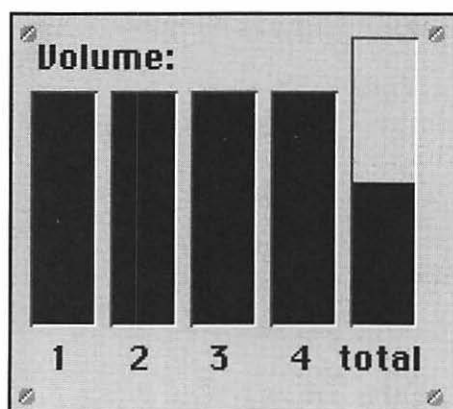
If you want to hear only a single channel, turn off the volume for the other channels by clicking at the bottom of each slider. Turn up the volume one at a time to see how each channel affects the music you hear.

If you don't hear anything, make sure the total volume slider on the far right hasn't been turned off completely. Normally the total volume should be at the halfway point. Too much higher and numerical ranges may be exceeded in calculations, which leads to clipping and a significant loss of sound quality. Conversely, when the total volume is too low, noise becomes more dominant. Remember, it's usually better to adjust the Speaker Volume in the Sound control panel rather than tweak The Sound-Trecker's total volume slider too much.

In the Display section of the Sound-Trecker window, click either Oscillogram or Spectrum for a graphic display of the sound track data. According to the programmer, the frequency spectrum shows "the logarithmical absolute value over the linear frequency axis." Yeah, right. Don't ask me what the heck this stuff means...I'm not a sound wonk, but I do know that these displays look pretty cool. Both displays are generated in real time and may slow down low-end Macs with certain settings. To turn off the display, click Nothing.

Display: [Background]

Show:

⦿ Oscillogram

Display: [Background]

Show:

○ Oscillogram

⦿ Spectrum

○ Nothing
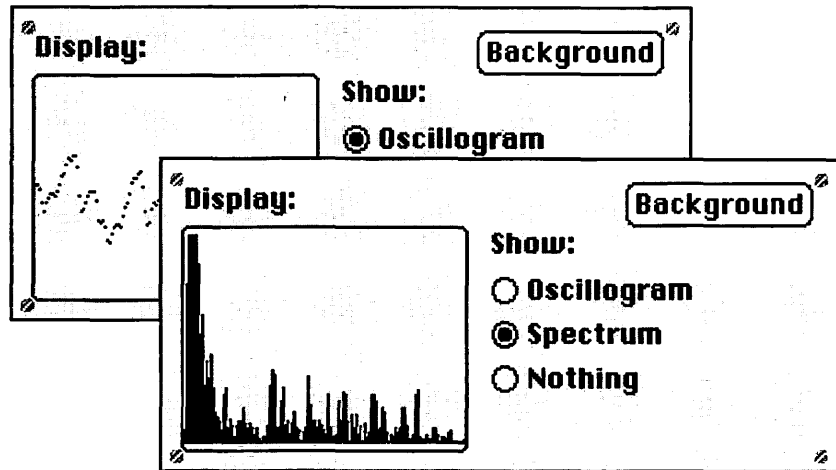
Under System 7, click Background or choose Send to background (⌘-B) from the Miscellaneous menu to close the Sound-Trecker window and switch to another open application. Under System 6.0.7 or later running MultiFinder, the Sound-Trecker window can be hidden by clicking a window of another application while holding down the Option key. Even though you may now be working in the Finder or writing in a word processor, The Sound-Trecker continues playing sound tracks in the background. If you want to change any of the settings in The Sound-Trecker, choose it from the Applications menu at the right-hand end of the menu bar (under System 7) or the Apple menu (System 6).

After you have set up all of the options as you like them in The Sound-Trecker, you may want to create a configuration file that remembers the sound tracks in the scroll box as well as all the other settings. Choose Save configuration (⌘-S) or Save configuration as from the File menu to present a standard file selection dialog box.

```
┌─────────────────────────────────────────────────────┐
│   ┌───────────────────────┐                           │
│   │ 🗀 Sound Tracks ▼      │         ⊂⊃ Mac IIci       │
│   ├─────────────────────┬─┐                           │
│   │ ▯ Prelude           │⇧│     ┌─────────────┐       │
│   │ ▯ SleezyBarBlues    │ │     │    Eject     │       │
│   │                     │ │     └─────────────┘       │
│   │                     │ │     ┌─────────────┐       │
│   │                     │ │     │   Desktop    │       │
│   │                     │ │     └─────────────┘       │
│   │                     │ │     ┌─────────────┐       │
│   │                     │⇩│     │   New 🗀      │       │
│   ├─────────────────────┴─┘     └─────────────┘       │
│   Save configuration as:        ┌─────────────┐       │
│   ┌─────────────────────────┐   │   Cancel     │       │
│   │ Music My Way            │   └─────────────┘       │
│   └─────────────────────────┘   ┌─────────────┐       │
│                                 │    Save      │       │
│                                 └─────────────┘       │
└─────────────────────────────────────────────────────┘
```

Once you have saved a configuration file to disk, you can open it by choosing Open (⌘-O) or Load configuration (⌘-L) from the File menu, or you can simply double-click it in the Finder. The Sound-Trecker opens the configuration file, adjusts all of the settings, and updates the scroll box with all of the sound tracks that were open when the configuration file was saved. If any of these sound tracks can't be found when it's time to play them, The Sound-Trecker notifies you of the problem and gives you the option of locating them manually.

Under System 7, you may want to place a configuration file (or an alias) in the Startup Items folder inside the System Folder. If you do, The Sound-Trecker automatically starts playing the sound tracks in the background every time you turn on or restart your Mac.

□ □ □ □ □ □ □ □ □ □ companion disks goodies

The Sound-Trecker comes with a few representative sound tracks, and there are hundreds more in the public domain (mostly found in .MOD format), but due to disk space constraints, I wasn't able

to include more in this book. If you'd like a handful of new sound tracks plus utilities to unpack Amiga and PC .MOD files, see the Companion Disks Offer at the back of the book.

◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ compatibility notes

The Sound-Trecker requires System 6.0.7 or later running on a Macintosh with a 68020 CPU or greater. The Sound-Trecker should be compatible with all software that conforms to the specifications of *Inside Macintosh*. Problems may arise with older software that uses the Sound Driver instead of the new Sound Manager. As soon as a program calls an old Sound Driver routine, the Sound Manager switches modes and stops all sound output generated via Sound Manager calls, including the Sound-Trecker's. When you quit the old program, the Sound Manager immediately restarts sound production.

◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ contacting the programmer

The Sound-Trecker is copyright © 1992, Frank Seide. The shareware fee is $30. Libraries and example source code can be obtained by sending one 800K disk, a self-addressed envelope, and $5 return postage.

> Frank Seide
> Wirichsbongardstr. 43
> D-52062 Aachen
> Germany
> Internet: Seide@pfa.philips.de

Part III: Menu Bar

Totally Rad Mac Programs contains SuperApple, which replaces the static Apple menu icon with alternative animated icons, and MICN, which substitutes space-saving icons for text in the menu bar at the top of the screen. *Bitchin' Mac Programs* continues this proud tradition with two brand-new control panels that mess with the menu bar. MenuBall places a bouncing ball in your menu bar for no good reason, and Menu Bar Pattern applies incredibly cool desktop patterns as large as 32 × 64 pixels and containing up to 256 colors. It just goes to show that not even an innocent 1/4-inch strip of the Mac's display is safe from the frivolous hacking of determined programmers worldwide.

Program 5

MenuBall

Just when you thought you had seen the stupidest Mac program ever, along comes MenuBall, a control panel that places a bouncing ball in your menu bar. For the life of me, I can't think of a more useless program, which is probably why it's so appealing. Who knows, maybe watching the ball bounce around is good practice for racquetball players during the off-season? Hey, wait a minute, racquetball is played indoors! Oh, never mind.

installing MenuBall

To install MenuBall, just drag it into the System Folder on your start-up volume. Under System 7, an alert box appears explaining that the file belongs in the Control Panels folder. Click OK and let the

Finder put it in the right place. Then choose Restart from the Finder's Special menu to complete the installation.

To de-install MenuBall, hold down the Shift key during startup under System 7, or the ⌘ key under System 6. When the Finder appears, remove the control panel from the System Folder and restart.

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ ▪**using MenuBall**

MenuBall starts bouncing a ball in the menu bar once the Finder's desktop appears. Thrilling, eh?

🍎 **File Edit L'ie⋰**▪**Label Special**

Wait, there's more. Open the MenuBall control panel by double-clicking its icon under System 7, or choosing the Control Panel desk accessory from the Apple menu under System 6.

MenuBall

MenuBall
Version 2.0

by Alex Levi Montalcini

◉ On
○ Off

[Info]

On/Off Hot Key : `cmd-opt-ctrl-b`

☐ Enable gravity acceleration
☐ Large ball
☐ Fast bouncing
☒ Show icon at startup

If you want to get rid of that damn bouncing ball, click Off. You needn't open the control panel just to banish the ball. Instead, you can toggle the ball by pressing whatever key combination is set as the On/Off Hot Key (the default is ⌘-Option-Control-B).

Normally the ball bounces gracefully up and down, up and down, following a zig-zag path. Select the Enable gravity acceleration checkbox to change the way the ball bounces. With gravity enabled, the ball rebounds a little less on each bounce, then when it's just about out of spunk, it starts fresh again.

Select the Large ball checkbox for a bigger ball. If I have to explain this one to you, hang it up, my friend.

Select the Fast bouncing checkbox for a speedier ball. Keep in mind that the speed at which the ball bounces depends primarily on the power of your Mac, the types of applications you use, and what's going on at any given moment. For instance, when an alert box or dialog box is open, the ball usually bounces much faster than normal.

Finally, if you want the MenuBall icon to appear along the bottom of the screen during startup, select the Show icon at startup checkbox. If you prefer not cluttering up your StartupScreen, deselect the checkbox. This checkbox affects the MenuBall icon only; the icons of other extensions and control panels still appear as always.

compatibility notes

MenuBall works under System 6 and System 7.

▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ contacting the programmer

MenuBall is copyright © 1993, Alessandro Levi Montalcini. If for some reason you actually like using MenuBall, send Alessandro a postcard with your comments.

> Alessandro Levi Montalcini
> C.so Re Umberto 10
> 10121 Torino
> Italy

M enu Bar Pattern

Totally Rad Mac Programs includes Before Dark, a powerful utility that replaces the Finder's default desktop patterns with incredibly cool ones as large as 256 pixels square and containing up to 256 colors. But why stop at the desktop? Menu Bar Pattern allows you to customize the menu bar at the top of the screen with the same type of patterns (albeit smaller ones) used by Before Dark and similar programs.

installing Menu Bar Pattern

To install Menu Bar Pattern, just drag it into the System Folder on your startup volume. Under System 7, an alert box appears explaining that the file belongs in the Control Panels folder. Click OK and

let the Finder put it in the right place. Then choose Restart from the Finder's Special menu to complete the installation.

To de-install Menu Bar Pattern, hold down the Shift key during startup under System 7, or the ⌘ key under System 6. When the Finder appears, remove the control panel from the System Folder and restart.

▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ using Menu Bar Pattern

Open the Menu Bar Pattern control panel by double-clicking its icon under System 7, or choosing the Control Panel desk accessory from the Apple menu under System 6.
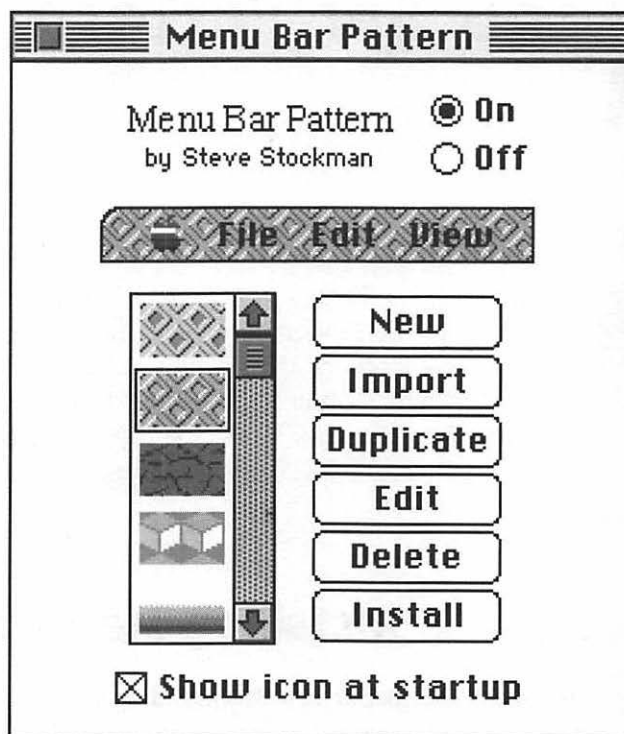
Make sure Menu Bar Pattern is active by clicking On. If you want to temporarily disable Menu Bar Pattern without removing it from your System Folder, click Off.

The scroll box in the left-hand side of the Menu Bar Pattern control panel shows five of the available patterns. To see the other patterns that are included with Menu Bar Pattern, scroll up and down by clicking the arrow buttons or pressing the arrow keys. When you see a particular pattern you like, click Install and it immediately covers the menu bar. Try installing the same pattern used on the desktop for an interesting look with only a thin black line separating the desktop from the menu items.

If you don't find anything to your liking among the patterns included, you can create your own. You can create an entirely blank pattern by clicking New, but starting with an existing pattern is easier. Highlight a pattern that's close to what you want, then click Duplicate to create a copy on which to work. To open the Edit dialog box, either double-click the copy or highlight it and click Edit.
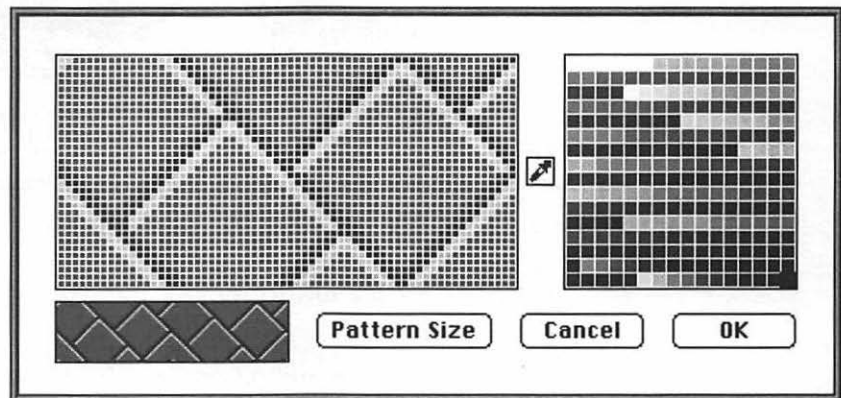
The Edit dialog box is your basic "fat bits" editor that allows you to change individual pixels. As you make your changes, they are reflected in the small preview box in the lower left-hand corner. Choose from the 256 different colors in the palette on the right, then click a pixel in the pattern to change it to the selected color.

If you want to make sure you are using the same color that is already contained in the pattern, select the eye-dropper tool and click it on the pixel whose color you want to match. That color is then highlighted in the palette on the right and you can begin using it immediately. If you want a color that's not available, double-click an unused color in the palette to present the standard Mac color picker.
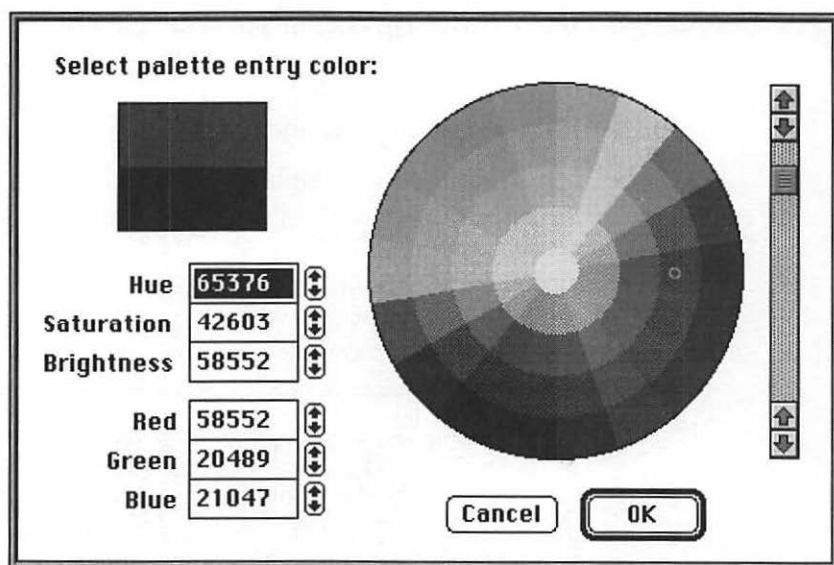
Select palette entry color:

Hue	65376
Saturation	42603
Brightness	58552
Red	58552
Green	20489
Blue	21047

Cancel   OK

Select the color you want by clicking in the wheel, scrolling to adjust brightness, or entering numerical values in the text boxes on the left, then click OK to replace the old color with the new one you just chose.

