

WALLPAPER

INSTALLATION

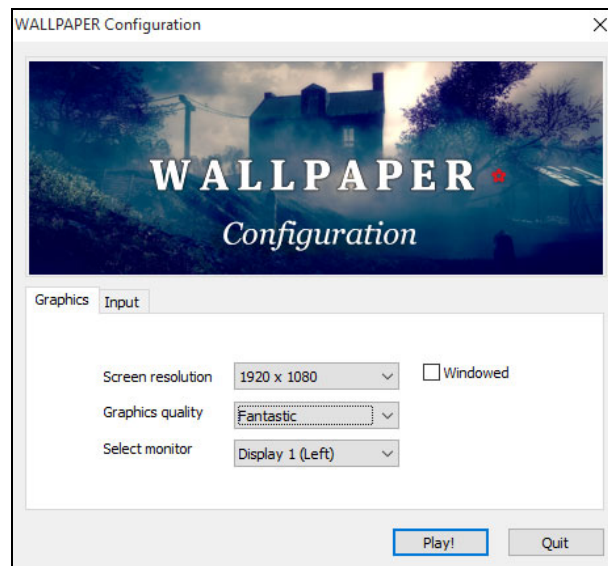
Download the WALLPAPER installer (EXE) from the server. If your browser gives you a warning that “this is not a commonly downloaded file”, select “keep this file”.

Double click on the EXE to launch the WALLPAPER installer wizard. The project requires around 1.5GB of free drive space to install successfully.

You may be prompted to download a newer version of WALLPAPER, if one is available.

LAUNCHING THE PROJECT

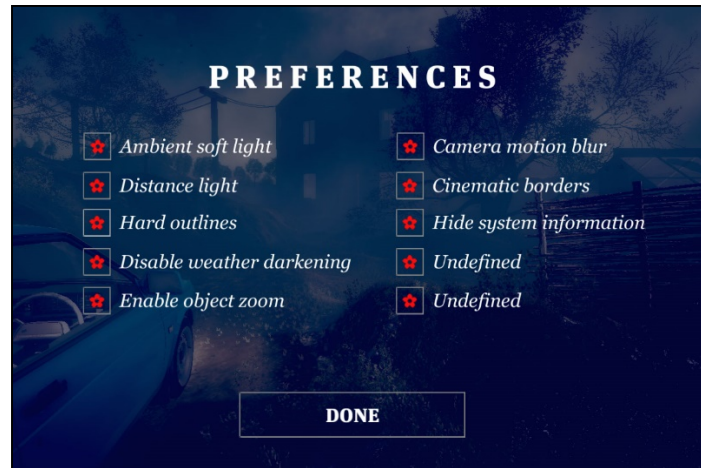
By default, WALLPAPER will attempt to launch at the native screen resolution of your set up. Depending on your hardware’s capabilities however, you may wish to specify a different screen resolution/size and adjust the quality settings. To do this, hold down SHIFT when you double click on the EXE. You should see the following dialog box:



If you are experiencing a slow frame-rate or the project does not launch at all, try adjusting these settings. Note that reducing the graphics quality below “good” may dramatically alter the look of the project.

FURTHER CUSTOMISATION

WALLPAPER also includes some in-game customisation options, some of which are experimental. Press **2** on the keyboard when you are inside the project to bring up the following screen:



Ambient soft light, **distance light** and **hard outlines** will all affect the quality of the graphics rendering, however you may experience a speed increase if you disable these features.

Disable weather darkening is an experimental feature. If this is enabled, the gameworld will slowly darken over time as you play.

Enable object zoom allows the right mouse button to zoom as well as rotate objects when you pick them up in the house. This is useful for reading smaller texts, for example on postcards and letters.

Camera motion blur is an effect that blurs the screen when you turn sharply.

Cinematic borders reduces the size of the camera rendering area for speed, and gives a cinematic letterbox effect. On high end systems, this can be removed.

Hide system information is a toggle to show various statistics about your computer set up and WALLPAPER's performance on your machine – such as how many frames per second it is achieving. Useful for debugging.

NAVIGATING THE WORK

WALLPAPER uses standard “first person” gaming keyboard controls to allow the reader/player to freely roam around the work. You can also optionally use a gamepad such as an X-Box 360 controller, although movement will not be as granular as using the mouse and keyboard. The controls are as follows:

W, **A**, **S** and **D** will move you through 3D space.

Alternatively you can use the **ARROW KEYS**.

The **MOUSE** will allow you to look around.

LEFT CLICKING will allow you to pick up or use objects when prompted on screen.

HOLDING THE RIGHT MOUSE BUTTON DOWN will allow you to look more closely at what is in front of you.

When holding an object, **HOLDING THE RIGHT MOUSE BUTTON** will zoom in (if enabled) and also allow you to **ROTATE** the object by moving the mouse simultaneously. This is handy for examining the back of postcards, for instance.

Looking at objects and furniture for a few seconds will sometimes trigger the protagonist to reveal his thoughts about them.

TIME OUT

If WALLPAPER does not “feel” any interaction (keyboard, gamepad or mouse movement) within a period of around 2 minutes, it will reboot itself to the title screen, after a number of on-screen narrative reminders from the protagonist. This is due to development for an exhibition setting.

TAKING SCREENSHOTS

You can take a screen shot from WALLPAPER which will be saved in the default Windows PICTURES folder on your PC by pressing **1** on the keyboard. Screen shots are saved at the resolution at which you are playing the project.

In addition, you can take up-scaled, high resolution screen shots (over 5,000 pixels across with anti-aliasing) by pressing **9**.

QUITTING OR REBOOTING

Pressing **R** on the keyboard will reboot the work back to the title screen.

Pressing **ALT+F4** will quit WALLPAPER and return you to Windows.