



DeskScapes Guide

Version 2.50

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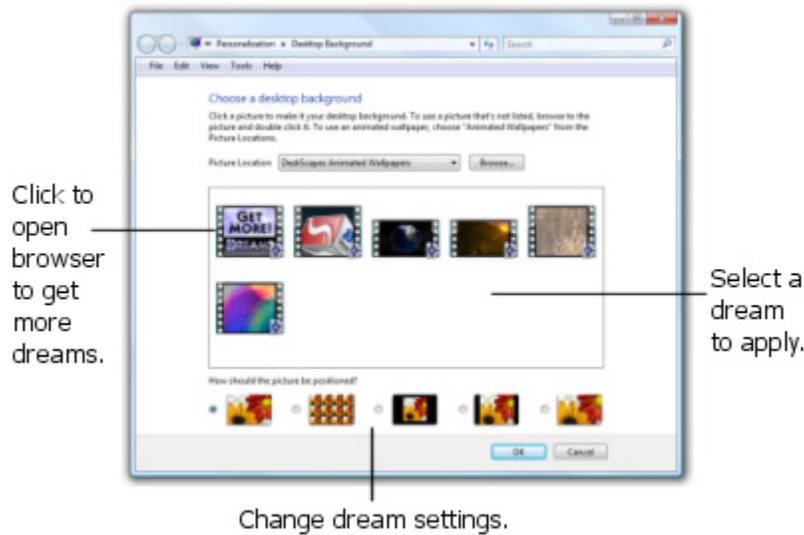
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1. Welcome to DeskScapes



DeskScapes allows you to apply animated wallpaper called "Dreams" to your Windows Vista or XP desktop. Dreams use your computers video card to display the animated wallpaper, greatly reducing the CPU usage of your computer. When you run an application full screen (maximized), DeskScapes stops the dream to save on system resources (since you cannot see the dream). When you minimize or downsize the application window, DeskScapes resumes playing the dream. Like static wallpaper, animated wallpaper is behind any desktop icons you may have.

DeskScapes (Vista) by default, when running on laptop battery power will will pause dreams & notify you to help conserve energy. DeskScapes includes five dreams, four dynamic (i.e. Bouncing Box, Desktop Earth, Water Dream, Watercolor Dream) and one video based (i.e. Grassy Field). There is also a link (i.e. Get More Dreams) to the WinCustomize.com web site where you can download hundreds of additional dreams.

Features of DeskScapes

All of the Free features, plus:

- Add & display free dreams from WinCustomize.com.

Features of DeskScapes (Free Version)

- Extends animated wallpaper to support dynamic dreams.
- Adds support for the new .Dream format.
- Supports event-based triggers for changing animated wallpapers.
- Adjust quality vs. performance setting for dynamic dreams. (Vista only)
- Choose if you want dreams to run will on laptop battery power. (Vista only)
- Apply the five dreams included with DeskScapes.
- Purchase and display Master Skin dreams from WinCustomize.com.

System Requirements

- Windows XP (32-bit) with Service Pack 3, and Windows Vista (32-bit or 64-bit) in versions: Home, Basic, Premium, Ultimate, Business, and Enterprise.
Note: Windows Vista Ultimate users do not need to purchase DeskScapes to run dream files. Just download the free version from: <http://www.stardock.com/products/deskscapes/downloads.asp>
- Minimum Requirements: Windows Vista users must have support for DirectX 9 graphics with a WDDM driver, 128 MB of graphics memory, Pixel Shader 2.0 and 32-bit color. The video card must have a Windows Experience Index Graphics score of 2.0 or better.
- Minimum Requirements: Windows XP users must have a card supporting DirectX 9, 128 MB of graphics memory, Pixel Shader 2.0 and 32-bit color. In addition only machines running a PCIe (PCI Express) or AGP 8x video card are recommended. AGP 4x/2x will not be supported
- Attention XP Users!
Do not apply a dream on Windows XP if your machine has an ATI AGP graphics card until you have updated your Catalyst drivers to at least version 8.12. The drivers available at the time of DeskScapes release were not specifically tuned for optimal results. ATI tested and updated their driver to address this issue. You can find the latest catalyst driver here:
http://game.amd.com/us-en/drivers_catalyst.aspx
- Please refer to the FAQ for more information on video codecs, etc. at:
<http://www.stardock.com/products/deskscapes/faq.asp>
- Minimum screen resolution: 1024 width and 768 height.
- [Impulse](http://www.impulsdriiven.com/) (<http://www.impulsdriiven.com/>) & Internet connection required to download and update.

Impulse Requirements

- Windows XP/Vista.
- Internet Explorer 7.0.
- Microsoft .NET Framework Version 2.0.
- Athlon/Pentium III (1GHz or higher).
- 512MB RAM.
- 1GB HD space recommended.

Upgrading from Previous Versions

Impulse will handle the upgrade from previous versions.

Updates

Check Impulse for updates to DeskScapes and other installed Stardock software.

Additional Dreams

Check WinCustomize.com for a large selection of Master Skins (for purchase) and hundreds of free dreams.

Location of Dreams

Dreams are stored (by default) on your computer with a ".dream" (without quotes) file extension in the folder:
Windows Vista: C:\user-data\\Dreams.

Windows XP: C:\Documents and Settings\\My Documents\Stardock\Dreams

Note: C: is the default drive, and <user name> is the name you logged on as and the name of the folder where your documents are stored under.

Support

Please contact Stardock Support at: www.stardock.com/support. On that web page you will find helpful FAQs and other troubleshooting information. If you are unable to resolve your issue, please use the "Technical Support" link to "Submit a Ticket" to Support. Please include as much information about your computer (i.e. version of Windows (i.e. Vista 32-bit Home, XP 32-bit, Vista 64-bit Business), type of computer (i.e. brand, model, speed, RAM, video card), version of DeskScapes, ...) as possible. This information will allow Support to diagnose your issue much quicker and allow for a faster response.

Resources

For additional information on DeskScapes, please refer to these articles on WinCustomize:

[Tools of the Dream Trade](#) by [Master Baron](#), (February 6, 2008)

<http://www.wincustomize.com/articles.aspx?aid=175579>

An excellent article describing common tools he uses to create Dreams. Master Baron is widely known for creating dreams, including highly rated "Master Skins" on WinCustomize and elsewhere.

[How to Create Dreams \(Links\)](#) by [CarGuy1](#), (March 27, 2008)

<http://www.wincustomize.com/articles.aspx?aid=305857>

Includes over a dozen links to articles and resources related to DeskScapes Dreams.

[WinCustomize.com](#) is a great resource for not only getting a lot of great dreams, but also provides articles, forums, gallery, store and more. This is a great site run by Stardock with community involvement to bring together the best in skinning (graphics) for Windows. The site is free to use.

You can [upload a Dream file](#) (<http://www.wincustomize.com/upload2.aspx?libid=22>) you created to share on WinCustomize. This may include original material you created.

Direct link to [WinCustomize message Forums](http://forums.wincustomize.com/) (<http://forums.wincustomize.com/>)

Documentation

The version of this manual is 1.0 (3-11-09) and is based on DeskScapes (version 2.50). This manual was written and is maintained by Jim Kennedy (TheProf). Please email comments or corrections regarding this documentation to: documentation@stardock.com.