The pattern you are editing may not have the same dimensions as the examples shown in this book. That's because pattern resources come in many different sizes. Click Pattern Size to present a dialog box showing the current pattern in a variety of sizes, with its current size highlighted.
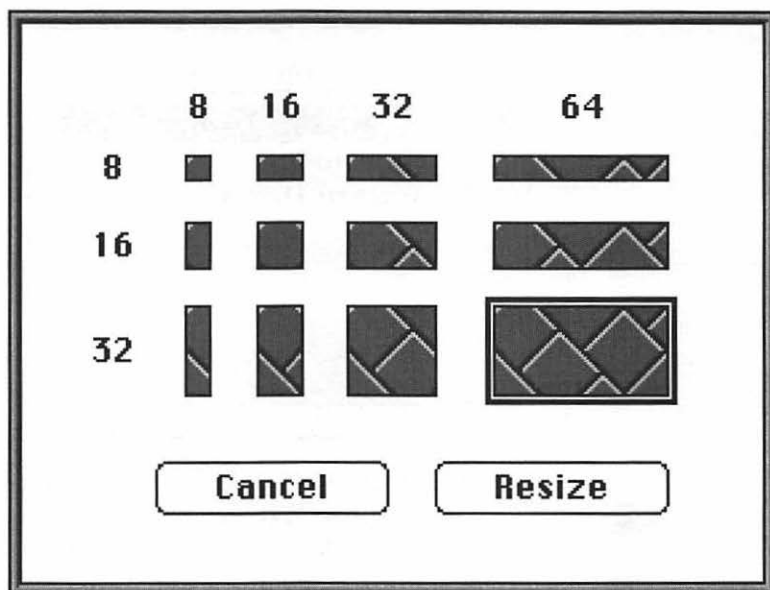
If you want to experiment, click a different size and then click Resize. You can see the effect of the new size in the preview area of the Edit dialog box. The menu bar is usually 16 pixels tall, so the easiest pattern size with which to work is 16 pixels square. Although some interesting effects can be generated by resizing to odd shapes, there's no good reason for making a pattern 64 pixels wide; but it's a free country, so do whatever you like.

When you are done editing and resizing your pattern, click Cancel to discard your changes, or click OK to make them permanent.

If you have some pattern resources in other files that you would like to use with Menu Bar Pattern, click Import to present a standard file selection dialog box.

```
┌──────────────────────────────────────────────────┐
│  ┌──────────────────────────────┐                 │
│  │      ⌐▭ Startup ▼ │           ⌐▭ Startup        │
│  │  ┌──────────────────────┬──┐                    │
│  │  │ ▯ ppats            ⇧ │  ┌─────────────┐       │
│  │  │ ▭ System Folder      │  │    Eject    │       │
│  │  │ ▭ Temporary Items    │  └─────────────┘       │
│  │  │                      │  ┌─────────────┐       │
│  │  │                      │  │   Desktop   │       │
│  │  │                      │  └─────────────┘       │
│  │  │                      │  ┌─────────────┐       │
│  │  │                    ⇩ │  │   Cancel    │       │
│  │  └──────────────────────┴──┘  └─────────────┘    │
│  │                          ┌─────────────┐         │
│  │                          │    Open     │         │
│  │                          └─────────────┘         │
└──────────────────────────────────────────────────┘
```
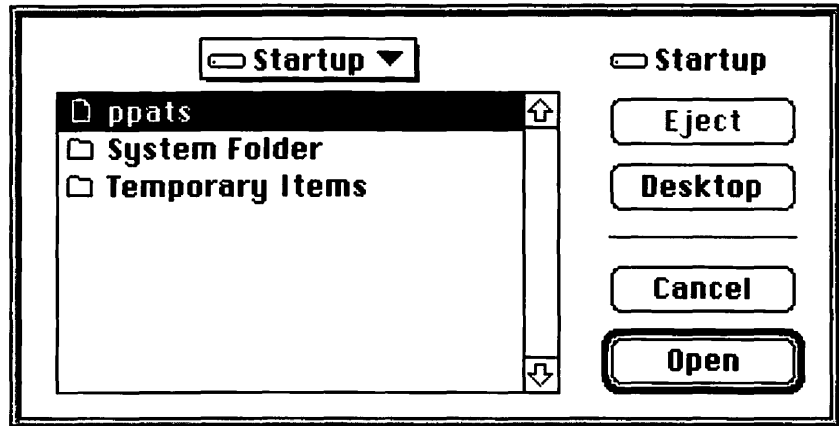
Click Desktop or Drive until you locate the volume that contains the file with the ppat (PixelPattern) resources you desire, then open the appropriate folders until you can double-click the name of the file you want. There are always ppats in the System file if you want to give that a try, and you can also import patterns that work with Thought I Could's Wallpaper, a commercial program similar to Before Dark. Once you have selected a file with a ppat resource, an alert box displays the number of patterns that have been imported into the Menu Bar Pattern file. (Patterns larger than 32 pixels tall and 64 pixels wide are clipped when imported, and a notification appears to that effect.) Click OK to see the new patterns in the control panel.

Each pattern you create or add to Menu Bar Pattern makes the control panel file somewhat larger. If the file ever takes up too much disk space, highlight a pattern that you don't like, then click Delete. No alert box appears asking you to confirm whether you really want to permanently remove the selected pattern, so be careful.

Finally, if you want the Menu Bar Pattern icon to appear along the bottom of the screen during startup, select the Show icon at startup checkbox. If you prefer not cluttering up your StartupScreen, deselect the checkbox. This checkbox affects the Menu Bar Pattern icon only; the icons of other extensions and control panels still appear as always.

□ □ □ □ □ □ □ □ □ □companion disks goodies

The ppat resources used by Menu Bar Pattern are easily created with Apple Computer's ResEdit utility, and there are thousands of patterns available in the public domain. But due to disk space constraints, I wasn't able to include any extra patterns in this book. If you want more than the patterns that are built into Menu Bar Pattern, you're in luck because I've assembled a wild batch of patterns suitable for importing into Menu Bar Pattern. For details, see the Companion Disks Offer at the back of the book.

□ □ □ □ □ □ □ □ □ □ □ □ □ □ compatibility notes

Menu Bar Pattern runs under System 6 and System 7. Menu Bar Pattern deactivates itself if the Monitors control panel is set to display fewer than 16 colors or grays because it would render the menu bar unreadable otherwise. Also, icons and other indicators placed in the menu bar by various programs and extensions may have a white border around them, but the pattern you installed should reappear underneath when the icons and such are no longer displayed.

□ □ □ □ □ □ □ □ □contacting the programmer

Menu Bar Pattern is copyright © 1993, Steve Stockman. The shareware fee is $7. If you would like the source code, add $1.

Steve can be contacted at the following addresses:

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America Online: SonflowrSW
AppleLink: S.Stockman
CompuServe: 76507,2646
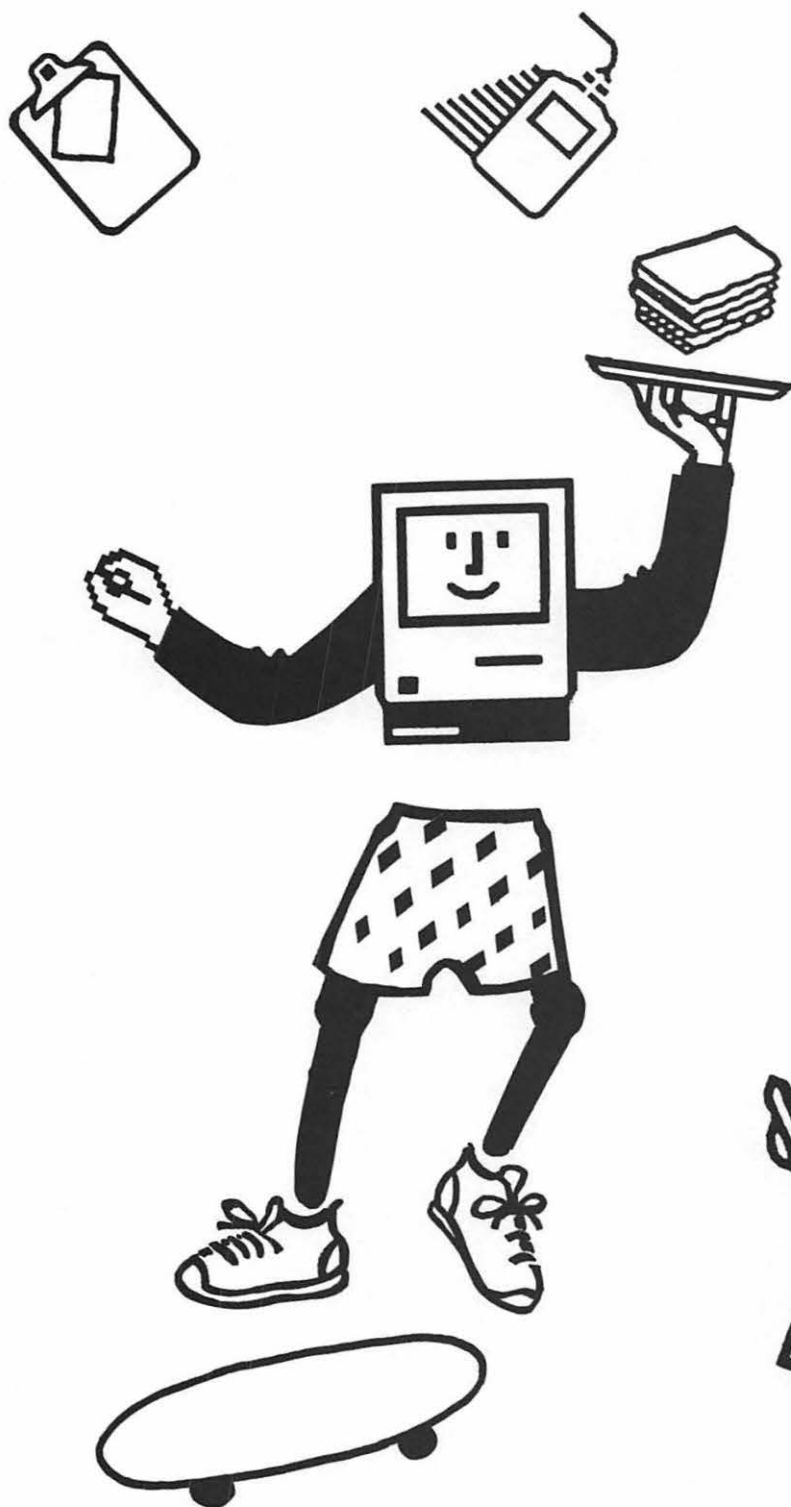
Part IV: Icons

The two programs covered in this section are used for creating and editing icons. iContraption is a full-blown icon editor that can also be used to move icon resources from one file to another. Folder Icon Maker is a bit more specialized. It's sole job is to make impressive-looking custom icons for folders with a drag-and-drop interface that couldn't be simpler. Before playing around with either program, take the time to read the brief icon primer found in the Appendix, so that you better understand exactly what it is you can do with iContraption and Folder Icon Maker. When you are finished, you should understand the concepts of icons, resources, families, ID numbers, and differential calculus. All right, pay attention and I'll drop that last subject.

Contraption

iContraption is a general-purpose color icon editor that allows you to view and edit just about every icon in the Mac. With almost no effort whatsoever, you can change the Trash into a toilet, make your hard disk a flying television, and turn all folders into boxes. You can also open boring icons and modify them any way you want. There's so much iContraption can do, let's get to it right away!

installing iContraption

iContraption is an application, and as such doesn't need to go anywhere special on your hard drive. Put it wherever you normally keep applications and utilities.

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ using iContraption

It's best to quit all other applications before launching iContraption so that you don't lose any important data in case something goes wrong. Also, since iContraption is unable to undo every type of modification, it's highly recommended that you always have a backup copy of any file you open with iContraption.

Launch iContraption by double-clicking its icon. After displaying a copyright notice for a few seconds, iContraption awaits your command. Choose New (⌘-N) from the File menu if you want to create a new file to hold icon resources, or return to the Finder and drag an existing file onto the iContraption icon and release the mouse button to drop-launch. Another way to open existing files is to choose Open (⌘-O) from the File menu to present a standard file selection dialog box.

```
┌─────────────────────────────────────────────────┐
│                                                   │
│    ┌─── iContraption 1.0.2 ▼ ──┐                  │
│    │ □ Icon Resources       ⇧ │   ▭ Mac IIci     │
│    │ ◈ iContraption           │                  │
│    │                          │   ┌──────────┐   │
│    │                          │   │  Eject   │   │
│    │                          │   └──────────┘   │
│    │                          │   ┌──────────┐   │
│    │                          │   │ Desktop  │   │
│    │                          │   └──────────┘   │
│    │                          │   ─────────────   │
│    │                          │   ┌──────────┐   │
│    │                          │   │   Open   │   │
│    │                        ⇩ │   └──────────┘   │
│    └──────────────────────────┘   ┌──────────┐   │
│                                   │  Cancel  │   │
│      ◉ Files that contain ICN#'s  └──────────┘   │
│      ○ All files (for custom icons)               │
│                                                   │
└─────────────────────────────────────────────────┘
```
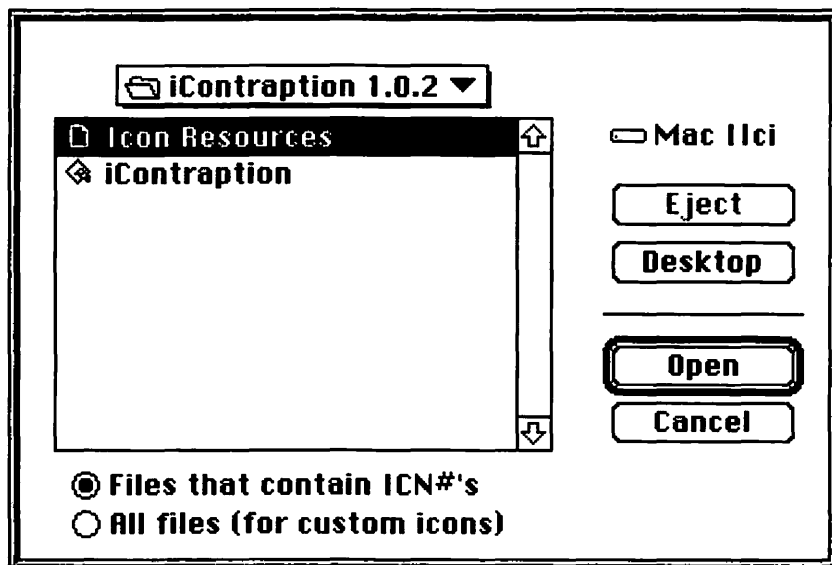
For purposes of following along, open a copy of the Icon Resources file, which contains dozens of beautiful icons for you to use. However, for future reference, let's take a moment to explore a few of the other options available to you in this dialog box.

By default, only folders and files containing at least one ICN# resource appear in the dialog box. If you want to edit System 7 custom icons (the kind that are pasted into Get Info windows), click the All files radio button to display all items (even invisible ones) on disk. When the All files radio button is selected, a Custom button appears on the right. Highlight something in the scroll box, then click Custom to open an Icon Picker window. If a custom icon (ID-16455) doesn't exist, iContraption creates one using the default icon. At least that's how it usually works. However, I've experienced crashes if a volume selected in the scroll box doesn't already contain a custom icon. To avoid such a nasty surprise, paste a placeholder custom icon into the Get Info window before trying to work on the custom icon with iContraption. (Why bother with custom icons if iContraption allows us to edit all icon families? Because custom icons don't replace other icons, so you can always revert back to the original icons.)

If you have a number of files that you frequently open with iContraption, you can set them up to appear in the Open Special submenu in the File menu for easier selection. I recommend you do this with the Icon Resources file. Choose Open Special from the submenu to present a dialog box. Click Add File to open a standard file selection dialog box in which you can specify the files you want. When you click Open, the selected file appears in the Open Special submenu. To remove a file from the submenu, select it in the dialog box and click Remove File.

Whenever you open a file with iContraption, a representative of each of the icon families contained therein appears in an Icon Picker window bearing the file name in the title bar. If you have multiple files open simultaneously, each has its own Icon Picker window.

