Signature GS

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1 | What Is Signature?

Signature is a collection of CDEVs that make your Apple IIGS easier and more fun to use by adding a screen blanker, a sound selector, a desktop pattern editor, and a boot setup utility to your IIGS. It runs under System Software 5.0 or later and works best with a hard drive. (The full Signature package is simply too large to fit on a 3.5" disk along with the System Software.

What's a CDEV, anyway? It's pronounced "See-Dev", and it's short for "Control Panel Device". (If *you* were abbreviating "Control Panel Device", you'd probably come up with something like "CPD". But the term originated on the Macintosh—which may tell you a thing or two about the Macintosh people.)

All right, so what's a Control Panel Device, then? This question is best answered by a trip to the Apple IIGS Control Panel. Boot your IIGS into the Finder (or any IIGS desktop program). Pull down the 🍎 menu and select Control Panel. The window that appears is divided into two sections. Click an icon in the left section to choose a CDEV; the control panel settings offered by that CDEV appear in the right section. Use the scroll bar in the middle of the window to scroll the list of CDEVs up and down. Now, isn't it nice to know those little icons are called CDEVs?

When you install Signature, four additional icons will appear in the Control Panel to allow you to configure the four Signature modules. You'll select and use the Signature CDEV icons the same as any other icons in the control panel.

Since Signature is designed for the IIGS, its features only work when you're running IIGS-specific desktop programs. Signature's features work in AppleWorks GS, Platinum Paint, and HyperStudio, but not in AppleWorks 3.0, Publish It! 4, or The Print Shop GS. (Even though The Print Shop GS is a IIGS-specific program, it doesn't use GS/OS or the IIGS desktop.) Of course, you must also be in a desktop program if you want to access the Control Panel to configure the Signature modules.

2 | The Signature Modules

PHANTASM

If you've lusted after the Mac's Pyro!™ or After Dark,™ you'll love Phantasm. Phantasm automatically blanks your screen after a period of inactivity to reduce the possibility of screen burn-in. (If you leave a static image displayed on your screen for a long period of time, it can get "burned" into your monitor. Then you'll see a "ghost" of the image when you're using other programs. You may even be even to see the image when the monitor is turned off!) Phantasm provides a colorful animated display instead of a mere

blank screen—this reminds you that the computer is still turned on, while still protecting you against permanent burn-in damage. Plus, it's more fun.

SONICS

Sonics lets you assign sounds to certain IIGS system "events". You can change not only your system beep—you can even add sounds to disk ejections and insertions, keystrokes, error messages, and more. Sonics can play one sound when you start the computer and another when you shut it down. Use any digitized sound (including HyperStudio sounds and sounds converted from the Macintosh)— we've included a few to get you started. Sonics is more than just fun; it actually enhances your computer's functionality by providing unique, audible indicators for specific tasks.

GRAFFITI

That old baby-blue (the technical term is *periwinkle*) desktop can get boring after a while. The Macintosh has a built-in way to change the desktop's background pattern; now, with Graffiti, the IIGS does too. Select any of Graffiti's solid colors or patterns, or design your own pattern with any of sixteen colors. It's a great way to personalize your IIGS desktop.

BOOT MASTER

Boot Master is a true power user's tool that allows you to choose which GS/OS system components (including desk accessories, CDEVs, and drivers) are active on your IIGS. It's a big help in eliminating program conflicts and saving memory. You can even save "snapshots" of your system configuration for future use, plus get info on system file memory usage.

3 Installing Signature

Signature's Installer does all the dirty work of putting the Signature CDEVs where they belong on your boot disk. To use the Installer, boot your system as you usually do. Then insert the Signature disk in any available 3.5" drive. The *Signature* icon will appear on your Finder screen. Double-click it to launch the Signature Installer. (If you don't use the Finder, your hard drive management system should have a way to run this program from the Signature disk. Consult your hard drive management system's manual.)

SELECT DISK FOR INSTALLATION

The Signature Installer displays the name of the volume on which Signature will be installed—the disk you booted from. Check the displayed volume to make sure it's really the one you want to install Signature on. If it's not, click the Disk button (to switch to your next drive) until the name of the desired drive appears.