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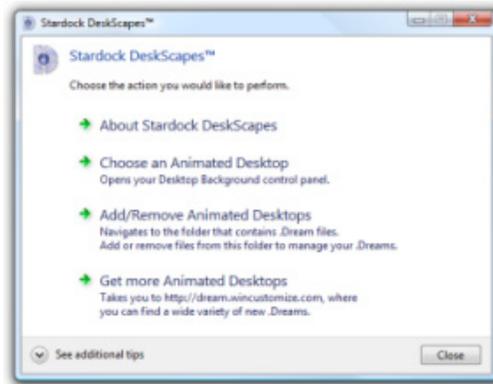
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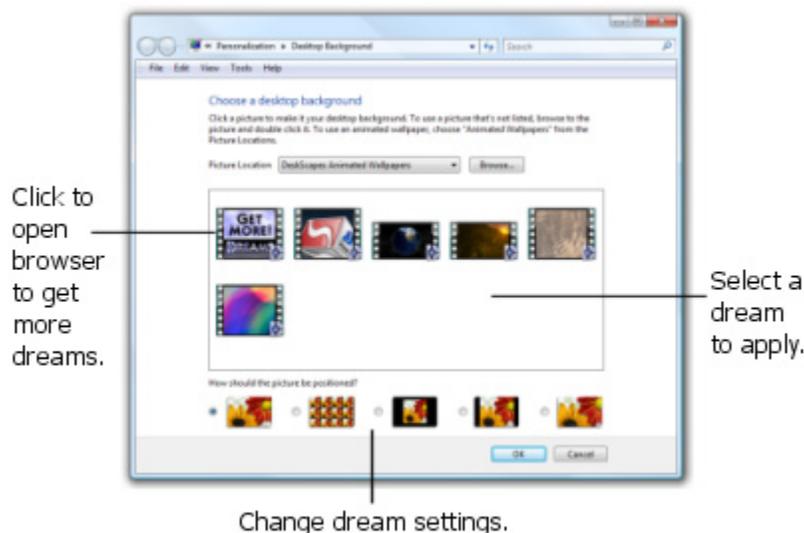
2. Introduction

DeskScapes allows you to apply animated wallpaper called "Dreams" to your Windows Vista or XP desktop. Dreams use your computers video card to display the animated wallpaper, greatly reducing the CPU usage of your computer. When you run an application full screen (maximized), DeskScapes stops the dream to save on system resources (since you cannot see the dream). When you minimize or downsize the application DeskScapes resumes playing the dream. Like static wallpaper, animated wallpaper is behind any desktop icons you have.

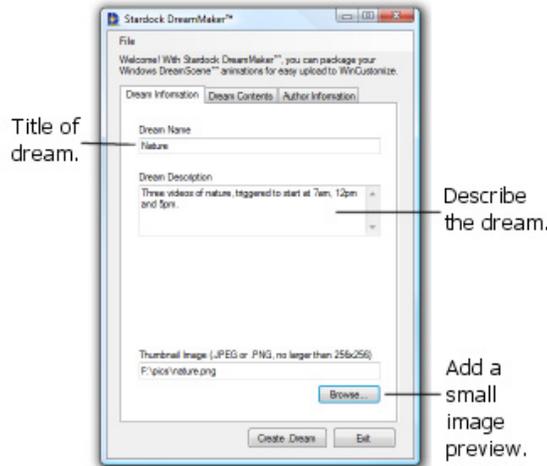
DeskScapes includes five dreams, four dynamic and one video based. There is also a link to the WinCustomize web site where you can download hundreds of additional dreams. The initial screen in Vista provides a menu of choices:



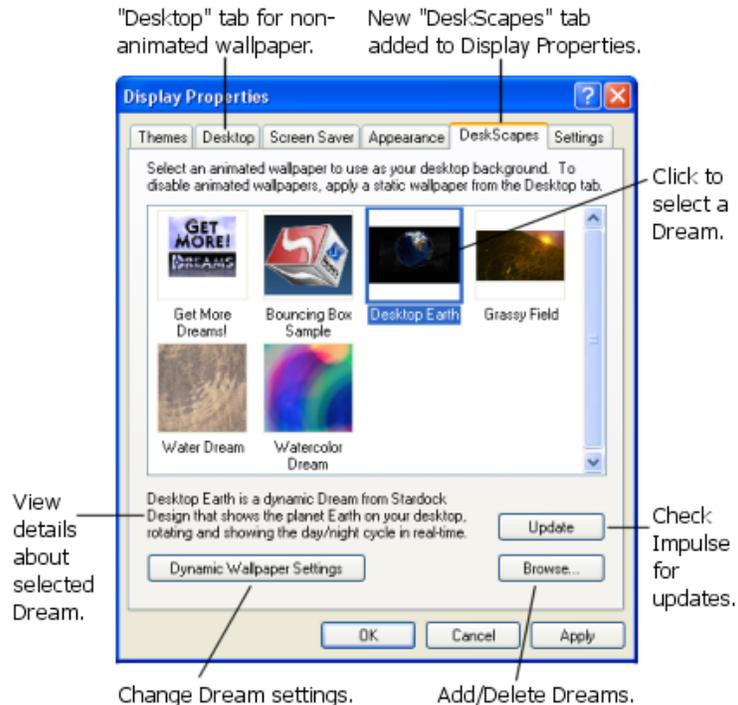
Selecting "Chose an Animated Desktop" this will open the Windows Desktop Background dialog box with "DeskScapes Animated Wallpapers" selected. Each of the five wallpapers are shown with a static thumbnail picture representing each dream. The sixth and first thumbnail (i.e. Get More Dreams) is actually a link that when clicked on, will open your web browser and display the WinCustomize.com Dreams web site. This is where you can find a host of information, news, forums, downloads and more.



DeskScapes also includes DreamMaker which allows you to package your own video based dreams into .dream files that DeskScapes can apply to your Windows desktop. Following WinCustomize guidelines, you can also share your dreams with the skinning community. Skinning is the term used to describe the ability to change the graphics (i.e. color, design) of various areas of your Windows desktop, etc.. Dreams are just one area within skinning.



With only Vista Ultimate, Windows owners were able to apply Microsoft's DreamScene animated wallpapers. Stardock took this a step further by allowing other versions of Vista (i.e. Home, Basic, Premium, Business, and Enterprise) to run animated wallpaper (dreams). Plus, Stardock created a way to create a dream file with the included DreamMaker. Then went on to create DeskScapes for Windows XP, so animated wallpaper could be enjoyed by owners of XP as well. The same dreams included with DeskScapes Vista work with XP.



DeskScapes has the ability to use three types of dreams: single looping MPEG/WMV video-based, multiple looping MPEG/WMV video-based with event triggers (i.e. changes the video based on the time of day) and dynamic dreams. Video based dreams can be created by anyone, while dynamic dreams (i.e. programming based) are created and sold by Stardock Design.

Video Dream Support

MPEG/WMV video dreams (as opposed to dynamic dreams) require a [compatible video codec](http://www.stardock.com/products/deskscapes/downloads.asp) (<http://www.stardock.com/products/deskscapes/downloads.asp>) to be installed to playback their content. Windows Vista Home Premium and Windows Vista Ultimate include a compatible [video codec](http://en.wikipedia.org/wiki/Video_codec) (http://en.wikipedia.org/wiki/Video_codec).