Icon Picker windows display one representative icon for each icon family (to create icons from scratch, choose New Icon Family—⌘-K—from the Edit menu). Any action you perform on the representative icon applies to all members of the icon family. For example, beneath each representative icon is the resource ID of the icon family. You can easily change the resource ID for all members of an icon family by simply clicking on the ID and typing a new number (or change the number to Custom to make this the new custom icon for the file). If you assign a resource ID that is already used by another icon family in the same file, iContraption presents an alert box and asks you to choose another number. It's generally not a good idea to renumber icons within applications, extensions, or control panels because they use the resource ID to assign certain icon families to specific file types.

Aside from renumbering the resource ID, there's much more you can accomplish using the Icon Picker windows.

To copy icon families from one file to another, Shift-click as many families as you like in one Icon Picker window, drag them to another Icon Picker window, and release the mouse button. It's just like using the Finder to drag files from one folder to another. An alert box appears momentarily to display the progress of the copy procedure. If the destination file already contains an icon family with the same resource ID as one of the families being copied, iContraption presents an alert box with the option to replace the destination icon family with the one you're dragging, assign a unique resource ID to the icon family (iContraption suggests a resource ID that won't conflict with any other icons in the destination file, but feel free to enter your own resource ID if you prefer), or cancel the copy procedure altogether.

Similarly, you can easily replace one icon family for another. Just drag a representative icon onto the icon you want to replace until it is highlighted. When you drop it, the resource ID is changed automatically to match that of the icon family being replaced. This makes changing icons a breeze. For example, open a copy of the System file and, one at a time, change the Trash (ID-3993) and Full Trash (ID-3984) icons to whatever you like using the simple drag-and-drop procedure. The icon families in the Icon Resources file with ID numbers in the 500 range are designed specifically as Trash replacements, so give them a try. Incidentally, copies of the System file and the Finder are great places to locate icons that are used by lots of other programs.

Finally, you can delete icon families by dragging the representative icons out of the Icon Picker window. An alert box appears asking you to confirm that you really want to permanently remove the selected icon families. You can also delete a family by selecting it, then pressing Delete or choosing Clear from the Edit menu.

Double-clicking a representative icon in the picker window opens the Family Portrait window for that icon family, allowing you to view and manipulate the individual family members.
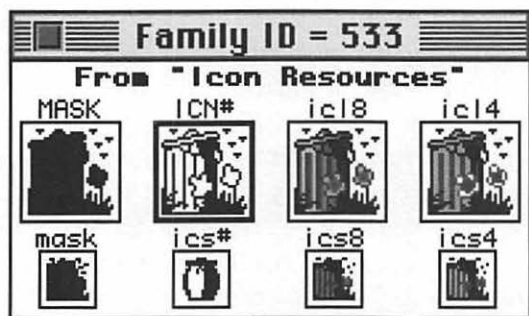
This window contains eight small boxes that represent the individual members of the icon family, which are essentially variations on a single icon optimized for viewing at different settings. For example, if the Finder's View menu is set to display by Small Icon, icons from the bottom row appear in Finder windows, but if the View menu is set to display by icon, icons from the top row appear instead. Likewise, if the Monitors control panel is set to 256 colors, the 8-bit icons (icl8 and ics8) are used, whereas the monochrome icons (ICN# and ics#) are used when Monitors is set to Black & White.

Double-click the member of the icon family that you wish to edit. For reasons that I'll explain in a moment, it's usually best to begin with the large, 8-bit icon (icl8), although when creating icons from scratch, you must begin with a 1-bit icon. Once you double-click a member of the icon family, its contents appear in the Fatbits Editing window.
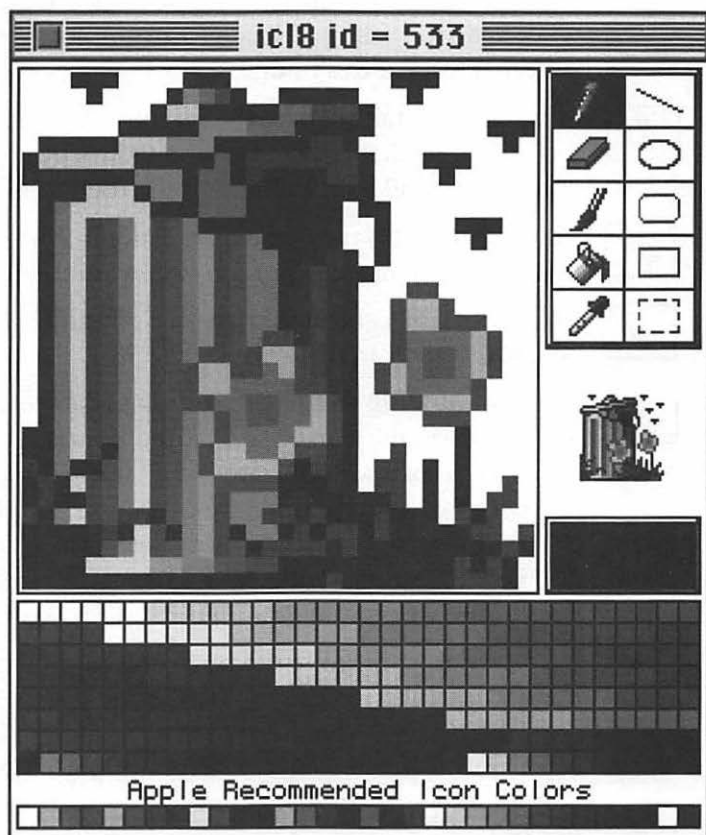
Using the tools on the right, you can edit icons down to their in-
dividual pixels. As you make changes, they are immediately
reflected in the preview below the toolbox.

Before you begin editing color icons, make sure you are working
with the desired color. If you are working on an 8-bit icon, choose
from the palette below, which contains all 256 colors on the stand-
ard System palette, as well as a subset of 34 colors that Apple
recommends for use when designing icons. Use whatever colors
you like; it doesn't really matter. The currently selected color ap-
pears in a small box on the right above the palette.

The tools available in iContraption should be familiar to anyone who has ever used a Macintosh graphics program, but a brief refresher course can't hurt.

Most of the detail work in the fat bits editor is done with the pencil tool. Click to draw and erase individual pixels, or toggle as many pixels as you like by holding down the mouse button.

The eraser tool is used to erase sections of the icon. Click and drag to scrub out whatever portion you want to revert to white.

The brush tool is used to draw thick swathes. It's like a big fat pencil, or an eraser in reverse.

If you want to fill in a large area with a single color, use the bucket tool. Position the cursor so that the bottom of the spilling paint is touching a pixel in the area you want to fill. When you click, iContraption changes the color of that pixel and all bordering pixels of the same color. If there's a break of even a single pixel, the bucket tool can inadvertently fill a large area. Don't fret. Just choose Undo (⌘-Z) from the Edit menu and try again.

If you want to make sure you are using the same color that is already contained in the icon, select the eye-dropper tool and click it on the pixel whose color you want to match. That color is then highlighted in the palette. If you want to begin using a color immediately, Option-click and the eye-dropper tool becomes the pencil tool.

To draw a straight line from one pixel to another, select the line tool, click at the point of origin, and drag to the destination. As long as you are holding down the mouse button, the line is elastic, but once you let go, the line is drawn. If you make a mistake, you can always undo.
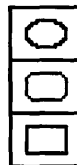
The next three tools are used to draw ovals, rectangles with rounded edges, and rectangles, respectively. Only the outline of the object appears in the selected color; the insides are transparent and allow whatever is behind to show through.

The marquee tool is used to select portions of the icon, usually so that they can be manipulated with the Edit menu. For example, if you want to duplicate a small section, select it by dragging with the marquee tool, choose Copy (⌘-C) from the Edit menu, then choose Paste (⌘-V) from the Edit menu. The duplicate is selected, and you can now reposition it with the hand cursor.

Once you have made all the changes you want, click the close box or choose Close (⌘-W) from the File menu. An alert box asks for confirmation of your changes, then the Family Portrait window appears with the modified icon.

With the desired changes made to a single member of the icon family, it's now very easy to transfer those changes to another member of the family. Simply click on an icon, then drag its outline onto another box. When you let go, iContraption automatically remaps colors to the closest equivalents, or if you hold down the Option key when you drop, iContraption uses QuickDraw's dithering routines to simulate a close color match. For example, when dragging an 8-bit icon onto a 4-bit icon, iContraption may change certain colors if the ones used in the 8-bit icon aren't available in the 4-bit palette. Likewise, if you drag a large icon onto a small one, it is automatically scaled to fit. For best results, I find it easiest to concentrate most of my efforts on editing an 8-bit icon, dragging this to the 4 and 1-bit icons (including the mask), then dragging each of the large icons onto their related small icons. Once you've duplicated icons in this manner, you may want to tweak the copies so they look as good as possible with the new size and colors.

In most cases, you must choose Restart from iContraption's File menu before the new icons appear on the Finder's desktop. If they still don't appear, rebuild your Desktop by starting your Mac normally and pressing ⌘-Option until the Finder asks if you really want to rebuild the Desktop. You do, so click OK. If you have more than one disk, click OK as the Finder asks about rebuilding the Desktop on each. The time it takes to rebuild the Desktop depends on the speed and the size of the disk. When done, the Finder should no longer show generic icons for any files which have their

own icons. Also, you may notice somewhat faster response time when starting up your Mac or quitting programs. The only drawback to rebuilding your Desktop is that you lose any Comments you may have entered into files' Get Info windows. Since few people use this feature anyway, it's usually not a concern.

companion disks goodies

iContraption comes with dozens of icons in the Icon Resources file, and there are thousands more in the public domain, but due to disk space constraints, I wasn't able to include more in this book. If you want more icons, see the Companion Disks Offer at the back of the book.

compatibility notes

iContraption requires System 7 and a monitor capable of displaying at least 256 colors.

contacting the programmer

iContraption was written by Brian Zuk and is copyright © 1992, imMedia. The shareware fee is $20. Icons supplied by Baseline Publishing, Doug Quinn, and Dave Schutz (Alikchi Graphics).

If you enjoy using iContraption, you'll be pleased as punch to learn that it morphed into a commercial package from Baseline Publishing called I Like Icon. Also, Component Software's Icon Gallery is a set of more than 850 color icons that can be used with iContraption. See the exclusive offers in the back of this book for information on ordering this package at substantial discounts.

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Folder Icon Maker

Even though iContraption can be used to create frivolous folder icons, Folder Icon Maker is a much simpler utility for replacing boring plain folders with custom icons. You know the type…check out the icons on the System Folder or the Extensions folder. They look like folders with tiny icons emblazoned in the center. Creating these kinds of icons with Folder Icon Maker is simplicity itself, and it makes your desktop look so much more interesting. Once you get the hang of it, you'll want to change every folder you can find.

▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ installing Folder Icon Maker

Folder Icon Maker is an application, and as such doesn't need to go anywhere special on your hard drive. Put it wherever you normally keep applications and utilities. You should also keep the gray, green, and violet folder resource files in the same folder.

▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ using Folder Icon Maker

The simplest way to use Folder Icon Maker is to take advantage of System 7's convenient drag-and-drop capability. Find an application or document that has the icon you want to place on a folder, then drag the file onto the Folder Icon Maker icon (neither the file nor the Folder Icon Maker application can be on a floppy if you intend to use drag-and-drop). When the Folder Icon Maker icon is highlighted, drop the file by letting go of the mouse button.

```
╔═▓═════ Word Folder ═════╗
║ 2 items      381.5 MB in disk    21.1 MB av.║
║                                            ⇧ ║
║        ◆        ◇                            ║
║   ┌─────────┐  ╲                            ║
║   │Microsoft Word│  ◁─┐                       ║
║        ╲       ╲                            ║
║        Folder Icon Maker                  ⇩ ║
║ ◁ ▷ ▭▭▭▭▭▭▭▭▭▭▭▭▭▭ ◁ ▷ ▦║
╚═══════════════════════════════╝
```
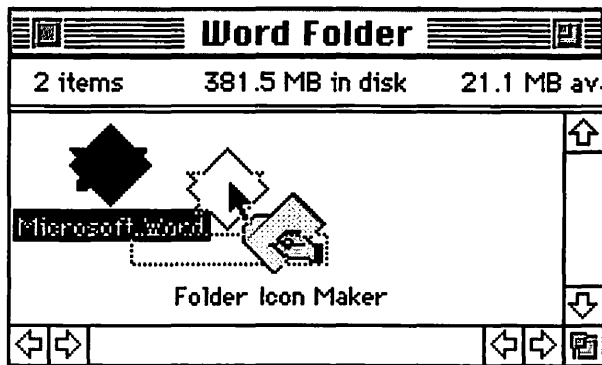
The Folder Icon Maker application automatically launches and creates a new folder in the same window as the dropped file. Folder Icon Maker then "steals" the icon of the file you dropped, makes it smaller, places it on a standard folder background, and pastes this custom icon on the new folder. Then Folder Icon Maker quits and returns to the Finder, all in a matter of seconds. The new,

empty folder has the same name as the dropped file, with the character *f* appended, indicating that it's a folder.
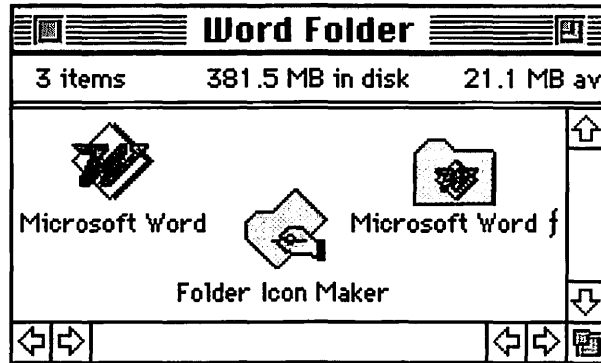
That's the basic operation of Folder Icon Maker in a nutshell, but there are several options that can be selected when you drag-and-drop. Simply hold down one of the following keys as you drop the file onto Folder Icon Maker and continue holding until the program is finished:

> **C**: Copies the custom icon to the Clipboard instead of creating a new folder. Once on the Clipboard, you can paste the custom icon into almost any Get Info window.
>
> **F**: Places the custom icon on the folder in which the dropped file resides instead of creating a new folder. Due to limitations of the Finder, if the parent folder has ever had a custom icon before, the new icon can't be installed automatically and is placed on the Clipboard instead. If you want to use it, select the folder, choose Get Info (⌘-I) from the File menu, then paste the new icon over the old.
>
> **T**: Treats the white portion of the file's icon as transparent, so the color of the folder shows through what would be white otherwise. It's a matter of aesthetics whether you choose to use this option or not, but it's usually a good idea when using black-and-white icons.

A: Disables the anti-aliasing feature. Anti-aliasing is supposed to improve visible detail when creating small icons on color Macs, but I've never noticed too much difference.

Under normal circumstances, Folder Icon Maker creates a custom icon by taking the System file's standard folder icon (ID-3999) and placing a small icon in the center. However, you can use alternative folder icon resources as the background instead of the standard folder icon. Included with Folder Icon Maker are three alternative backgrounds: Gray Floppy, Green Gradient, and Violet Floppy. To use these, launch Folder Icon Maker by double-clicking its icon. Choose Select Custom Folder Icon File from the Options menu to present a standard file selection dialog box.

Click Desktop or Drive until you locate the volume that contains the custom folder icon files you desire, then open the Folder Icon Maker folder and double-click one of the available resource files. From now on, this is the default background used by Folder Icon Maker. If you want, make copies of these resource files and edit their icons using iContraption.

If you ever forget what resource file you have selected, choose Find Current Custom File from the Options menu and the resource file is highlighted in the Finder. To revert back to normal, choose Use

Standard Folder Icon from the Options menu. For a detailed explanation of how to create your own custom backgrounds, see the ReadMe file on disk.

Although Folder Icon Maker is obviously designed to create icons for folders, two of the alternative icon resources are well suited to use on floppy disks. The best way to use them is to drag-and-drop while holding down the C key to place the custom icon on the Clipboard, then paste this custom icon into the Get Info window of a floppy disk.

compatibility notes

Folder Icon Maker requires System 7.

contacting the programmer

Folder Icon Maker is freeware copyright © 1991–1992, Gregory M. Robbins. Greg welcomes comments, criticisms, suggestions, and picture postcards of your hometown.

If you enjoy using Folder Icon Maker, you may be interested to know that it has mutated into part of a commercial package, Aladdin Desktop Tools, under the guise of Desktop Icon Maker. See the exclusive offer in the back of this book for information on ordering Aladdin Desktop Tools at a substantial discount.