Figure 1: *Signature Installer*
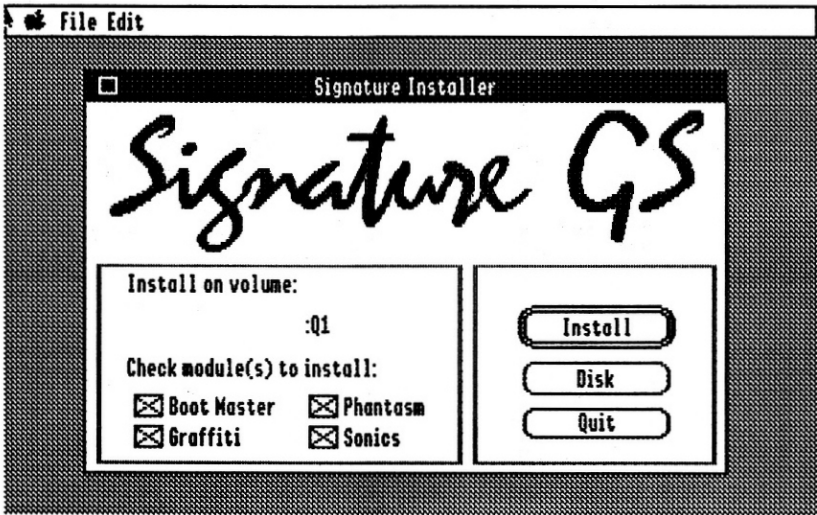
SELECT MODULES TO INSTALL

Use the checkboxes on the Signature Installer screen to select which Signature modules you want to install. By default, all modules will be installed, so if you do want to install all modules, you're all set.

PERFORM INSTALLATION

Click the Install button to begin installation of the selected Signature modules. When installation has been completed, click Quit to restart your system. (Signature will become active once you've restarted.)

4 Using Phantasm

Phantasm lurks in the background of your computer's operation, activating itself automatically after a period of inactivity to prevent screen burn-in. Using the Phantasm CDEV, you can select and configure your favorite visual effect, the idle time before Phantasm activates, and other parameters. To configure Phantasm, pull down the menu and select "Control Panel." When the Control Panel appears, select Phantasm from the list of CDEVs.

SETTING THE "TIME OUT"

The Time Out pop-up menu tells Phantasm how much idle time it should let pass before taking over. If the Time Out period passes without keystrokes, mouse movement, or mouse clicks, Phantasm will "put your computer to sleep" and display the Effect you've selected. To "awaken" the IIGS, just move the mouse or press a key.

File Edit View Disk Special Color

SETTING "SLEEP AT" & "SOBER AT"

Use these two pop-up menus to define Phantasm's Sleep and Sober corners. When you move the mouse to the Sleep corner, Phantasm will blank the screen immediately. When the mouse is in the Sober corner, Phantasm will never blank the screen, even if the Time Out period passes without activity. You don't have to click the mouse, just move the pointer to the appropriate corner.

CONFIGURING INDIVIDUAL EFFECTS

The Options button is used to configure the individual Effects. When you click Options, a small window will appear with a few pop-up menus that can be modified to suit your taste. Figuring out how the Options affect your Effects is half the fun. In the Magic Molecules "Colors" menu, you can select more than one color. Colors with check marks are currently enabled—Magic Molecules will choose from these colors for its display.

ADDING & REMOVING EFFECTS

The Add button adds a new effect from a future Signature effects disk. The effects you select will be copied into the Phantasm CDEV. To delete an effect, click the Remove button. (You might delete an effect to save disk space or to retire one you've grown weary of.)

PREVIEWING EFFECTS

Use the Preview button to display a sample of the current Effect. (Move the mouse to "wake up" the computer.) The Demo button displays a one-minute sample of *each* of the installed Effects in sequence. (Not all Effects support the Demo button.)