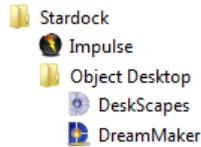
NVIDIA Driver Support

Please note that updated video drivers are very important for the best performance of dreams. In addition, if you are using a NVIDIA graphics card, we suggest keeping the performance settings for DeskScapes set to 100% for optimal visual quality.

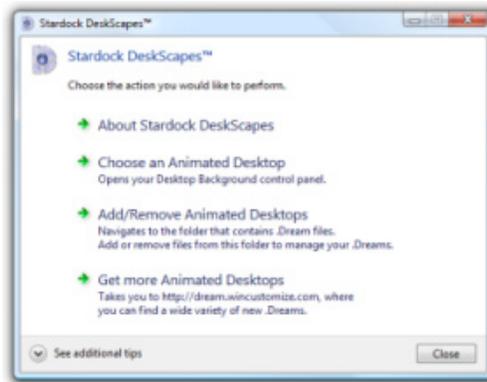
3. DeskScapes (Vista)

This chapter explains how to use DeskScapes with Windows Vista.

After installing DeskScapes, locate the icon on the Start Menu. Click on Start, then All Programs, Stardock folder, click on the Object Desktop folder to open it, and click on the "DeskScapes" icon to run it.

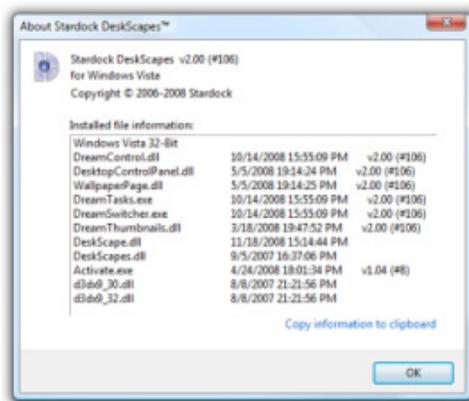


DeskScapes displays a list of four options, including: About Stardock DeskScapes, Choose an Animated Desktop, Add/Remove Animated Desktops and Get more Animated Desktops.



About Stardock DeskScapes

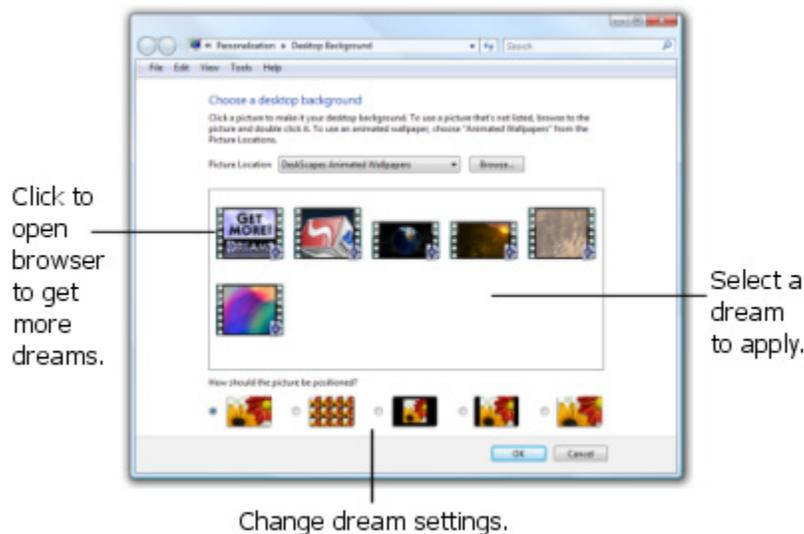
Clicking the "About Stardock DeskScapes" menu option opens a box which displays the version of DeskScapes (i.e. v2.50 (#106) for Windows Vista), the copyright information, and a list of installed files with dates and version numbers. This information is helpful if you are having trouble and need to communicate (i.e. email) Stardock Support.



Clicking the blue link will "Copy information to clipboard" so you can paste it into an email for Support. Click  or  to close the About screen.

Choose an Animated Desktop

This is the heart of DeskScapes, where you can apply a Dream (animated wallpaper) to your computer desktop. Clicking "Choose an Animated Desktop" will open the Windows Personalization - Desktop Background window. Initially, this will display a list of five dreams (i.e. Bouncing Box Sample, Desktop Earth, Grassy Field, Water Dream, Watercolor Dream). The first one in the list "Get More Dreams" is not a dream, but a link to open your web browser and display the [WinCustomize](#) (WC) web site to download additional, mostly free dreams. You need to be connected to the Internet to view this web site.

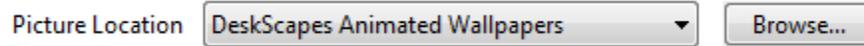


After the Personalization > Desktop Background window opens, you can close the DeskScapes menu if desired. This will not affect selecting a Dream.

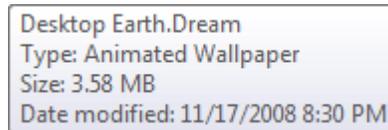
Tip: If you do not want to use the DeskScapes menu, you can go right to the Windows Personalization - Desktop Background window, which can be opened in a few ways. Windows allows multiple ways to do things, with the following being two common routes:

- Click on the Start Menu, then Control Panel, then under "Appearance and Personalization" click on "Change desktop background". (If you are viewing the Control Panel in the "Classic View" mode, click on "Personalization", then "Desktop Background".)
- Alternately, right-click on the open desktop and select "Personalize", then "Desktop Background".

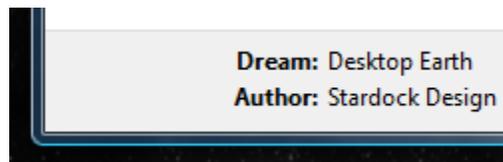
The "Picture Location" will be set to "DeskScapes Animated Wallpapers" in the pull-down menu. (You can click this menu and change it from DeskScapes to a Windows Samples Videos, Public Videos or non-animated type of wallpaper or other traditional background, such as a solid color, etc..) Clicking the  button allows you to locate and select a Dream or other background video/picture in another folder. Once located, click on the desired file and click . (Click  or  to abort.)



Under the Picture Location is the list of installed dreams. Initially, DeskScapes comes with the five dreams, plus a "Get More Dreams" link to WinCustomize. By moving your cursor and stopping over a dream, a pop-up box will display information about the dream, such as: Dream Filename/Title (i.e. Desktop Earth.Dream), Type (i.e. Animated Wallpaper), Size (i.e. 3.58 MB), and Date Modified (i.e. 11/17/2008 8:30 PM).



You will also notice as you click on each dream, the title of the Dream (i.e. Desktop Earth) & Author (Stardock Design) appear at the bottom of the window.



As you single-click on a dream, you will see your desktop wallpaper (background) change to that dream. This allows you to preview each dream, before clicking  to keep that dream. When you click on a dream, you may notice a number of options appear near the bottom of the window. The options vary for each dream. Dynamic dreams typically have different options from video-based dreams.