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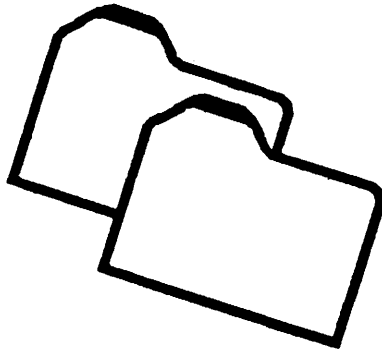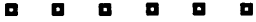
Part V: Random Cool Stuff

The nine programs covered in this section fail to conveniently fall
into any of the other categories I arbitrarily created, so by virtue of
that common trait alone are they thusly grouped. CursorAnimator
allows you to substitute each of the five system cursors (I-beam,
crosshair, crossbar, wristwatch, and arrow) with static or animated
color cursors guaranteed to be much more entertaining.
Psychedel•INIT recreates the misfiring synapses of the late 1960s
by randomly changing the color of text everywhere it appears. If
that appeals to you, you'll love giving your Mac a complete make-
over with Greg's Buttons, a control panel that alters the default font,
buttons, and background colors, among other things. If you've al-
ways wanted a pet but are too self-involved to give it the love and
food it craves, Kingyo is just what the vet ordered: a cute animated
cartoon fish that swims around on your screen. Anyone who enjoys
a good challenge will love PuzzleTime, a bigger and better version
of Apple's Puzzle DA, in which you attempt to arrange tiles of an
animated QuickTime movie. SpiNit is a simple little extension that
does what its name implies: it causes windows, dialog boxes, and
alert boxes (and even menus sometimes) to appear on screen after
their outlines spin into place. And to put you in the holiday frame
of mind any time of the year, check out Snow and Xmas Lights,
which place snowflakes and blinking Christmas lights on the
Finder's desktop. Finally, when the day is over, choose Shut Down
from the Finder's Special menu and Shutdown Slide gracefully slides
the desktop off the screen in one of several very interesting ways.

CursorAnimator

CursorAnimator is your passport to the world of animated cursors! No longer must you put up with a boring I-beam cursor, or a worthless wristwatch. Replace these with a spinning globe, walking dog, beating heart, rotating apple, or whatever else you come up with. CursorAnimator lets you substitute each of the five system cursors with static or animated cursors, in color! (Technically, these are pointers, not cursors, but who really cares?)

installing CursorAnimator

To install CursorAnimator, just drag it into the System Folder on your startup volume. Under System 7, an alert box appears explaining that the file belongs in the Control Panels folder. Click OK and

let the Finder put it in the right place. Then choose Restart from the Finder's Special menu to complete the installation.

To de-install CursorAnimator, hold down the Shift key during start-up under System 7, or the ⌘ key under System 6. When the Finder appears, remove the control panel from the System Folder and restart.

▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ using CursorAnimator

Open the CursorAnimator control panel by double-clicking its icon under System 7, or choosing the Control Panel desk accessory from the Apple menu under System 6.

At the top of the control panel are the five standard System cursors: I-beam, crosshair, crossbar, wristwatch, and arrow. Immediately below these is a grid containing the replacements used by CursorAnimator. And the large scroll box displays all of the cursors currently loaded into CursorAnimator. As you scroll through these, notice that some are animated and others static.

The grid is where you designate the replacements to be used for the System cursors (for example, in the preceding figure, the apple replaces the wristwatch above it). The grid has five columns for the different types of System cursors, and two rows for the states of the mouse button (up and down). To change the appearance of any System cursor, simply drag the desired replacement from the scroll box to the spot in the grid that you want to change. To revert to an original system cursor, either drag a System cursor from above the grid to one of the corresponding spots below, or drag the gray default cursor from the top of the scroll box.

Note that when you click a cursor in the scroll box, the cursor and its name are highlighted, indicating your selection. If you are curious about a cursor, either double-click the cursor in the scroll box, drag the cursor to the Information button (it's the one above the Disk button), or select the cursor and then click the Information button to present a dialog box with notes and a few editable text fields.

Name of the Cursor:

Color World

Delay [Ticks]: 2

Color World
©1991 by Alexander Falk

You may distribute the cursor free of charge, provided that this copyright information is included. Any **commercial** distribution of this cursor or distribution as an endorsement to buy another product is prohibited without written consent from the

[Cancel] [Copy Info] [OK]
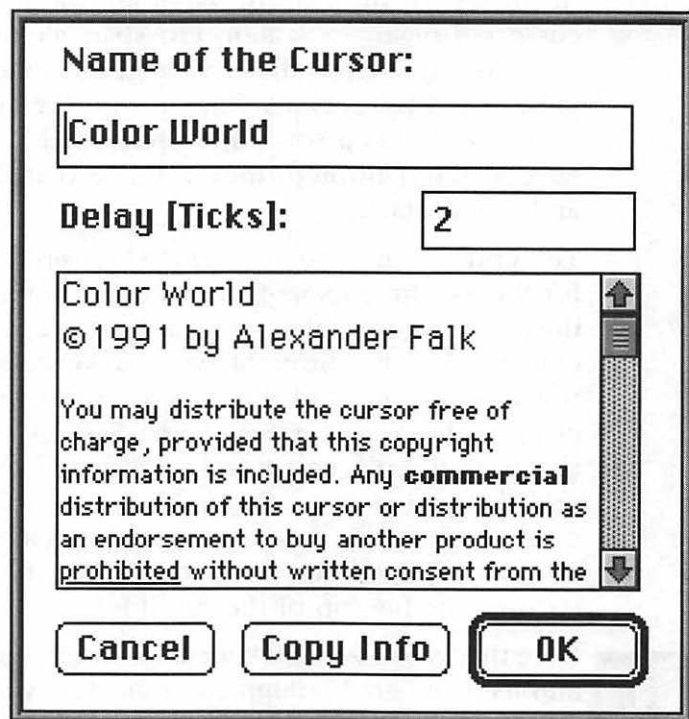
If you like, you can rename the cursor just by editing the contents of the first text field. Also, if it is an animated cursor, you can change the speed of the animation by specifying a new Delay value, measured in ticks, or $\frac{1}{60}$ths of a second (entering Delay values for static cursors has no effect, so don't bother). The larger the number, the greater the delay and the slower the animation. Conversely, for a fast animation, enter a small number. Each cursor has its own ideal Delay value, so experiment with different numbers (1 through 32,767) until you arrive at something you enjoy. You cannot alter the notes in the scroll box, but you can click Copy Info to place them on the Clipboard for use elsewhere. When you are done, click Cancel to disregard your changes, or click OK to make them stick.

Cursors can be imported into and exported from CursorAnimator. To export cursors (so that they can be edited using ResEdit, for example), ⌘-click to select all those you want to group into a single file, th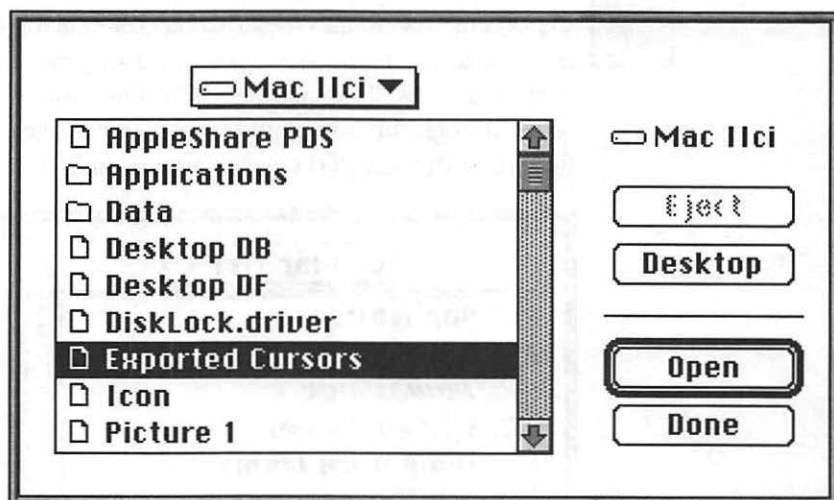en drag to the Disk icon and a standard file selection dialog box appears (even though the outline of only one cursor gets dragged, rest assured that all of the selected cursors are exported).

```
┌─────────────────────────────────────────────────────┐
│                                                       │
│        ┌─ Mac IIci ▼ ─┐              ⊂⊃ Mac IIci       │
│        ┌────────────────────────┐                     │
│        │ 🗀 Applications        ⇧ │    ┌─ Eject ─┐     │
│        │ 🗀 Data                  │    └─────────┘     │
│        │ 🗇 PowerBook             │    ┌ Desktop ┐     │
│        │ 🗀 System Folder         │    └─────────┘     │
│        │ 🗀 Temporary Items       │    ┌ New  🗀 ┐     │
│        │ 🗀 Utilities           ⇩ │    └─────────┘     │
│        └────────────────────────┘                     │
│        Save as:                      ┌─ Cancel ─┐     │
│        ┌────────────────────────┐    └──────────┘     │
│        │ Exported Cursors       │    ┌──  Save  ──┐    │
│        └────────────────────────┘    └────────────┘    │
│                                                       │
└─────────────────────────────────────────────────────┘
```
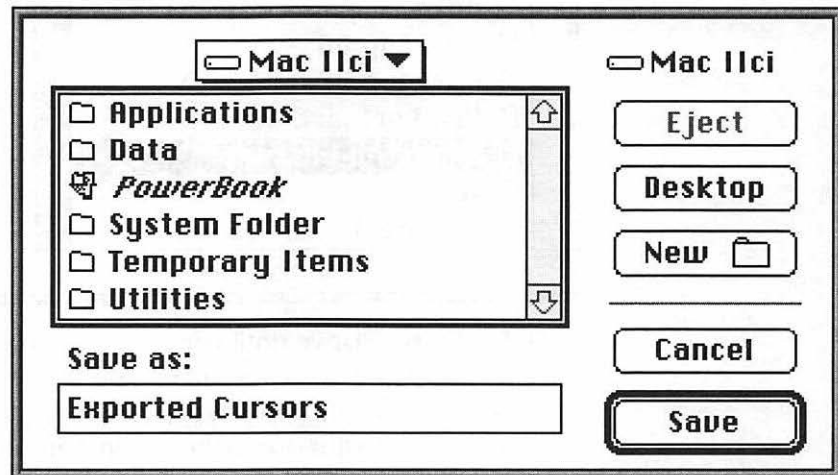
Enter a name and location for the cursors, and click Save. Once saved to disk, cursors can always be imported back into Cursor-Animator as desired, so this is a good way to archive cursors that you don't use every day.

If you have some cursor resources in other files that you would like to use with CursorAnimator, click the Disk icon to present a standard file selection dialog box.

```
                    ┌──── Mac IIci ▼ ────┐
   ┌─────────────────────────────────┐  ┌──────────────┐
   │ D AppleShare PDS            ⬆   │  │ ⬠ Mac IIci   │
   │ ☐ Applications              ▓   │  │              │
   │ ☐ Data                      ▓   │  │ ┌──────────┐ │
   │ D Desktop DB                ▓   │  │ │ Eject    │ │
   │ D Desktop DF                ▓   │  │ └──────────┘ │
   │ D DiskLock.driver           ▓   │  │ ┌──────────┐ │
   │ ▓D Exported Cursors▓▓▓▓▓▓▓▓▓ ▓   │  │ │ Desktop  │ │
   │ D Icon                      ▓   │  │ └──────────┘ │
   │ D Picture 1                 ⬇   │  │ ┌──────────┐ │
   └─────────────────────────────────┘  │ │  Open    │ │
                                        │ └──────────┘ │
                                        │ ┌──────────┐ │
                                        │ │  Done    │ │
                                        │ └──────────┘ │
                                        └──────────────┘
```
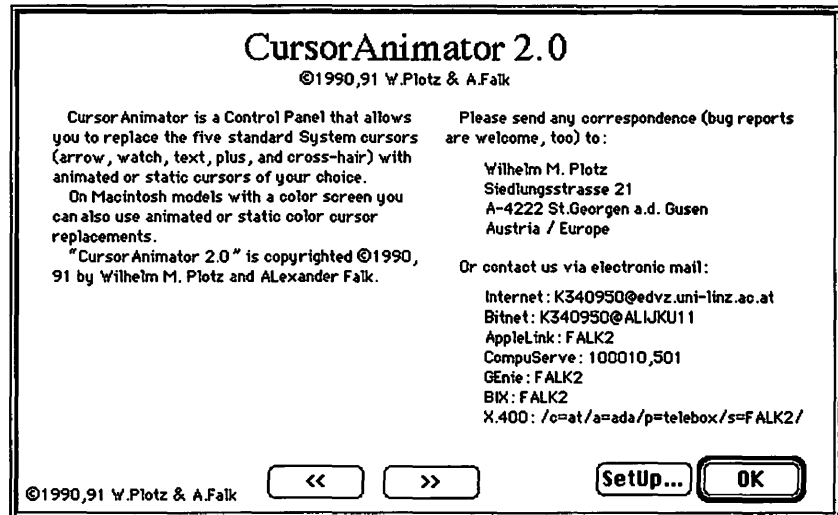
Click Desktop or Drive until you locate the volume which contains the file with the cursor resources you desire, then open the appropriate folders until you can double-click the name of the file you want. CursorAnimator opens the file, imports all compatible cursors contained therein and returns to the file selection dialog box. Either continue appropriating cursors from other files, or click Done to return to see the new cursors in the control panel.
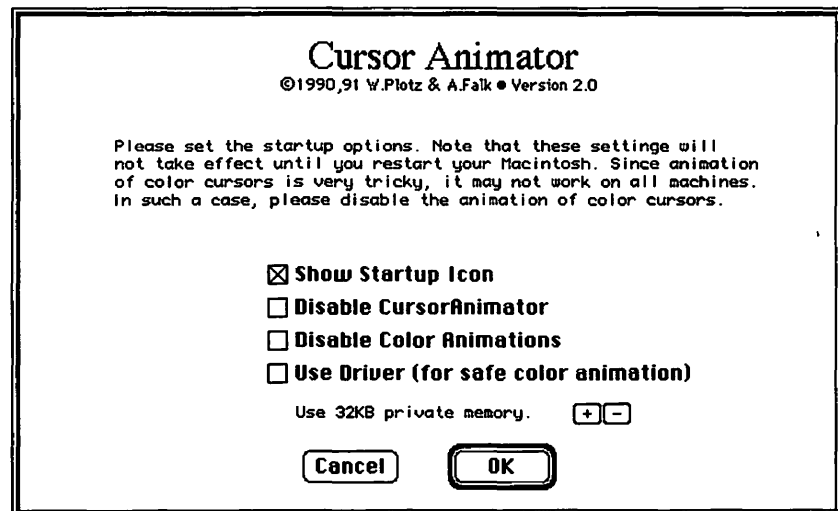
If you have any cursors that you want to remove from the control panel, ⌘-click to select the losers, then drag to the Trash icon and they disappear forever. There is no warning, and no way to undo this procedure, so be careful and always keep a backup copy of the CursorAnimator control panel in a safe place in case you make a big mistake.

Click the CursorAnimator button icon (it's the one between the Disk and Trash buttons) to present an alert box displaying additional information about the control panel. In addition to this on-line documentation, System 7 users should feel free to resort to Balloon Help if needed.

CursorAnimator 2.0
©1990,91 W.Plotz & A.Falk

Cursor Animator is a Control Panel that allows you to replace the five standard System cursors (arrow, watch, text, plus, and cross-hair) with animated or static cursors of your choice.
On Macintosh models with a color screen you can also use animated or static color cursor replacements.
"Cursor Animator 2.0" is copyrighted ©1990, 91 by Wilhelm M. Plotz and ALexander Falk.

Please send any correspondence (bug reports are welcome, too) to:

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Or contact us via electronic mail:

Internet: K340950@edvz.uni-linz.ac.at
Bitnet: K340950@ALIJKU11
AppleLink: FALK2
CompuServe: 100010,501
GEnie: FALK2
BIX: FALK2
X.400: /c=at/a=ada/p=telebox/s=FALK2/

©1990,91 W.Plotz & A.Falk   [<<] [>>]   [Setup...][OK]

Click the left and right arrow buttons to cycle through the various screens, and click OK at any point to return to the control panel. Before you do so, click SetUp to present a dialog box containing some overall preference items.

Cursor Animator
©1990,91 W.Plotz & A.Falk ● Version 2.0

Please set the startup options. Note that these settinge will not take effect until you restart your Macintosh. Since animation of color cursors is very tricky, it may not work on all machines. In such a case, please disable the animation of color cursors.

☒ **Show Startup Icon**
☐ **Disable CursorAnimator**
☐ **Disable Color Animations**
☐ **Use Driver (for safe color animation)**

Use 32KB private memory. [+][-]

[Cancel]   [OK]

If you want the CursorAnimator icon to appear along the bottom of the screen during startup, select the Show Startup Icon checkbox. If the Disable CursorAnimator checkbox is selected or an error is encountered during installation, the icon appears crossed out during startup. If you prefer not cluttering up your StartupScreen, deselect the Show Startup Icon checkbox. This checkbox affects the CursorAnimator icon only; the icons of other control panels and extensions still appear as always.