Figure 3: *Sonics CDEV*
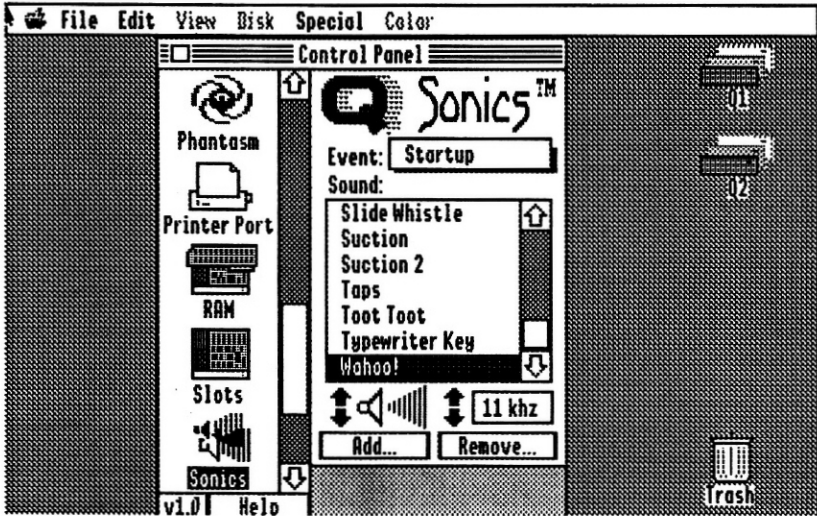
5 Using Sonics

Under System 5.0, Sonics allows you to assign sounds to the following Apple IIGS system events. (Under System 6.0, Sonics supports even more events. System 6 events appear as "gray" or disabled events when Sonics is used under System 5.0.)

Startup	Disk Insert	Caution Alert	Random
Shutdown	Disk Eject	Note Alert	Heartbeat
Restart	Keystroke	Stop Alert	Beep
Launch			

The sound you assign to the Beep event replaces the usual IIGS "bonk" beep. Heartbeat sounds are played repeatedly every few seconds. And Random sounds are played whenever the computer feels like it. Startup sounds are played during bootup. Other sounds are played when the event they're assigned to happens (e.g. a Caution Alert appears on the screen, or a key is pressed).

To configure Sonics, pull down the menu and select "Control Panel." When the Control Panel appears, select the Sonics CDEV.

ASSIGNING SOUNDS TO EVENTS

To assign a sound to an event, pop up the Event menu and select the event. The sound currently assigned to this event will appear highlighted in the Sound list. To change the sound, just select the new sound (or "No Sound") from the Sound list. (You can assign the same sound to more than one event, if you want.) If you're just fooling around and only want to listen to sounds, select "Sound Test" from the Event menu. Clicking the speaker icon auditions your selected sound.

ADJUSTING VOLUME & FREQUENCY

Clicking the Up and Down arrows to the left of the speaker icon adjust the volume of the selected sound. The arrows to the right of the speaker icon adjust the sound's frequency (pitch). Sonics remembers these settings for each event you've assigned a sound to, so even if you're using the same sound for two different events, you can set a different volume and frequency for each event.

ADDING & REMOVING SOUNDS

Sonics comes with twenty-six sounds already installed. You can add more sounds from virtually any kind of sound file, including files created by HyperStudio and by Applied Engineering's Sonic Blaster and Audio Animator digitizers. To remove a sound, first click the sound in the Sound list, then click Remove. Events which used to use the removed sound are set to "No Sound."

6 Using Graffiti

Graffiti lets you change your desktop background to virtually any color or pattern. To configure Graffiti, pull down the menu and select "Control Panel." When the Control Panel appears, choose the Graffiti CDEV.

CHOOSING A PATTERN

Use the Left- and Right-pointing arrow icons to browse through Graffiti's built-in patterns and colors. Each pattern appears in Graffiti's preview window and fatbits editor. To make a pattern the active desktop pattern, click in the preview window.

If you're in the Finder when you activate a new desktop pattern, the Finder icons will disappear. (The Finder doesn't quite know what to do when you put "wallpaper" over it.) The Finder icons are really still there—to reveal them, just click once where each used to be.

CHANGING A PATTERN

If you don't like one of Graffiti's built-in patterns, you can change it or re-colorize it. Just choose the pattern you want to change with the arrow icons, then pick a color from the selection on the right and "draw" in the fatbits editor (just below the preview window). Afterward, click in the preview area to make your new pattern the active pattern (see "Choosing a Pattern" above).

