
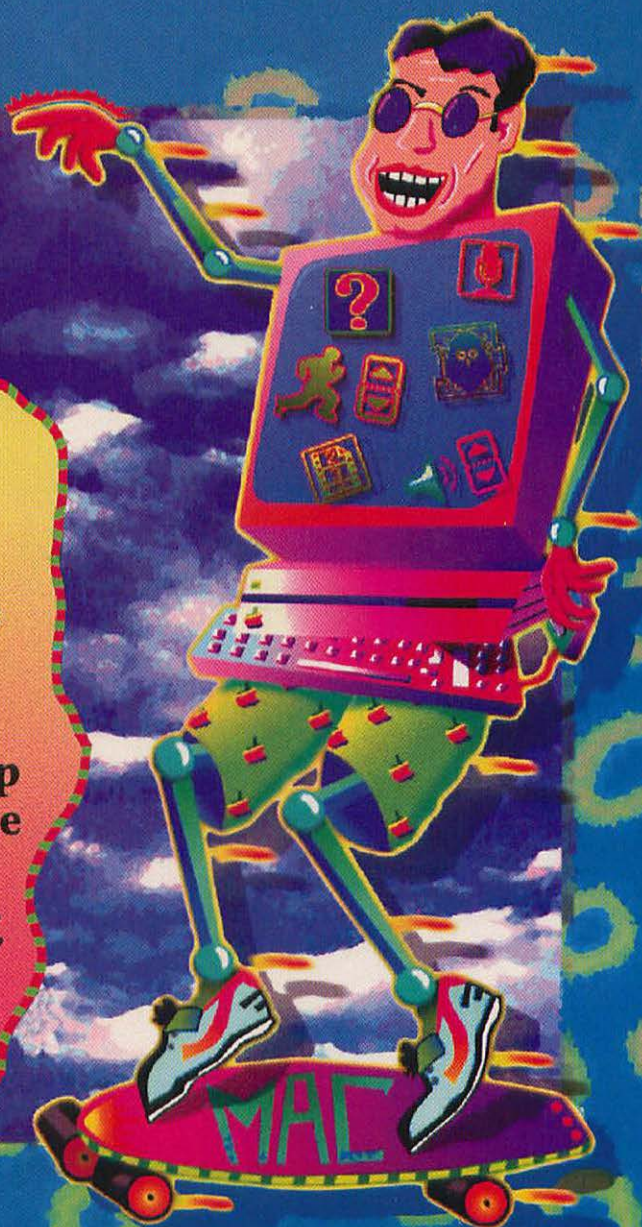


# Totally Rad Mac Programs












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Icon	Program Name	Description	Page
	Before Dark	Replaces the small standard desktop patterns with intricate color patterns up to 256 pixels on a side, much like the commercial program Chameleon.	30
	Bongo Bob	Displays one of over 100 wacky sayings every time you restart the Mac, and you can easily add as many of your own messages as you like.	16
	DarkSide	A screen saver that displays animations during periods of inactivity, much like the commercial program After Dark. It even runs After Dark modules!	66
	FKEY Master	A utility for installing function keys (FKEYs) such as The Ripper.	132
	Kilroy	If you wait too long, a bald-headed Kilroy peeks over dialog boxes and his eyes follow the cursor.	80
	Lights, Camera, Action!	Plays animation files during startup, complete with soundtracks if you want.	21
	Makin' Copies	Says "Makin' copies!" whenever you duplicate files, disks, or folders, just like the hilarious Saturday Night Live skit.	61
	MICN	Replaces the text in the menu bar with icons of your choosing. Useful for reclaiming space in cramped menu bars such as on PowerBooks.	89
	Momentum	Allows you to "throw" outlined objects around the desktop, complete with bouncing sound.	100
	99 Bottles	Sings "99 Bottles of Beer on the Wall" at various speeds with any number of bottles of beer.	42
	PICT2Startup	Converts PICT graphics into StartupScreens for display during startup.	2

Icon	Program Name	Description	Page
	ScreenChooser	Randomizes the startup screen to keep things interesting, then replaces the boring desktop pattern with either your full-color startup screen or large, repeating tiles.	7
	ShrinkDown	Shrinks screen to a little dot upon Shutdown, just like an old television set being turned off.	114
	Shutdown Fade	Fades screen upon Shutdown instead of just going black in a flash.	116
	SndControl	Plays sounds corresponding to various events such as emptying the Trash and ejecting disks. Comes with a dozen authorized Star Trek sound effects.	47
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	StartupSnd	Impresses your friends by playing the Quadra startup chord—or any other sounds—upon startup.	26
	SuperApple	Replaces the static Apple icon with various color animations such as a bouncing ball or waving flag.	84
	TailDragger	Causes the cursor to point in the direction of the mouse movement.	97
	The Ripper	Tears the current window, leaving it fully functional, but with a jagged edge.	105
	Wacky Lights	Makes the LEDs on keyboard flash in a back-and-forth sequence.	108

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## Totally Rad Mac Programs

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Keep up the good work and maybe someday you might attain Mother Teresa status as the living patron saint of Macheads.”

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**Scott Seifert**  
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**Andrew Gillanders**  
*Brisbane, Queensland, Australia*

"Having bought your book/disk combo, I was thrilled when I tried the programs out. I have also purchased *Stupid Mac Tricks* and *Son of Stupid Mac Tricks* and I think this set is better."

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"The book was a fun read, easy to follow, and the programs are great for customizing my new Quadra 700."

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*Uniondale, New York*

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None of the programs on the disk is copy-protected. However, in all cases, reselling these programs without authorization is expressly forbidden.



Dedicated to my wife, Alane, who stayed out of my hair while I was writing this book, and to my cat, Nutella, who didn't.

## Acknowledgments

While the cover of this book bears my name alone, I could not have written it without the contributions of many others to whom I am deeply indebted. (Yeah, I know every humble author says the same thing, but in this case it's really the truth!)

Foremost among those I'd like to thank are the programmers who hacked together the totally rad programs included with this book (listed in reverse alphabetical order just to be different): Jim Wolff (Makin' Copies), Andrew Welch (Wacky Lights), Dan Venolia (original TailDragger), Mark Valence (MICN), Marcio Luis Teixeira (ScreenChooser), Jim Stegman (Momentum), Adam Stein (FKEY Master), Roby Sherman (Bongo Bob), Andrew McGeachie (Shut-down Fade), Craig Marciniak (Before Dark), Robert S. Mah (Lights, Camera, Action!), Dave Koziol (Kilroy), Bill Johnson (Momentum), Eric J. Hayes (Makin' Copies), Jay Geagan (99 Bottles), Scott Fenton (ShrinkDown), Riccardo Ettore (SndControl, Sound Mover, and StartupSnd), Tom Dowdy (DarkSide), Chris Derossi (PICT2Startup), Jan Bruyndonckx (SuperApple and revised TailDragger), and Steve Blackstock (The Ripper). To all of you, thanks a million. May your cups runneth over with Jolt cola and your mailboxes overflow with the shareware fees you so richly deserve.

I'd also like to thank the many individuals who helped by offering tips, leads, and suggestions for improving the book you now hold in your hands: Alex Alexander, Karla Aronson (BMUG), Mark Bankins (Sound Source Unlimited), Joan Blades (Berkeley Systems), Steve Bobker (Raw Fish Systems), Cameron Crotty, Michael Dolan, Michael J. Fisher, Ben Haller (Stick Software), Lynn Halloran (Now Software), Robin Lane (Microseeds Publishing), Jan Jacobs Johnson (Fifth Generation Systems), Linda Kaplan (Thought I Could), Rick Kaseguma, Ann Lane (Addison-Wesley Publishing),



Arlan Levitan, Bob LeVitus, Alex Louie, Roy M. Lovejoy III (Adept Solutions), Stephen Lovett, Carol Lynn (ExpoTech), Greg Marriott (Apple Computer), Dan Muse, Sean P. Nolan, Stefan G. Pagacik (BCS), Douglas C. Peterson (Anabolic Systems), Frank Price (Mercury Systems), Robert Seaver, Victoria Von Biel (MacUser), and many others whose names I neglected to jot down in my notes. To anyone who I left out or whose name I misspelled (you know who you are), sorry dudes!

Finally, thank you, gentle reader, for purchasing this book. I'll think kindly of you when my royalty checks arrive...

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## Introduction

Dumb fun, and plenty of it. That's what I promise to deliver if you buy this book.

Although the Macintosh is an "insanely great" computer, when you get down to the nitty gritty, it's still a computer. And for a lot of people, computers are boring machines that they're forced to use at school or at work. But there's absolutely no reason to put up with a dull Mac. With the programs covered in this book and included on the accompanying disk, it's extremely easy to customize the Mac's operation to reflect your unique style, express your individuality, and make your friends drool with envy.

### ■ ■ ■ ■ ■ ■ ■ ■ using this most excellent book

To uncover the gems included in this book, I spent hundreds of hours combing through user group libraries, on-line databases, and commercial offerings in search of neat programs that fit one strict requirement: they have absolutely no redeeming value other than the totally radical coolness they bestow on Macs and their owners. I've done the hard part, now these programs can be yours for a song (actually, \$19.99 retail). 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.

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 stuff that messes with sound effects, a handful of files for creating miscellaneous mayhem, as well as a couple of shutdown items. Finally,

the book ends with two utilities for getting the most out of the other programs on disk.

## ■ ■ ■ ■ ■ installing totally rad 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 compressed archive. Before you can install the rad 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 Rad.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 Totally Rad Programs folder. Pick a hard drive with at least 1.6 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 unstuffed, follow the detailed directions in each program's chapter for installing the individual files where they belong on your hard drive.

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 hold down the Command-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 of the drive and the size of the disk. When done, the Finder should no longer show generic icons for any files



that 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, it's usually not a concern.

## ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ words of warning

This book contains optional tips on modifying programs with ResEdit. 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 Before Dark and DarkSide, 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 contain any viruses or bugs which 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 non-commercial 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 file, 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, reorder 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 reorder 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. (Programmers being more transient than Bedouins, tracking down everyone was no picnic.) To acquaint you with its quality products, Sound Source Unlimited took a chance by allowing me to include in this book the Star Trek AudioClips. These are part of commercial products that normally sell for more than the price of this book. So enjoy these files in good health, and if you like them,

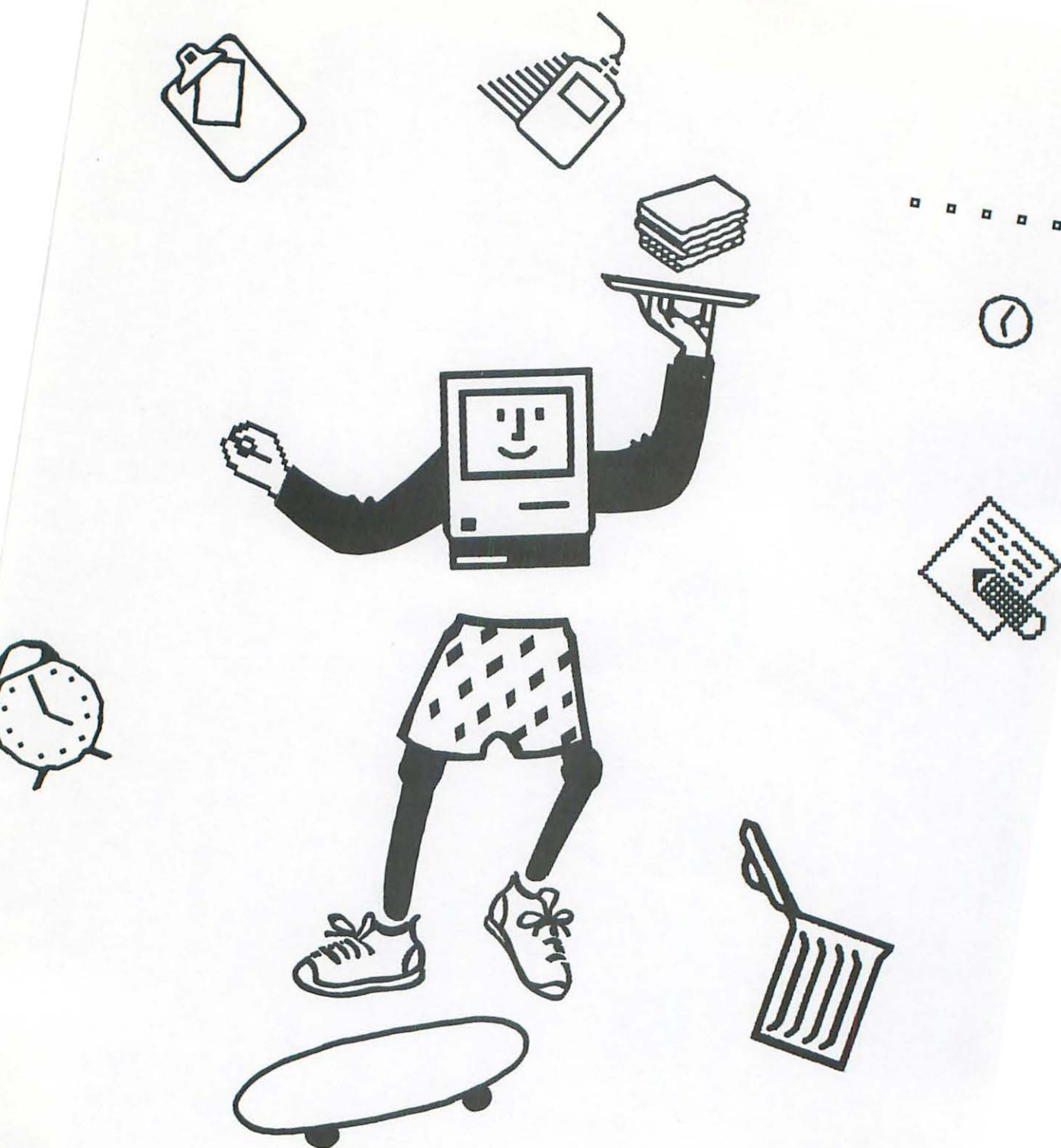


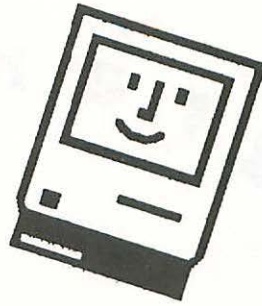


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## Part I: Startup

The first six programs covered in this book all affect the startup process in one way or another. Normally you must watch the icons of extensions and control panels prance along the bottom of the screen while that dopey “Welcome to Macintosh” greeting stares you in the face. But with PICT2Startup, you can convert any PICT graphics image into a StartupScreen for display during startup. Then use ScreenChooser to keep things interesting by randomizing the display of all your StartupScreens. Instead of displaying pictures, Bongo Bob presents one of over 100 wacky sayings every time you restart the Mac. On the other hand, Lights, Camera, Action! plays animation files during startup, complete with soundtracks if you want. And if you want to impress your friends, StartupSnd plays the Quadra startup chord—or any other sounds—upon startup. Once startup is complete, the Finder’s desktop appears with stunning background patterns thanks to Before Dark which allows you to replace the small standard desktop patterns with intricate color patterns up to 256 pixels on a side, much like the commercial program Chameleon.

program



# PIC2Startup

One of the little-known features of the Mac is its ability to replace the standard "Welcome to Macintosh" startup greeting with a custom picture, be it a bathing beauty, corporate logo, or warning for others to keep their paws off your computer. To take advantage of this feature, you must have some way of saving your pictures in the special StartupScreen file format required by the Mac. That's where PIC2Startup comes in. This tiny application converts images from the common PICT format into the esoteric StartupScreen format. That's all it does. But considering that programmer extraordinaire Chris Derossi whipped up this little baby in twenty minutes on my request, I'm awfully impressed. I know restaurants where it takes longer than that to get water brought to your table.

By the way, if you already own a graphics application that has a StartupScreen (or PICT resource) option in its Save As menu, then



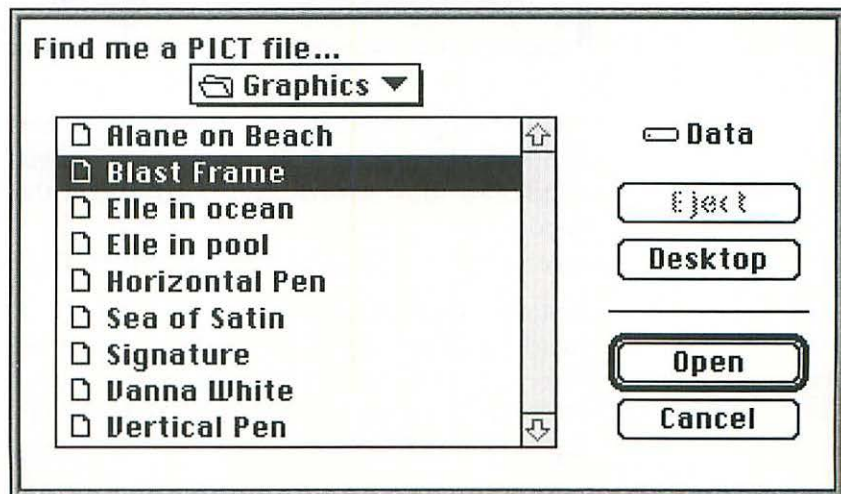
you don't need PICT2Startup. Just save your favorite image as a StartupScreen file, make sure you name it StartupScreen, then drop it into your System folder and restart.

## □ □ □ □ □ □ □ □ □ □ installing pict2startup

PICT2Startup 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.

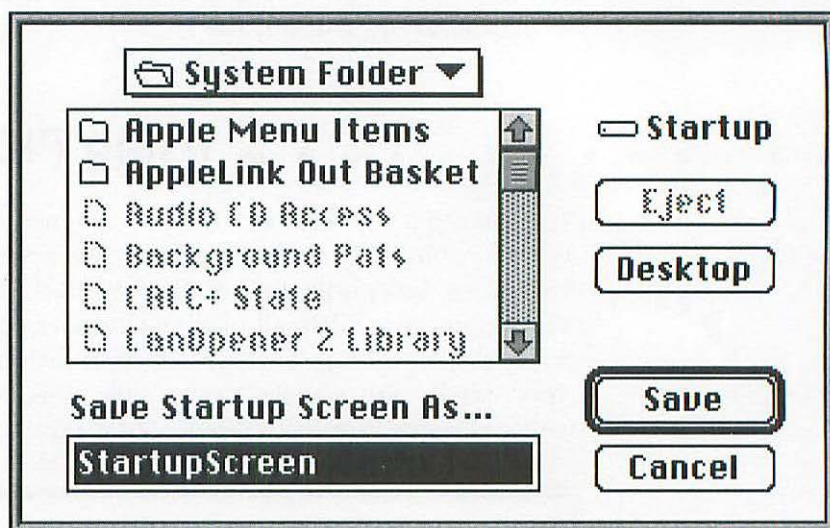
## □ □ □ □ □ □ □ □ □ □ using PICT2Startup

PICT2Startup is a no-brainer. Heck, even a mental-midget like former veep J. Danforth Quaallude III could use it without reading these instructions. Launch PICT2Startup by double-clicking its icon. Unlike other programs, which offer lots of choices in menus, PICT2Startup simply displays a standard file selection dialog box. What do you expect? Bells and whistles? Remember, this thing was written in twenty minutes! Got that? Twenty short minutes, ferhevensakes!



Click Desktop or Drive until you locate the volume that contains your PICT graphics, then open the appropriate folders until you can double-click the name of the graphics file you want to convert. Only folders and PICT files are shown. If an image you want doesn't appear, it's probably not in the PICT file format.

A few seconds after you've selected the PICT file to convert, another dialog box appears, asking you to specify the name and location of the StartupScreen.



PICT2Startup defaults to saving the file with the name *StartupScreen* in the current startup volume's System folder. Under normal conditions, this is what you need to call the file and where you need to put it. If the default is acceptable, click Save; otherwise, enter a different name or change the location.

System 7 users have an alternative way of converting images. Instead of launching PICT2Startup and selecting files via dialog boxes, you can simply "drag-and-drop" in the Finder. Locate the PICT file you want to convert, then drag it on top of the PICT2Startup icon until the latter changes color. When you release the mouse

button, PICT2Startup automatically saves the file with the name *StartupScreen* in the current startup volume's System folder. If a file already exists with the same name, you're asked to confirm whether you want to replace the old image with the new picture.

Here's another great tip for System 7 users. If you don't have a PICT file handy, go to the Finder, then press  $\text{⌘}$ -Shift-3 to activate the Mac's built-in screen capture FKEY. This takes a snapshot of the desktop, which is named *Picture 1* and placed on your startup volume. Then drag the resulting PICT file on top of the PICT2Startup icon. When you turn on your Mac, the desktop appears immediately, giving the impression that everything is ready to go, even though it might normally take quite a long time to load all of your extensions. If your amazed friends inquire, mumble something about "Ultra-high performance RAM disks with zero wait-state boot vectors..."