If you want to temporarily disable CursorAnimator without removing it from your System Folder, select the Disable CursorAnimator checkbox. To permanently disable CursorAnimator, remove it from the System Folder.

While the techniques employed by CursorAnimator seem to work fine under most circumstances, the control panel relies on some undocumented features in the Mac's System software, and as such might not work on all Macintosh models. If you experience problems with CursorAnimator on a Macintosh that supports color, select the Disable Color Animations checkbox. This might solve your problems, but it has the unfortunate side effect of displaying color cursors as black-and-white. Before resorting to such drastic measures, try selecting the Use Driver checkbox instead to see if that doesn't fix your problem. This tells CursorAnimator to use routines that are a bit more reliable. Animations may run slower and less smoothly, but at least they are still in color. If neither of these options fix your problem, you might have to do without CursorAnimator altogether.

The Plus and Minus buttons at the bottom of the SetUp dialog box are used for adjusting the amount of memory that CursorAnimator sets aside to enable color animations. To ensure reliable operation, it's best not to set this below 32K (kilobytes). As for increasing the amount of memory devoted to CursorAnimator, that depends on your needs. In the CursorAnimator control panel, the Memory indicator shows how much is currently used by the replacement cursors in the grid. (The Memory indicator is only active if your

Macintosh supports color and the Disable Color Animations check-box is deselected.) If a cursor doesn't stay in the grid after being dragged there, it needs more memory than is available. As a rule, if the gray bar consumes more than 75 percent of the indicator, you should increase the memory allocation by a small amount. After restarting, come back and check the Memory indicator again. Continue adjusting the memory allocation until the gray bar is roughly in the middle of the indicator.

Click OK to close the SetUp dialog box after you are done changing the settings. In order for these settings to take effect, close the CursorAnimator control panel and choose Restart from the Finder's Special menu.

ResEdit tips

To design your own cursors and animations, you need ResEdit or a similar resource editing application. Creating your own customized cursors and animations requires you to deal with three resource types: CURS resources, which contain regular black-and-white cursors; crsr resources, which contain color cursors (including a black-and-white version); and acur resources, which contain the description of the animation (i.e. the sequence of CURS or crsr resources to be displayed). CursorAnimator uses the acur resources to determine which cursors belong together and form an animation. So even when designing a simple static cursor, you must create an acur resource, which contains only one cursor.

To begin designing a new animation, create separate cursor resources that form the individual frames of the animation. If you are creating a black-and-white animation, use CURS resources. But, if you are creating color animations, use crsr resources only. There's no need to create CURS resources as well because CursorAnimator automatically extracts the black-and-white version from the crsr resource when running on a Macintosh model that does not support color.

After you have designed the cursors, create a new acur resource entering the number of frames in the first text box and the delay (in ticks, or $\frac{1}{60}$ths of a second) in the second text box. Highlight the 1) *****, then choose Insert New Field(s) (⌘-K) from the Resource menu. Add as many new fields as you need for all of the individual frames. Then tab down the empty text fields and enter the resource IDs of the cursors comprising the individual frames.

Once you are done, choose Get Resource Info (⌘-I) from the Resource menu and give the new resource a name. This name appears in CursorAnimator's scroll box once you import your new cursor. You might want to take a look at the different examples included with CursorAnimator to get a feeling for what else you can do with these resources.

If you would like to include some additional information with your cursor (such as your name and any copyright notices you feel appropriate), create a TEXT resource with the same ID as your acur resource. If you use styled text (i.e. different fonts, sizes, and styles of text) in your TEXT resource, the necessary style information is stored in a styl resource with the same ID as the TEXT resource.

When designing new cursors and animations with ResEdit, don't open resources inside the CursorAnimator control panel as it doesn't use acur resources to represent animations. Instead, during the import process, acur resources are automatically transformed into Anim resources, which contain a more extensive description of animation sequences. If you want to modify cursors contained in CursorAnimator, export them to a separate file, then open this file with ResEdit. Export files contain crsr and Anim resources, but not acur resources, these you must create yourself.

▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ companion disks goodies

CursorAnimator comes with more than a dozen cursors, and there are hundreds more in the public domain, but due to disk space constraints, I wasn't able to include more in this book. If you have trouble getting your hands on cursors, chill. I've put together an eclectic collection of cursors suitable for use with CursorAnimator. For details, see the Companion Disks Offer at the back of the book.

▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ compatibility notes

CursorAnimator works under System 6 and System 7. Cursor-Animator is unable to replace non-standard cursors used by some applications.

▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ contacting the programmers

CursorAnimator is copyright © 1990–1994, Wilhelm M. Plotz and Alexander Falk with all rights reserved. If you use this program, please send these two wild and crazy guys a picture postcard of your home town.

If you enjoy using CursorAnimator, you may be interested to know that it has a bigger brother called FunCursors, part of Now Software's Now Fun! collection of...well, fun software modules. FunCursors has many more cursors, sports an improved user interface, and requires System 7. See the exclusive offer in the back of this book for information on ordering Now Fun! at a substantial discount.

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Delphi: Falk2
GEnie: Falk2
X.400: /c=at/a=ada/p=telebox/s=FALK2/

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Psychedel•INIT

Flashback to the drug-addled days of the late 1960s with Psychedel•INIT, an extension that randomly changes the color of text in menu titles, buttons, and various other screen elements. Every time an element is redrawn, such as when you scroll through the commands in a menu, it changes color before your very eyes, like an undulating sea of tie-dyes at a Grateful Dead concert. It's a really funky trick, but unfortunately it's impossible to depict on a black-and-white printed page, so you must take my word for it.

installing Psychedel•INIT

To install Psychedel•INIT, just drag it into the System Folder on your startup volume. An alert box appears explaining that the file

belongs in the Extensions folder. Click OK and let the Finder put it in the right place. Then choose Restart from the Finder's Special menu to complete the installation.

To de-install Psychedel•INIT, hold down the Shift key during start-up until you see the words "Extensions disabled" below the standard "Welcome to Macintosh" greeting, then remove the extension from the System Folder and restart.

▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ using Psychedel•INIT

There's nothing you can do to control what gets colorized by Psychedel•INIT, so be aware that it might make dimmed items appear in a color other than the gray which most people expect. So if you choose a command from a menu and nothing happens, it may be because that command is actually inactive.

▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ compatibility notes

Psychedel•INIT requires System 7 and a monitor set to display colors.

▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ contacting the programmer

Psychedel•INIT is copyright © 1992, Joe Zobkiw.

Joe Zobkiw
Address withheld by request.
America Online: AFL Zobkiw
Internet: Zobkiw@world.std.com

Program 11

Greg's Buttons

Things a little boring around the office? Plain ol' Mac interface got you down? Try giving your Mac a complete make-over with Greg's Buttons, a control panel that lets you customize many different elements that define the Mac's user interface. It replaces the standard flat black-and-white push buttons, checkboxes, and radio buttons with tasteful three-dimensional color ones designed to complement the puffy windows and scroll bars in the System 7 interface. Greg's Buttons also lets you select the background color of dialog boxes, menus, and Finder windows. Finally, you can substitute one of several alternate fonts for the default 12-point Chicago used by the System for displaying text in menus, window titles, dialog boxes, and elsewhere. When you get done with Greg's Buttons, your Mac will look like nothin' anybody has ever seen before!

installing Greg's Buttons

To install Greg's Buttons, just drag it into the System Folder on your startup volume. An alert box appears explaining that the file belongs in the Control Panels folder. Click OK and let the Finder put it in the right place. Then choose Restart from the Finder's Special menu to complete the installation.

To de-install Greg's Buttons, hold down the Shift key during startup until you see the words "Extensions disabled" below the standard "Welcome to Macintosh" greeting, then remove the control panel from the System Folder and restart.

using Greg's Buttons

The Greg's Buttons control panel is divided up into four separate sections, which operate independently of one another. To switch between these sections, click one of the four large buttons along the right-hand edge of the control panel. The options pertaining to that section then appear so that you can make whatever changes you want.

General Preferences

Open the Greg's Buttons control panel by double-clicking its icon.

Greg's Buttons

Greg's **B**uttons
v 3.1.2

General
Settings

General Preferences

☒ On   ☒ Show Startup Icon

☒ Annoying Shareware Message

☒ Colorize ◈ , ▯ , ▱ in Finder

Buttons

Colors

© 1991-1993 by Gregory D. Landweber
Please send your $15 shareware fee to:
10 Wallingford Dr., Princeton, NJ 08540

Change
System
Fonts

Make sure Greg's Buttons is active by selecting the On checkbox. If you want to temporarily disable Greg's Buttons without removing it from your System Folder, deselect this checkbox.

If you want the Greg's Buttons icon to appear along the bottom of the screen during startup, select the Show Startup Icon checkbox. If you prefer not to clutter up your StartupScreen, deselect the checkbox. This checkbox affects the Greg's Buttons icon only; the icons of other extensions and control panels still appear as always.

If the Annoying Shareware Message checkbox is selected, every time Greg's Buttons loads at startup, it presents an alert box when the Finder's desktop appears, reminding you to pay the shareware fee. If you have paid the fee, deselect this checkbox.

Normally, the tiny application, document, and folder icons in the Finder (the smallest size that you can select in the Views control panel) appear as generic black-and-white icons, even if the related items have custom color icons when viewed at larger sizes. Select

the Colorize [mini-icons] in Finder checkbox to add a dash of color to these normally bland elements.

● ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▫ **Buttons**

Click the large Buttons button on the right-hand edge of the control panel to present several options pertaining to the look and feel of buttons.

Select the System 7 Color Buttons checkbox to make all of the button options operational, or deselect the checkbox to turn all of them off.

Click the type of checkbox, radio button, and push button you prefer, and it is surrounded by a border, indicating your choice. The difference between the first and third radio button dot styles is that the latter uses the highlight color that you can specify in the Color control panel.

Select and deselect the Embossed Push Button Titles checkbox to see the subtle effect it has on the text as it appears in the two sample push buttons above. Choose whatever setting you like best, but keep in mind that when selected, some push button titles become fuzzy, blocky, or blurred.

▪ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▪ **Colors**

Click the large Colors button on the right-hand edge of the control panel to present several options pertaining to how color is added to the interface.

Select the Finder Window Color checkbox if you want to replace the standard white used as the background for Finder windows. If you don't like the default color that appears to the right, click once in the colored box to present the standard Mac color picker.
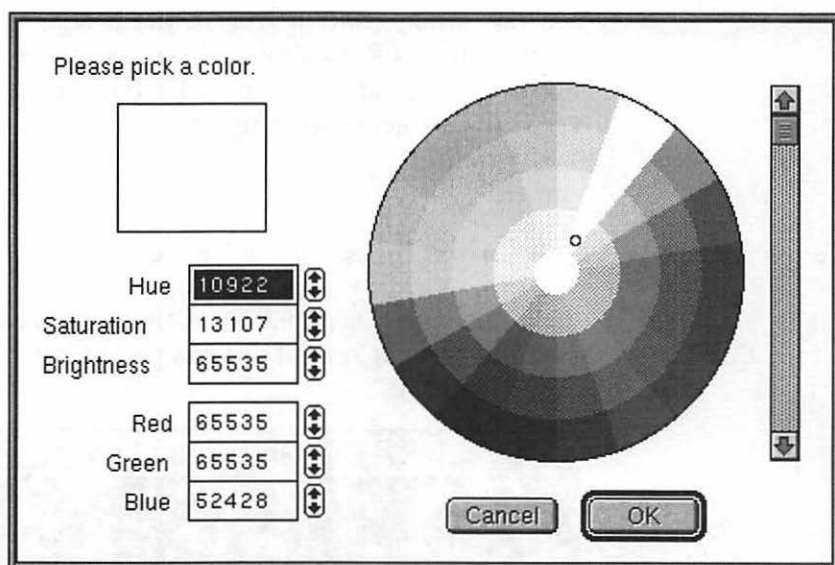
Please pick a color.

Hue `10922`
Saturation `13107`
Brightness `65535`

Red `65535`
Green `65535`
Blue `52428`

Cancel   OK

Select the color you want by clicking in the wheel, scrolling to adjust brightness, or entering numerical values in the text boxes on the left, then click OK to replace the old color with the new one you just chose.

When you quit from an application that modifies the System color palette, some Finder windows may be left with splotches of random colors in them, but these anomalies go away as soon as the offending windows are re-drawn.

The following checkbox works exactly like the Finder Window Color checkbox just described, but of course it affects the colors of the menu bar/item backs and menu titles/item text, which can be set independently. It's a damn good thing you can set these separately, because if you set both to the same color, you won't be able to read anything in the menu bar.

If you have used another control panel (such as Aurora or Kolor) to color your menu bar, Greg's Buttons can't override your choice unless you use the other control panel to revert the menu colors

back to black and white. Greg's Buttons then removes the color information from the System file and substitutes its own. Also, due to a bug in the System software, if the Monitors control panel is set to display thousands of colors (16-bit mode), and you colorize your menus, you may encounter gibberish in the menu bar when you launch applications.

When you select the Alerts and Dialog Boxes checkbox, an alert box appears.

> ⚠ The dialog box colorization feature is known to cause conflicts. Some dialog boxes may have residual bits of white background while others may appear behind the menu bar. Some applications may behave oddly or even crash.
>
> Please try out this feature on your Mac. If you have any problems, try disabling this feature. If that fixes the conflict, try adding the offending program to the "Exclude Applications…" list.
>
> [OK. I won't send in a bug report.]

Read the text in the alert box before clicking OK to proceed to assign colors as you would for any of the other options. Basically, it's a warning that some applications might not work correctly when this option is selected because they assume that they are dealing with black-and-white dialog boxes. If you find such a program, click Exclude Applications to present an alert box showing the applications which Greg's Buttons ignores when it comes to colorizing dialog boxes.

Exclude from Dialog Box Colorization:

Microsoft Word Disk First Aid Help! Canvas	Add...
	Remove
	OK
	Cancel
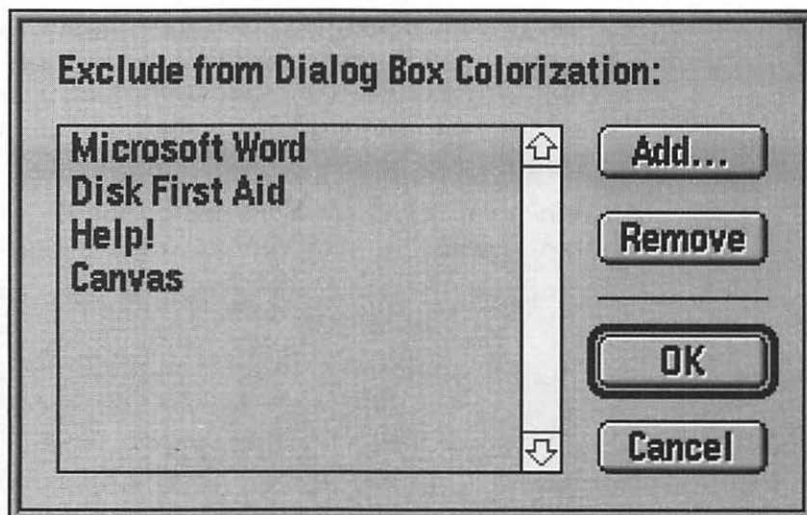
The applications that appear are those known to have problems, so it's best not to remove them. If you have found a new offender, click Add to present a standard file selection dialog box where you can locate the problem program and add it to the list. When you are done adding and removing applications from the list, click OK to return to the Colors section of Greg's Buttons.

For some dialog box background color choices, the text insertion cursor may be just barely visible because the Mac uses brain-dead routines to figure out a "suitable" inverse (it thinks light yellow shows up well against a light gray, for instance). To get around this, try changing the dialog box background color very slightly, and the inverse routine may arbitrarily pick a better color.

System Fonts

Click the large Change System Fonts button on the right-hand edge of the control panel to present an option for replacing the standard System font with one of your choosing.

Select the Substitute System Font checkbox to replace the standard System font of 12-point Chicago with the font specified by the selected radio button, or deselect the checkbox to use the default System font. There is no way to arbitrarily change the System font to anything you want; you must choose from the options shown. Note that this feature does not change the Fonts menu used by applications. Those always list the fonts currently available in the System. Also, this feature has nothing to do with the Views control panel, which determines the font used in Finder windows for the display of icon names and related information.

When you switch System fonts, menus may not adjust to the new font spacing immediately, but should fix themselves when the menu bar is redrawn.

Note that thin fonts, such as Helvetica 12 and Palatino 12, are illegible when dimmed if the Monitors control panel is set to Black & White. Also, Palatino 14 is a little too big to work well as a System

font. Push buttons may appear cramped, and text might not always fit properly in dialog boxes. On the other hand, this font looks great on large screens.