ADDING & REMOVING PATTERNS

You can add new patterns to Graffiti too (there's no limit to the number of patterns you can have). Just click the New button and a fresh white pattern will be created. Then draw your new pattern using the tips in "Changing A Pattern" above. If you grow tired of a pattern, just click the Del button and it will be deleted.

Figure 4: *Graffiti CDEV*
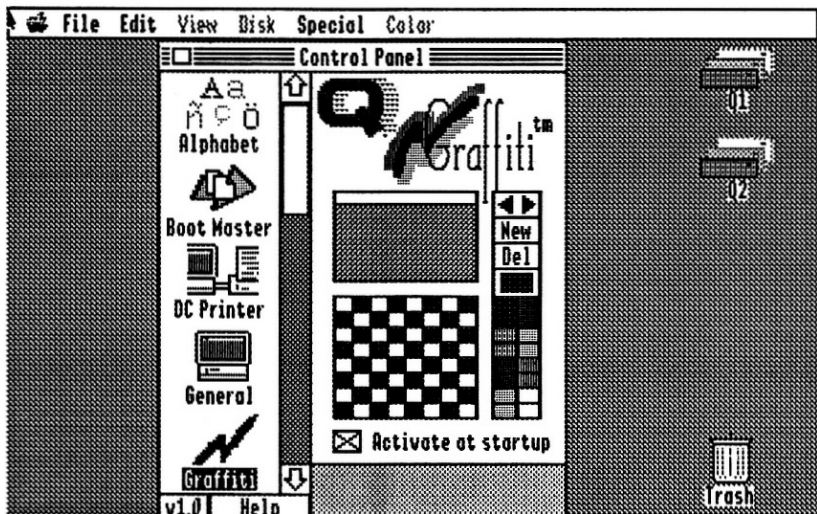
WHEN IT DOESN'T WORK

In certain programs, particularly paint programs, Graffiti will seem not to work properly, either displaying the wrong colors or not displaying a custom desktop pattern at all. In these circumstances, the program is using its own "palette" (set of colors) instead of the built-in IIGS palette. Don't panic; this is normal. Graffiti works fine with programs that use the standard IIGS palette—nearly all do.

7 Using Boot Master

Boot Master isn't as glamorous as the other Signature modules, but that doesn't make it any less useful. GS/OS is a modular operating system—it keeps certain parts of the system (drivers, CDAs, NDAs, FSTs, INITs, and CDEVs) in separate files. Boot Master lets you turn any of these system components on and off whenever you want. If you don't use your 5.25" disk drives very much, for example, you might want to turn off the 5.25" driver to keep the Finder from grinding your empty drives.

To get to Boot Master, pull down the menu and select "Control Panel." When the Control Panel appears, click the Boot Master CDEV to activate Boot Master.

SELECTING A SYSTEM FILE TYPE

Use the System Files pop-up menu to select which type of system files are displayed in the file window. Boot Master recognizes several kinds of system files—the complete list (along with a description of each type) is on the next page.

Figure 5: *Boot Master CDEV*
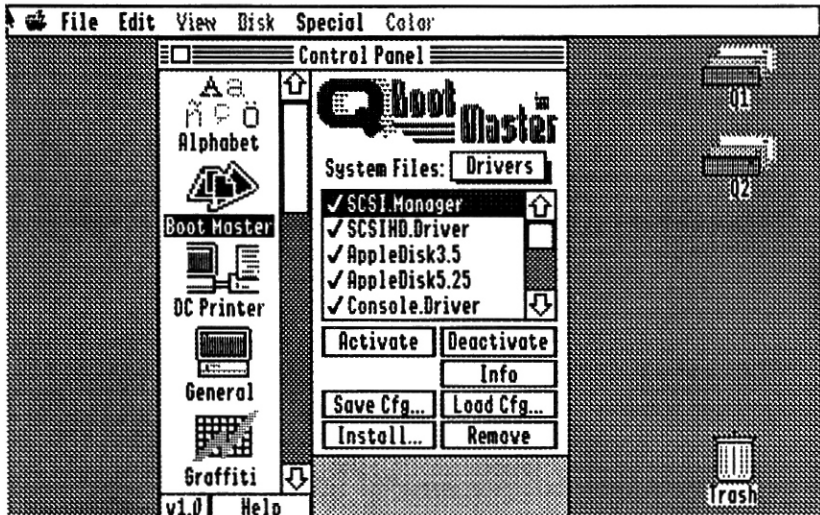
TYPES OF SYSTEM FILES