## □ □ □ □ □ □ □ □ □ □ companion disk goodies

PICT files can be created with almost every graphics application on the market today, and there are thousands of images available in the public domain; due to space constraints, though, I wasn't able to include any on the program disk for this book. If you have trouble getting your hands on cool graphics, don't sweat it because I've assembled an eclectic collection of PICT files suitable for use as StartupScreens on both color and black-and-white Macs. For details, see the Companion Disk Offer at the back of the book.

## □ □ □ □ □ □ □ □ □ □ □ compatibility notes

PICT2Startup works under System 6 and System 7. Because it needs to load the entire PICT file into RAM, the suggested memory requirement is 4 Mb. You can launch the program with less memory,



but if it can't fit the PICT file in memory, an alert box appears explaining the problem. Either choose a smaller PICT file, or convert using a Mac with more memory.

## □ □ □ □ □ □ □ □ **contacting the programmer**

PICT2Startup is freeware, copyright © 1992, Chris Derossi. (Address withheld by request.)



Program



# ScreenChooser

As was explained in the previous chapter, the Mac is able to replace the standard “Welcome to Macintosh” startup greeting with a custom picture, provided the picture is in the special StartupScreen file format. While this is pretty neat in and of itself, familiarity breeds contempt. I don’t care if you have a StartupScreen of Elle MacPherson (my personal favorite); after a while, you’re bound to get sick of looking at the same picture each and every time you turn on the Mac. The good news is that you needn’t have a monogamous relationship with your StartupScreen pin-ups anymore. Screen-Chooser randomly selects one of many pictures to display, giving you something new to look forward to every time you turn on your

Mac. What's more, it has options for tiling the screen, and installing either these patterns or a full-blown picture as the background for the Finder's desktop.

## □ □ □ □ □ □ □ □ □ installing ScreenChooser

To install ScreenChooser under System 6, just drag it into the System folder on your startup volume. Under System 7, double-click the System folder, then drag ScreenChooser into the System folder window (don't just drag it on top of the System folder and let the Finder put it away, otherwise ScreenChooser will load later in the startup process and you won't get to enjoy your StartupScreen as much). Then choose Restart from the Finder's Special menu to complete the installation. (To de-install ScreenChooser, remove it from the System folder and restart.)

## using ScreenChooser

Start off by assembling a collection of images created with your favorite graphics application. Since ScreenChooser automatically centers pictures, you can use many different sizes; your pictures needn't fill the entire screen. Also, you aren't restricted to using only the System palette; feel free to use color look-up tables (CLUTs) if they make your picture look better when working with 256 colors or fewer. Using a custom palette is a fairly common trick computer artists use to make their pictures look good when they have only a limited numbers of colors from which to choose. If a picture has a lot of green, for example, rather than rely on the few shades of green in the System palette, a skillful artist replaces unused colors with a wider variety of green. This isn't a problem when

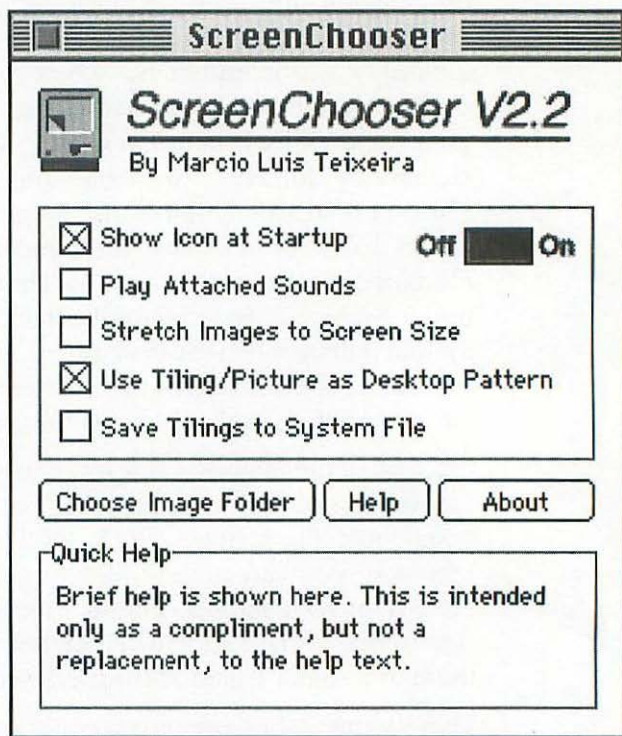
opening pictures with graphics applications, because most such programs use the picture's own palette by default, so everything looks as it was intended. But when you create StartupScreens, normally you must limit yourself to the System palette or risk having your pictures look like psychedelic versions of Warhol paintings created by someone on a bad trip...ah, but I digress. ScreenChooser is smart enough to display pictures during startup with the colors that were in use when the pictures were created. Unless the Monitors control panel is set to Thousands or Millions of colors under System 7, ScreenChooser then dithers the pictures into the System palette when the desktop appears. System 6 users with only 256 colors should dither to the System palette using a graphics application before saving pictures for use with ScreenChooser.

Place all of the images you want to use into a single folder. The files can be named anything you like, but they must be in one of the compatible file formats (PICT, PICT resource, or StartupScreen). Likewise, you can call the folder anything you like, as long as it resides on your startup volume. I recommend giving your pictures descriptive names so you remember what they are, and placing them in a folder called *StartupScreens*.

There's one other option to consider at this point. Normally, if ScreenChooser picks a small image, it automatically centers the picture in the middle of the screen. However, if that same image has *.tile* appended to its file name, ScreenChooser tiles the entire screen with copies of the image. For best results, use this option on images of equal height and width; ideally 8, 16, 32, 64, or 128 pixels on a side. Odd sizes can be used, but it takes longer for ScreenChooser to complete the tiling.

Now, before ScreenChooser can do its thing, it must be configured. Open the ScreenChooser 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 ScreenChooser is active by turning the master switch on. If you want to temporarily disable ScreenChooser without removing it from your System folder, click Off. It's also a good idea to turn off ScreenChooser before de-installing it permanently, otherwise the General Controls control panel may be unable to display color desktop patterns. If at any point you are confused about what to do, consult the Quick Help box at the bottom of the control panel. For more information, click Help to present a dialog box with detailed explanations of all the options.

If you want the ScreenChooser 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 beautiful graphics,

deselect the checkbox. This checkbox affects the ScreenChooser icon only; the icons of other control panels and extensions still appear as always.

ScreenChooser has the unique ability to play sound effects associated with individual pictures and tiles. For instance, you may have a picture of your family and a digitized recording of them saying "Hello!" If you want ScreenChooser to play that sound effect every time it displays that picture, you must select the Play Attached Sounds checkbox. Then make sure that the digitized recording is saved as a double-clickable System 7 sound file. Give it the same name as the related picture, then append *.snd* to the name. In our example, if your picture is called *Family Portrait*, the sound file should be named *Family Portrait.snd* and placed in the same folder as the picture. ScreenChooser can handle only a single sound file per image. It's perfectly acceptable to have images without sound files; if ScreenChooser can't find a sound file with the same name as the chosen image, it displays it in silence.

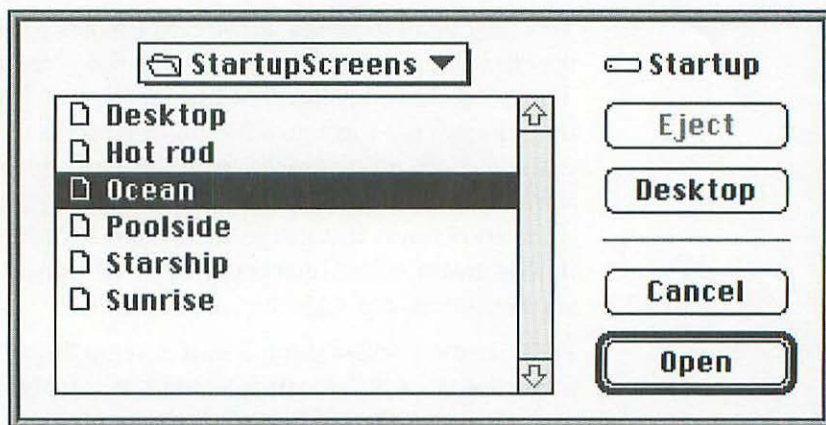
You may want to select the Stretch Images to Screen Size checkbox if your picture isn't the same size as the screen on which it is to be displayed. This tells ScreenChooser to stretch or shrink the picture in memory (not the actual file on disk) so as to fill the entire screen. If the aspect ratio (height by width) of the image is roughly the same as the screen, you may not notice too much distortion. However, sometimes the image looks like it's reflected in a fun-house mirror and may be unacceptable. This option has no effect whatsoever on images with the *.tile* extension.

Perhaps the coolest thing about ScreenChooser is that, in addition to randomly picking StartupScreens, it can also use the selected picture or tile as the background for the Finder's desktop. Just select the Use Tiling/Picture as Desktop Pattern checkbox and watch in amazement as ScreenChooser replaces the standard, small desktop pattern with a glorious full-screen picture or large, detailed repeating tile. Aside from requiring a little more memory, the only reason I can think of for not using this option is that you may prefer using Before Dark to spruce up the desktop patterns (see Chapter 6).



If you are experiencing difficulties getting your tiles to appear correctly on the Finder's desktop, try selecting the Save Tilings to System File checkbox. This option inserts the current tile as a ppat resource in the System file itself. Since modifying the System file always brings with it the possibility of problems, use this option as a last resort only and as a precaution, make a duplicate of your System file before running ScreenChooser, 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 restart). With a backup safe in hand, if something does go wrong while using ScreenChooser, or your System file is corrupted at some later point by unknown forces, you can always replace the bad System file with the fresh copy you just made.

When you have made all your other choices, click Choose Image Folder to present a standard file selection dialog box.



Locate the StartupScreens folder on your hard disk, and keep clicking Open until you've selected one of the graphics residing in the folder. At this point the dialog box disappears because ScreenChooser now knows where to find all of your pictures. Click the close box (⌘-W) to close the ScreenChooser window. An alert box



appears informing you that your changes won't take effect until you restart.

In that case, choose Restart from the Finder's Special menu. When ScreenChooser loads, it displays one of your files chosen at random and continues displaying it until the Finder's desktop appears. If you have selected the Use Tiling/Picture as Desktop Pattern checkbox, it remains visible behind all the other windows and icons on the desktop.



This image is included on the Companion Disk offered at the back of the book.

If another program displays an alert box or other message before the Finder appears, it may obscure your StartupScreen. If this occurs consistently, try making the offending file load before ScreenChooser by inserting a space at the front of the file name, or by using one of the many extension managers widely available in the public domain or in the commercial sector.

Since ScreenChooser picks pictures purely at random, there is always a chance that the same screen will be displayed more than once consecutively. If you keep a lot of StartupScreens in your folder, however, duplication is less likely to happen.

## ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ companion disk goodies

PICT files can be created with almost every graphics application on the market today, and there are thousands of images available in the public domain, but due to space constraints, I wasn't able to include any on the disk that comes with this book. If you have trouble getting your hands on cool graphics, don't sweat it because I've assembled an eclectic collection of PICT files suitable for use with ScreenChooser. For details, see the Companion Disk Offer at the back of the book.

## ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ compatibility notes

ScreenChooser works under System 6 and System 7. ScreenChooser doesn't require 32-Bit QuickDraw, but without it, you can display only black-and-white images, and many options are not available. Make sure all file-compression extensions load before ScreenChooser.

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

ScreenChooser is shareware and was initially written by Marcio Luis Teixeira when he was only 14 years old. Gimme a break. I didn't even know how to pick my nose at that age, much less program a Mac. If you continue to use ScreenChooser after a reasonable try-out period, please encourage Marcio to continue writing cool programs by sending him the very reasonable shareware fee of \$20.

Also, if you enjoy this program, be sure to send Marcio a \$5 check for a copy of his shareware disk which contains many other interesting and useful Mac programs. (Please write *Shareware Disk Request* in the memo field of your check.)

Marcio Luis Teixeira  
P.O. Box 271602  
Fort Collins, CO 80527-1602  
America Online: MarcioT



Program

3



# Bongo Bob

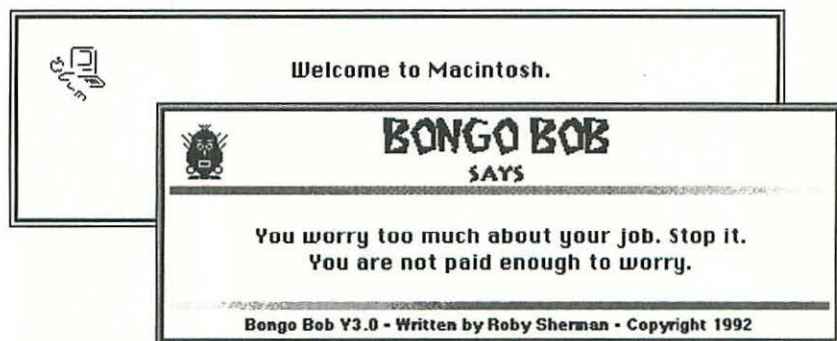
Bongo Bob is like a dynamic bumper sticker for your Mac, displaying fractured fortunes during the startup process. Of the more than 100 quotes, witticisms, platitudes, and phrases included, I particularly like the motto of all do-it-yourselfers: "If it jams, force it. If it breaks, it needed replacement anyway." Other words to live by: "A journey of a thousand miles begins with a cash advance." And, finally, I think it was Dr. Macintosh himself who once proclaimed "Earth has its boundaries, but human stupidity is limitless." If you don't like any of the fortunes included, that's cool, 'cause you can easily change them or add your own.

## installing Bongo Bob

To install Bongo Bob, just drag the Bongo Bob extension and the Bongo Bob Data file into the System folder on your startup volume. Under System 7, an alert box appears explaining that the files belong in special places. Click OK and let the Finder put them in the right places. Then choose Restart from the Finder's Special menu to complete the installation. (To de-install Bongo Bob, remove the Bongo Bob extension and data file from the System folder and restart.)

## using Bongo Bob

Once installed, Bongo Bob is pretty much a hands-off program. Whenever you turn on your computer or choose Restart from the Finder's Special menu, the Mac begins loading whatever startup documents you have in your System folder. When it gets to Bongo Bob, the Mac resonates with the sound of crashing cymbals as Bongo Bob displays one of over 100 different fortunes.



In deference to sleeping roommates, children, or spouses, Bongo Bob's startup sound doesn't play between the hours of 11:00 p.m. and 11:00 a.m. If it goes off during this quiet period, your Mac's

clock is probably set incorrectly. Change the time in the General Controls control panel.

If you need extra time to read a lengthy fortune, hold down the mouse button to pause Bongo Bob temporarily. If all of the fortunes flash by too quickly, you can either sign up for an Evelyn Wood speed-reading course or make Bongo Bob one of the first extensions to load. Since the fortune remains on-screen until all the other extensions have loaded and the desktop appears, the earlier Bongo Bob loads, the more time you have to read the fortune. You can make Bongo Bob one of the first files to load by inserting a space at the front of the file name, or by using one of the many extension managers widely available in the public domain or in the commercial sector. Bear in mind, however, that if you make Bongo Bob appear early in the startup process, he may stomp on any StartupScreen you may have installed.

If you want to edit the existing fortunes or add your own, open a copy (as a precaution, don't use the original) of the Bongo Bob Data file with TeachText or any other word processor. As you can probably figure out by examining the provided file, the basic rule is that fortunes must be separated from one another by two percent signs (%%) followed by a carriage return. That's all you really need to know, but there are a few other things to keep in mind when formatting your fortunes:

- Fortunes with less than 58 characters per line are displayed using the 12-point Chicago font, whereas longer lines appear as 9-point Geneva. There's no way to specify other fonts, so don't bother.
- Lines with more than 80 characters are truncated, so if you have a long line, break it up with carriage returns so that it displays in its entirety.
- Bongo Bob accommodates multi-line fortunes by stretching its alert box to fit around the fortune, no matter how long. However, don't enter really long fortunes as some



lines may disappear off the bottom of your screen during startup.

- By default, fortunes fewer than five lines long are automatically centered when displayed by Bongo Bob, and fortunes greater than four lines long are left justified.
- To force a longer fortune to appear centered, insert \$C as the first two characters in the first line of the fortune. You need not place this formatting code on its own line nor separate it from the first word or character of your fortune.
- To make Bongo Bob display the fortune and wait for a mouse click before proceeding, insert \$M at the beginning of the first line of the fortune. The \$M and \$C formatting codes can be combined if you want to center a fortune and wait for a mouse click. Since Bongo Bob halts the startup process indefinitely waiting for a mouse click, don't use the \$M code if you need the Mac to be able to start up unattended.

Once you are finished making changes, choose Save As from your word processor's File menu and select the Text, Text Only, or ASCII file format option (commonly hidden in pop-up menus). Make sure you name the file *Bongo Bob Data* and that you save it in the System folder. Changing the Bongo Bob Data file may screw up Bongo Bob's fortune pointer, causing it to display an incomplete fortune the next time it loads. Don't panic. Bongo Bob automatically synchronizes on the next go round.



## ResEdit tip

To eliminate or change the clashing cymbals sound effect, modify the snd resource (ID 128).

□ □ □ □ □ □ □ □ □ □ □ □ □ **compatibility notes**

Bongo Bob requires System 6.0.5 or higher.

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

Bongo Bob is photoware, so if you enjoy it, all you need to do is send a picture of yourself to Roby Sherman, along with any deep thoughts you'd like to share. Who knows, if you say something witty enough, it just might make it into the next version of Bongo Bob!

If you want a disk packed with over 7,000 fortunes (including Blonde Jokes, Jokes for Children, and Tasteless Jokes) plus an application version of Bongo Bob, send \$5 (U.S. funds only) to Roby along with your name and address. Roby cautions that he is not responsible for the contents of Bongo Bob's fortune files and that some material may be considered offensive.

Roby Sherman  
Interealm  
P.O. Box 110177  
Aurora, CO 80042-0177  
America Online: Interealm

# Program

# 4



## Lights, Camera, Action!

Heavy traffic, no place to park, earthquake, flood, taxes due, in-laws visiting, overdrawn, missed the bus, just got invaded.... Sometimes when you turn on your Mac at the beginning of the day, life seems to have lost its meaning. Just then the sound of birds surrounds you and your eyes notice a beautiful sunrise on the screen. Relaxing on the bank of a small serene lake, fresh spring water washes at your feet; you begin to unwind. Your mind clears and when the music fades, your sanity returns. Wow, that was great! Was it some awesome Zen moment? Not bloody likely. It's Lights, Camera, Action! (LCA! for short).

All of the programs discussed so far relate to replacing the *Welcome to Macintosh* greeting with a static StartupScreen or message. If you think that's cool, you're going to be blown away by LCA! because now you can play startup animations complete with sounds!

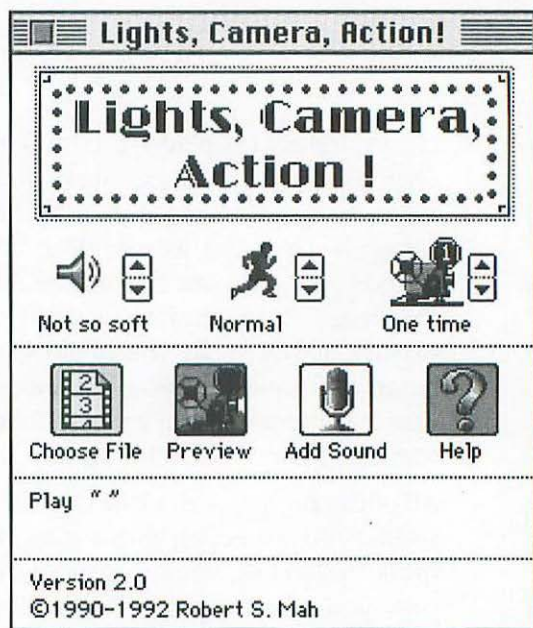


## □ □ □ □ □ installing Lights, Camera, Action!

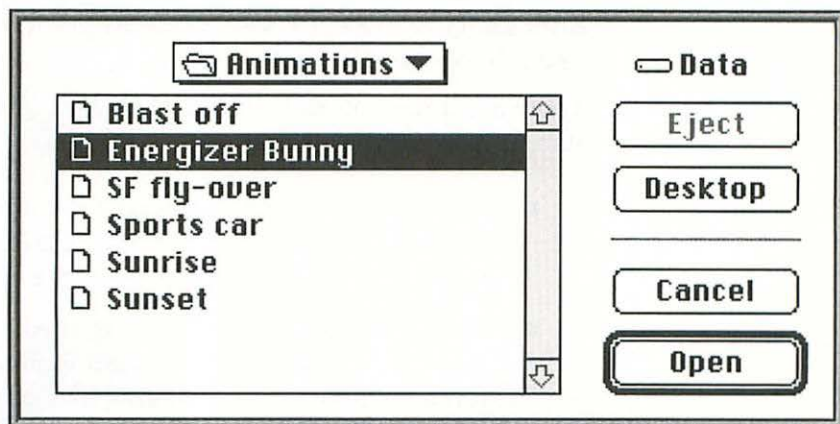
To install Lights, Camera, Action!, just drag it into the System folder on your startup volume. Under System 7, an alert box appears explaining that the file belongs in the Control Panels folder. Click OK and let the Finder put it in the right place. Then choose Restart from the Finder's Special menu to complete the installation. (To de-install LCA!, remove it from the System folder and restart.)