Video Dream Options

For video-based dreams, the options may include "How should the picture be positioned?" with standard Windows options for wallpaper. Simply click the desired position (i.e. radio button) and the image will change your desktop immediately. The positioning options include:

- Fit to screen - stretch the image to fit the screen, which may change the aspect ratio (i.e. image may look distorted).
- Tile - if the image does not fill the screen, then repeat it, left to right and down and across to fill the screen. The image maybe cropped on the right side & bottom.
- Center - place the image in the center of the screen, leaving the sides, top & bottom with a default wallpaper or the last non-animated wallpaper you selected.
- Fit to screen keeping aspect ratio - this will increase or decrease the size of the image, while maintaining the aspect ratio. The aspect ratio keeps the image from being distorted as it is resized.

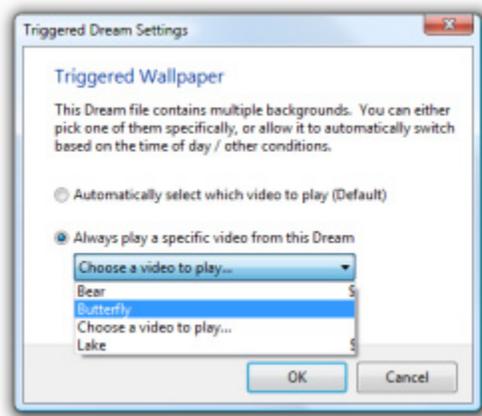
- Fit to screen with cropping - this will resize the image to fill the screen, allowing parts of the image to basically overflow the sides of the screen, in effect cropping (i.e. cutting off) parts of the image.



An additional option which may be available is "Use internal player" (unchecked by default) which allows you to use the DeskScapes internal video player vs. the Windows player. This option is only available if you have Windows DreamScene™ installed on Vista Ultimate. Check the box to select the DeskScapes video internal player, uncheck to use the Windows player. If Windows is having trouble playing the video dream, try checking this box to use the DeskScapes player.



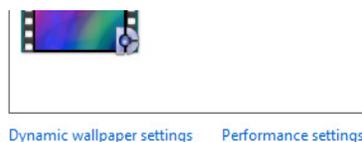
An additional setting available for Triggered Dreams is "Choose a specific video from set" which is a blue link located under the picture position thumbnails. Triggered Video dreams include multiple videos that start at different times of the day. Clicking this link opens a "Triggered Dream Settings" dialog box that allows you to select which video plays or let it "Automatically select which video to play (Default)".



To change the video, under the option "Always play a specific video from this Dream" (selected by default) click on the pull-down menu and select the desired video. Click to apply the change. (Click or to abort.)

Dynamic Dream Options

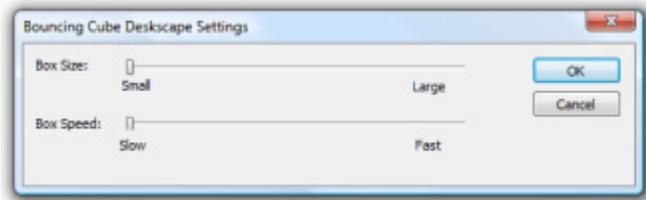
Dynamic dreams may offer two options: "Dynamic wallpaper settings" and "Performance settings". These options (if available) are located under the list of available dreams, in the lower, left corner of the window. Clicking either will open a dialog box.



Dynamic Wallpaper Settings

Each dynamic wallpaper may offer options to change how it works, however not all dreams may give you the option to change the settings. If you click on a dream and do not see this link appear, it is not available. For dreams that do offer it, each will be different.

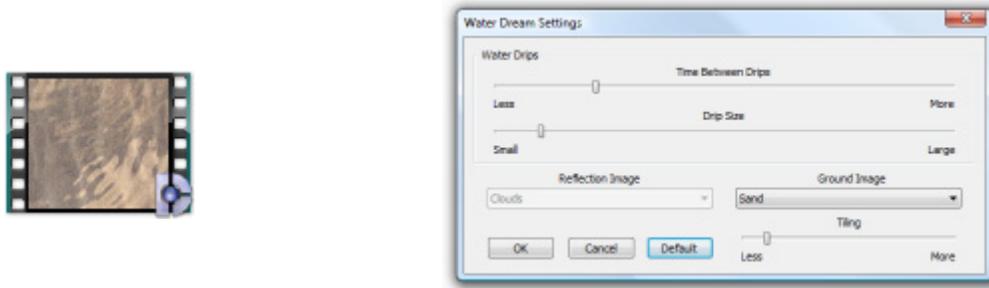
The first dream is a Bouncing Box, which shows a rotating, bouncing box with the Stardock logo and name on the sides. The settings allow you to change the size & speed of the cube by moving the sliders. Changing the box size or speed will dynamically change the box on your desktop as you move the slider. Click to accept the changes. (Click or to abort.)



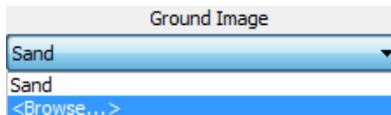
The Desktop Earth dream shows the day & night cycle of the planet as it rotates, based on your system clock. The settings allow you to toggle the earth from revolving (on by default). Uncheck the box next to "Revolving Earth" and the earth will stop spinning. With the box checked you can adjust the "Rotation Speed" fast or slow of the earth by moving the slider. Clicking will return the settings to the default positions when the dream was first installed. Click to save changes. (Click or to abort.)



The Water Dream is a video-based dream, with water droplets splashing on a pool of clear water above a sandy bottom. The settings offer a number of options that affect the water surface (i.e. Time Between Drips, Drip Size), background (i.e. Ground Image) and Tiling of the background image. After changing anything, click  to apply the changes. (Click  or  to abort.)



- Time Between Drips - the "Less" time, the more water drops splash in the water to make waves. The "More" time, the less drops and less activity.
- Drip Size - selecting "Small" drops makes the water less active, while the larger you make the drops the more active the water surface becomes.
- Reflection Image - grayed out by default (no changes allowed). To change the Reflection Image (i.e. Clouds) you need to purchase "Liquid Dream" from Stardock Design (<http://www.wincustomize.com/skins.aspx?skinid=483&libid=50>) which adds more options for water related dreams like this one.
- Ground Image - allows you to change the background image from the default (Sand) image to anything you want. Click the pull-down menu under "Ground Image", then select <Browse...> which opens a Windows Explorer type window you can use to browse your computer for a suitable image. After you find the image, click on it, then click . (Click  or  to abort.)



- Tiling - allows you to select how often the background image (i.e. Sand) is repeated on the screen, Less or More. Move the  slider to play with what looks best to you.



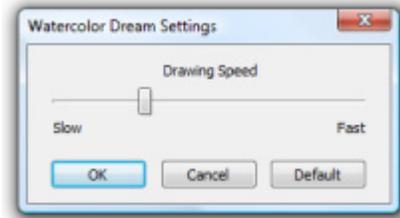
Tiling of Sand (default setting).



Tiling of Sand - highest setting (far right), notice more vertical ripples in sand.