Several programs, such as Canvas, MacWrite II, and the Alarm Clock DA do not bother to check the System font spacing, assuming the spacing for Chicago. As a result, they do not work properly with substitute System fonts that have Normal Spacing. If that's the case, choose one of the Chicago Spacing fonts offered. You may notice, however, that numbers appear oddly spaced. Hey, you can't win 'em all.

When you are finished making changes in Greg's Buttons, click the close box or press ⌘-W to close the window and implement your changes.

compatibility notes

Greg's Buttons requires System 7 and a color-capable Mac (in other words, it won't work on a Mac Plus, SE, Classic, or PowerBook 100). It works fine when running on monochrome and gray-scale monitors, but the effect won't be as impressive as it is in color.

Greg's Buttons does some serious fiddling with the Mac user interface, which causes problems with some applications. In most cases, the fault lies not with Greg's Buttons, but rather invalid assumptions on the part of other programmers, or the use of non- standard routines and resources that Greg's Buttons can't modify. If Greg's Buttons causes problems on your Mac, try disabling its features one-by-one until the problem goes away. Most likely, the problem is caused by only one of the many features, and the rest of the features work without a hitch. Here are some of the most common known incompatibilities:

> **Alarm Clock DA**: The Alarm Clock DA does not work properly with the Normal Spacing fonts. To fix this problem, click one of the Chicago Spacing radio buttons.

Apple has fixed this problem with the System 7.1 Alarm Clock.

America Online: Greg's Buttons does not affect America Online buttons because the America Online software bypasses the usual button routines in favor of its own custom routines that look like the old style buttons while behaving slightly differently when pushed.

Canvas: Due to a bug in Canvas, when the Substitute System Font checkbox is selected in Greg's Buttons, some of the menu items in Canvas may be blurred when you drag the mouse over them. To fix this problem, either deselect the Substitute System Font checkbox or click the Helvetica 12 (Chicago Spacing) radio button.

Directory Assistance II: Prevents Greg's Buttons from colorizing the New Folder button in the Save As dialog box. It seems that Directory Assistance II is overriding the normal button drawing routines and is substituting its own custom black-and-white version. There's nothing to do about this.

Finder 7.1.1: With Finder 7.1.1, even if the Colorize [mini-icons] in Finder checkbox is selected, the small icons appear as black-and-white.

MacWrite II: Due to a bug in the menu drawing routines in Claris' MacWrite II, when the Substitute System Font checkbox is selected in Greg's Buttons, the menus in MacWrite II may refuse to pull down when you click on them. To fix this problem, click one of the Chicago Spacing radio buttons. If the MacWrite II's Font menu doesn't pull down, remove the Claris Fonts file from your System Folder (possibly in a subfolder named Claris) to force MacWrite II to reconstruct its Font menu the next time you launch.

MasterJuggler: Substitute System Font doesn't function properly with ALSoft's MasterJuggler 1.57c or earlier.

Microsoft Graph: Because it uses its own routines and resources, Microsoft Graph overrides the setting of the System 7 Color Buttons checkbox.

The TypeBook: When Greg's Buttons is installed, the TypeBook generates an error message: System Heap bit set: Font not loaded for the .Cambridge FOND. This is nothing to be concerned about, and you can disable the TypeBook's font error-checking using its Other Options dialog box (obtained by holding down the Option key and choosing from the File menu).

WriteNow: Due to a bug in T/Maker's WriteNow 3.0, if you try to use Balloon Help for any control panel (including Greg's Buttons) while WriteNow is running, you may encounter spurious help balloons flashing on and off while you drag the mouse over the control panel.

· · · · · · · · · contacting the programmer

Greg's Buttons is copyright © 1993, Gregory D. Landweber. Some parts copyright © 1993, Symantec Corporation since it was written in Think C 6.0. The shareware fee for Greg's Buttons is $15 for a single Mac, $10 per Mac for 2–14 Macs, and $150 for an unlimited site license (or UK£10, UK£6, UK£100, respectively). Checks should be made payable to Gregory D. Landweber, denominated either in U.S. dollars or British pounds sterling, and mailed to the appropriate address. With your payment, please include your e-mail address (preferably Internet), the version number, and where you got your copy.

If you prefer, you can also register on-line using CompuServe (in which case CompuServe gets 15% of the fee) by typing GO SWREG at any prompt and following the instructions to register shareware. The registration ID for Greg's Buttons is 1277.

Once you have registered, you are entitled to feel good about yourself and to deselect the Annoying Shareware Message checkbox. You will not get any feedback from Greg to acknowledge receipt of your shareware payment. Having paid once, you need never pay anything again, even if Greg adds zillions of features and raises the shareware fee.

Greg will gladly e-mail a BinHex'd copy of the latest version of Greg's Buttons to anyone who e-mails him a request. He can send the file to addresses on CompuServe or the Internet only; the file is too large to cross the gateway to America Online or AppleLink.

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Program 12

Kingyo

I come from a long line of pet lovers. My grandmother worked in a vet's office and raised championship Russian Wolfhounds. My parents allowed us kids to keep cats, dogs, gerbils, hamsters, birds, turtles, rabbits, sea monkeys, Uncle Milton's ants, and even snakes as pets. And my wife and I are proud owners of two lovely, well-fed cats. Still, as much as I like animals, never in my life have I understood the attraction of keeping pet fish in aquariums. Don't get me wrong, I like fish as much as the next sushi-eater…but as *pets?* You can't pet a perch, take a walleye for a walk, or play Frisbee with a flounder. Hell, you can barely tell one goldfish from another. Nonetheless, I love Kingyo, an animated cartoon fish that swims lazily around and around.

installing Kingyo

Kingyo is an application, and as such doesn't need to go anywhere special on your hard drive. Put it wherever you normally keep applications and utilities.

using Kingyo

Launch Kingyo by double-clicking its icon. A bewildered, bug-eyed fish appears on the desktop in a vinyl bag, as if you just brought it home from the pet store.
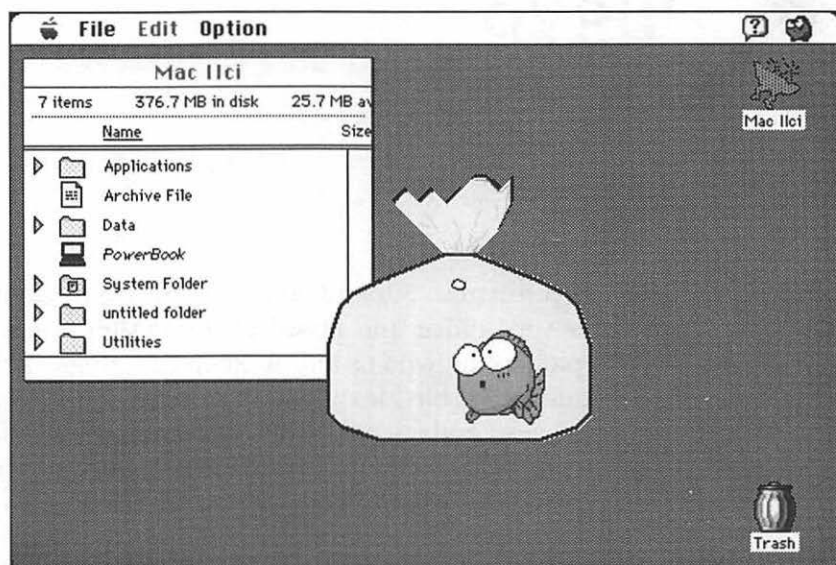
Stare in amazement for hours (OK, maybe not hours, but at least a few minutes) as Kingyo blatantly bids for your affection by floating around, swimming up-side down, rolling over, playing dead, and blowing air bubbles. If you want to give Kingyo a bit more room to roam, choose Large from the Size submenu in the Option menu. Or if you think Kingyo is cute enough to keep, choose Bowl from the Case submenu in the Option menu.
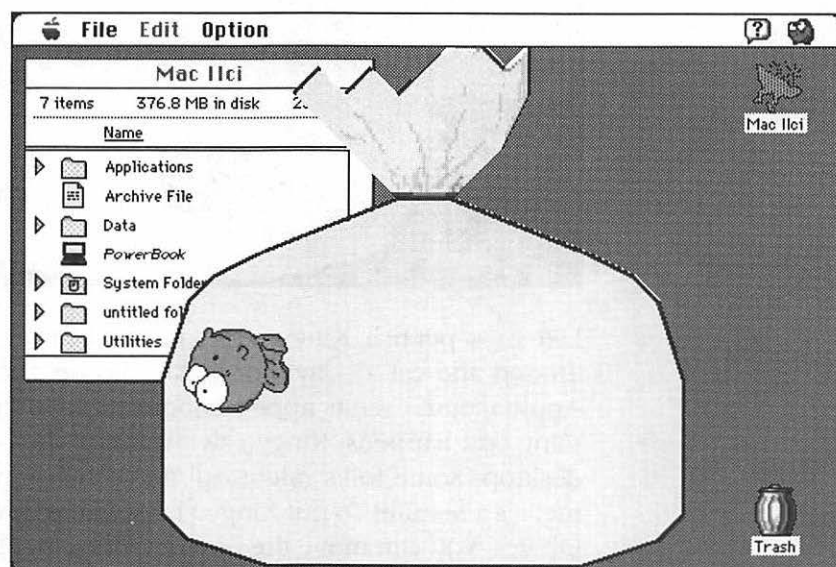
Don't abdicate your responsibilities as a new pet owner. Remember to feed Kingyo every once in a while. Place the cursor near Kingyo's mouth and the cursor changes shape. Click and a speech balloon appears. As your Japanese-reading friends can tell you, Kingyo is saying "Potato chip!" for some inexplicable reason.
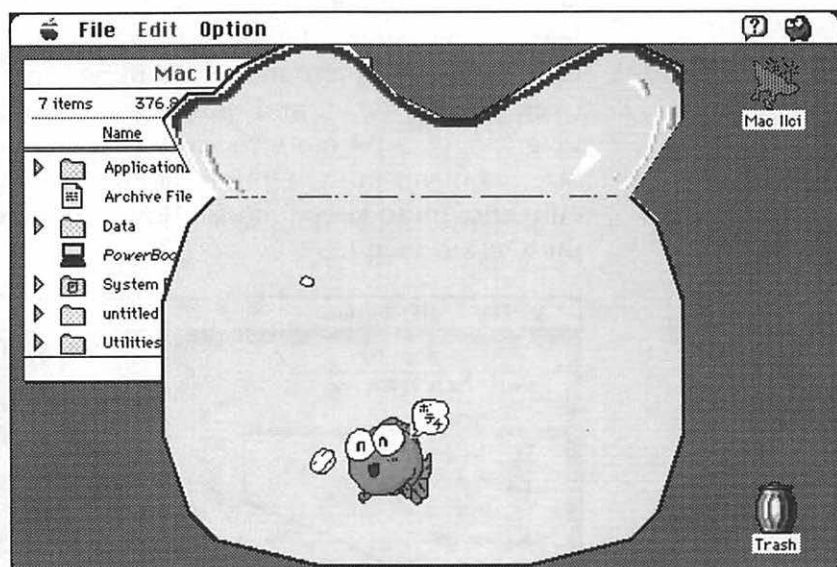
Like most pet fish, Kingyo doesn't do a hell of a lot more than swim around and eat all day. For kicks, choose About Kingyo from the Apple menu. Credits appear momentarily in the bowl, then something odd happens: Kingyo swims out of the bowl and around the desktop. Some folks might call that a bug in the program, but to me, it's a feature! To put Kingyo back in the bowl, just click the fish. Oh yes, you can move the bowl by dragging it to another location on the desktop. When you want to get rid of Kingyo altogether, there's no need to have a Ty-D-Bol burial at sea as you would with a real pet fish that's outlived its usefulness, just choose Quit (⌘-Q) from the File menu.

▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▫ **compatibility notes**

Kingyo requires System 6.0.4 or higher.

▪ ▫ ▫ ▫ ▫ ▫ ▫ ▫ ▫contacting the programmer

Kingyo is copyright © 1991, Motohira Kajihara. No animals, real or imagined, were hurt in any way during the creation of Kingyo.

Motohira Kajihara
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program 13

PuzzleTime

Apple includes a Puzzle desk accessory as part of the standard suite of System software. It's a pretty lame solid-state version of the type of boring game kids used to play with in the back seat during cross-country road trips before Nintendo invented the Game Boy.

Apple claims the Puzzle DA helps you learn how to use the mouse as you slide the titles around to unscramble the puzzle. If that's so, and Apple isn't just satisfying the ego of the programmer, I say the least Apple can do is up the ante with PuzzleTime, a bigger and better game that challenges you to arrange tiles of an animated QuickTime movie!

installing PuzzleTime

PuzzleTime is an application, and as such doesn't need to go anywhere special on your hard drive. Put it wherever you normally keep applications and utilities.

using PuzzleTime

Launch PuzzleTime by double-clicking its icon and a file selection dialog box appears.

If you aren't sure of the contents of a movie, select the Show Preview checkbox and a small thumbnail image from the selected movie is displayed on the left-hand side of the dialog box. If the selected file doesn't contain a preview, click Create to make one automatically (or click Update if you want to change an existing preview).

Click Desktop or Drive until you locate the volume that contains your QuickTime movies, then open the appropriate folders until you can double-click the name of the file you want. Only folders and QuickTime movies are shown. If the file you want doesn't appear, it's probably not in the correct file format. Due to their relatively enormous size, no QuickTime movies are provided on the disk that comes with this book; you're going to have to get them yourself.

Once you open a QuickTime movie, it automatically begins playing in the PuzzleTime window.
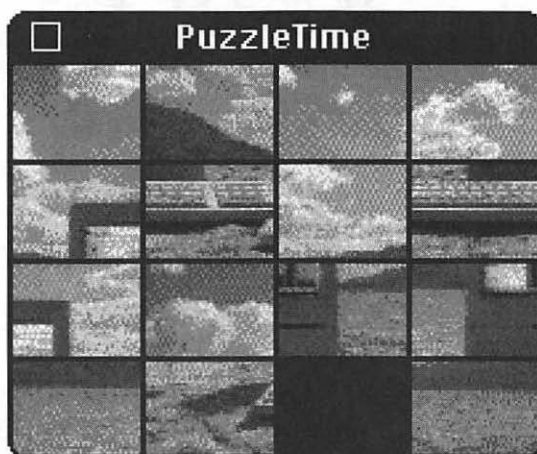
Your QuickTime movie is divided into 16 scrambled tiles, one of which is black. This is the free space that allows you to slide the other tiles. To slide a single tile into the free space, just click one of the tiles that borders the black tile. You can also slide two or three tiles at a time by clicking a tile that doesn't border the black tile, but that is in the same horizontal row or vertical column. It's tricky to explain in print, but experiment a little and I'm sure you'll get the hang of it in no time. Incidentally, if you don't like the black lines between tiles, choose White Border from the Puzzle menu.

Learning the rules is simple, solving the puzzle can be damn near impossible since the images may keep changing rapidly (blame MTV for contemporary directors' fascination with jump cuts). If you need a little help, press the Option key to number the tiles.
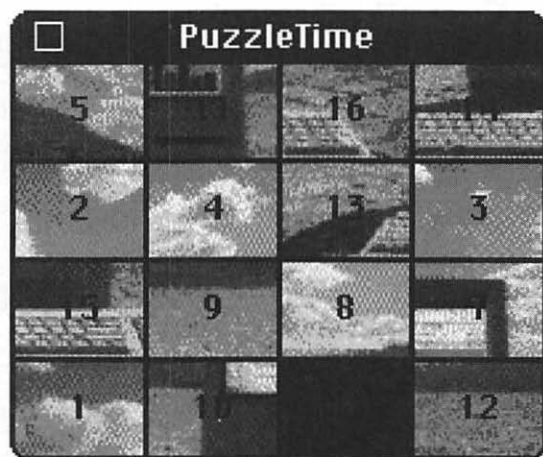
If you can manage to get all the tiles in order from 1 to 16, left to right, top to bottom, you win! If you give up and just want to cheat, choose Solve Puzzle from the Puzzle menu. PuzzleTime plays the movie from the beginning in normal mode.
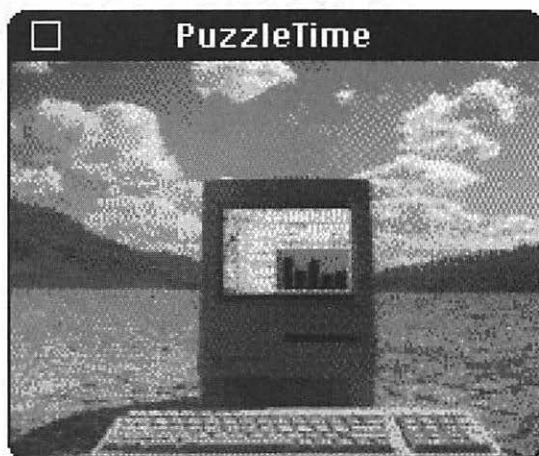
Using Solve Puzzle is like sneaking a peek at the box cover of a jig-saw puzzle. After you have a good idea of what you are working with, choose Scramble Puzzle from the Puzzle menu to return to the challenge of organizing the tiles on your own. PuzzleTime continues looping through the same QuickTime movie over and over, giving you as much time as you need to solve the puzzle. After a while, hearing the soundtrack of the QuickTime movie repeated endlessly is bound to drive you insane faster than rap music, so choose Sound from the Puzzle menu to toggle the soundtrack on and off. After solving or becoming frustrated with a puzzle, you can start a new one by choosing Open from the File menu (⌘-O) or quit PuzzleTime by choosing Quit from the File menu (⌘-Q).