## □ □ □ □ □ using Lights, Camera, Action!

Before LCA! can win friends and influence people, it must be configured. Open the Lights, Camera, Action! control panel by double-clicking its icon under System 7, or choosing the Control Panel desk accessory from the Apple menu under System 6.



Click Choose File to present a standard file selection dialog box.



Click Desktop or Drive until you locate the volume that contains your animation files, then open the appropriate folders until you can double-click the name of the animation file you want to play upon startup. Only folders, PICS animations, QuickTime movies, and PICT files are shown. If the file you want doesn't appear, it's probably not in the correct file format.

After you have chosen a file, check that it's the right one by clicking Preview to play the animation or view the image. Just click the mouse or press any key to stop the preview. If it's not the right file, click Choose File again and try another.

Click Add Sound to present a standard file selection dialog box if your PICS animation (sorry folks, this feature doesn't work with QuickTime or PICT files) lacks the full multimedia experience (i.e., no sound). Click Desktop or Drive until you locate the volume that contains your sound files, then open the appropriate folders until you can double-click the name of the sound file you want to play with your PICS animation. Only double-clickable System 7 sound files (their icons look like documents with a speaker) are shown. If a sound you want doesn't appear, it's probably not in the correct file format. Once you select the sound file, its sound resource is





## ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ companion disk goodies

As noted, LCA! requires PICS animations, QuickTime movies, and PICT files, which can be created with many 3-D and animation applications on the market today, and there are hundreds of animations available in the public domain. But due to space constraints, I wasn't able to include any on the disk that comes with this book. If you have trouble getting your hands on appropriate animations, don't worry, be happy. I've assembled a handful of files suitable for use with LCA! on both color and black-and-white Macs. For details, see the Companion Disk Offer at the back of the book.

## ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ compatibility notes

LCA! requires System 6.0.3 or higher. If you want to play QuickTime animations, you also need the QuickTime extension plus 32-Bit QuickDraw, which is present in System 7 and is available as an extension for any color-capable Mac running System 6.0.7 or later.

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

Although Lights, Camera, Action! is freeware, it remains copyright © 1990–1992 by Robert S. Mah. However, if you really, really like it, Robert would appreciate a few bucks, a postcard, a donut, or something. Also, if you experience any anomalies or have a suggestion or two for improvement, please send them along.

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program



# StartupSnd

StartupSnd is a very simple program that plays sounds—digitized voices, musical notes, special effects, you name it—during the start-up process. It dutifully plays whatever sounds you've installed inside the file, without regard for your personal taste (or lack thereof). So that you can hear how it works right away, StartupSnd comes preloaded with the sound of a Mac Quadra starting up. I love watching the faces of power users when they hear a lowly Mac Plus sing like a Quadra at startup! If you haven't heard it already, the Quadra has a rich startup chord that makes the startup sound on old Macs seem downright pathetic. But the Quadra's Pentagon-style pricetag is a wee bit too steep if all you want to do is impress your friends with a cool startup sound.

## □ □ □ □ □ □ □ □ □ □ installing StartupSnd

To install StartupSnd, 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 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 StartupSnd, remove it from the System folder and restart.)

□ □ □ □ □ □ □ □ □ □ □ □ □ □ using StartupSnd

Once installed, StartupSnd requires no user interaction. Whenever you turn on your computer, or choose Restart from the Finder's Special menu, the Mac begins loading whatever startup documents you have in your System folder. When it gets to StartupSnd, the Mac resonates with the sound of whatever sound resources are installed in the StartupSnd file. Because your Mac's original startup sound is burned into ROM, StartupSnd does not replace or change it in any way.

If you don't want StartupSnd to play at startup, you have several options. First, you can permanently disable it by removing it from your System folder altogether. Or you can simply use the Sound control panel to set the Speaker Volume to zero, in which case StartupSnd does nothing at all upon startup, and the menu bar flashes whenever a beep would normally be heard. Finally, StartupSnd can be temporarily disabled by holding down the Caps Lock key upon startup. This is probably the best method to use because it doesn't require you to change the Sound control panel setting.

It should be noted that System 7 users don't really need StartupSnd. Instead, just drag double-clickable sound files (their icons look like documents with a speaker) or their aliases into the Startup Items folder inside the System folder. When the Finder appears, it plays in alphabetical order whatever sound files it finds in the Startup Items folder. To stop the Finder from playing the sounds and







program

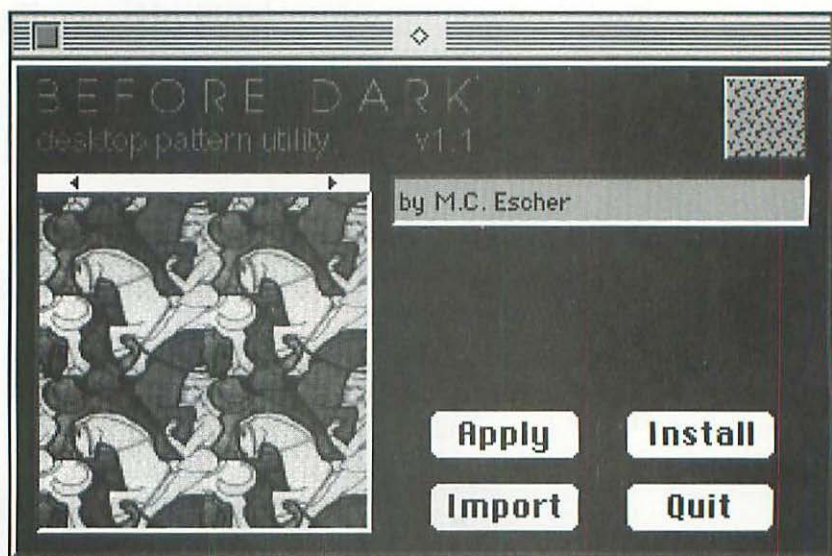


# Before Dark

One way of customizing your Mac is to open the General Controls control panel and play with the desktop pattern, which is always present behind all of your icons and windows. Problem is, the clumsy "fat bits" editor provided makes it darn near impossible to create any decent-looking patterns in the tiny box 8 *pixels* (*picture elements*, or dots) on a side, and Apple's built-in patterns are either more boring than a congressional debate on C-SPAN or uglier than clothing from the 1970s. Before Dark is the shareware version of Chameleon from Logical Solutions. Both applications replace the Finder's default desktop patterns with incredibly cool ones as large as 256 pixels square and containing up to 256 colors. Before Dark comes with 30 complex background patterns with intricate repeating designs. What's more, the program is System 7 savvy and includes such amenities as Balloon Help and the ability to import patterns from almost any source.





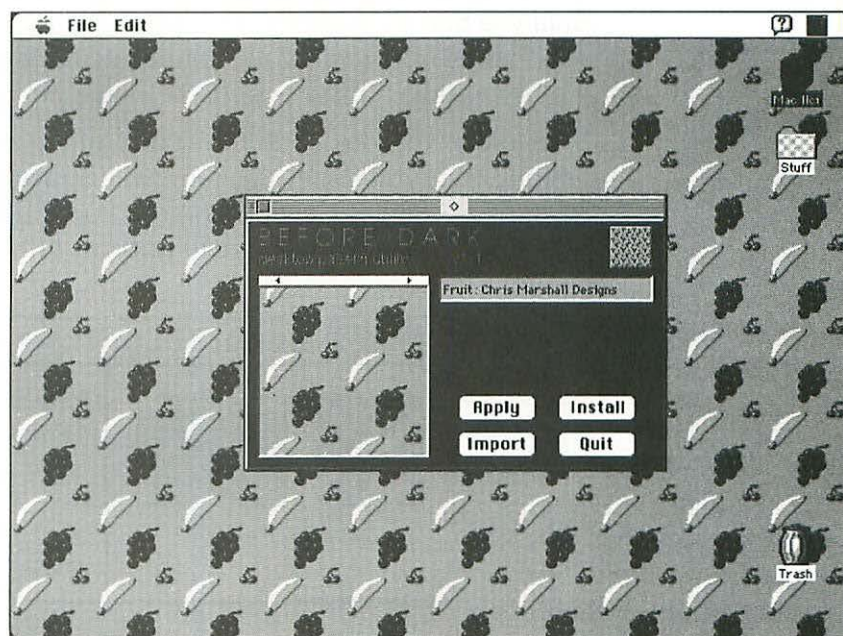


The small preview in the left-hand side of the Before Dark window shows one of 30 high-quality desktop patterns created by several professional graphic designers. To see the other patterns that are included with Before Dark, click the small arrow buttons or press the arrow keys to cycle left or right. Notice that each time you switch patterns, the text box to the right also updates. This displays a comment such as the name of the pattern or its creator. To modify this comment, click in the text field and a dialog box appears.



Enter any comment you like, then click Save to record your comment, or click Cancel to ignore the change. Whatever changes you make are saved to disk when you choose Quit (⌘-Q) from the File menu.

If you want to see what a particular pattern looks like on the desktop, click Apply (⌘-A) or click directly on the pattern in the preview area. This temporarily changes the desktop pattern to the pattern displayed in the preview area.



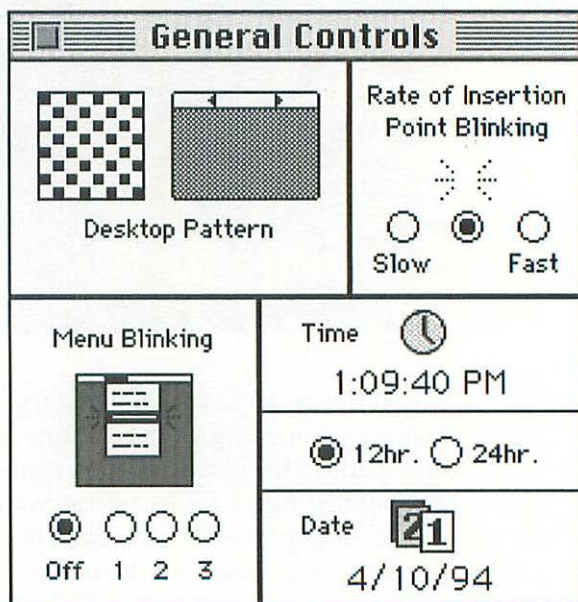
If you like what you see, make the change permanent by clicking Install or choosing Install Pattern as Startup Item (⌘-S) from the File menu. This places a small application called ApplyPattern into the Startup Items folder inside your System folder. At the end of the startup process, just after the Finder's desktop appears, all of the applications and documents in the Startup Items folder are launched or opened in alphabetical order. When the ApplyPattern



application launches, it instantly covers the desktop with the pattern you selected. This doesn't affect the System file at all. What's more, the change is easily undone. Hold down the Shift key during startup to prevent the Startup Items from launching, or choose Remove Startup Pattern from Before Dark's File menu to delete the ApplyPattern file, causing the standard desktop pattern to appear the next time you restart. You can see what the current pattern looks like by choosing Show Startup Pattern from the File menu.

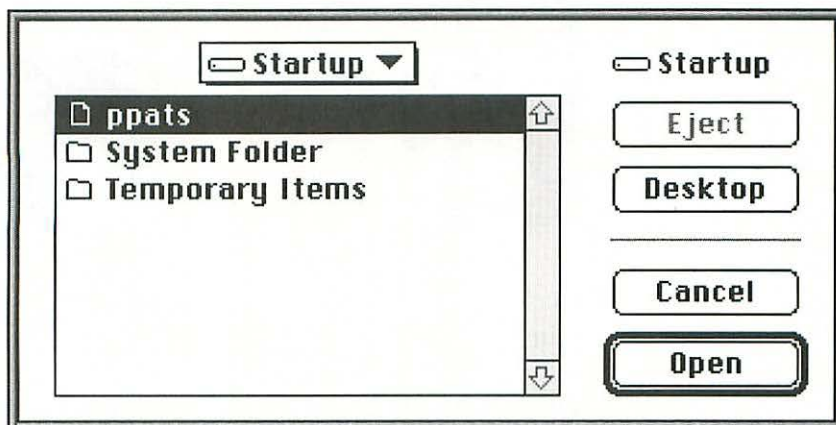
If you want to consider other patterns, continue previewing them until you find one you want to install. Or choose Apply Current System Pattern from the File menu to revert back to whatever was previously installed in the System file as the desktop pattern.

With older versions of Before Dark and similar desktop pattern editors, once you install a pattern greater than 8x8 pixels, the color patterns in Apple's General Controls control panel disappear, and you're left with black and white patterns only.

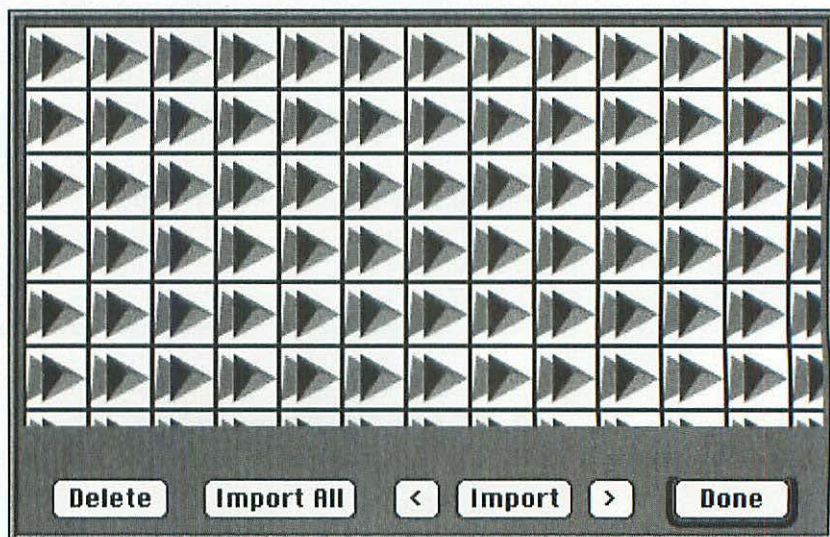


If you want to restore the color options to the General Controls control panel, choose Virginize System from Before Dark's File menu. This change need only be done once, and only if you have used a program that actually alters the pattern resource in the System file.

On the off chance that you don't find anything you like among the 30 patterns included, click Import to present a standard file selection dialog box.



Click Desktop or Drive until you locate the volume which contains the file with the ppat (PixelPattern) resource you desire, then open the appropriate folders until you can double-click the name of the file you want. The file you select must contain at least one valid ppat resource. Because they have a proprietary data structure, you can't import patterns that work with Thought I Could's Wallpaper, a commercial program that competes with Chameleon. Once you have opened a file with a ppat resource, a dialog box appears from which you can select the pattern you desire.



Click the left and right arrow buttons to cycle through the available patterns in the open file, then click **Import** if you want to permanently add the currently displayed pattern to those already contained in the Before Dark application. If you know you want all of the patterns included in the file, click **Import All**. When you are finished importing patterns, click **Done**.

Each pattern you add to Before Dark makes the application somewhat larger. If the file ever takes up too much disk space, preview a pattern that you don't like, then choose **Delete Pattern** from the **File** menu. An alert box appears asking you to confirm whether you really want to permanently remove the selected pattern from the application. Click **Yes** to kill it, or **No** if you change your mind.



□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ **ResEdit tip**

If you create your own ppat resources in ResEdit, choose Get Resource Info (⌘-I) from the Resource menu, and mark only the System Heap and Purgeable attribute checkboxes.

□ □ □ □ □ □ □ □ □ □ **companion disk goodies**

The ppat resources used by Before Dark are easily created with Apple Computer's ResEdit utility, and there are thousands of patterns available in the public domain. But due to space constraints, I wasn't able to include any extra patterns on the disk that comes with this book. If you want more than the 30 patterns that are built into Before Dark, you're in luck, because I've assembled a wild batch of patterns suitable for importing into Before Dark. For details, see the Companion Disk Offer at the back of the book.

□ □ □ □ □ □ □ □ □ □ □ □ □ □ **compatibility notes**

Before Dark requires System 7 and 32-Bit QuickDraw (works best with 8-bit or greater video, but can be used on black-and-white monitors, too). If you want the ability to modify your desktop patterns under System 6, I recommend you purchase Thought I Could's Wallpaper, which also includes a powerful pattern editor and an extensive collection of beautiful patterns.

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

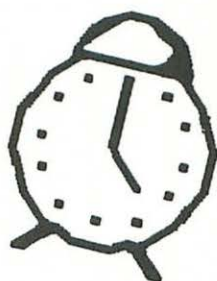
Before Dark is copyright © 1993, Craig Marciniak. The shareware fee is \$10. Craig encourages you to share your comments, bug reports, chit-chat, and money. As mentioned earlier, Before Dark

has a commercial counterpart called Chameleon which features an improved interface, powerful pattern editor, and many beautiful patterns up to 256 pixels square. See the exclusive offer in the back of this book for information on purchasing Chameleon at a substantial discount.

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AppleLink: L.Solutions







## Part II: Sound Effects

One of the features that really sets the Mac apart from other kinds of computers is its powerful sound generating capability. In this section I examine a trio of programs that show off how the Mac can make beautiful music and play digitized sound effects with the greatest of ease. This capability is exploited in the most frivolous manner by 99 Bottles, a little application which sings "99 Bottles of Beer on the Wall" at various speeds with any number of bottles of beer. SndControl, on the other hand, is somewhat more useful because it plays sounds corresponding to various events. I've included a dozen authorized Star Trek sound effects so you can have Spock say "Reset" each time you choose Restart from the Finder's Special menu, for example. Finally, Makin' Copies is a take-off on the hilarious Saturday Night Live skit starring Rob Schneider. Just install it, then every time you duplicate files, disks, or folders, the Mac announces that you're "Makin' copies!"

Program

7



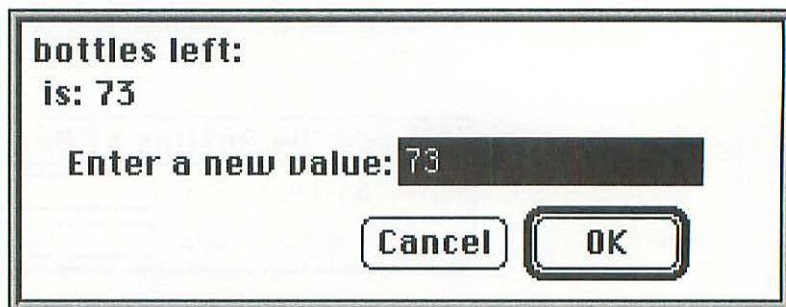
# 99 Bottles

What could be more annoying than being stuffed in your father's gas-guzzling Oldsmobile on a cross-country trip during which you're forced to sing "99 Bottles of Beer on the Wall" with a bunch of soused college fratmates? Seriously folks, nobody in their right mind ever finished this "song" (and I use the term in the loosest sense of the word), but since computers enjoy doing mindless repetition, it was inevitable that someone—in this case, the truly demented programmer Jay Geagan—would computerize this arduous task. Not only does 99 Bottles make your Mac sing one of the world's most irritating ditties (granted, the lyrics are just a little less repetitive than the typical pabulum-puking pop song by R.E.M.), it can be modified to count down from any number of bottles of beer up to 10 quadrillion!

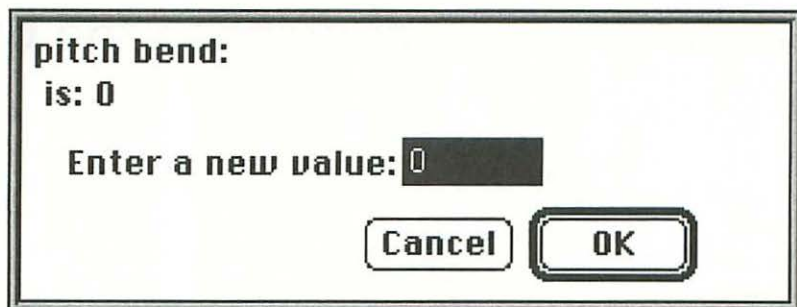




If you're of the opinion that 99 bottles of beer just aren't enough to pass around (who knows, perhaps you went to a wicked big party school like Boston University), click on the bottles left box (or press  $\mathbb{H}$ -B) to present a dialog box in which you can enter any number of bottles, from 0 to 10 quadrillion. A big number gets on your nerves real quick, but not before you laugh your butt off when the Mac announces that there's only "Nine quadrillion, nine hundred ninety-nine trillion, nine hundred ninety-nine billion, nine hundred ninety-nine million, nine hundred ninety-nine thousand, nine hundred ninety-nine bottles of beer on the wall."