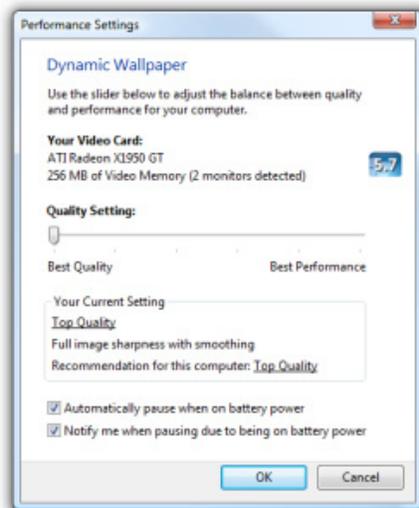
To restore all settings to the way they were when the dream was installed, click . Click  to apply the changes. (Click  or  to keep the settings the way they were.)

The Watercolor Dream settings allow you to change how fast the screen is drawn by moving the  (slider), slower or faster. The change can be seen as you move the slider. Click  to apply the changes. Clicking  will return the slider to the way the dream was when installed. (Click  or  to abort.)



Performance Settings

The "Performance Settings" allow you to adjust the balance between quality and performance on your computer. This affects all dynamic dreams, not just the currently selected dream. At the top of the dialog box is "Your Video Card" which displays the brand, model, memory and number of monitors. To the right of that is the Vista Experience Index (i.e. 5.7).



Below "Your Video Card" is the  slider for adjusting the "Quality Setting", between "Best Quality" and "Best Performance". Under that is "Your Current Setting" which displays the result of where the slider is positioned. If you click the link for level of quality (i.e. Top Quality) to the right of "Recommendation for this computer", the slider  will move to the recommended setting.

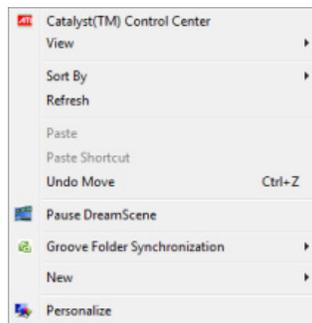
Finally, there are two check boxes at the bottom which allow you to adjust settings if using a laptop on battery power.

Automatically pause when on battery power - (checked, default) means this will pause the animated wallpaper (dream) when your laptop is unplugged and goes on battery power. Uncheck this box to run the dream regardless of battery power.

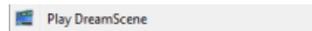
Notify me when pausing due to being on battery power - (checked, default) means you will be notified when a dream is paused, because you unplugged the laptop and running it on battery power. Uncheck the box not to be notified. After making the desired changes, click  to apply. (Click  or  to abort.)

Pausing a Dream

If you ever want to pause the animation of a dream, right-click on the open desktop (away from icons or program windows) and select "Pause DreamScene". If you do not have Windows Vista Ultimate with DreamScene™ installed, you will see "Pause DeskScapes".



The dream will pause until you open the menu again and select "Play DreamScene" (or "Resume DeskScapes").



Add/Remove Animated Desktops

From the DeskScapes menu, clicking "Add/Remove Animated Desktops" opens a Windows Explorer type window. This allows you to add new dreams (double-click to apply), remove ones you do not want (select & press delete key) and manage the dreams in the folders on your computer.

To add new dreams that you downloaded or have in other folders, use Explorer to move them to C:\user-data\

Get More Animated Desktops

From the DeskScapes menu, clicking "Get More Animated Desktops" will launch your web browser and display the WinCustomize web site for Dreams. You must be connected to the internet to view this site. This will display information and links to new, popular and premium dreams for download. You can also join in discussions in the forum, upload a dream you created and want to share with the community and more.

Additional Tips

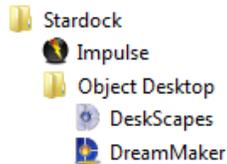
On the DeskScapes menu, clicking the unhide  arrow next to "See additional tips" extends the bottom of the window to reveal tips. To hide the tips, click the  arrow.



4. DreamMaker (Vista)

Stardock includes the free utility DreamMaker with DeskScapes or it can be downloaded separate from WinCustomize.com if you do not already have it installed. DreamMaker allows you to package up your own video into a .dream file for your own use, sharing with friends and family. It can also be uploaded to WinCustomize to share with the skinning community.

To run DreamMaker, click on Start, then All Programs, Stardock folder, click on the Object Desktop folder to open it and click on DreamMaker to run it.

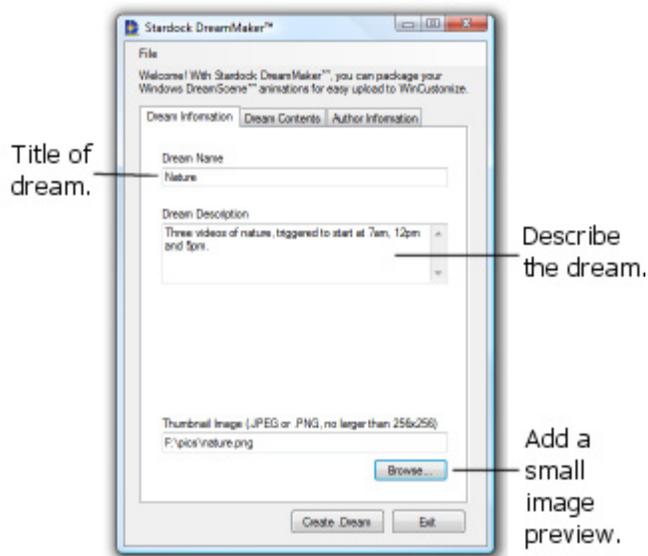


DreamMaker consists of three tabs: Dream Information, Dream Contents, and Author Information. After completing the three tabs, clicking the **Create Dream** button packages everything up into a .dream file.

Dream Information

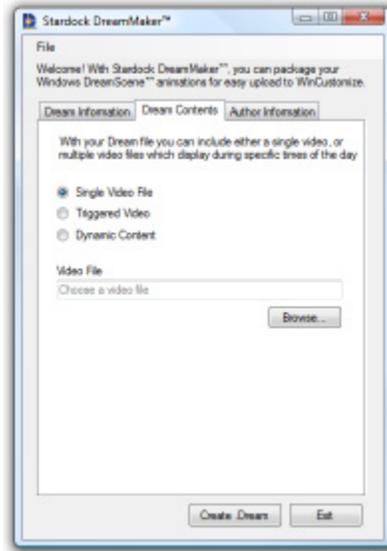
This tab asks for the "Dream Name" (title), "Dream Description", and a "Thumbnail Image" used to identify the dream. After typing in the first two, click on the **Browse...** button to locate the thumbnail image using a Windows Explorer type window. It must be a .JPEG, .JPG or .PNG file format. It cannot be any larger than 256x256 pixels. After locating the image, click on it, then click **Open**. (Click **Cancel** or **X** to abort.)

Tip: A shortcut is to double-click on the image and it will select & close the Explorer window.



Dream Contents

Next, click on the "Dream Contents" tab to add the video file(s) to your dream. You can either select a "Single Video File" or multiple "Triggered Video" files. Triggered video files include one or more files, where each is triggered to load at a given time of the day by using the computers clock. "Dynamic Content" is only created by Stardock Design in creating Dynamic Dreams which require programming.



Single Video File

Click on this option (if not already selected) to add one video file, then click the **Browse...** button to locate the file you want to use. The file must be in one of the following video formats: .MPEG, .MPG, .WMV or .AVI. After locating & selecting the file, click **Open**. (Click **Cancel** or **X** to abort.)