CDA (*Classic Desk Accessory*)—Appears in the menu you get when you press ⌂-Control-Escape; accessible in any program.

NDA (*New Desk Accessory*)—Appears in the pull-down menu; accessible only in GS/OS desktop programs.

CDEV (*Control Panel Device*)—We already know what these are.

FST (*File System Translator*)—A special module allowing GS/OS to access different types of disks. System 5.0 supports ProDOS, AppleShare, and High Sierra (CD-ROM) FSTs. System 6.0 supports all these FSTs plus Macintosh, DOS 3.3, and Pascal.

Inits—Programs which are loaded and executed at boot time. A PIF (Permanent Init File) stays in memory once loaded. A TIF (Temporary Init File) runs once and is removed from memory.

Drivers—Allow the system to talk to different types of devices. Printers, disk drives, MIDI interfaces, and other devices all require a driver before GS/OS will talk to them.

ACTIVATING/DEACTIVATING SYSTEM FILES

Once you've selected a type of System File, the names of the appropriate files are displayed in the Files list. Active System Files have a checkmark next to their name. To turn a System File on, click its name in the Files list, then click Activate. To turn one off, click Deactivate instead. You can also double-click a System File's name to toggle it from active to inactive and back.

GETTING SYSTEM FILE INFO

Boot Master will tell you everything it knows about a particular System File, including how much space it occupies on disk and how much memory it takes up (if it's loaded) and when the file was created and when it was last modified. Just click the Info button.

INSTALLING NEW SYSTEM FILES

If you get a new desk accessory or CDEV and want to install it on your boot disk, just select the appropriate type of System File from the pop-up menu and then click Install. Boot Master will ask you to locate the System File you want to install, and then it'll copy it to your boot desk, automatically placing it in the right folder.

SAVING & LOADING CONFIGURATIONS

Boot Master calls the state of your System Files at any one time a "configuration." By clicking the Save Cfg button, you can create a snapshot of your system files at a moment in time. Later, when you want to return to the exact same setup, click the Load Cfg button. Boot Master will go through all your System Files and set them to the state (active or inactive) they had when you saved that configuration file. This is a *great* time saver if you have an INIT that doesn't work with a particular program, or a driver that's not compatible with a certain NDA, or any such incompatibility.

REMEMBER TO REBOOT

Since System Files are loaded only at boot time, you must reboot for the changes you make in Boot Master to take effect.

WHAT IF I TURN OFF BOOT MASTER?

If you accidentally turn off Boot Master (or the Control Panel NDA or the CDEV Init), you won't be able to get to Boot Master again to turn it back on. Whoops! But all is not lost. Using the Finder, open your boot disk, then open the System folder, then open the CDEVs folder. Find Boot Master, then press ⌘-I. In the window that appears, click "Inactive" to reactivate Boot Master, then close the window. If you turned off the Control Panel NDA or the CDEV Init, open the Desk.Accs or System.Setup folder, respectively, and follow the same procedure to reactivate them, too.

8 Warranty & Support

All Q Labs product come with an unconditional 30-day trial period. If you're not completely satisfied with Signature, return it to the place you bought it from for a full refund. Though we've tested it thoroughly and believe it to be reasonably free of bugs, neither Q Labs nor the author of this software are liable for any damages arising directly or indirectly from the use of Signature.

If you do encounter a problem, though, we want to know about it so we can fix it. Call Q Labs Technical Support at (313) 774-7740. Technical Support hours are 10 AM to 6:30 PM (Eastern) weekdays. Tech Support is closed from 12 noon to 1 PM daily.