Likewise, click on the pitch bend box (or press  $\mathbb{H}$ -P) to present a dialog box in which you can enter a value from -24 to 24. A unit of pitch bend equals one musical half-step, therefore there are 12 units of pitch bend per octave, giving a  $\pm 2$  octave range. For the musically impaired, that means negative numbers make the Mac imitate James Earl Jones on 'ludes, and positive numbers sound like a Chipmunk auctioneer on speed. Changes to the pitch bend take effect once the current stanza is complete.



## ResEdit tip

99 Bottles “sings” by stringing together the digitized roots of the words that form the lyrics. If you have way too much time on your hands and a Mac with sound input capabilities, try modifying the snd resources with your own voice.



## compatibility notes

99 Bottles requires Sound Manager, which is present in System 6.0.6 and higher, including System 7. Apparently there is a bug in some versions of Sound Manager, which occasionally sends it screaming off into never-never-RAM to look for sound data. As a result, every once in a very blue moon, 99 Bottles starts playing random noises from random memory locations (in RAM or even ROM), making the Mac sound like it's on its last legs. If you can imagine Pink Floyd scratching blackboards at a road construction site with some AM radios loudly playing frequencies between stations during a thunderstorm, then you've got the general idea. If it happens to you, choose Quit (⌘-Q) from the Menu menu, then relaunch 99 Bottles and try again.

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

99 Bottles is freeware. If you like it, don't send money. Save it for your medication, because you're obviously sick and in need of immediate psychiatric attention.

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Program



# SndControl

One relatively unknown feature introduced in System 6.0.4 is the Mac's ability to play sounds corresponding to various events such as opening windows, deleting files, and ejecting disks. All you need to take advantage of this feature is a shareware program such as SndControl. This baby helps your Mac break the sound barrier by allowing it to complain when you insert a bad disk, insult your momma when you do something stupid, or say goodnight when you shut down. Instead of just the simple beep you've grown to know and hate, SndControl allows you to associate any sound you want to more than 30 distinct actions or events. I've included a dozen sound effects from the classic Star Trek television series, and you can use your own sounds to give your Mac a complete attitude transplant.







The SndControl control panel may appear confusing at first, but actually it's easy to use once you understand the basic features. The top portion of the control panel is dedicated to the specific actions, sounds, and volume controls. The bottom portion determines the overall operation of SndControl. The best way to explain how to use both sections is to walk you through the process of assigning a sound to an action. Basically, to assign a sound to an action, select an action by clicking its radio button, choose a sound for that action by clicking in the scroll box, then set the volume for that sound by adjusting the slider on the right.

The first time you open SndControl (or any time you trash its preferences file), the Beep action is set to Simple Beep (actually, to the snd resource with ID 1, assuming there is one) and all other actions are set to No sound (i.e. silence). Including Beep, there are currently more than 30 actions to which SndControl can assign sounds (more actions may be added in the future, so be sure to register). The actions are listed in groups on the left-hand side of the control panel next to the radio buttons. Click the arrows at the top of the list to cycle through the groups so that you can see all of the different actions:

Beep	Restart	Shift On	Chime Bell	Copy Done
Disk Eject	Shutdown	Shift Off	PhraseTalk	Alarm
Disk Insert	Key	Caps On	IdleTalk	ZoomIn
Bad Disk	Space	Caps Off	MouseDown	ZoomOut
Disk Request	Return	Chime :00	PB Plug In	Resize-Window
Empty Trash	Tab	Chime :15	PB Plug Out	Close-Window
Fill Trash	Backspace	Chime :30	PB Sleep	
Startup	Enter	Chime :45	PB Wake Up	

To my way of thinking, most of the actions are pretty much self-explanatory, but there are a few items for which some additional information wouldn't hurt:

- **Empty Trash:** Whether you choose Empty Trash from the Finder's Special menu or you drag all the files out of the Trash, SndControl plays whatever sound you assign to the Empty Trash action. So don't be alarmed if the Mac announces that "I took out the trash, master" if you simply dragged the files to safety by removing them from the Trash window. Rest assured that nothing has been erased.
- **Startup:** Plays a sound whenever the Mac completes the startup process. To avoid playing the Startup sound, hold down the Caps Lock key during startup until you see an icon that says Shh and CAPS! This doesn't affect the StartupSnd extension covered in Chapter 5.
- **Chimes:** You can select a sound to be played on the hour (Chime :00), quarter past (Chime :15), half past (Chime :30), and quarter to (Chime :45). You may also assign a sound to play the number of hours on the hour (Chime Bell). Chime sounds play synchronously, which means you can't do anything with the Mac until they are finished playing. For this reason, I recommend a very short sound for the Chimes. Note that pressing the Option key allows the current sound to finish playing, and stops all further sounds until released. Useful if it's noon and you can't be bothered listening to twelve synchronous donges!
- **PhraseTalk:** Plays a sound whenever a given word or phrase is typed. Click PhraseTalk, and in the text field that appears below the scroll box, enter the word or

phrase SndControl should look for, making sure you specify the correct capitalization. You may change the phrase and its associated sound at any time; there's no need to restart your Mac. Then whenever you type the phrase in a word processor or what-have-you, SndControl plays the specified sound.

- **IdleTalk:** Plays a sound whenever a predefined period of inactivity (no keystrokes or mouse movements) has elapsed. Click the IdleTalk radio button, and arrows appear to the right of the IdleTime text field beneath the scroll box. Click the arrows to change the number of minutes the Mac should wait for before hurling insults at you. Digitized wisecracks such as "Get back to work, you lazy bum!" can be hilarious because they seem appropriate at the time they're uttered. It's kind of like having Baseline Publishing's Talking Moose, but without the cute animation of the cartoon characters.
- **PB:** The actions that start off with the letters PB are specific to the Mac Portable and PowerBook computers, such as plugging and unplugging the power cord, as well as going into and waking up from the Sleep mode.
- **Copy Done:** Plays a sound when the Finder finishes duplicating files. Click Copy Done and in the text field that appears below the scroll box, enter the word that SndControl should look for, making sure you specify the correct capitalization. If your System is not in English, you may change the word Copy to reflect the name of the alert box in your own language. Also note that under System 6, the plain ol' letter D does the trick.



- **Alarm:** Plays a sound whenever Apple's Alarm Clock desk accessory goes off. If you don't use the Alarm Clock DA, don't bother setting up a sound for this action.
- **CloseWindow:** Plays a sound whenever a window closes. If you enter a window title in the text field that appears when you click CloseWindow, SndControl plays a sound only when that particular window closes.

Once you see an action to which you want to assign a sound, click its radio button. If a sound is already assigned to that action, it plays automatically, the scroll box displays its name, and the size (in bytes) of the sound or suitcase appears below the scroll box for informational purposes only. To assign a new or different sound, select one from the scroll box and everything updates as the sound plays. The scroll box displays only those sounds contained in the System file, those in a suitcase file named *snd* located inside the System folder, and those in suitcases or other files opened with Suitcase II, Master Juggler, or a similar utility. If you don't want the Mac to play anything for a particular action, click No sound at the top of the sounds scroll box or press Esc.

When assigning sounds, consider the circumstances under which the action occurs so that the sound you use is appropriate. For instance, the Beep action may occur when you click the wrong item on a list, as well as when your telecommunication program finishes downloading a file. Therefore it makes sense to assign a short, non-specific sound like a horn rather than the Simpson's theme song. On the other hand, the PB Sleep action only happens when the PowerBook goes into Sleep mode, so it makes sense to assign the sound of a lullaby or snoring.

Having the same sound played every time a given action occurs soon becomes very boring and even irritating at times. But with SndControl, actions can be assigned randomly selected sounds.

Select the Randomize checkbox and the full list of sounds is replaced by a list of sound suitcases present in your System folder. If you choose Random from System, a sound is picked from the sounds in the System file and all open suitcases. Selecting a suitcase tells SndControl to pick a sound from that particular suitcase only. This way, you can create thematic suitcases to be assigned to a particular action (such as one suitcase with sounds of various bodily functions for Disk Eject, and another suitcase with curses and swears for Bad Disk). Name these sound suitcases whatever you like; just make sure they are stored in the System folder.

By default, the volume for all sounds matches the setting for Beep, which itself starts off the same as the General control panel (under System 6) or the Sound control panel (under System 7). Changing the volume for Beep using SndControl is equivalent to changing the General or Sound control panels' volume setting. For this reason, the Beep volume is called the control panel volume (CP volume for short).

Each action-sound pair can have its own unique volume setting, so your Restart sound can be as quiet as a church mouse even if your Bad Disk sound is as loud as Reverend Al Sharpton. To change the volume, click the slider and drag it to a new setting from 0 to 7 (if zero, the menu bar flashes whenever a sound would normally be played). To force the sound to be played at the same volume as the Beep action, select the Use CP volume checkbox. If you subsequently adjust the volume with the slider, the Use CP volume checkbox is automatically deselected. Also note that whenever the Beep volume is set to zero, the Mac remains silent no matter the settings of the various sounds. Finally, to temporarily silence the Mac, hold down the Option key just before and during the action that would trigger the sound (e.g. holding Option down as you choose Empty Trash from the Finder's Special menu prevents that sound from playing).

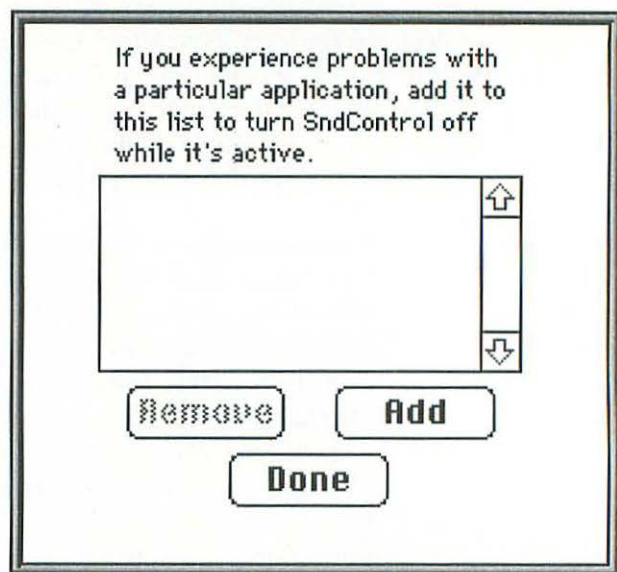
Well, that covers the basics of using SndControl: pick an action, select a sound, set its volume. The choices you make are saved in a file called SndControl Prefs, stored in the Preferences folder within your System folder. In addition to the basic operation just described, there are a number of other options and features you should know about to fully enjoy SndControl.

**Keep in RAM:** By default, sounds are fetched from disk when needed and purged from memory immediately after being played. While this usually works well, sometimes there is a noticeable delay as a sound is read from disk. If the delay bothers you, select the Keep in RAM checkbox to retain the selected sound in memory after it is initially read from disk. Upon subsequent uses of the sound, it is played from memory with no delay. Note, however, that if there is insufficient memory any time a new sound needs to be loaded from disk, the Mac remains silent. Also, when the Randomize checkbox is selected, the Keep in RAM checkbox is dimmed since it makes no sense to keep a randomly selected sound in memory.

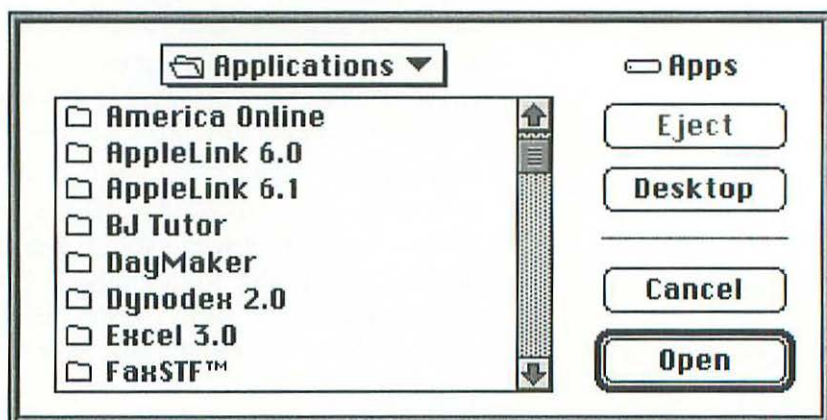
**Show Icon:** Select the Show Icon checkbox if you want the SndControl icon displayed during startup; deselect the checkbox if you prefer keeping your StartupScreens free from as much clutter as possible. If this checkbox is selected, you won't see the icons that tell you if the Startup sound has been disabled or if SndControl has been turned off temporarily. No great loss in my opinion.

**Exclude:** Normally, SndControl is active in the Finder as well as all other applications. However, you may want to disable SndControl while you're working in applications such as HyperCard, Sound Mover, SoundEdit, and any other program that makes heavy use of sound. To do so, click Exclude to present a dialog box.





This dialog box shows all the applications for which SndControl should be temporarily disabled. To exclude an application, click Add to present a standard file selection dialog box.



Click Desktop or Drive until you locate the volume that contains your applications, then open the appropriate folders until you can double-click the name of the application you want to exclude. The chosen application is added to the list that SndControl excludes from its domain. If you make a mistake, or change your mind, click a name in the scroll box, then click Remove. When you are finished excluding applications, click Done.

**LaunchSnd:** SndControl can play a sound whenever a certain application is launched if you take advantage of a secret feature called LaunchSnd. Use Sound Mover to copy a sound resource into the application itself (to open an application in Sound Mover, hold down the Option key as you click Open) and rename the sound LaunchSnd using the Edit pop-up menu. That's it. SndControl plays the sound every time you launch that application unless you hold down the Option key while you launch, turn the volume down to zero, rename the sound to something other than LaunchSnd, or remove the sound from the application altogether.

Under MultiFinder it's recommended that you increase the amount of memory allotted to the application by an amount roughly equal to the size of the sound. See the following section for details.

**MultiFinder:** When using MultiFinder under System 6, each application (including the Finder itself) comes with a suggested memory setting. If you notice that some sounds don't play while running a particular application, that's a sure sign that you should increase that application's memory setting. To do this, click the application's icon once, choose Get Info (⌘-I) from the File menu, then enter a larger number in the Current size text box in

the lower right of the Get Info window. By the way, it's a good idea to increase the Finder's memory setting by 100K or so, thereby giving it more breathing space and allowing even larger sounds to be played.

## ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ companion disk goodies

You may be wondering how to get your greedy little paws on other cool sounds. If your Mac comes with a built-in microphone jack, you've got everything you need (see your Mac's documentation for instructions on using the Sound control panel). If you lack a microphone, consider buying Macromedia's MacRecorder. This little device attaches to a serial port and can digitize and edit sounds. If you don't want to bother recording your own sounds, you can obtain sounds from user group libraries, on-line information systems, and commercial public domain distributors.

If cool sounds elude you, no problem. I've assembled an eclectic collection of sounds suitable for use with StartupSnd, SndControl, and Sound Mover. For details, see the Companion Disk Offer at the back of the book.

## ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ compatibility notes

SndControl requires System 6.0.4 or higher, including System 7. If you attempt to use it under an older system, its startup icon is crossed out. While compatible with most programs commonly available, you should be aware of the following cautions regarding the loading order necessary for proper operation:

- Suitcase must load before SndControl if you've selected a Startup sound that is contained in a suitcase compressed with Font & Sound Valet.





The Star Trek recordings in the AudioClips folder are not part of SndControl, but rather are included courtesy of Sound Source Unlimited. The recordings are copyright © 1992, Paramount Pictures. Star Trek is a registered trademark of Paramount Pictures. AudioClips is a trademark of Sound Source Unlimited.

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2985 East Hillcrest Drive, Suite A  
Westlake Village, CA 91362-9784  
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(805) 494-9996  
(805) 495-0016 fax

Program



# Makin' Copies

Makin' Copies is an extension inspired by Rob Schneider's annoying but hilarious "Copy Guy" skit on Saturday Night Live. Whenever you duplicate files, disks, or folders in the Finder, the Mac announces that you're "Makin' copies!" Like Rob's character, this baby doesn't do much but sit around all day long waiting for you to make copies. But hey, that's the kind of work ethic that made America great!

## ◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ installing Makin' Copies

To install Makin' Copies, 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

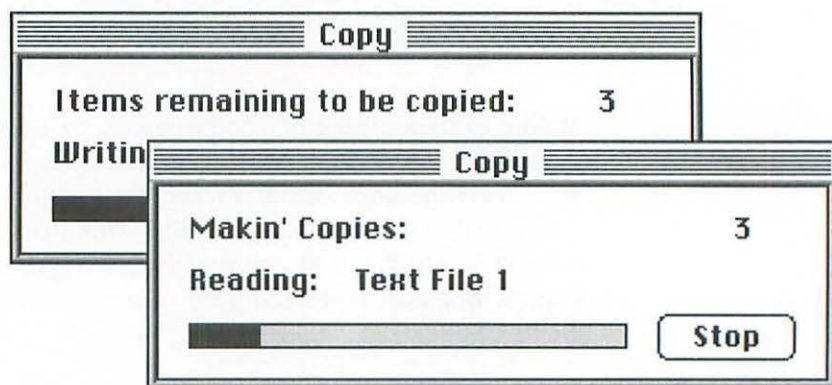


Finder put it in the right place. Then choose Restart from the Finder's Special menu to complete the installation.

To de-install Makin' Copies, remove it from the System folder and restart. Actually, that only stops the Mac from saying "Makin' copies!" when you duplicate items. The words Makin' copies still replace the standard words in the duplication alert box. If you want to restore everything to normal, you must replace the modified Finder file with an original copy.

## □ □ □ □ □ □ □ □ □ □ □ □ □ □ using Makin' Copies

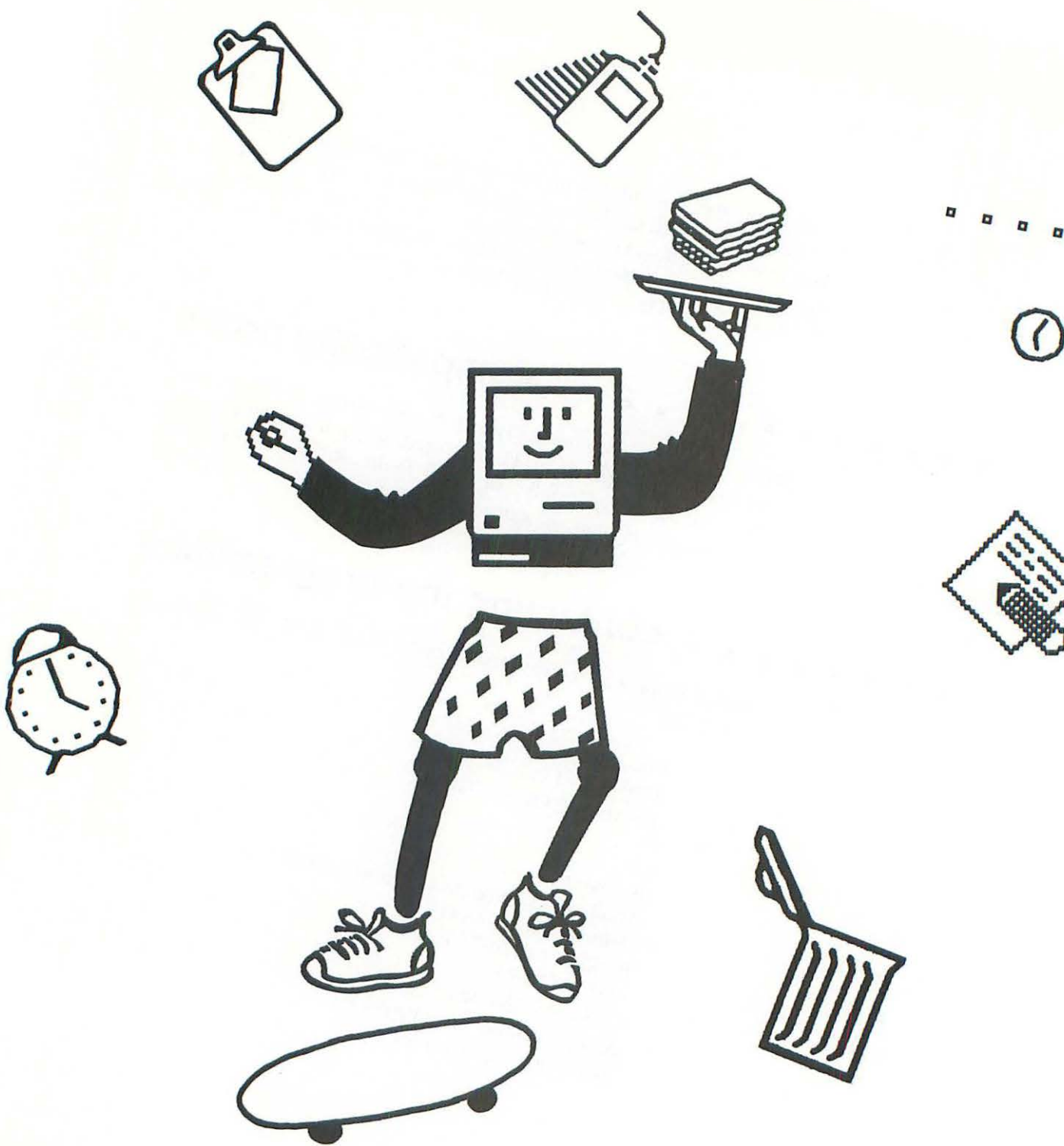
To activate Makin' Copies, simply duplicate files, disks, or folders in the Finder just as you normally do. The Mac announces that you're "Makin' copies!" in an over-anxious digitized voice, and the alert box which normally reads Items remaining... now says Makin' copies instead.