With your Dream file you can include either a single video, or multiple video files which display during specific times of the day

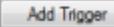
- Single Video File
- Triggered Video
- Dynamic Content

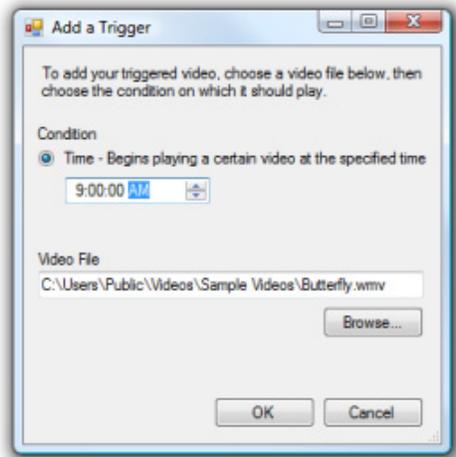
Video File

C:\Users\Public\Videos\Sample Videos\Bear.wmv

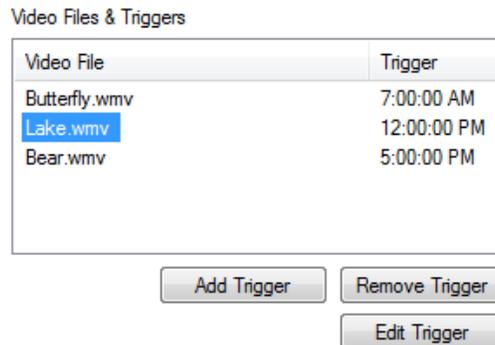
Browse...

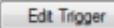
Triggered Video

Click on "Triggered Video" if you want multiple videos triggered by the time of day. Then click , and this will open a dialog box asking for the file & time trigger. First click  to locate & select the file, then click . (Click  or  to abort.) Then click on each field (blue highlighted text) in the time and either type in the number or use the up/down  arrows to change the time for that field. Repeat for each digit in the time fields. For AM/PM, click on that field, then type "A" or "P" (without quotes), or use the up/down  arrows to change between AM and PM. When done, click  to accept. (Click  or  to abort.)



Repeat what you just did for each additional file you want added to the dream. After you are done adding files, your screen should look something like this:

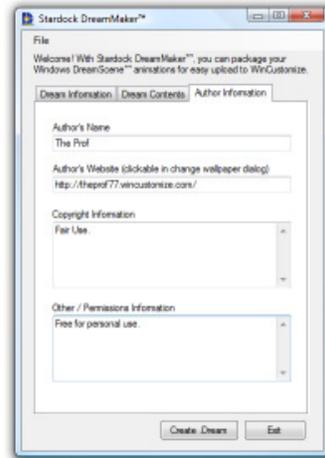


If you want to change any of the videos or times, click on the file in the list (blue highlighted), and click  to re-open the "Add a Trigger" dialog to make changes. Then click  to save or click  or  to abort.

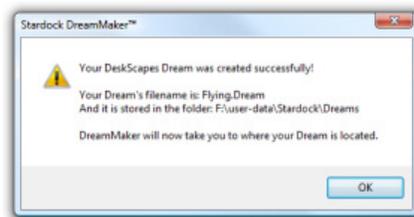
If you want to remove a video & trigger, click on the video, then click  and it will be removed. It will not ask if you are sure before removing it. The file is still on your hard-drive, just not included in this dream.

Author Information

Now click on the "Author Information" tab to enter details about yourself. Type in your real name or alias under "Author's Name". If you have a web site, type or paste the URL into "Author's Website". Type any "Copyright Information" into the text box, and finally type any "Other / Permissions Information" into that box.



Click on each tab and review everything, then when you are ready, click the  button at the bottom of the DreamMaker window to create the dream. You will see a message box tell you that the dream was created successfully and that DreamMaker will take you to the folder it was created in, click  to continue.



A Windows Explorer type window will open with your dream listed with any other installed dreams. To apply the dream, double-click it. Click  when you want to close the window.

To close the DreamMaker program, click the  button or .

Uploading a Dream

Once you create a dream that you want to share with the skinning community, you can upload it at: WinCustomize.com: <http://dream.wincustomize.com/?referer=deskscapes1>.

Dream Submission Guidelines: <http://forums.wincustomize.com/144934>
WinCustomize Guidelines: <http://www.wincustomize.com/Guidelines.aspx>
About WinCustomize: <http://www.wincustomize.com/about.aspx>

5. DeskScapes (XP)

This chapter explains how to use DeskScapes with Windows XP.

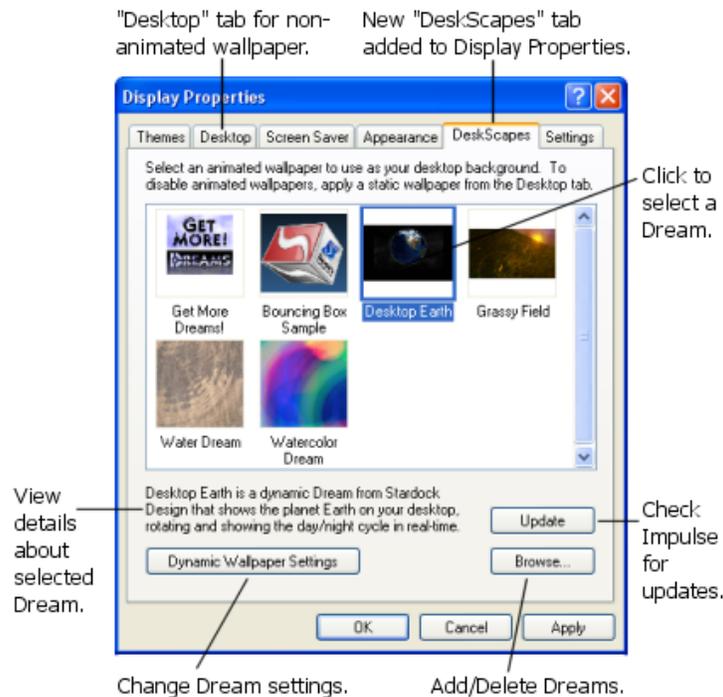
After installing DeskScapes, locate the icon on the Start Menu. Click on Start, then All Programs, Stardock folder, and click on the Object Desktop folder to open it. You will see two programs, one is DeskScapes (for viewing / adding / deleting dreams) and DreamMaker (for assembling a video-based .dream file) from your content.



Tip: The alternate way to reach the DeskScapes tab in Windows Display Properties is to right-click on the open desktop, and select "Properties".

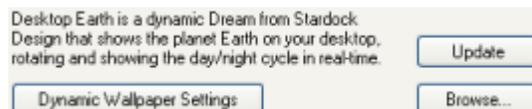


Click on the DeskScapes icon to view the "DeskScapes" tab on the Windows Display Properties dialog box.