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ **compatibility notes**

PuzzleTime requires System 7 and QuickTime.

▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ contacting the programmer

PuzzleTime is copyright © 1992, Maverick Software. The shareware fee is $13.

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program 14

S piNit

Have you ever noticed that when you double-click a folder icon in the Finder, its window doesn't simply pop onto the screen from out of nowhere, but rather, its outline "zooms" open? Well, if you thought that was nifty, check out SpiNit. This little extension causes windows, dialog boxes, and alert boxes (and even menus, sometimes) to appear on screen with outlines spinning into place. The animation is really cool, but alas, like some of the other programs in this book, it's damn near impossible to depict on the printed page.

Think of classic movies like *Citizen Kane*, in which hot-off-the-press newspapers spin out at the camera so you can read the headlines that advance the plot without all the heavy-handed narration popular in Oliver Stone flicks. Well, SpiNit brings that effect to the

desktop. It takes a little longer to open windows when SpiNit is installed, but the spinning outline builds anticipation and drama more effectively than a drum roll.

A little trivia about the bizarre capitalization of SpiNit. Before System 7 came onto the scene, extensions were known as INITs (after their file type). Since it's an INIT that spins stuff, SpiNit seemed like the perfect play on words.

installing SpiNit

To install SpiNit, just drag it into the System Folder on your startup volume. Under System 7, an alert box appears explaining that the file belongs in the Extensions folder. Click OK and let the Finder put it in the right place. Then choose Restart from the Finder's Special menu to complete the installation.

To de-install SpiNit, hold down the Shift key during startup under System 7, or the ⌘ key under System 6. When the Finder appears, remove the extension from the System Folder and restart.

compatibility notes

SpiNit works under System 6 and System 7.

contacting the programmers

SpiNit is copyright © 1989, Jonathan Gary and Bill Johnson. Incidentally, Bill also co-authored Momentum, available in my other book, *Totally Rad Mac Programs*. Momentum allows you to "throw" outlined objects around the desktop, complete with a

bouncing sound. As you can see, Bill seems to specialize in writing clever little hacks with no practical purpose. Ya gotta' love a guy like that.

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AppleLink: A0326

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AppleLink: D0473
CompuServe: 72257,2064
GEnie: WJohnson

program 15

Snow

Growing up in the beautiful Garden State that is New Jersey, on cold winter evenings my siblings and I would gather 'round the radio listening to the weather reports, praying for snowfall which would cause school closings by morning. Kids today have it easy. They just launch the Snow application, sit back and watch snowflakes gently drift down the desktop with the nostalgic sound of sleigh bells in the background. The only drawback to such man-made snow is it won't get you out of taking an exam or finishing your book report that's due tomorrow.
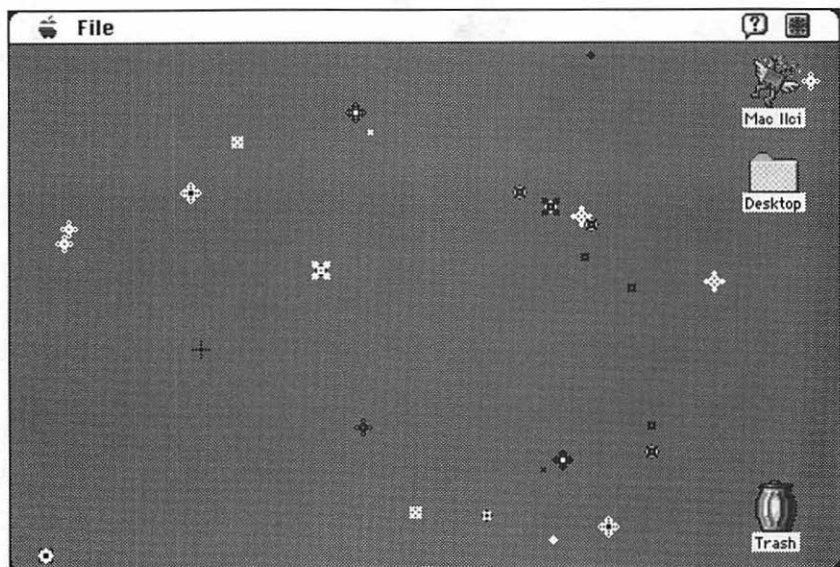
▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪installing Snow

Snow is an application, and as such doesn't need to go anywhere special on your hard drive. Put it wherever you normally keep applications and utilities.

If you want, you can make Snow launch upon startup, so that every time you turn on the Mac you're greeted by a peaceful snow storm. Under System 7, drag Snow into the Startup Items folder inside your System Folder. Under System 6, put Snow anywhere you want on your startup volume. Click once on the Snow icon, then choose Set Startup from the Finder's Special menu. Click the MultiFinder radio button and the radio button marked Snow. This sets up the Mac so that each time you turn on the computer or choose Restart from the Finder's Special menu, Snow immediately launches when the desktop appears.

▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ using Snow

Launch Snow by double-clicking its icon. After a brief pause, thirteen different types of snowflakes begin drifting down your desktop and sleigh bells can be heard in the distance.

Fortunately, you can turn off the bells when they cross that threshold between mood setting and hideous, brain-rending torture. Choose Sleigh Bells from the File menu to toggle the checkmark.

When you are finished watching the weather and ready to get back to work, simply switch to another application and the bells stop and the flakes disappear as Snow retreats to the background. Switch back to Snow and everything picks up where you left off. When you want to dismiss Snow for good, choose Quit (⌘-Q) from the File menu.

▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ▪ ResEdit tips

▪ If you aren't satisfied with the 13 different types of snowflakes that come built into Snow, you can play God and create your own unique flakes. Use ResEdit to open the SICN resource (ID 128). Choose Insert New SICN (⌘-K) from the Resource menu to start with a blank slate, 16 pixels on a side. When creating new flakes, you must maintain a one-pixel border on all sides, otherwise Snow leaves all sorts of harmless messy trails on the desktop. If that doesn't scare you off, have fun! Keep in mind that you're not restricted to creating snowflakes. Perhaps you want to make little hearts for Valentine's Day, or paratroopers for Veterans' Day. Whatever floats your boat.

▪ Snow comes with the jingle bells sound effect ready to go, but you can change it quite easily if you have the right tools and a little experience. Either create a new

sound resource with your favorite sound input device—
such as the built-in microphones on the newer Macs, or
a Macromedia MacRecorder—or use a sound file you ob-
tained from another source. Replace Snow's existing snd
resource (ID 128) with your new sound resource. For
best results, choose a short sound that lends itself to
being played repeatedly, and be aware that Snow distorts
the pitch slightly.

compatibility notes

Snow works under System 6 and System 7.

contacting the programmer

Snow is copyright © 1993, Dave Warker.

If you're in the market for a personal scheduling program, check
out Remember?, Dave's shareware package that reminds you of im-
portant occasions in your life with pop-up windows and sound.
You can specify one-time or repeating events in a flexible format.
It reminds you when you turn on your Mac, and at any time you
specify before each event. Most features are user adjustable. Mac-
User gave Remember? four out of a possible five mice (July 1990).
To check out the program, download it from any of the major on-
line services. If you're convinced that you want it sight-unseen,
send Dave $25 (U.S. funds only) to cover the shareware fee and
the materials and shipping costs. Tell him Owen sent you.

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program 16

Xmas Lights

Based upon my own limited observations, the world is divided into two camps: those who spend countless hours hanging elaborate Christmas light displays every December, and those who don't (either because they're too lazy or they don't practice an organized religion that worships the frivolous use of electrical power). It doesn't matter to me which camp you call home; I think you'll love Xmas Lights, a control panel that strings up a row of flashing, brightly colored lights under the menu bar. Now you can enjoy Christmas decorations whenever you want without incurring the scornful looks of neighbors who don't take kindly to the practice of leaving lights hanging in your front yard all year 'round. Best of all, you'll never again play that annoying "find the burnt-out bulb" game.
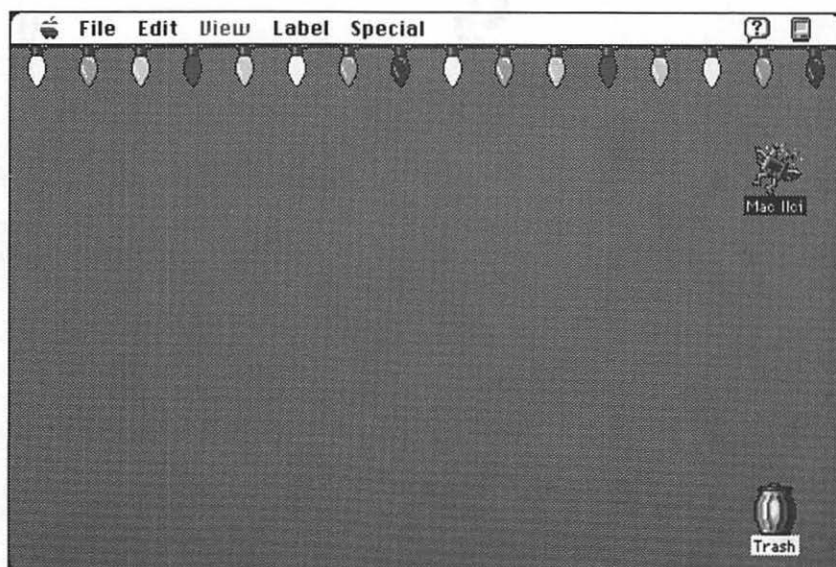
installing Xmas Lights

To install Xmas Lights, just drag it into the System Folder on your startup volume. An alert box appears explaining that the file belongs in the Control Panels folder. Click OK and let the Finder put it in the right place. Then choose Restart from the Finder's Special menu to complete the installation.

To de-install Xmas Lights, hold down the Shift key during startup until you see the words "Extensions disabled" below the standard "Welcome to Macintosh" greeting, then remove the control panel from the System Folder and restart.

- - - - - - - - - - - - - - **using Xmas Lights**

Open the Xmas Lights control panel by double-clicking its icon.

```
┌─────────────────────────────────────┐
│ ▤▤▤▤▤▤  Xmas Lights  ▤▤▤▤▤▤          │
├─────────────────────────────────────┤
│                                      │
│     Xmas Lights                      │
│                                      │
│  ··································   │
│                                      │
│    Flash Pattern :                   │
│                                      │
│     ◉ Each Light Individually        │
│                                      │
│     ○ All Lights In Unison           │
│                                      │
│     ○ Light Chase                    │
│                                      │
│     ○ Xmas Light Chaos!              │
│                                      │
│                                      │
│     ○ All Patterns, In Sequence      │
│                                      │
│     ○ Unplugged (speeds up computer) │
│  ··································   │
│                                      │
│     ┌───────────────────────────┐    │
│     │     Xmas Lights Info      │    │
│     └───────────────────────────┘    │
│                                      │
└─────────────────────────────────────┘
```

Xmas Lights has four basic Flash Patterns (no, there's no raincoat-in-the-park option, you cheeky monkey) that you can choose by clicking the appropriate radio button:

> **Each Light Individually** flashes each light at its own rate, as if it had its own internal timer.

All Lights In Unison turns all of the lights on and off, one after the other, as if a single timer controlled everything. On slower Macs, this option may not look realistic because the lights aren't drawn fast enough; if that's the case, try using one of the other patterns.

Light Chase causes the lights to "chase" each other across the menu bar. As with All Lights In Unison, this option may not be too convincing on slower Macs.

Xmas Light Chaos! randomly changes the colors of individual lights every time they flash—try doing that with real Christmas lights! This is a good option to choose to quickly redraw the entire string of lights if they were previously obscured by another screen object such as a window.

If you can't make up your mind, or you like all of the options equally well, click the All Patterns, In Sequence radio button to cycle through the four different Flash Patterns in order, with each one active for 30 seconds at a stretch.

Xmas Lights requires a small amount of spare processing power when active. Although the speed degradation shouldn't be too noticeable in most applications, Xmas Lights may have trouble detecting how much "spare" computer power is available when using processor-intensive applications (such as video games) that involve little or no typing. If you think Xmas Lights is causing the Mac to act lethargically, click the Unplugged radio button to temporarily turn off the lights and speed up your computer.

To access the built-in help, click Xmas Lights Info at the bottom of the control panel.

Help Topics | **What's Up With These Lights?** ▼ | 1.1

Xmas Lights is a Macintosh control panel that places flashing Christmas tree
lights under your menu bar, as if someone had strung them from the top of
your screen. The control panel allows you to choose the flash pattern.

Xmas Lights should work on any Macintosh using System 7.0 or later; it looks
best on a Macintosh with a color screen. To install Xmas Lights, drag it onto
your System Folder and press "OK" when your Mac asks if you'd like it to be
placed in the Control Panels folder. Then restart your computer.

Xmas Lights is absolutely free! For more information, use the menu above to
view other topics.

Done

All the options available in Xmas Lights are explained by the information in the scroll box. Click on the Help Topics submenu to see what else is available.

Help Topics ✓ **What's Up With These Lights?**

Changing the Pattern

Contacting the Xmas Light Folks
Copyright and Credits

Other Tiger Technologies Programs
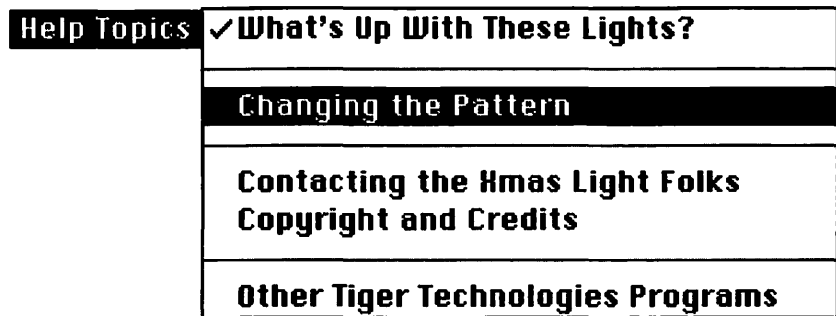
When you are done reading the various help topics and you want to return to the control panel, click Done. If you want to change the Flash Pattern, click the radio button of your choice (it takes effect immediately), or close the control panel to return to your work.

To really put you in the holiday mood, try running Xmas Lights in conjunction with Snow, discussed in the previous chapter.

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ **compatibility notes**

Xmas Lights requires System 7.

■ ■ ■ ■ ■ ■ ■ ■ ■ ■ **contacting the programmer**

Xmas Lights is copyright © 1993, Robert L. Mathews of Tiger Technologies.

Robert has written another program called Menuette, which is similar to the MICN control panel included in my other book, *Totally Rad Mac Programs*. Both programs replace the text titles in the menu bar (such as File, Edit, and Window) with nifty color icons. Menuette comes with icons for 100 common programs, plus you can create your own using ResEdit. Menuette requires System 7, and since it's a shareware program, you can probably get a trial copy from your favorite on-line service or user group. But if you're already convinced you want it, you can order Menuette directly from Tiger Technologies for only $15, which includes shipping, tax, and handling fees. Tiger Technologies accepts payment by credit card (Visa or MasterCard) or checks drawn on U.S. banks. If paying by credit card, you can send your order by fax or e-mail. Make sure you specify that you're ordering Menuette and that you heard about it in *Bitchin' Mac Programs*.

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AppleLink: TigerTech
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Shutdown Slide

Totally Rad Mac Programs contains Shutdown Fade, an extension that causes your screen to fade to black whenever you choose Shut Down from the Finder's Special menu. From the same programmer comes Shutdown Slide, a similar extension that gracefully slides the desktop off the screen in one of several very interesting ways. Like several other programs in this book, Shutdown Slide doesn't sound too impressive when described in print, but just keep your eyes peeled when you actually see it in use.

installing Shutdown Slide

To install Shutdown Slide, just drag it into the System Folder on your startup volume. Under System 7, an alert box appears explaining

that the file belongs in the Extensions folder. Click OK and let the Finder put it in the right place. Then choose Restart from the Finder's Special menu to complete the installation.