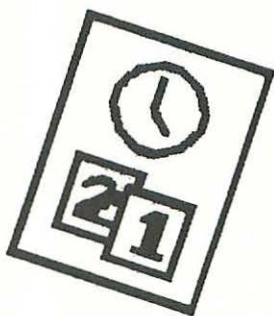
## □ □ □ □ □ □ □ □ □ □ □ □ □ □ companion disk goodies

As anyone who has seen the "Copy Guy" skit on SNL knows, Rob's character actually does more than just announce when someone is diddling with the Xerox machine. The routine usually starts off with









## Part III: Random Cool Stuff

The eight programs covered in this section don't fit nicely into any of the other categories I created, so they're relegated to their very own Island of Misfit Toys. But these programs aren't cast-offs in any sense of the word. Included in this section are some of the coolest programs in the whole book. DarkSide is a full-blown screen saver that displays animations during periods of inactivity, much like the commercial programs After Dark and Pyro. Kilroy is a silly bald-headed guy that peeks over dialog boxes if you wait too long. SuperApple and MICN are programs that replace the static Apple icon and text in the menu bar with animations and icons, respectively. TailDragger makes the cursor to point in the direction of the mouse movement. Momentum allows you to "throw" outlined objects around the desktop, complete with bouncing sound. The Ripper tears windows, leaving them fully functional, but with jagged edges. Finally, Wacky Lights makes the LEDs on extended keyboards flash in a back-and-forth sequence. Like I said, these programs don't fit anywhere else in the book, but they're sure to find a permanent home on your hard drive.

Program

10



# DarkSide

DarkSide is a "screen saver" that displays animations to prevent static images from burning into the phosphors on your monitor. Yeah, right...and politicians were put on this planet to help people! Such an explanation might help you justify having such a silly program on your system, but the real appeal of screen savers is that they're cool. After a user-specified period of inactivity, the screen saver kicks into action, displaying fireflies, searchlights, personalized messages, kaleidoscopes, geometric patterns, etc. until you

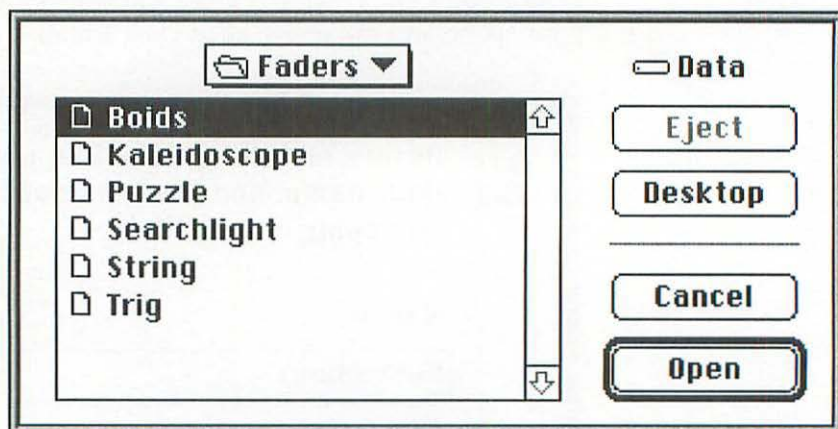




In the dialog box that follows, click **Install** to have DarkSide automatically place an alias of itself into the Startup Items folder inside the System folder. Then, each time you turn on the computer or choose **Restart** from the Finder's Special menu, DarkSide immediately launches when the desktop appears. If you subsequently move the original DarkSide application, you should choose **Install DarkSide (⌘-I)** from the File menu so that the alias knows about its new location.

using DarkSide

Once DarkSide is running, choose Open Fader (⌘-O) from the File menu to present a standard file selection dialog box.



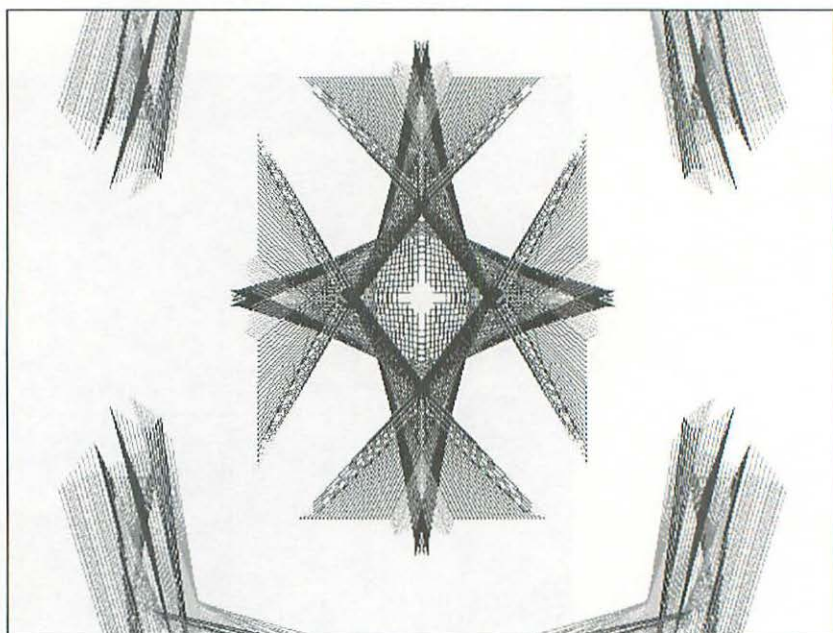
Locate the Faders folder on your hard disk, and keep clicking Open until you've selected one of the faders residing in the folder. Faders

are small modules that animate your Mac screen during periods of inactivity. A brief description of each of the faders included with this book follows.

**Boids:** Keith McGregor created this CPU-intensive but totally neat implementation of “flock behavior.” You can set the number of boids. If it runs slow on your Mac, reduce the number of boids.

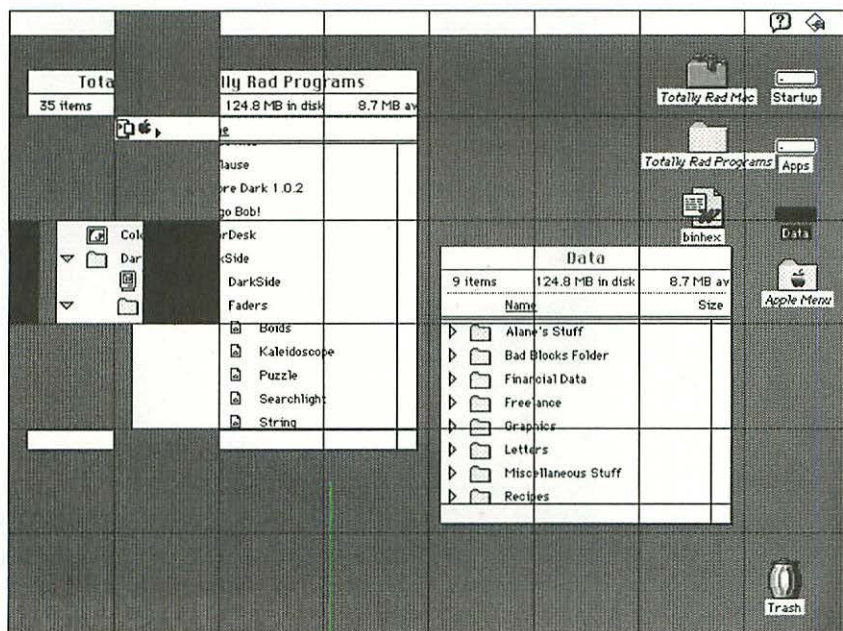


**Kaleidoscope:** Alan Mimms did this electronic implementation of a kaleidoscope in his “spare” time. A really fun one that looks stunning in color, and pretty darn good in black & white, too. The settings allow you to choose lines, rectangles, or ovals. (Inverted for reproduction purposes.)

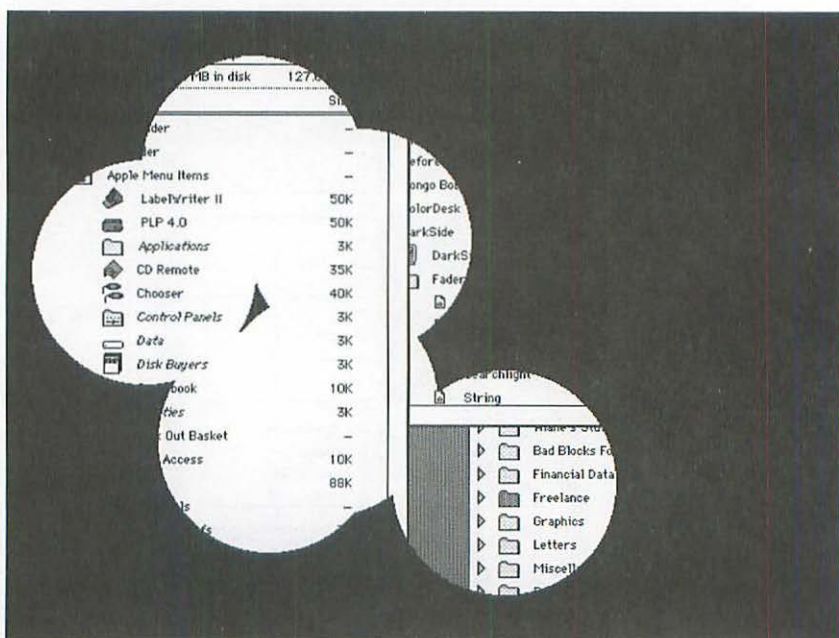




**Puzzle:** This gem splits up the desktop into lots of little tiles, then shuffles them around like the stupid Puzzle desk accessory that Apple insists on including in the System software suite. Unlike the worthless Puzzle DA, this fader is really cool. You can set the thickness of the lines separating the tiles.



**Searchlight:** This fader blacks out the screen, then scans it with searchlights that reveal the desktop wherever the light falls. You can set the number, size, and speed of the searchlights.



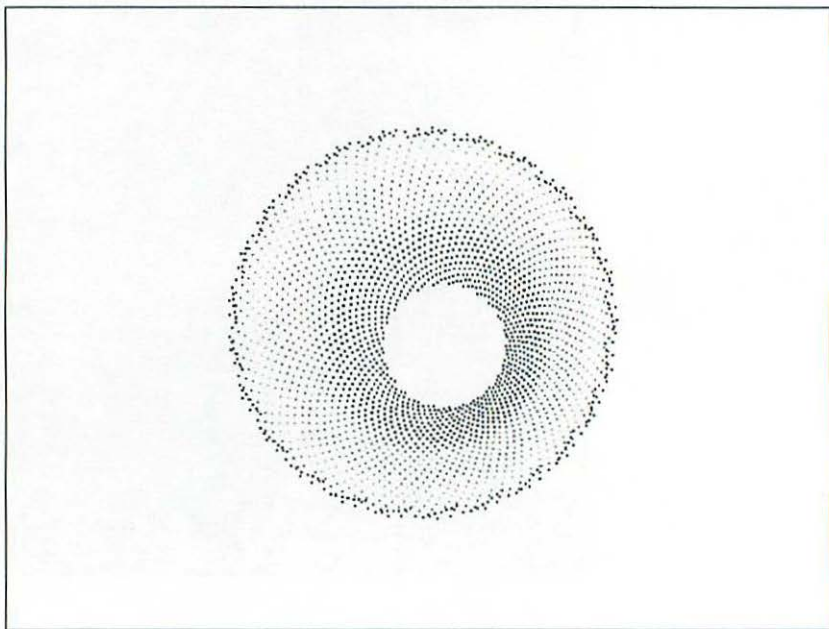
**String:** This one lets you enter a string of text to be displayed upon fading. It's great for leaving a message on your monitor while you are away from your Mac. The text string is saved to disk, so if you don't change it within 30 seconds of activation, the old message is used by default. You can set the message, font, and size.



I'm away  
for a  
bit...

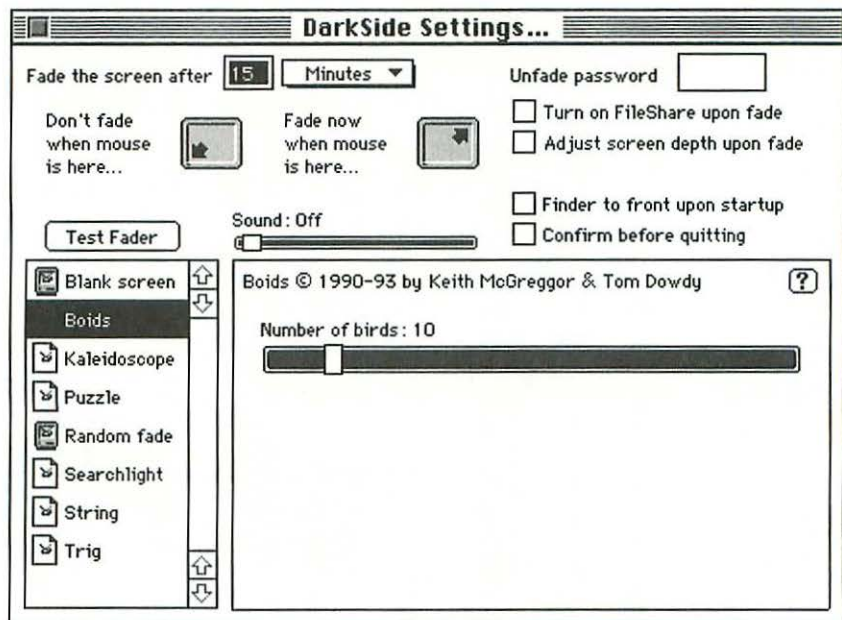


**Trig:** This fader draws interesting spirographic patterns on the screen using simple high-school trigonometry. It's just  $x = r \times \cos(\text{angle})$  and  $y = r \times \sin(\text{angle})$ , folks! But it sure does look pretty, doesn't it? The program randomly generates new deltas for the radius, and the angle increases, resulting in neat patterns. You can set the number of points, trail size, size of dots, and color display. (Inverted for reproduction purposes.)



To see what a particular fader does, open it, choose Fade Now (⌘-F) from the File menu, then don't touch a thing. Once you're satisfied with your choice, press any key or move the mouse to clear the screen.

All of the faders included with this book have settings that you can change to affect their presentation. Choose DarkSide Settings (⌘-S) from the File menu to present the DarkSide Settings window.



The options in the large box on the right vary, depending on the current fader selected in the scroll box on the left, but they all should be pretty much self-explanatory. Highlight a fader, then click 'Test Fader'. Since the DarkSide Settings window remains visible with the fader operating in the background, you can experiment with the various settings to see what they do. When you are finished, click Done Testing. Try clicking and holding down the ? button to display more information about the current fader. For more information on the options at the top of the DarkSide Settings window, read on...

The Fade the screen after text field determines how long DarkSide waits for inactivity before it kicks in and runs a fader. You can enter any number you wish, and choose the unit of time from the pop-up menu. Experiment with different values to find a setting that works best for you. Too short a wait and DarkSide starts up when you're just collecting your thoughts; too long a wait and it never kicks in

when you want. DarkSide considers typing, clicking the mouse, moving the mouse, and inserting disks as activity. It attempts not to fade when a program is calculating, or doing some other processor-intensive task.

There are times when you won't want DarkSide to take control automatically. Perhaps you are checking out a self-running demo or previewing a long presentation that doesn't require user activity. To temporarily turn off DarkSide, move the mouse cursor to the corner of the screen designated the Don't Fade corner, then click and leave the mouse where it is.

Conversely, if you want DarkSide to kick into gear immediately—perhaps you're running out to lunch, or you're viewing dirty pictures and your mom/boss/authority figure just walked into the room—move the mouse cursor to the corner of the screen designated the Fade Now corner, then leave the mouse where it is. There is a two-second delay from when you move the mouse into the Fade Now corner and when the fade occurs. By the way, it's a good idea to designate Don't Fade and Fade Now to opposite corners so you don't accidentally use one instead of the other. If you try setting them to the same corner, an international no sign appears on one of the screen icons indicating that's a no-no.

All it normally takes to stop a fader is to move the mouse or press a key. If you want to keep curious passers-by from prying into your Mac, enter a password into the Unfade Password text field (type your password carefully and remember that DarkSide is case-sensitive). Now when activity is detected, DarkSide presents a dialog box requesting your password before it unfades. Enter your password and click OK to unfade, or click Cancel to return to the fader, or click Quiet to turn the sound off. If someone has entered incorrect passwords in your absence, these attempted entries are displayed in a log when the fader stops. Please note that this password option, like all locks, simply keeps honest people honest. It will not stop determined snoopers from gaining access to your machine by pressing  $\mathbb{H}$ -Option-Esc to force DarkSide to quit. To change a password, highlight the bullets that represent the existing



password, then type a replacement or press Delete to remove it altogether.

If you use System 7's File Sharing feature, select the Turn on File Sharing upon fade checkbox. That way, whenever DarkSide fades, it automatically enables File Sharing and returns FileSharing to its previous state upon unfading. This option is useful if you are using someone else's Mac on the network and then you realize that you need some files from your own Mac. With this option selected, your files are available to you even when DarkSide has faded.

Select the Adjust screen depth upon fade checkbox so that DarkSide automatically switches to the best display setting for each fader, then reverts back when done. This is particularly useful if you like to set your Monitors control panel to display only Black & White for best performance while you work, but you would like to see screen savers in all their colorful glory.

If you placed an alias to DarkSide in the Startup Items folder, as recommended in the Installing DarkSide section, DarkSide automatically launches when the Finder's desktop appears. However, it also remains in the foreground, which some people find annoying. If that bugs you too, select the Finder to front upon startup checkbox.

Select the Confirm before quitting checkbox if you want DarkSide to present a confirmation dialog box when you choose Quit (⌘-Q) from the File menu. This makes it more difficult to quit DarkSide by mistake.

Some faders produce sounds during the fade process. The Sound slider controls the volume used for all DarkSide sound effects. Set it to whatever level is best for your particular environment.

If you want a little variety, select Random fade in the scroll box. Instead of using the fader you previously opened, DarkSide picks either at random or in sequence (depending on the radio button you select) from the faders in the current folder. By dragging the slider, you can determine how often DarkSide picks a new fader.

Once you've fiddled with the DarkSide and fader settings, there's no need to do it again unless you change your mind. The settings are saved to disk (as DarkSide Preferences in the Preferences folder), and now you can forget about DarkSide entirely and focus on using your Mac as normal. DarkSide will always be there in the background, waiting for you to take a break or lazily look out the window.

## ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ companion disk goodies

Included in this book are a half dozen DarkSide faders which control the animations you see when the Mac is left idle. There are many more faders available in the public domain, but due to disk space constraints, I wasn't able to include more on the disk that comes with this book. If you would like additional faders, see the Companion Disk Offer at the back of the book.

## ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ compatibility notes

DarkSide requires System 7. In addition to its own faders, DarkSide can run most modules written for Berkeley Systems' popular After Dark screen saver, as long as they are placed in your Faders folder.

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

DarkSide is copyright © 1989–1993, Tom Dowdy. DarkSide and these faders are freeware, but may not be sold or included in any product sold for profit without Tom Dowdy's prior written permission. If you like DarkSide and these faders, drop Tom a card and

let him know. To register, please send \$15 (U.S. funds) and Tom will send you a release disk with the latest version of DarkSide and the full complement of faders, plus a printed manual.