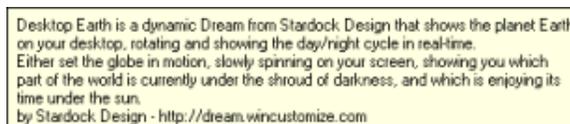


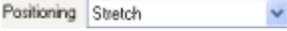
DeskScapes Tab

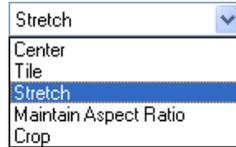
Below the row of tabs are thumbnails (small screenshots) of each installed dream. Under each is the name of the dream (i.e. Desktop Earth). When a dream has been selected (i.e. click on it), detailed information will be displayed near the bottom of the dialog box (under all of the thumbnails). This may include a description, author (i.e. Stardock Design) and web site (i.e. <http://dream.wincustomize.com>) where you can get more information about this dream or others. The author may include a web address if they have a site related to skinning (i.e. changing the graphic skin of Windows).



An alternate way to view the description of a dream is to pause your cursor over a dream, which will display a pop-up box with the description. No need to click on the dream.

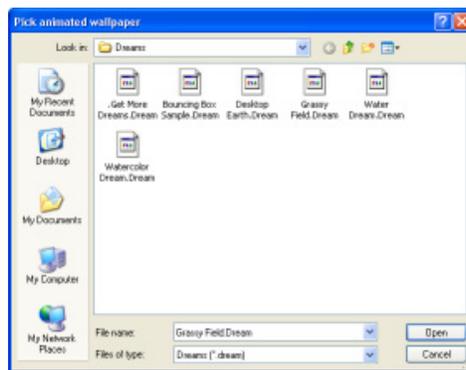


Some dreams may allow you to make changes on how it operates. Dynamic dreams may include a  button (under the list of thumbnails). While video-based dreams may include options for positioning the dream  on the desktop (i.e. Center, Tile, Stretch, Maintain Aspect Ratio, Crop). Most free dreams are video-based, while Stardock Design sells dynamic-based dreams.



In the lower right corner (if Impulse is installed) is an  button. Clicking  will open Impulse, forcing it to check for any updates for DeskScapes or other Impulse software. An exclamation point next to each application in Impulse indicates an update is available for download or you can check the "Updates" tab. If Impulse is not installed, the button will not be visible. (For more information on how to use Impulse, please refer to the [Impulse Guide](http://www.impulsdriiven.com/help/) (<http://www.impulsdriiven.com/help/>.)

Also in the lower right-hand corner is a  button that opens a Windows Explorer like dialog box. This allows you to locate additional dreams that are not in the Dreams folder and manage files (i.e. add, delete). All Dreams have the file type (or extension) of ".Dream" (without quotes). After locating a new dream, click . (Click  or  to abort.)

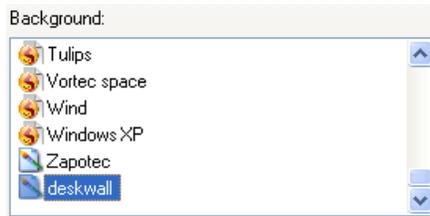


Applying a Dream

To apply a dream to your desktop, locate the desired dream and click on it (blue border shows it has been selected). You can click on  to change your desktop background to the dream, but keep the Display Properties dialog box open. This is nice if you want to check out different dreams. If you click , it will apply the selected dream and close the Display Properties dialog box. (Click  or  to abort.)



After a dream has been applied, you may notice the "Desktop" tab has a new "Background" called "deskwall" at the bottom of the list. This is a part of DeskScapes and is normal. If you change to a non-animated wallpaper, "deskwall" will disappear.



Non-Animated Wallpaper

To change to a non-animated wallpaper, open the Display Properties and click on the "Desktop" tab. Then select the desired wallpaper from the list under "Background". Click to apply. (Click or to abort.)



Dream Settings

Of the five dreams included with DeskScapes, four are dynamic dreams (i.e. Bouncing Box Sample, Desktop Earth, Water Dream, Watercolor Dream) with the fifth dream (i.e. Grassy Field) being a video-based dream. You will notice if there are options to change the dream settings, they will differ if the dream is dynamic or video based. For dynamic dreams, you may see the button near the lower left side of the DeskScapes dialog box. Not all dreams will give you the option to make changes. You must first select the dream you want to make changes too.

For video-based dreams, the option may include "Positioning" with standard Windows options for wallpaper. Simply click the pull-down menu and select the desired position and the image will change your desktop immediately. The options include:

- Center - place the image in the center of the screen, leaving the sides, top & bottom with a default wallpaper or the last non-animated wallpaper you selected.
- Tile - if the image does not fill the screen, then repeat it, left to right and down and across to fill the screen. The image maybe cropped on the right side & bottom.

- Stretch - (default for Grassy Field) stretch the image to fit the screen, which may change the aspect ratio (i.e. image may look distorted).
- Maintain aspect ratio - this will increase or decrease the size of the image, while maintaining the aspect ratio. The aspect ratio keeps the image from being distorted as it is resized.
- Crop - this will resize the image to fill the screen, allowing parts of the image to basically overflow the sides of the screen, in effect cropping (i.e. cutting off) parts of the image.

For dynamic dreams, the settings (if available) will differ depending on the dream. The following table lists the settings available for the included dreams.

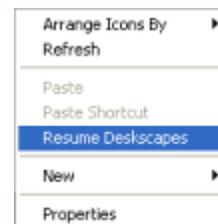
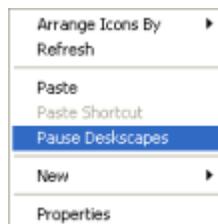
Settings Quick Reference

Dream	Settings
Bouncing Box Sample	Change box size & speed.
Desktop Earth	Change rotation speed of the Earth.
Water Dream	Change time between drips, drip size, tiling and ground image (i.e. sand which appears under the surface of the water).
Watercolor Dream	Change the drawing speed of the watercolors.

Pause/Resume DeskScapes

By design, when an application is maximized DeskScapes will stop the dream animation until you un-maximize the application so you can see the desktop and the animation will resume. The idea is to free up video resources, since you can not see the desktop anyway. For instance, starting a full-screen game will disable DeskScapes until you are finished. If you play a game or use other graphic intensive software in a window, you can pause & resume the animation as desired.

To pause a dream animation, right-click on the open desktop (away from any icons or application windows) and select "Pause Deskscapes". This will stop the animation until you either restore it or restart the computer.



To un-pause the animation, right-click on the open desktop and select "Resume Deskscapes" which will start the animation.

Get More Dreams

Stardock includes five dreams with DeskScapes to get you started with animated wallpaper. However, you can download hundreds more at WinCustomize.com that were created by people like you. Clicking the "[Get More Dreams](http://dream.wincustomize.com/?referer=getmore1c)" thumbnail will open your web browser and display the WinCustomize web site Gallery for Dreams. Most dreams are free, with high-quality "Master Skins" charging a small fee. (You must be connected to the Internet to view this web site.)



The dreams available on WinCustomize include [Master Skins](http://www.wincustomize.com/top.aspx?type=masterskins&libid=50) (http://www.wincustomize.com/top.aspx?type=masterskins&libid=50) which include work from some of the best master skimmers (video-based), as well as Stardock Design (dynamic). Dynamic dreams are created using computer programming. Video-based dreams are created by a number of methods, but basically involve playing a video sequence over and over endlessly (called "looping"). You can assemble your own video-based dreams with DreamMaker, included with DeskScapes.

