WALLPAPER

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Uses: SCREENPAPER

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INTRODUCTION

This module provides an easy way to create distinctive backgrounds for your rooms.

All symbols described in this document are in the package ROOMS.

FUNCTIONS

(MAKE-WALLPAPER-WINDOW &OPTIONAL REGION)   [Function]

Makes and returns a Wallpaper window. When the LEFT or MIDDLE mouse button is pressed over Wallpaper windows the user is asked to select a tile size, then a position for the tile. Positions are selected with the LEFT button. Each tile is displayed in the window. If the user presses the MIDDLE button then the background of the current room is changed to be the current tile. The user can abort this process at any time by pressing the RIGHT mouse button.

There is a window type definition for Wallpaper windows so they may be saved in Suites.

(HACK-BACKGROUND SHADE &OPTIONAL ROOM)   [Function]

Changes the first background shade specified for ROOM to be SHADE. If ROOM does not paint the background then this function adds a command to the background specification for ROOM which paints the whole screen with SHADE. ROOM defaults to the current room.