Tom Dowdy  
1610 Kamsack Drive  
Sunnyvale, CA 94087-5212  
AppleLink: Dowdy1



Program

11



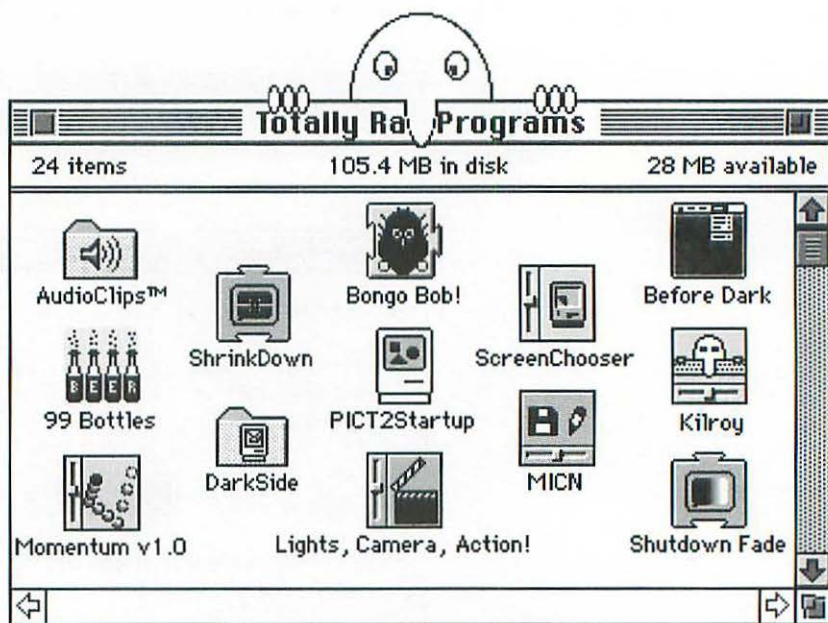
# Kilroy

Back in World War II, soldiers entertained themselves by painting everything in sight with simple figures of a curious little bald-headed guy that looked as if he was peering over a wall or peeking out of a foxhole, depending on your point of view. The graffiti was almost always accompanied by the words "Kilroy was here." Nobody is really sure how or why this fad got started, but now it can live on inside your Mac. Kilroy—whoever he is—hangs out in the background, waiting for you to take a break. When you do, Kilroy appears, taking a look around. Pretty soon, you'll start to fondly think of Kilroy as a member of the family (albeit one who doesn't send you birthday presents).



The Kilroy control panel contains only one text box. Enter the number of minutes of user inactivity that should go by before Kilroy appears. Experiment with different values to find a setting that works best for you. Too short a wait and Kilroy shows up all the time; too long a wait and he hardly ever makes an appearance. When you are done, click the close box and go on with your work as normal.

Now whenever an alert box, dialog box, or window is left on screen too long without user activity, Kilroy peeks over the top and his eyes follow the cursor. Move the cursor between his eyes to make Kilroy cross-eyed!



As shy as a leprechaun, Kilroy quickly disappears the moment you press a key or click the mouse. But never fear. He's always hiding somewhere inside your Mac, waiting for you to take a break before he pops up again to see what's going on.





Program

12



# SuperApple

Are you the kind of person who doesn't wear clothing emblazoned with company logos because you refuse to be a walking billboard? Then why do you allow that silly Apple logo to appear constantly in the upper left-hand corner of the Mac's desktop? Strike a blow against creeping commercialism with SuperApple. This nifty control panel comes with a slew of animated icons that replace the staid Apple logo. Choose from a spinning Mac, flying bird, nose-picking moron, counting fingers, and many more.

## □ □ □ □ □ □ □ □ □ □ installing SuperApple

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

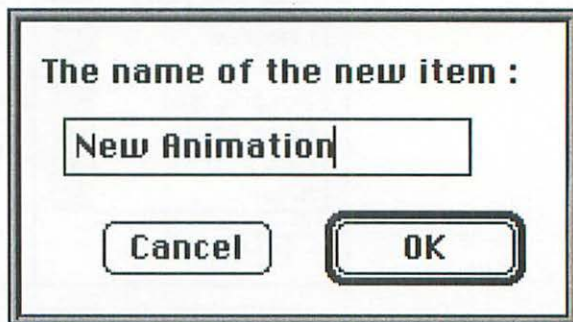




Make sure SuperApple is active by turning the Master Switch on. If you want to temporarily disable SuperApple without removing it from your System folder, click Off. If SuperApple is active, you should notice that the standard Apple logo has been replaced by the animation that's highlighted in the scroll box. To change animations, just click one of the other choices in the scroll box and it takes effect right away. Also, the individual icons that make up the animation appear at the bottom of the window. Click the arrows at either end to see what, if anything, lies beyond the boundaries.

Experiment with different animation speeds by clicking the Speed Control arrow buttons. Your choices range from Slowest to Fastest, or you can halt the animation altogether by setting the Speed Control to Stopped.

If you're not happy with the animations built into SuperApple, why not design your own? The easiest way is to select an animation, choose Copy from the Edit menu, then paste the series of icons into a graphics application or ResEdit. Make whatever changes you like as long as the image is at least 16 pixels high with every frame exactly 16 pixels wide. Copy the finished series to the Clipboard, switch back to SuperApple, then choose Paste from the Edit menu to present a dialog box.







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

SuperApple is copyright © 1991–1993, Jan Bruyndonckx. SuperApple is freeware. To become a registered owner, just send Jan a postcard of your hometown.

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# program

# 13



## MICN

In the previous chapter I introduced you to SuperApple, which replaces the Apple menu's icon with the animation of your choosing. But what about all those other menus? Wouldn't you like to replace the plain text with something a little more spiffy? Well, now you can, thanks to MICN, a control panel that saves menu bar space by replacing common menu titles with small icons.

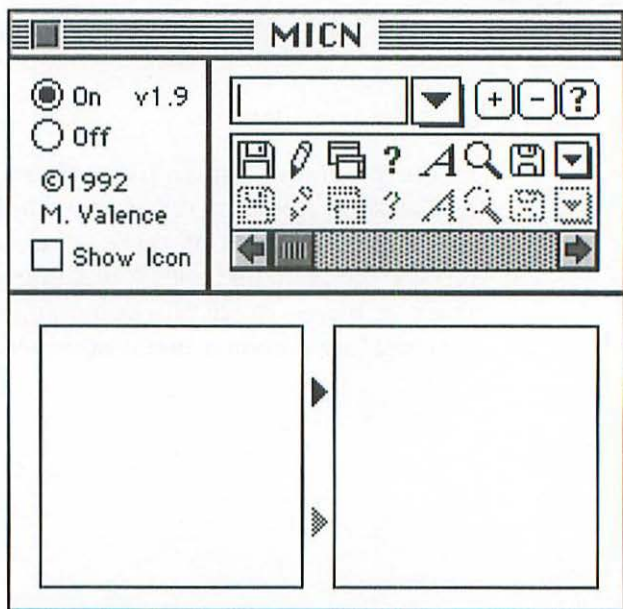


## installing MICN

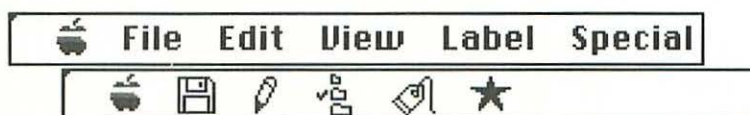
To install MICN, just drag it into the System folder on your startup volume. Under System 7, an alert box appears explaining that the file belongs in the Control Panels folder. Click OK and let the Finder put it in the right place. Then choose Restart from the Finder's Special menu to complete the installation. (To de-install MICN, remove it from the System folder and restart.)

## using MICN

Open the MICN 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 MICN is active by clicking On in the upper-left corner. If you want to temporarily disable MICN without removing it from your System folder, click Off. If MICN is active, you should notice that the standard menu titles have been replaced by icons.

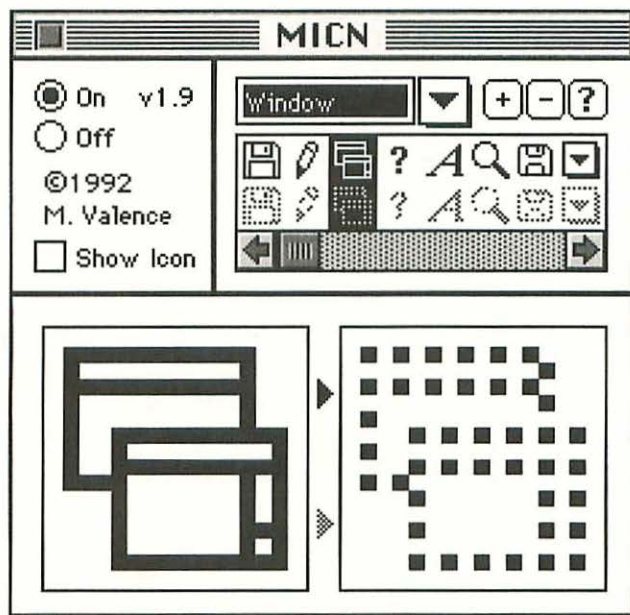


MICN comes configured to display icons for a dozen different menus. To see which ones are ready to go, click the down arrow and a pop-up menu appears.



To see the icon assigned to a particular menu title, choose the title from the pop-up menu. The scroll box directly below the text field displays the icon as it appears when the menu is available, as well as the dimmed version when the menu is present but unavailable.

Note that a single icon can be used for more than one title. For instance, *Window* and *Windows* share the same icon.



If you don't like the icon pair assigned to a particular menu title, you have three choices: edit the existing icons, assign different icons, or don't iconize.

- To edit an existing icon, select it from the scrolling list. You can now modify the “available” icon in the lower-left editing square in the usual “fat bits” style. Basically, you can turn each individual pixel on or off by clicking with the cursor. There's no support for color, nor can you use the Edit menu's Cut, Copy, or Paste commands. Once you're happy with the “available” icon, click the dimmed triangle to the right of the editing square to place a



“dimmed” version of your icon into the right-hand editing square. Feel free to make further modifications on either side.

- To reassign an icon pair, choose the menu title from the pop-up menu, select the new icon pair from the icon list, then click the + button.
- If you decide that you don't want a certain menu title to be replaced by an icon after all, choose the menu title from the pop-up menu, then click the – button. This removes the title from the pop-up menu, but does not remove the icon pair from the scrolling icon list. To remove an icon pair, you must resort to ResEdit.

Suppose you want to iconize a particular menu title for which MICN is not configured, such as the Tools menu in Microsoft Word 5.0. In the text box, enter the menu title exactly as it appears in the application. Now you have two options: you can either use an existing pair of icons, or you can create your own.

- To assign a title to an existing icon pair, scroll through the icon list to see if there is something that suits your fancy. If there is, just click the desired icon, then click the + button to add *Tools* (or whatever you're modifying) to the pop-up menu with the corresponding icon.
- If you don't see anything appropriate, you can add a new icon pair. Start by scrolling the icon list all the way to the right, clicking the blank space at the right end, then editing in fat bits mode. The hardest part is devising an icon that reminds you of the menu title it replaces. When you're finished, click the + button to add the menu title to the pop-up menu with the corresponding icon.



using any of his code in other programs. If you know of any offenders, bring them to Mark's attention, along with bug reports and suggestions for improving MICN.

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# TailDragger

As you've just learned from reading the previous two chapters, it's easy to modify the Mac's menus. But did you know that you can do the same sort of customization to the omnipresent cursor? It's true. There are all sorts of programs for modifying the cursor, but one I like best is a simple extension called TailDragger. It's hard to explain what TailDragger does, and impossible to depict on the printed page. That said, let me take a shot at describing its function. Normally the arrow cursor points up and to the left, like the hand of a watch pointing to 11 o'clock. But with TailDragger, the arrow points in whatever direction the mouse is moving. It's a pretty simple trick, but one that gives the cursor a life of its own.





TailDragger was the inspiration for this new, more compatible version.

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Program

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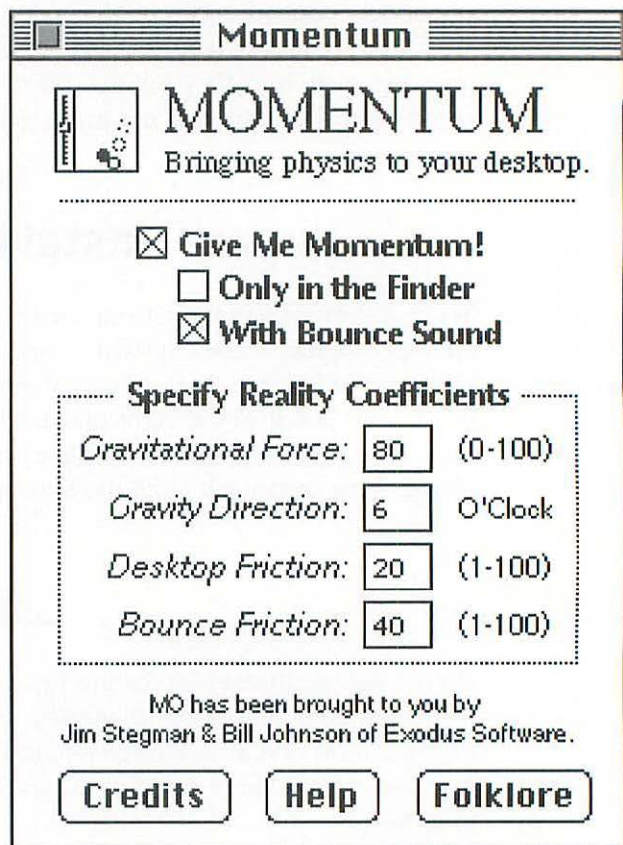


# Momentum

Computer pundits are always making noise about an esoteric concept called the "real world." Isn't it about time someone imposed a little of that reality on the computing environment? Momentum does just that by making Macintosh objects fall under the spell of physics. You remember, that was the high-school class in which you kept falling asleep as the teacher fiddled with tiny soapbox derby racers (a.k.a. prototype Yugos) on inclined ramps of







To turn on Momentum, select the Give Me Momentum checkbox. If you want Momentum to work everywhere, deselect the Only in the Finder checkbox. And if you desire sound effects each time an object hits the edge of the desktop, select the With Bounce Sound checkbox.

The options in the Reality Coefficients box determine the Gravitational Force (bigger numbers equal more gravity), Gravity Direction (6 o'clock is normal and 12 o'clock is upside down, with objects "falling" towards the menu bar), Desktop Friction (bigger numbers equal more friction), and Bounce Friction (same deal).



◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ **contacting the programmers**

Momentum is freeware copyright © 1992, Exodus Software.

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AppleLink: D0473  
CompuServe: 72257,2064  
GENie: WJohnson

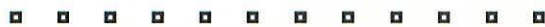
program

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# The Ripper

Much as we all love our Macs, let's face it, there are times when you just want to kill the silicon sucker. The Ripper is a function key (FKEY) that provides a harmless outlet for that computer stress by tearing windows in half! It's completely harmless, but terribly satisfying nonetheless.



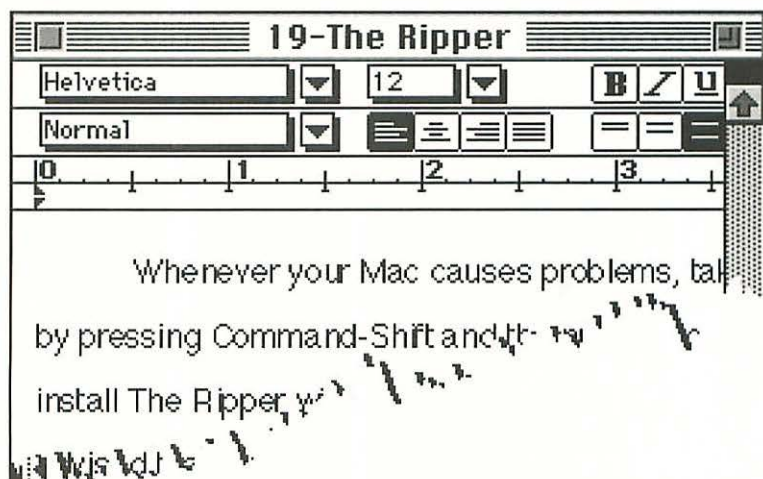
## installing The Ripper

The Ripper is an FKEY and, as such, should be installed with FKEY Master, also included in this book. See Chapter 21 for detailed instructions.





to the sound of shredding paper. It's a little disconcerting when your document is severed in half and the bottom disappears,



but in reality The Ripper is quite harmless. To restore a window to its pristine condition, simply click the close box (⌘-W) and then open the window again.

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

The Ripper is freeware, copyright © 1989, Random Dot Software. It may be given away, but not sold, except by "freeware distributors," who may charge a nominal media or transmission fee.

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CompuServe: 73270,1150

program

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# Wacky Lights

As if to prove conclusively once and for all that there is no program too frivolous to write, the prolific public domain author Andrew Welch hacked together a little gem called Wacky Lights. This extension simply plays with the lights on the Apple Extended Keyboard, bouncing them back and forth like some bogus television producer's vision of what a computer should look like. By the way, have you ever noticed that computers on TV and in the movies always have flashing lights like some twisted Tijuana taxi, invariably speak in a stiff "Danger, Will Robinson" robotic voice, and make dot-matrix or TeleType printer noises when displaying text on screen? Come on, do producers think we're as stupid as they are? We know only IBM PCs do all those things!

□ □ □ □ □ □ □ □ □ □

To install Wacky Lights, 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 Wacky Lights, remove it from the System folder and restart.)

□ □ □ □ □ □ □ □ □ □ □ □ □

You don't have to do anything to use Wacky Lights. Once loaded, the Num Lock, Caps Lock, and Scroll Lock lights at the upper right on an Apple Extended Keyboard flash in a back-and-forth sequence. The program has absolutely no utility aside from making your keyboard emulate Kitt's engine grill from the thoroughly forgettable television series, *The Knight Rider*.

□ □ □ □ □ □ □ □ □ □ □ □ □

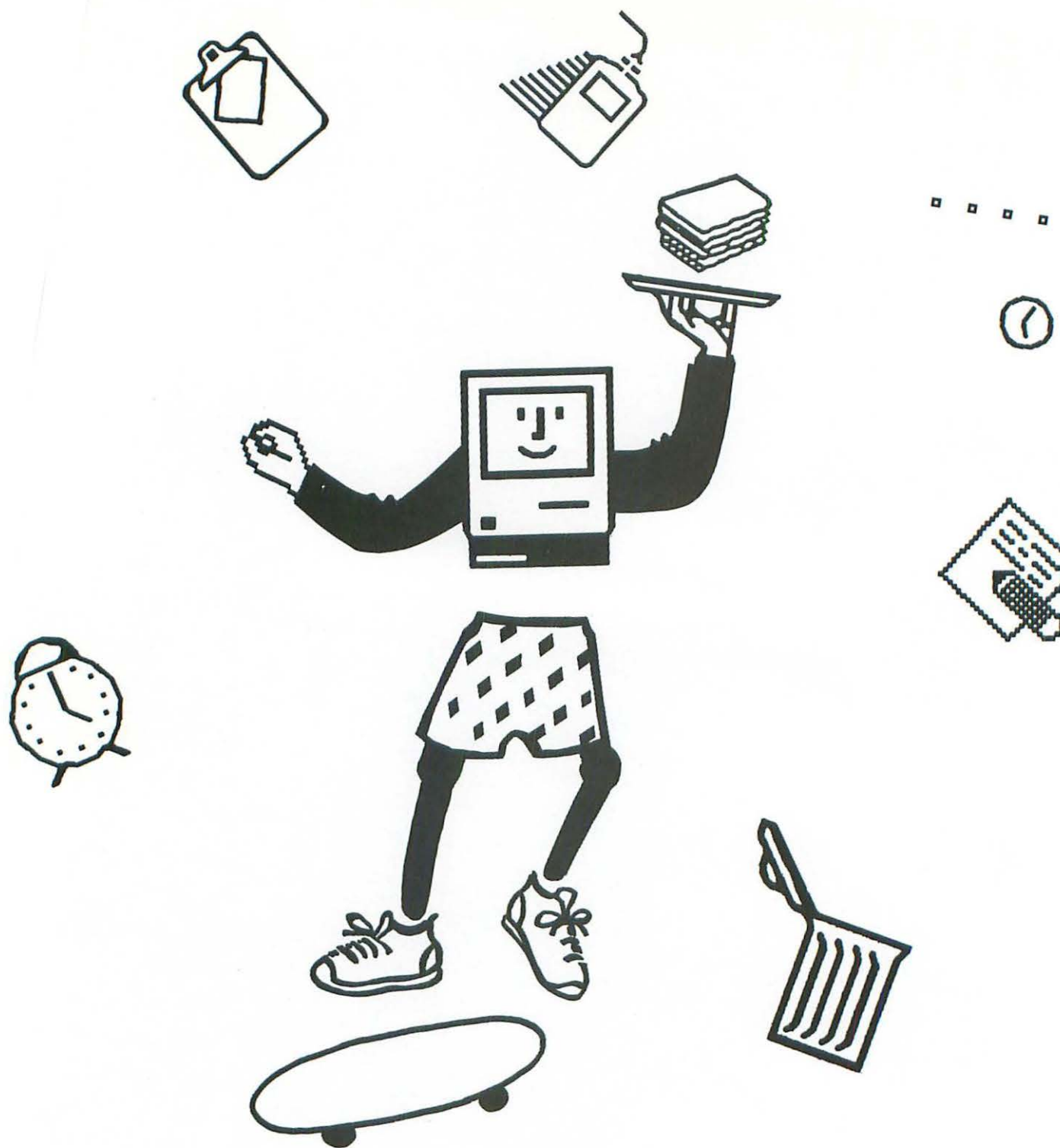
Wacky Lights works under System 6 and System 7 and is smart enough not to do anything if you don't have an Apple Extended Keyboard connected to your Mac's ADB (Apple Desktop Bus) port.

