A beginner's guide to *Aesthetic* screensavers.

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Introduction

Forget Windows builtin screensavers, *aesthetic.exe* is all you need to save your screen and dazzle anyone in a 3 mile radius. Make your friends jealous and your local IT technician hate you with *aesthetic.exe*

Not only is *aesthetic.exe* a best-in-class screensaver engine, it is also extremely user-friendly. With the graphical launcher *aesthetic-gui.exe* anyone can create amazing screensavers regardless of their technical experience.

Configuration

Aesthetic uses a flags system to allow you to customise your screensaving experience. These flags, and their corresponding parameters, can either be entered in the program itself, or given to the program as command-line parameters.

Flags

- **t** : *Text*

    The 't' flag allows you to change the text that is drawn on the squares. By default, "No text" is printed. This flag cannot be used with the 'f' flag.

- **f** : *File*

    The 'f' flag allows you to specify a text file to be used as text input. One box will be created for each line in the file. An error message will be displayed if the file couldn't be loaded, or if it is empty. This flag cannout be used with the 't' flag.

- **c** : *Classic mode*

    Emulates the rendering style of the classic rococo screensaver, complete with all the broken colours, bugs, and memory leaks. This flag overrides the 'd', 'v', 'q' and 'n' flags.

- **r** : *Rails mode*

    Emulates the rendering style of the classic rococo screensaver after it has been running for too long and starts leaving coloured streaks all over the screen due to a memory leak. This flag must be used with the 'c' flag.

- **b** : *Double buffering*

    Enables double buffering, which is used to prevent flickering text in modern mode. This flag has no effect in classic mode, and may result in a slower screensaver.

- **q** : *Font*

    Allows you to set the font and size of the rendered text. In command-line mode, the font family and size must be specified one after the other.

- **n** : *Number of boxes*

The 'n' flag allows you to specify how many boxes are drawn to the screen. Each box will have a random starting position and velocity, unless you have overridden the velocity with the 's' or 'v' flags.

- **d** : *Box Dimensions*

  The 'd' flag allows you to set the size of the boxes. By default the boxes will conform to the size of the text inside them, with padding. The dimensions need to be specified in the format "XxY" (i.e. the horizontal and vertical dimensions, separated by an 'x').

- **s** : *Speed*

  The 's' flag allows you to set the speed of all the boxes. The X and Y velocity components will be set to the value you provide (i.e. the boxes will move in a perfectly diagonal line).

- **v** : *Velocity*

  The 'v' flag is similar to the 's' flag, except it allows you to set the individual X and Y velocity components, effectively allowing you to change the direction of the boxes. The velocity needs to be specified in the format "XxY" (i.e. the X and Y velocity components, separated by an 'x').

User Input

Aesthetic can operate in two modes, giving you two ways to configure it.

Interactive Mode   In this mode, aesthetic will open a command prompt and ask you to enter a set of flags. Then, it will ask you to enter any parameters that those flags need (i.e. if you entered the **f** flag, aesthetic will ask you to enter the name of a text file). Once all the needed parameters have been entered, the command prompt will close and the screensaver will start.

Command-line mode   In this mode, you pass the set of flags that you want to use as the first argument to aesthetic.exe in a command prompt. Then, you must enter the parameters that your chosen set of flags require, in the order that the flags appear in the list. For example, if your first parameter is **ds**, your next two parameters should be **300x30 5**