To de-install Shutdown Slide, hold down the Shift key during start-up under System 7, or the ⌘ key under System 6. When the Finder appears, remove the extension from the System Folder and restart.

◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ using Shutdown Slide

Once installed, Shutdown Slide does its stuff whenever you choose Shut Down from the Finder's Special menu. Whatever is displayed on screen at that time gracefully slips into the ether in one of several interesting exits.

When Shutdown Slide finishes, either the Mac turns itself off, or you see the familiar "You may now switch off your Mac safely" alert box.

compatibility notes

Shutdown Slide works under System 6 and System 7.

contacting the programmer

Shutdown Slide is copyright © 1990, Andrew McGeachie. If you like it, please send Andrew a postcard or e-mail message. Fellow programmers should note that if you send a self-addressed stamped envelope, Andrew will send you the source code for Shutdown Slide.

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appendix

How Mac Icons Work

Icons are an essential Macintosh element. You see icons all over, but especially in the Finder on documents, applications, hard drives, and even the Trash. These icons are stored as resources within the System file and in applications, extensions, and control panels, but usually not documents. Document icons are stored in the creator application, as are icons for other related files. For example, a word processor application file might contain its own icon as well as icons for document, dictionary, glossary, and help files. Change the document icon resources inside the application, and all of the documents appear in the Finder with the new icon. How does that work?

When you copy a program containing icons from disk to disk, the Finder notices that the program contains icons because the file is marked with a flag called the "bundle bit," which can be toggled

with ResEdit. If the bundle bit is on, the Finder looks inside for icons; if it's off, the Finder doesn't bother. While copying, the Finder reads the icons and stores them in two invisible Desktop files that keep track of files, their icons, and the programs that created them. You can't edit Desktop files themselves, but as I already explained, you can change the icons in your programs, and the next time the Finder updates its Desktop files, your new icons are displayed where appropriate.

Prior to the advent of System 7, the Finder used only black-and-white ICN# icon resources, 32-pixels square, and life was boring. Then along came System 7, totally tricked out with new icon resource types to handle different color depths and icon sizes:

Type	Size	Color Depth
ICN#	32-pixels square	1-bit (black-and-white)
icl4	32-pixels square	4-bit (16 colors)
icl8	32-pixels square	8-bit (256 colors)
ics#	16-pixels square	1-bit (black-and-white)
ics4	16-pixels square	4-bit (16 colors)
ics8	16-pixels square	8-bit (256 colors)

When all of these resources carry the same ID number, together they comprise an *icon family*. From all the resources in the family, the Finder picks the one designed for the settings in the Monitors and Views control panels. For example, when Monitors is set to Black & White, either the 1-bit ICN# or ics# icons are used, depending upon the Views control panel and the current View menu setting. But when Monitors is set to 256 colors or more, the 8-bit icl8 or ics8 icons are used instead.

In addition to the new icon resource types, System 7 also brought a new way to apply icons. Under System 6, there is no easy way to change icons without resorting to esoteric programming tools such as ResEdit. With System 7, anyone can add custom icons, no fancy tools required. Launch a graphics program, such as

Photoshop or the paint module in ClarisWorks, then open an image file you like, or create something from scratch. Select the area you want to use as an icon (it doesn't matter how large or small) and choose Copy (⌘-C) from the Edit menu to place a copy of the image on the Clipboard. Return to the Finder and click once on a file, folder, or disk whose icon you want to change (this tip doesn't work with the Trash icon). With the icon highlighted, choose Get Info (⌘-I) from the File menu. In the Get Info window, click on the icon in the upper left so that it is surrounded by a box, indicating that it is selected. Choose Paste (⌘-V) from the Edit menu to replace the old icon with the new one. The Mac automatically scales the image on the Clipboard to fit the standard icon size, and unbeknownst to most people, the custom icon resources (ID-16455) are inserted into the file. Close the window (⌘-W) and you're done. By copying and pasting custom icons between various Get Info windows, you can have files masquerading as one another. If you ever want to remove a custom icon, select the icon in the Get Info window and choose Clear from the Edit menu. This deletes the custom icon resources ID-16455.

While cutting and pasting custom icons in the Get Info window is a big improvement over the way changing icons is done in System 6, it's still a lot of work. That's where iContraption and Folder Icon Maker come in. iContraption is an amazing program similar to Res-Edit in that it allows you to edit the individual icon resources and copy entire icon families from one file to another. Folder Icon Maker, on the other hand, specializes in making custom folder icons. With a little trial and error, I'm sure you'll figure out interesting ways to create icons in iContraption and use them with Folder Icon Maker or vice versa.
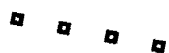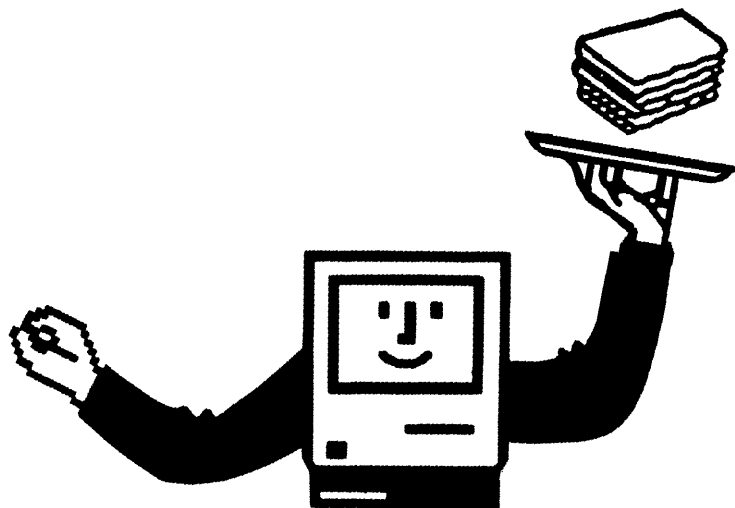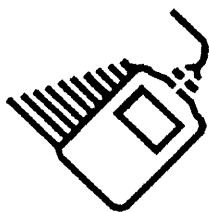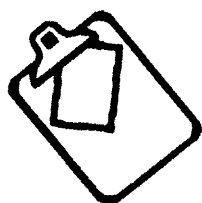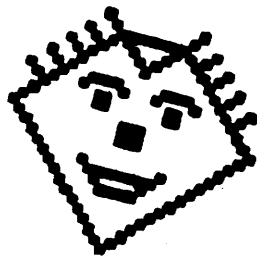
Part VI: Exclusive Offers

Several commercial software publishers are proud to offer special deals exclusively to readers of *Bitchin' Mac Programs*. Component Software Industries also makes a special deal on its Icon Gallery, a collection of over 850 color icons. Baseline Publishing graciously allowed the use of iContraption and several icons in this book/disk combo. Now Software is confident that once you get hooked on CursorAnimator, you'll reach for the phone to order an improved version in the Now Fun! package at an unheard-of discount. Finally, there's an order form for my very own Companion Disks that I've shamelessly plugged elsewhere in this book.

The Desktop Christmas

Cheap and cheery things to put under the Apple tree
by David Pogue

Can you figure out what's missing from these instructions for replacing an icon in System 7? (1) Copy a graphic to the Clipboard; (2) hilight an icon; (3) choose Get Info from the File menu; (4) click on the existing icon and paste.

What's missing, naturally, comes before you even start: how you're supposed to *create* the replacement icon to begin with. We are not all, alas, Norman Rockwell. (Well, many of us aren't even Jackson Pollack.) Even icon-editing programs are useless if you're talent-free.

Enter the simple, sweet, serendipitous concept of Icon Gallery (list $59.95, $38* direct from Component Software Industries 609/497-4501). It's 850 professionally painted color icons. People, appliances, logos, plants, design—disk upon disk of them (see "Icon Heaven"). They're enfoldered by category, almost universally usable, and unbelievably tempting. Within 30 seconds, you can make your landscape of files and folders more personal, more colorful, and funnier.

(Review reprinted in its entirety; ordering information on reverse side)

(Techie note: Each icon in this collection is actually a ResEdit resource file containing the large, small, color, and black-and-white versions of that icon. If you are handy with ResEdit, therefore, you can slap these icons even on System 6 files, or install them permanently in your own files instead of using the Get Info method.)
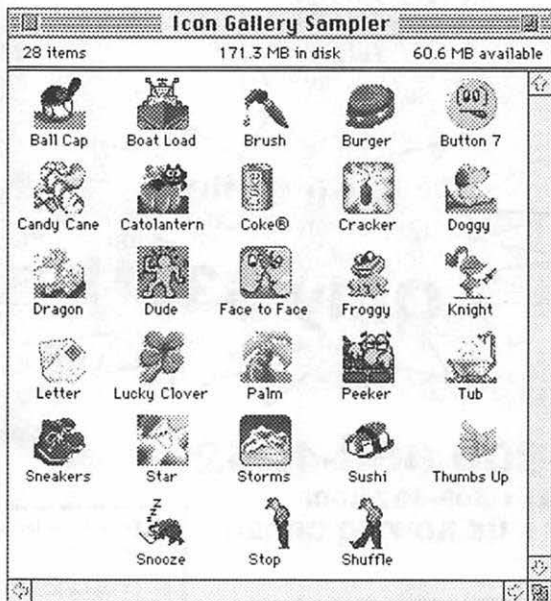
Icon Heaven The lucky recipients of Icon Gallery can have a different hard drive icon every day for 2.3 years, if they are so inclined.

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Each of the programs included on the *Bitchin' Mac Programs* disk is ready to use as is. For instance, Invisible Clock comes with its basic sound file, DylanTalk has the CB Teacher personality file, The Sound-Trecker is bundled with a few rockin' sound tracks, Menu Bar Pattern includes ten pretty patterns, iContraption is loaded with more than 50 icon families, and CursorAnimator contains well over a dozen color cursors. But that's just the tip of the iceberg. Look what else you can get:

* ★ An extended sound file making Invisible Clock accurate to the minute
* ★ 70 more icons for use with iContraption and Folder Icon Maker
* ★ Utilities and 10 more songs for use with The Sound-Trecker
* ★ The hilarious Bob Dylan personality file for DylanTalk
* ★ 40 more patterns for use with Menu Bar Pattern
* ★ 20 more cursors for use with CursorAnimator
* ★ Updates and bug fixes as needed

All this and more is included on **two** 800-kilobyte, 3.5-inch companion disks stuffed to the gills with high-quality files suitable for use with *Bitchin' Mac Programs*. Order now!

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Bitchin' Mac Programs

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❑ Intermediate
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months _____

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❑ Work

❑ Both
❑ Other _____

10. What kind of computer equipment do you have? (Check all that apply)

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❑ PC Compatible Laptop Computer
❑ Apple/Mac Computer
❑ Apple/Mac Laptop Computer
❑ CD ROM
❑ Fax Modem
❑ Data Modem
❑ Scanner
❑ Sound Card
❑ Other _____

11. What other kinds of software packages do you ordinarily use?

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❑ Databases
❑ Networks
❑ Apple/Mac
❑ Desktop Publishing
❑ Spreadsheets
❑ CAD
❑ Games
❑ Word Processing
❑ Communications
❑ Money Management
❑ Other _____

12. What operating systems do you ordinarily use?

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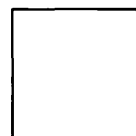
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The enclosed 800K 3½" disk contains all of the programs covered in this book in a self-extracting, compressed archive. Before you can install the bitchin' programs, you must un-stuff the archive. To do so, turn on your Mac and when the Finder's desktop appears, insert the enclosed disk in an empty drive. Double-click the disk icon to open its window, then double-click the Programs.sea icon to launch StuffIt Lite. At the splash screen, click Continue to present a dialog box in which you can specify a name and location for the Bitchin' Mac Programs folder. Pick a hard drive with at least 1.8 Mb of free space, then click Save. An alert box shows the progress as StuffIt Lite unstuffs the files in the folder. If all goes well, click Quit after the alert box announces that the installation was successful and the following files should appear in the Bitchin' Mac Programs folder:

- CursorAnimator
- DylanTalk
- Folder Icon Maker
- Greg's Buttons
- iContraption
- Invisible Clock
- Kingyo
- Menu Bar Pattern
- MenuBall

- Psychedel•INIT
- PuzzleTime
- Shutdown Slide
- Snow
- The Sound-Trecker
- SpiNit
- Welcome
- Xmas Lights

Once these files have been unstuffed, follow the detailed directions in each program's chapter for installing the individual files where they belong on your hard drive. In general, all applications can be launched from within the Bitchin' Mac Programs folder, whereas control panels and system extensions should be copied into the System Folder for proper use. You may have to choose Restart from the Finder's Special menu for the installation to take effect.

After installing the programs as described, they have generic icons. If you want your Mac to display the custom icons pictured in this book, you must rebuild your Desktop. The programs are operational as is, but it's a good idea to rebuild the Desktop periodically for preventative maintenance whenever generic icons appear where they shouldn't. To rebuild the Desktop, start your Mac normally, but press ⌘-Option until the Finder asks if you really want to rebuild the Desktop. You do, so click OK. If you have more than one disk, click OK as the Finder asks about rebuilding the Desktop on each. The time it takes to rebuild the Desktop depends on the speed and size of the disk. When done, the Finder should no longer show generic icons for any files which have their own custom icons. Also, you may notice somewhat faster response time when starting up your Mac or quitting programs. The only drawback to rebuilding your Desktop is that you lose any Comments you may have entered into files' Get Info windows. Since few people use this feature anyway, it's usually not a concern.

COMPANION DISKS

Bitchin' Mac Programs

More mondo cool stuff from the author of Totally Rad Mac Programs

Bitchin' Mac Programs is a new collection of way cool freeware and shareware for your Mac. You get 17 awesome programs, plus easy-to-follow installation instructions, customization tips, and compatibility notes. Inside, you'll find:

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- **Excellent cursor and icon editors.** Lose those tired system cursors and icons! The cursor animations library includes beating hearts and spinning globes; the icon collection supplies toilet bowls, waste baskets, nuclear dump sites, and more.

There's much more — including programs you won't find in any other book — plus exclusive offers for valuable discounts on commercial programs. All programs are System 7-compatible; most also run under System 6. All work with almost any Mac, including Performa, PowerBook, Quadra, and Centris models.

Why spend hours surfing cyberspace trying to find these programs on your own? Get the buff stuff right here, with **Bitchin' Mac Programs.**

This book includes an 800K companion disk that decompresses to 1.8 megabytes of start-up programs, sound effects, menu bar control panels, icon editors, and other miscellaneous cool stuff to make your Mac the hippest computer on the block.
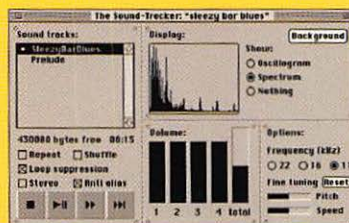
The Sound-Trecker

Snow & Xmas Lights

Greg's Buttons

About the Author: Owen W. Linzmayer is a San Francisco-based freelance writer who contributes regularly to *MacUser* and *Macworld* magazines. He has held editorial positions at a number of personal computer publications, and is the author of several other books on video games and the Macintosh, including *Totally Rad Mac Programs*, from SYBEX.

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Icon	Program Name	Description	Page
	Cursor Animator	Allows you to substitute each of the five system cursors (I-beam, crosshair, crossbar, wristwatch, and arrow) with static or animated color cursors guaranteed to be much more entertaining.	75
	DylanTalk	A hilarious spoof on the incoherent mumblings of a certain American folk singer, DylanTalk attempts to pronounce the text in modal dialog and alert boxes, as well as the titles of controls when they are clicked. It's so stupid, it's good.	19
	Folder Icon Maker	Makes impressive-looking custom icons for folders with a drag-and-drop interface that couldn't be simpler.	67
	Greg's Buttons	Gives your Mac a complete make-over, altering the default font, buttons, and background colors, among other things.	89
	iContraption	A full-blown icon editor that can also be used to move icon resources from one file to another. Comes with dozens upon dozens of icons.	55
	Invisible Clock	Audibly announces the time in a pleasant, female voice. Then this unpaid secretary hangs out in the background, announcing the time between the hours you choose: every hour, half-hour, or quarter-hour as you prefer.	9
	Kingyo	If you've always wanted a pet but are too self-involved to give it the love and food it craves, Kingyo is just what the vet ordered: a cute animated cartoon fish that swims around your screen.	103
	Menu Bar Pattern	Paints the menu bar with incredibly cool desktop patterns as large as 32×64 pixels and containing up to 256 colors, including Wallpaper patterns.	43