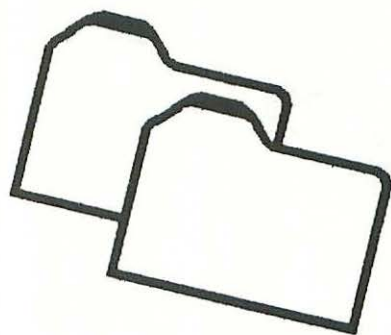


◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ ◻ **contacting the programmer**

Wacky Lights is freeware, copyright © 1991, Andrew Welch.

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AppleLink: Ambrosia.SW  
CompuServe: 73424,1226





## Part IV: Shutdown

Much as you might love playing with your Mac, there comes the time when you must call it a day and choose Shut Down from the Finder's Special menu. Normally this results in the Finder taking care of some disk business, then the screen turns to black in the blink of an eye. To spice things up, allow ShrinkDown to shrink the screen to a little dot, just like an old television set being turned off. Or perhaps you'll prefer how Shutdown Fade fades the screen gradually instead of just going black in a flash. Who says parting is such sweet sorrow? With ShrinkDown and Shutdown Fade, it can be kind of fun.

program

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# ShrinkDown

The Mac is pretty cool, but let's face it, the shut down procedure is pretty generic stuff. Choose Shut Down from the Finder's Special menu and the monitor just goes blank in one fell swoop. Boring! ShrinkDown causes the monitor to turn off like a television set of old, ending in a brilliant point of light in the center of the screen. Reminds me of turning off the ancient Zenith at my grandparents' house after watching some black-and-white western into the wee hours of the morning. It occurs to me that perhaps I wouldn't be writing about stupid Mac programs today if I hadn't twisted my chromosomes by sitting too close to that old boob tube. Thanks grandma and grandpa!







# S

## hutdown Fade

In the previous chapter I introduced you to ShrinkDown, an extension that causes the screen to shrink down to a little dot whenever you choose Shut Down from the Finder's Special menu. Perhaps you'd like an alternative. Allow me to introduce Shutdown Fade, an extension that makes your screen fade out when you choose Shut Down from the Finder's Special menu. It's not a true fade in that it doesn't adjust the brightness, or use grayscales. Rather, it uses a series of patterns that go, in steps, from white to gray to black.

## □ □ □ □ □ □ □ □ □ installing Shutdown Fade

To install Shutdown Fade, 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 Fade, remove it from the System folder and restart.)

## using Shutdown Fade

Once installed, Shutdown Fade does its stuff whenever you choose Shut Down from the Finder's Special menu. There are no commands, no options, no variations. Shutdown Fade just does what its name implies.

## compatibility notes

Shutdown Fade works under System 6 and System 7. You can have either Shutdown Fade or ShrinkDown (see previous chapter) installed at any given time, but not both. Try them out and use whichever one you like best.

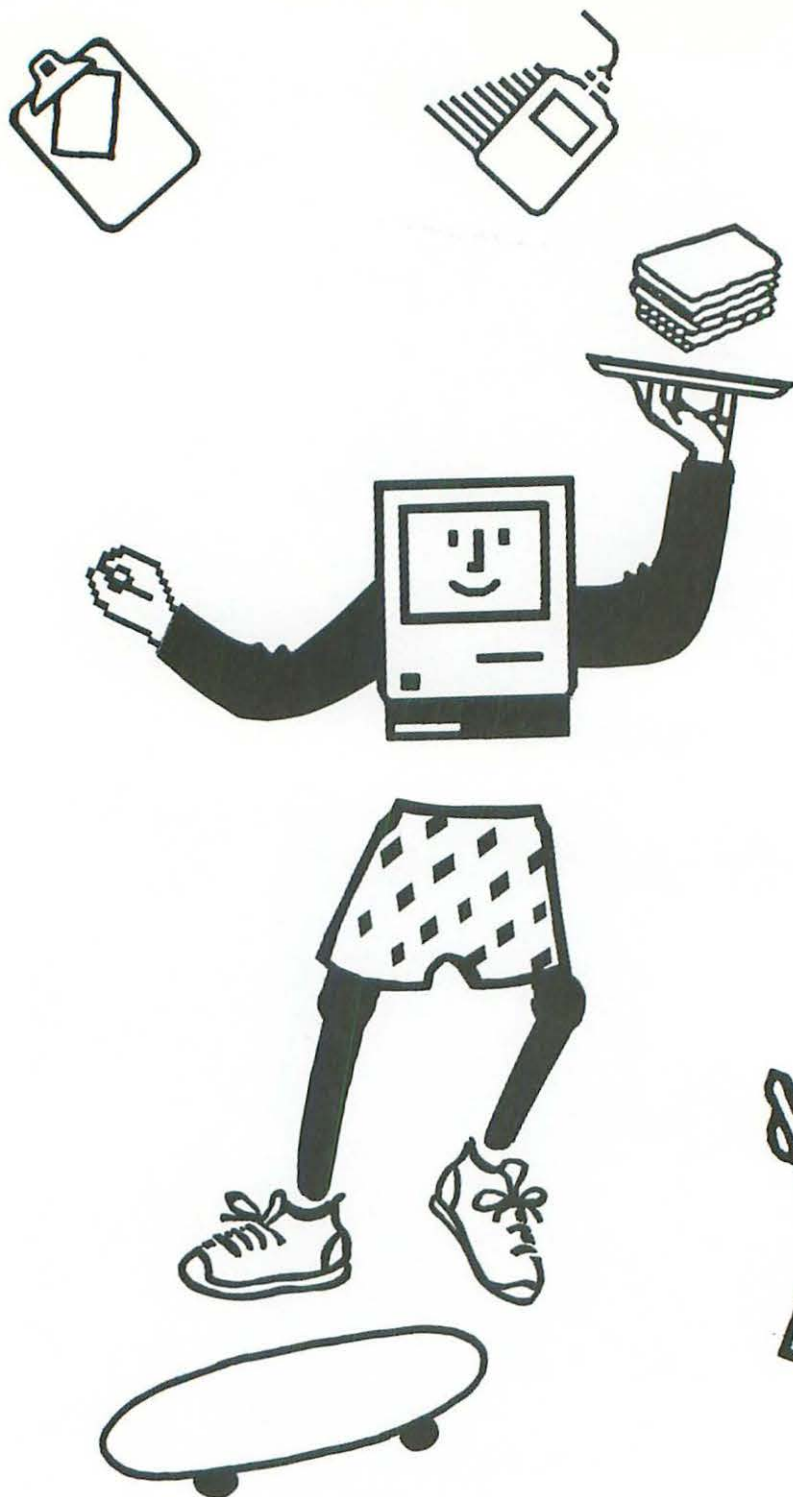
## □ □ □ □ □ □ □ □ □ contacting the programmer

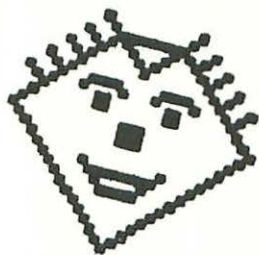
Shutdown Fade is freeware. If you like it, please send Andrew a postcard or e-mail message. Fellow programmers should note that

if you send a self-addressed stamped envelope, Andrew will send you the source code for Shutdown Fade.

Andrew McGeachie  
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## Part V: Utilities

I confess. I lied in the Introduction when I said that all of the programs included in this book have absolutely no redeeming value other than the totally radical coolness they bestow on Macs and their owners. The truth is that the two programs covered in this section are utilities for getting the most out of the other programs on disk. Sound Mover is a little utility for moving sounds between files so they can be used by StartupSnd or SndControl, among others. And FKEY Master is a tiny utility for installing function keys (FKEYs) such as The Ripper. As you can see, these babies are useful after all. So sue me.

Program

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# Sound Mover

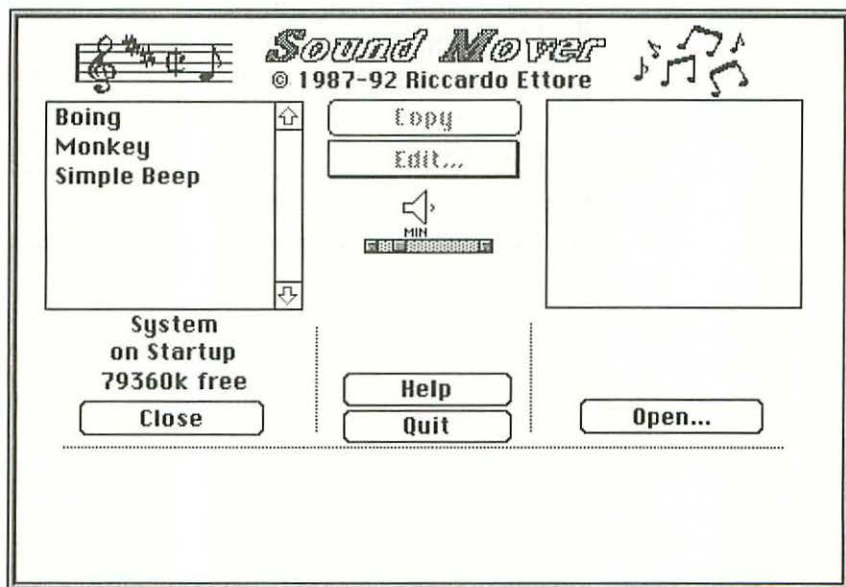
Sound Mover is a utility that allows you to move sounds among files, as well as convert between several different sound formats. Much of the functionality of Sound Mover is duplicated by System 7, which already lets you move sounds from one suitcase to another as easily as copying any other kind of file. Still, Sound Mover has many unique features, recognizes many different types of sound resources, and is a must-have if you want to take advantage of all the features of StartupSnd and SndControl, covered in Chapters 5 and 8.

## □ □ □ □ □ □ □ □ □ □ installing Sound Mover

Sound Mover 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 Sound Mover

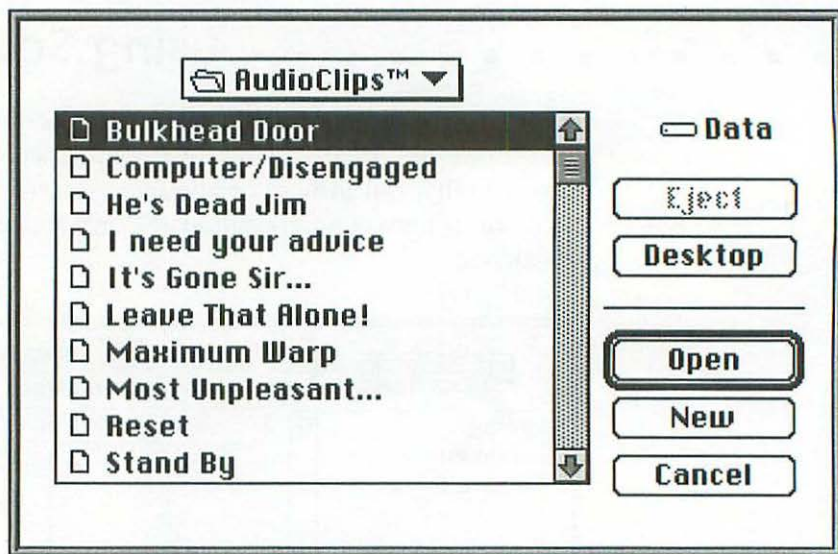
Launch Sound Mover by double-clicking its icon. A dialog box appears, one that bears a striking resemblance to Apple's Font/DA Mover utility, but instead of allowing you to move font and desk accessories between applications, Sound Mover works with sound resources.





By default, Sound Mover opens showing the sound resources currently installed in the System file. These are listed in the scroll box on the left, and the name of the open file (in this case, System) appears below, along with the amount of free space on that disk.

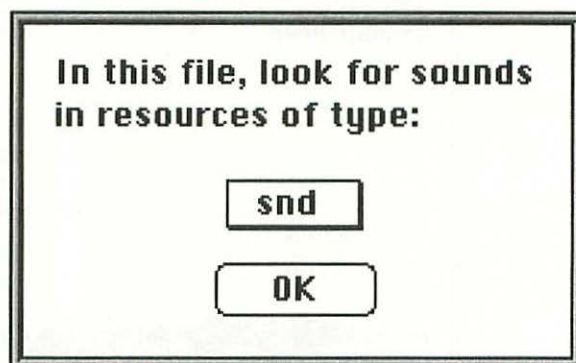
To install a new sound into the System file, click Open to present a standard file selection dialog box.



Click Desktop or Drive until you locate the volume that contains your sound files or suitcases, then open the appropriate folders until you can double-click the name of the file that contains the sound you want to install in the System file.

Sound Mover can open any type of file, not just sound files and suitcases. To do so, hold down the Option key and note that the Open button is renamed Open any. Click this button to present a standard file selection dialog box. Click Desktop or Drive until you locate the volume that contains the file you want, then open the appropriate folders until you can double-click the name of the file that might contain sounds. Depending on the type of file selected, you

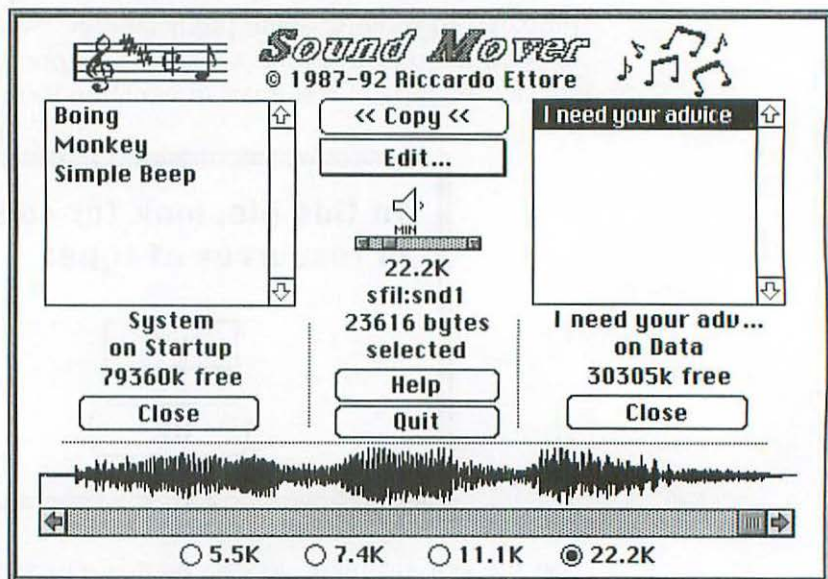
may be presented with a dialog box asking whether you wish to open the resource or data fork of the file. Usually sounds are kept in the resource fork, but not always. If you open the data fork, be prepared to listen to some pretty strange “sounds.” If you choose to open the resource fork, a dialog box appears that allows you to specify the type of resources in which to look for sounds.



Use the pop-up menu to choose a resource type you think may contain sounds. The best guess is usually the `snd` resource type, but who knows where you'll find sounds. (Another easy way to open sound resources within a file is to drag and drop the file on top of the SoundMover icon.)

For purposes of following along with the book, simply open one of the Star Trek sound files included in the AudioClips folder on the enclosed disk. The Sound Mover dialog box now shows the sound resources currently installed in the file you just opened. These are listed in the scroll box on the right, and the name of the open file appears below, along with the amount of free space on that disk. If Sound Mover finds any nameless sound resources, it gives them a number corresponding to the ID of the resource. To

change its name, select it, then choose Rename from the Edit pop-up menu.



Click the name of any sound resource and that sound is automatically played (Option-click if you prefer silence). To change the volume at which a sound is played, move the slider directly below the speaker icon in the center of the dialog box, then click the speaker icon to hear the sound played at its new volume setting.

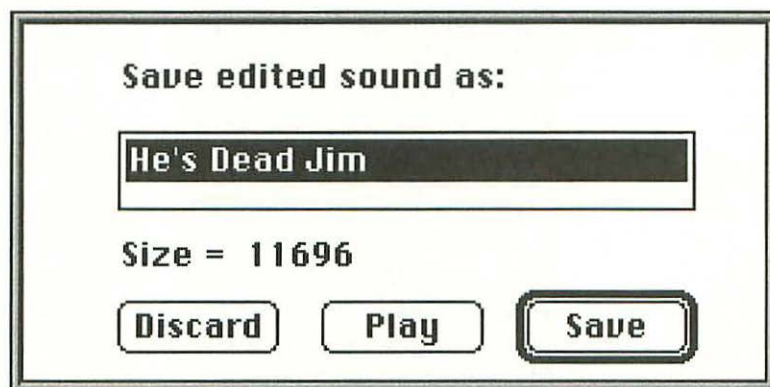
Whenever you play a sound, several areas of the dialog box display useful information. For instance, the selected sound's sampling rate (in kilohertz), resource type, and size (in bytes) are all displayed below the volume control slider. The higher the sampling rate, the more disk space required and the better the sound. Sounds sampled at 22K require roughly 22 kilobytes of memory per second, whereas 5K sounds save disk space but don't sound as nice.



The sound's waveform appears at the bottom of the dialog box, with a scroll bar allowing you to see any portions that don't fit on the screen. Sound Mover contains some rudimentary editing features, but for more sophisticated editing, I recommend you invest in a copy of Macromedia's SoundEdit Pro. Highlight a portion of the waveform, then use the Cut (⌘-X), Copy (⌘-C), and Paste (⌘-V) commands in the Edit pop-up menu to manipulate the waveform and move selections between sound files. Experiment by cutting a selection from one end of the waveform, clicking at the other end, pasting it back in, then play by clicking the speaker icon. To play only the highlighted section, press any key, or click the speaker icon. To play a section that has been cut or copied to the Clipboard, choose Play Clip (⌘-P) from the Edit pop-up menu.

The four radio buttons below the waveform determine the sound's playback rate (in kilohertz). Usually, you want to set the playback rate to match the sound's sampling rate, but some neat effects can be created just by using the "wrong" rate. Try clicking the different radio buttons or moving the slider bar to hear the different sound effects.

After you've screwed around with the sound, you may decide you liked it better in its original form. If so, click the Close button on the right to present a dialog box offering several choices.





If you want to keep a copy of the edited sound, change its name in the text field, then click Save. This creates a resource with the new name in the same file as the old sound. If you aren't sure, click Play to hear the sound. If that convinces you it's not worth saving, click Discard.

Once again, open a sound file you want to install in the System file and then click its name in the scroll box to hear it play. Notice that the Copy button at the top of the dialog box has arrows pointing to the left, indicating the direction that the sound moves. Click Copy and the resource is copied from the selected file on the right and into the System file on the left. Or Option-click Copy to move only the highlighted portion of the waveform. Finally, if you ⌘-Option-click Copy, the sound's size is cut in half (by removing every other byte) as it gets copied to the other side. Often there's no audible loss of sound quality, but the disk space savings can be tremendous and smaller sounds load quicker at playback time. This feature only works when copying one sound at a time.

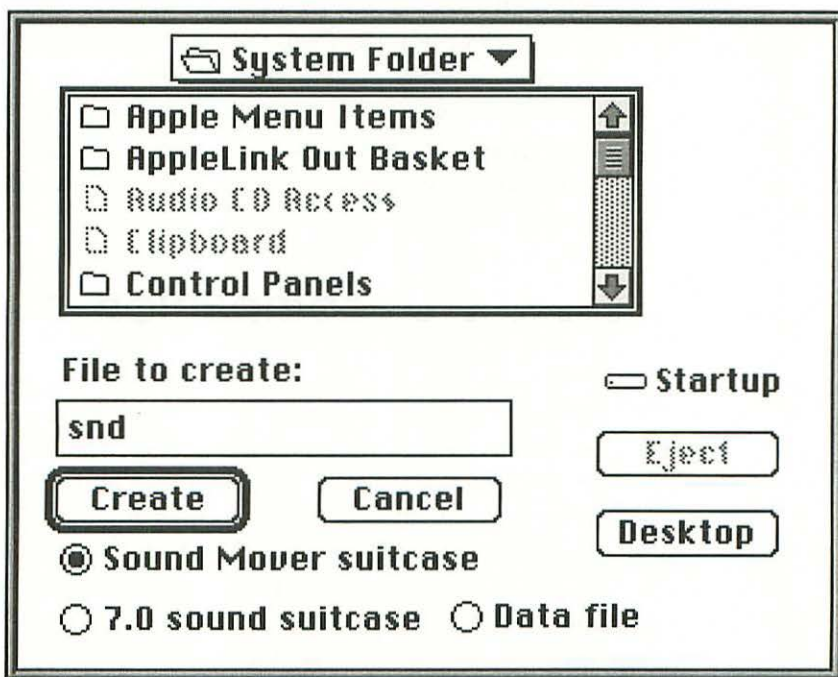
If you try to copy a resource into a file that already contains a resource by the same name, an alert box appears to that effect. If you choose to replace the sound, its ID is preserved. This is especially useful in situations where a program refers to sounds by ID, not their names.

