The AMOR Handbook

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Abstract

AMOR is a small animation which sits on top of your active window.

Chapter 1

Introduction

1.1 What's AMOR?

AMOR is an acronym which stands for Amusing Misuse of Resources. It is actually an animation which sits on top of your active window. In its default configuration, AMOR takes the form of a yellow spot which performs many tricks. AMOR also has many different themes which change the appearance and behavior of the animation.

> NOTE
> Since AMOR works with the KDE window manager KWin, the application will only work from within Plasma. It is possible that AMOR would work from within another Plasma-compliant window manager, but none are known to work at the time of this writing.

Chapter 2

Configuration

2.1 Configuring AMOR

To configure AMOR, click on the animation using your right mouse button. A menu will appear containing three items: **Configure...**, **Help**, and **Quit**.

Choose **Configure...** to configure AMOR.

2.2 General Options

The following settings for AMOR can be changed from the Options dialog:

Theme:
This determines the appearance and behavior of AMOR. Themes are described in the next section.

Offset:
This slider controls where the animation appears in relation to the top of the active window. The default middle setting will place the animation right above the window title bar, whereas setting the slider all the way to the top or bottom will result in the animation appearing a fair distance above or below the title bar, respectively.

> TIP
> Setting this slider to a lower setting will allow the animation to be visible even when the active window is maximized.

Always on top
Checking this option will cause the animation to always appear in front of any existing windows on the screen, including the panel.

Show random tips
If checked, the animation will display various KDE-related tips at random intervals.

Use random character
If checked, the theme selection is disabled, it will be changed randomly.

Allow application tips

Any KDE application can be designed to display helpful tips via AMOR. If this option is checked, and an appropriate application is the active window, the animation will display tips for that application.

> **NOTE**
> At the time of this writing, no KDE applications make use of this functionality.

2.3 AMOR Themes

AMOR comes with many built-in themes, which change the appearance and behavior of the animation. In addition, it is possible to create new AMOR themes. The built-in themes for AMOR are described in the table below

Theme	Name	Description
	Multi-Talented Spot	This is the default theme for AMOR, and also the one with the most 'tricks'. This theme was created by Martin R. Jones. The jet-pack, beaming, and fire animations were contributed by Mark Grant.
	Spooky Ghost	A ghost theme based-on the KDE ghostview icon. Spooky Ghost was created by Martin R. Jones.
	Crazy Eyes	This theme consists of a moving pair of eyes, and was created by Jean-Claude Dumas.
	Bonhomme	A stick-figure animation, created by Jean-Claude Dumas.
	Neko	Neko is a cat theme by Chris Spiegel. The graphics are originally from Oneko, which was written by Masayuki Koba. **NOTE** Oneko is a small application which features a cat chasing the mouse cursor. The application appears to no longer be maintained, but the oneko-sakura is a modified version.

	Tux	This theme features Tux, the Linux® mascot. The actual graphics come from a Lemmings-style game called Pingus. The Tux theme was created by Frank Pieczynski.
	Little Worm	A small inchworm theme. Created by Bartosz Trudnowski for his wife.
	Little Billy	A static image taken from the game XBill .
	FreeBSD Mascot	A static image of Beastie, the FreeBSD daemon.
	Unanimated Tux	An unanimated version of the Tux theme.
	Tao	The Tao theme is an animated Yin Yang symbol. This theme was created by Daniel Pfeiffer occitan@esperanto.org, and was inspired by his Tai Chi practice.

Table 2.1: Available AMOR Themes

Chapter 3

Credits and License

AMOR

Program Copyright (c) 1999-2001 Martin R. Jones mjones@kde.org

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