6. DreamMaker (XP)

Stardock includes the free utility DreamMaker with DeskScapes or it can be downloaded separate from WinCustomize.com if you do not already have it installed. DreamMaker allows you to package up your own video into a .dream file for your own use, sharing with friends and family. It can also be uploaded to WinCustomize to share with the skinning community.

To run DreamMaker, click on Start, then All Programs, Stardock folder, click on the Object Desktop folder to open it and click on DreamMaker to run it.

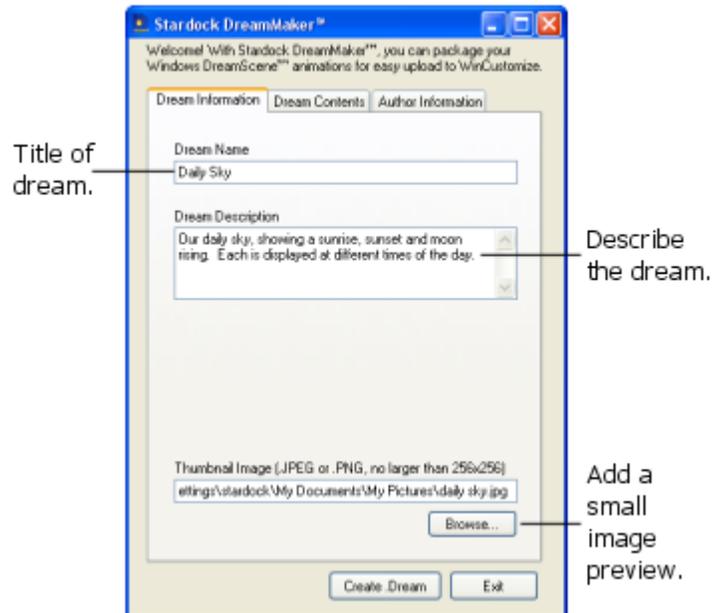


DreamMaker consists of three tabs: Dream Information, Dream Contents, and Author Information. After completing the three tabs, clicking the button packages everything up into a DeskScapes .dream file.

Dream Information

This tab asks for the "Dream Name" (title), "Dream Description", and a "Thumbnail Image" used to identify the dream. After typing in the first two, click on the button to locate the thumbnail image using a Windows Explorer type window. It must be a .JPEG, .JPG or .PNG file format. It can not be any larger than 256x256 pixels. After locating the image, click on it, then click . (Click or to abort.)

Tip: A shortcut, is to double-click on the image and it will select & close the Explorer window.



Dream Contents

Next, click on the "Dream Contents" tab to add the video file(s) to your dream. You can either select a "Single Video File" or multiple "Triggered Video" files. Triggered video files include one or more files, where each is triggered to load at a given time of the day by using the computers clock. "Dynamic Content" is only created by Stardock Design in creating Dynamic Dreams which require programming.

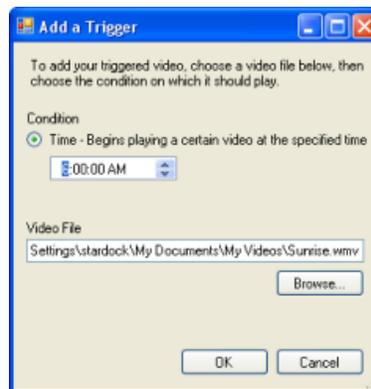
Single Video File

Click on this option (if not already selected) to add one video file, then click the button to locate the file you want to use. The file must be in one of the following video formats: .MPEG, .MPG, .WMV or .AVI. After locating & selecting the file, click . (Click or to abort.)

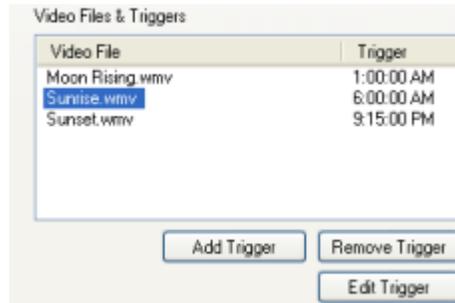


Triggered Video

Click on "Triggered Video" if you want multiple videos triggered by the time of day. Then click , and this will open a dialog box asking for the file & time trigger. First click to locate & select the file, then click . (Click or to abort.) Then click on each field (blue highlighted text) in the time and either type in the number or use the up/down arrows to change the time for that field. Repeat for each digit in the time fields. For AM/PM, click on that field, then type "A" or "P" (without quotes), or use the up/down arrows to change between AM and PM. When done, click to accept. (Click or to abort.)



Repeat what you just did for each additional file you want added to the dream. After you are done adding files, the screen should look something like this:

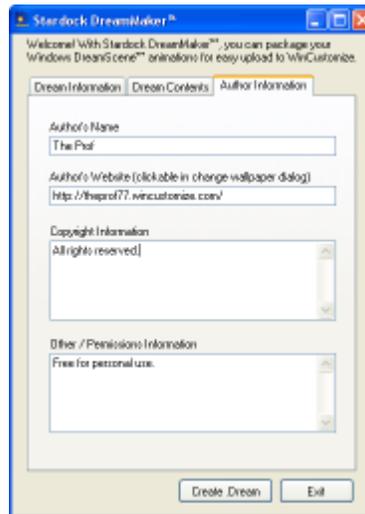


If you want to change any of the videos or times, click on the file in the list (blue highlighted), and click to re-open the "Add a Trigger" dialog to make changes. Then click to save or click or to abort.

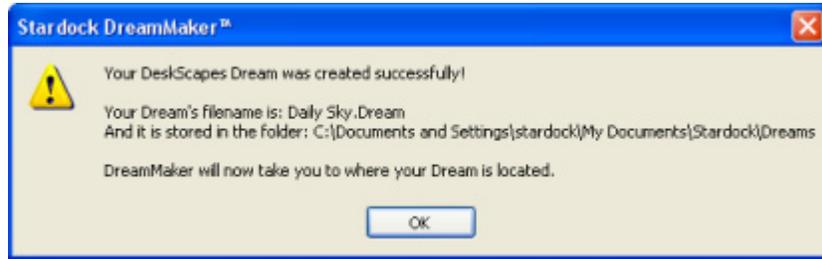
If you want to remove a video & trigger, click on the video, then click and it will be removed. It will not ask if you are sure before removing it. The file is still on your hard-drive, just not included in this dream.

Author Information

Now click on the "Author Information" tab to enter details about yourself. Type in your real name or alias under "Author's Name". If you have a web site, type or paste the URL into "Author's Website". Type any "Copyright Information" into the text box, and finally type any "Other / Permissions Information" into that box.



Click on each tab and review everything, then when you are ready, click the button at the bottom of the DreamMaker window to create the dream. You will see a message box tell you that the dream was created successfully and that DreamMaker will take you to the folder it was created in, click to continue.



A Windows Explorer type window will open with your dream listed with any other installed dreams. To apply the dream, double-click it. Click  when you want to close the window.

To close the DreamMaker program, click the  button or .

Uploading a Dream

Once you create a dream that you want to share with the skinning community, you can upload it at: WinCustomize.com: <http://dream.wincustomize.com/?referer=deskscapes1>.

Dream Submission Guidelines: <http://forums.wincustomize.com/144934>
WinCustomize Guidelines: <http://www.wincustomize.com/Guidelines.aspx>
About WinCustomize: <http://www.wincustomize.com/about.aspx>