Sound Mover is also smart enough to convert incompatible sound types on the fly. For example, format 1 snds can be used as beeps but can't be played by HyperCard. However, if you try to copy a format 1 sound into a stack or the HyperCard application, Sound Mover converts the sound to format 2 automatically. The reverse is true for copying in the other direction.

After copying, the sound now appears in both scroll boxes. If you copied the wrong sound by mistake, select it and choose Remove from the Edit pop-up menu. You'll be asked to confirm whether you really want to remove the sound. When you're satisfied with your changes, click the Close button on the left to save the System file with its new sounds.

Using the basic techniques just covered, you should now know enough to copy sounds between files quite easily. In addition, there are a number of other features that are less apparent to the casual user but can be very helpful as you become more involved with sounds. These include creating new sound files, copying multiple sounds at a time, and generating lists of sounds in files. I'll cover these in the rest of the chapter.

Instead of adding sounds directly into the System file, suppose you want to create a new suitcase that contains sounds for use with Snd-Control. No problem. Launch Sound Mover, then immediately click Close. Now click either of the Open buttons to present a standard file selection dialog box. Click New to present a different dialog box, which allows you to specify the name, location, and type of file you want to create.



Locate your startup volume's System folder, enter `snd` as the file name, then click Create to make a Sound Mover suitcase file.

When the Sound Mover dialog box appears, both scroll boxes are empty because your `snd` suitcase doesn't contain any sounds yet, and you haven't opened a source for these sounds. Click Open, select a file that contains sounds, then copy them into the `snd` suitcase.

If you've opened a file that contains multiple sounds, instead of copying each one over individually, **⌘-Shift-click** to select several at a time for batch copying. The total byte size and number of sounds selected appears below the speaker icon. If multiple sounds are selected, clicking the speaker icon plays each in turn. To stop playing, hold the mouse button down until the currently playing sound is over. When you're done copying sounds into the `snd` suitcase, click its Close button to save the changes to disk.

If you Option-click Close, a dialog box appears allowing you to create a text file containing a list of the names and sizes of all the sounds contained in the file you are closing. The default name is the same as the file, with `.contents` appended. The text file can be opened using any word processor and most databases.

## □ □ □ □ □ □ □ □ □ companion disk goodies

You may be wondering how to get your greedy little paws on other cool sounds. If your Mac comes with a built-in microphone jack, you've got everything you need (see your Mac's documentation for instructions on using the Sound control panel). If you lack a microphone, consider buying Macromedia's MacRecorder. This little device attaches to a serial port and can digitize and edit sounds. If you don't want to bother recording your own sounds, you can obtain sounds from user group libraries, on-line information systems, and commercial public domain distributors.



If cool sounds elude you, no problem. I've assembled an eclectic collection of sounds suitable for use as with StartupSnd, SndControl, and Sound Mover. For details, see the Companion Disk Offer at the back of the book.

## compatibility notes

Sound Mover works under System 6 and System 7.

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

Sound Mover is a part of the shareware Sound Manager Package. For \$25, you get the latest versions of StartupSnd, Sound Mover, SndControl, and IBeep2, plus a printed manual sent to any part of the world via air mail. The programs are not in the public domain, but rather are copyright © 1987–1992, Riccardo Ettore, with portions also copyright © 1986, Think Technologies.

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program

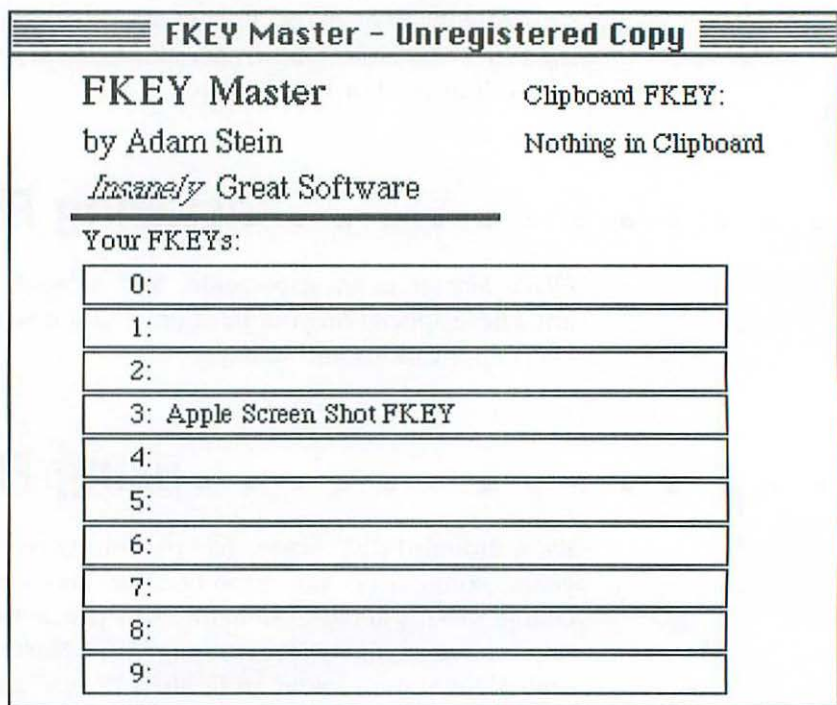
21



# FKEY Master

FKEY Master is a small utility that lets you easily install, remove, and move “function keys,” commonly called FKEYs. FKEYs are small programs that do all sorts of things, from changing the Mac’s speaker volume to switching between color and black-and-white monitor settings. Many people are under the mistaken assumption that FKEYs are launched by pressing keys F1 through F15 which appear on the IBM-like Apple Extended Keyboard. In fact, FKEYs are usually invoked by pressing  $\text{⌘}$ -Shift in conjunction with a number from 0 through 9. Unfortunately, Apple doesn’t provide an easy way to install FKEYs, but now that you’ve got FKEY Master, who

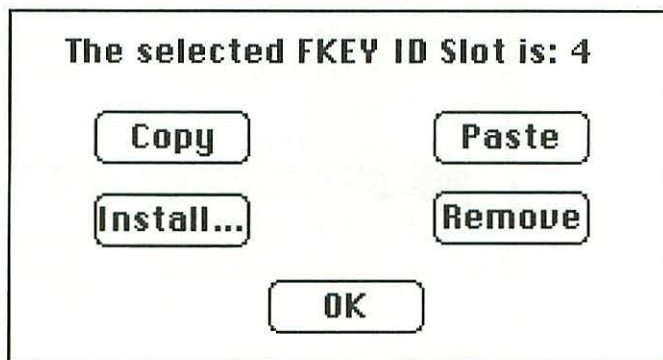




If an FKEY is already on the Clipboard, its name appears in the top-right corner of the window. Likewise, if a particular slot already has an FKEY installed, its name appears to the right of the corresponding number. For example, on most Macs, FKEY 3 is used by Apple's screen shot utility (pressing  $\text{⌘}$ -Shift-3 takes a "picture" of the entire screen and saves it to disk as a PICT file under System 7, or a MacPaint file under System 6).

The first step is to select the FKEY slot with which you'd like to work. Suppose you want to install The Ripper FKEY (see Chapter 16) in slot 4. Click anywhere inside the box that surrounds the

number 4 to present a small dialog box. (Note: FKEYs 1 and 2 are reserved by Apple—pressing  $\text{⌘}$ -Shift-1 ejects the disk from the internal floppy drive and  $\text{⌘}$ -Shift-2 ejects the external disk—so FKEY Master doesn't allow you to use these slots.)

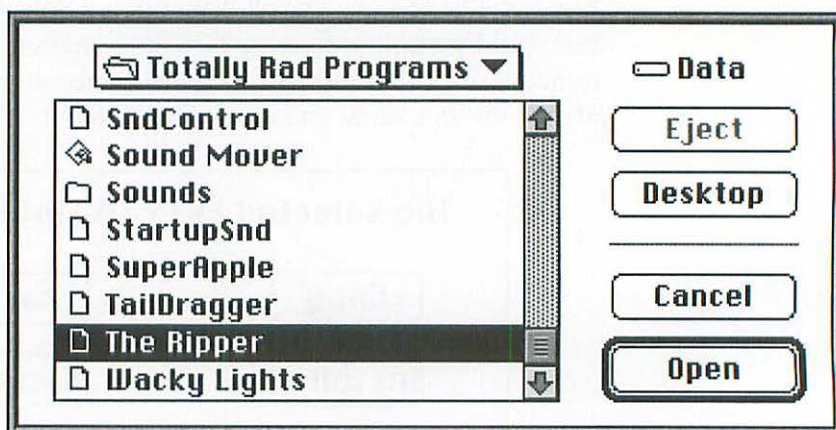


The five buttons in this dialog box are pretty much self-explanatory:

- Click Copy to place the selected FKEY onto the Clipboard.
- Click Paste to insert the Clipboard's FKEY into the selected slot.
- Click Remove to clear the selected FKEY.
- Click Install to import an FKEY from an outside file into the selected slot.
- Click OK to return to the FKEY Master window.

Since The Ripper FKEY is not on the Clipboard, but in a separate file on your hard disk, click Install to present a standard file selection dialog box.





Click Desktop or Drive until you locate the volume that contains your FKEY files, then open the appropriate folders until you can double-click the name of the FKEY file you want to install in the selected slot. All folders and files are shown even though they may not actually contain FKEYs. If the selected file contains a single FKEY only, FKEY Master installs it automatically. However, if the file contains multiple FKEYs, you must specify the one you want.

If the file has more than one FKEY, a new dialog box appears with three buttons:

- Click OK to install the FKEY named in the dialog. (If the name is not present, an ID number is displayed instead.)
- Click Cancel to abort the entire installation operation.
- Click Next to see the next FKEY in the file. Continue clicking Next until the FKEY you want appears, then click OK.

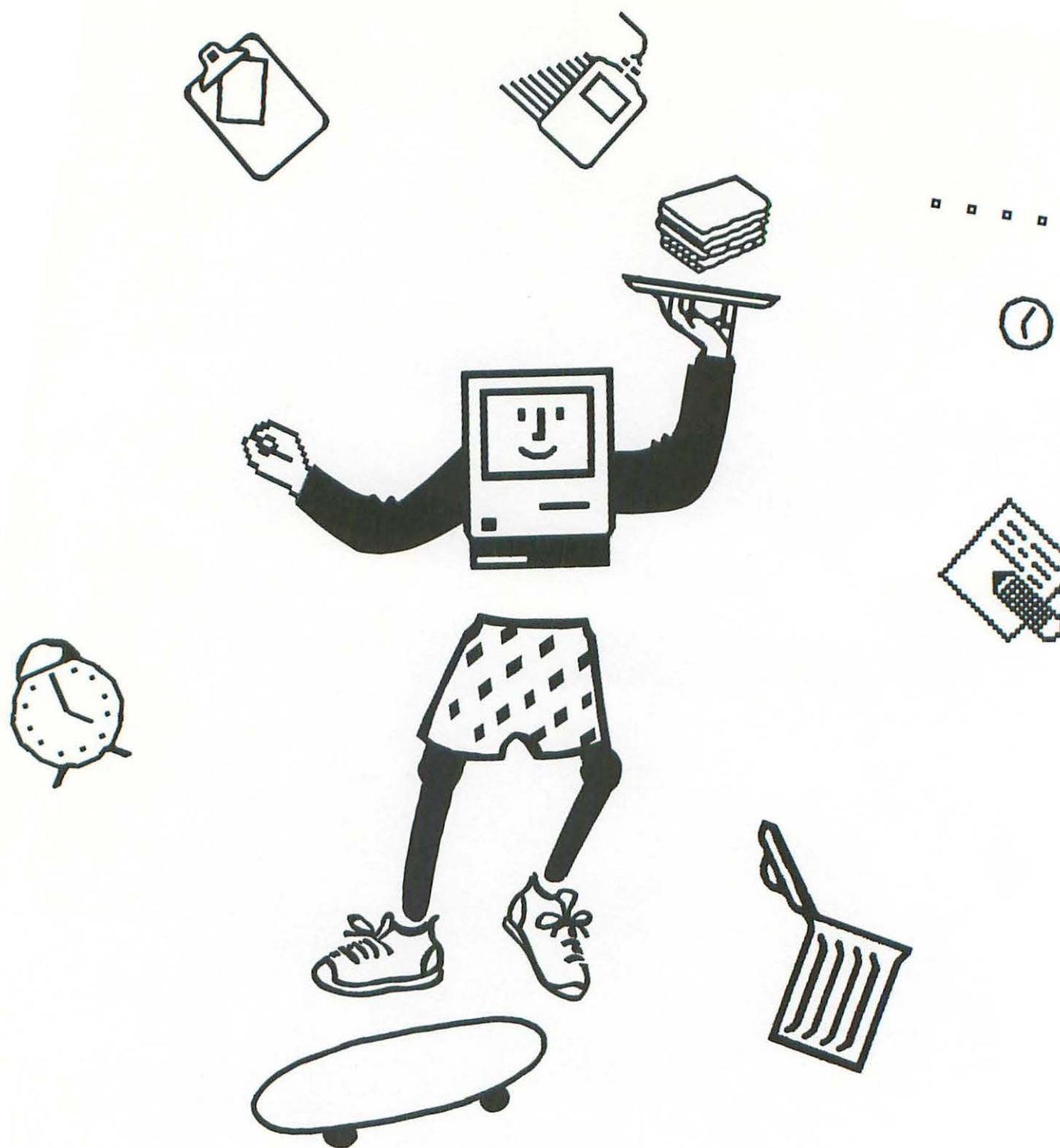
After you've installed all the FKEYs you want, check the main FKEY Master window to make sure each is assigned to the keys you desire.



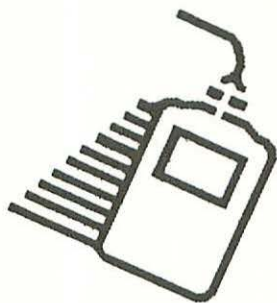
■ ■ ■ ■ ■ ■ ■ ■ ■ ■ **contacting the programmer**

FKEY Master is copyright © 1992, by Adam Stein. Until you register your copy of FKEY Master, you can't use slots 8 or 9. To register and order the entire System 7 Companion Pack, choose Print Registration Form from the File menu, fill in the form, and drop it in the mail along with a \$19.95 check payable to Adam Stein. (Using the registration form, you can also order other Insanely Great Software products such as the highly acclaimed \$29.95 System 7 Pack.) Shortly after receipt of your check, you'll get a postcard with a code. Choose Enter Password from the Apple menu to present a dialog box in which you can enter the code.

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## Part VI: Exclusive Offers

Several commercial software publishers are proud to offer special deals exclusively to readers of *Totally Rad Mac*. Logical Solutions is so sure that you'll want to buy Chameleon after seeing its shareware counterpart, Before Dark, that it has put together some attractive deals you don't want to miss. Likewise, Now Software is confident that once you get hooked on SndControl, 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 Disk that I've shamelessly plugged elsewhere in this book.

# Special Offer for Totally Rad Readers!

Now Software is offering readers of *Totally Rad Mac Programs* the chance to customize your Mac with Now Fun!™ for a totally rad price of only \$24.95!

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# Companion Disk Offer

Each of the programs included on the *Totally Rad Mac Programs* disk is ready to use as is. For instance, DarkSide comes with 6 fabulous faders, Before Dark has 30 pretty patterns, and SndControl comes with 12 Star Trek sound effects. If these ancillary goodies whet your appetite, I have just what it takes to satisfy your craving for cool stuff:

- ★ 3 PICT images for use with PICT2Startup, ScreenChooser, and LCA!
- ★ 1 PICS animation for use with Lights, Camera, Action!
- ★ 17 Sound effects for use with SndControl, Sound Mover, and StartupSnd
- ★ 6 Faders for use with DarkSide
- ★ 56 Patterns for use with Before Dark
- ★ Updates and bug fixes as needed

All this and more is included on an 800-kilobyte, 3.5-inch companion disk stuffed to the gills with high-quality files suitable for use with *Totally Rad Mac Programs*. But wait, that's not all. Order before midnight and I'll throw in an amazing Ginzu knife and a customized version of Makin' Copies which actually speaks your own name in glorious digitized fidelity! (I'm kidding about the knife, but I'll really personalize Makin' Copies. If you have an uncommon name, please provide pronunciation tips.)

☐ **Yes, please send me the *Totally Rad Companion Disk*!**

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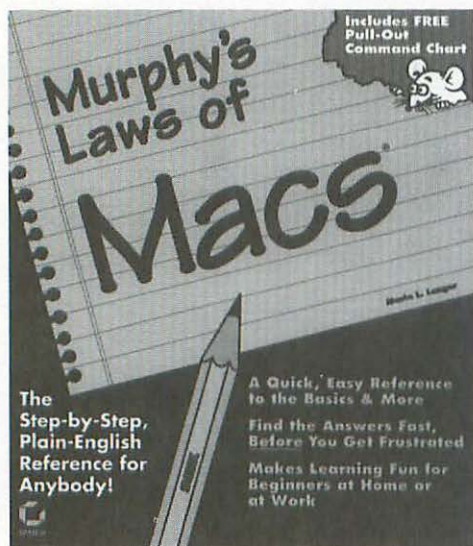
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## Totally Rad Mac Programs

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- ☐ Format
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- ☐ Depth of Coverage
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**8. How long have you been using a computer?**

years \_\_\_\_\_  
months \_\_\_\_\_

**9. Where do you most often use your computer?**

- ☐ Home
- ☐ Work

☐ Both

☐ Other \_\_\_\_\_

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

- ☐ PC Compatible Desktop Computer
- ☐ 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?**

- ☐ Accounting
- ☐ Databases
- ☐ Networks
- ☐ Apple/Mac
- ☐ Desktop Publishing
- ☐ Spreadsheets
- ☐ CAD
- ☐ Games
- ☐ Word Processing
- ☐ Communications
- ☐ Money Management
- ☐ Other \_\_\_\_\_

**12. What operating systems do you ordinarily use?**

- ☐ DOS
- ☐ OS/2
- ☐ Windows
- ☐ Apple/Mac
- ☐ Windows NT
- ☐ Other \_\_\_\_\_

**13. On what computer-related subject(s) would you like to see more books?**

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**14. Do you have any other comments about this book? (Please feel free to use a separate piece of paper if you need more room)**

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## Excellent Installation Instructions

The enclosed 800K, 3½" disk contains all of the programs covered in this book in a compressed archive. Before you can install the rad 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 Rad.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 Totally Rad Programs folder. Pick a hard drive with at least 1.6 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 Totally Rad Programs folder:

- |                           |                 |
|---------------------------|-----------------|
| ■ AudioClips              | ■ PICT2Startup  |
| ■ Before Dark             | ■ ScreenChooser |
| ■ Bongo Bob               | ■ ShrinkDown    |
| ■ DarkSide                | ■ Shutdown Fade |
| ■ FKEY Master             | ■ SndControl    |
| ■ Kilroy                  | ■ Sound Mover   |
| ■ Lights, Camera, Action! | ■ StartupSnd    |
| ■ Makin' Copies           | ■ SuperApple    |
| ■ MICN                    | ■ TailDragger   |
| ■ Momentum                | ■ The Ripper    |
| ■ 99 Bottles              | ■ Wacky 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 Totally Rad 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. Enjoy!

# Program Disk

## Totally Rad Mac Programs



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# Totally Rad Mac Programs


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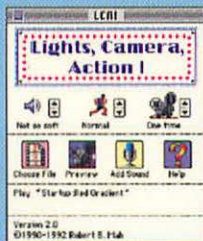
 This book includes an 800K disk that decompresses to 1.6 megabytes of start-up and shut-down programs, sound effects, utilities, and lots of other cool stuff to make your Mac the hippest computer around.



ScreenChooser



The Ripper



Lights, Camera, Action!



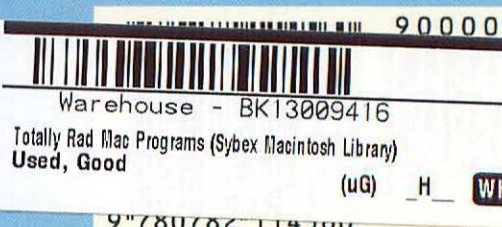
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**About the author:** Owen W. Linzmayer is a San Francisco-based freelance writer who contributes regularly to *MacUser* and *Macworld* magazines. The author of several other books on video games and the Macintosh, he has also held editorial positions at a number of personal computer publications.



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