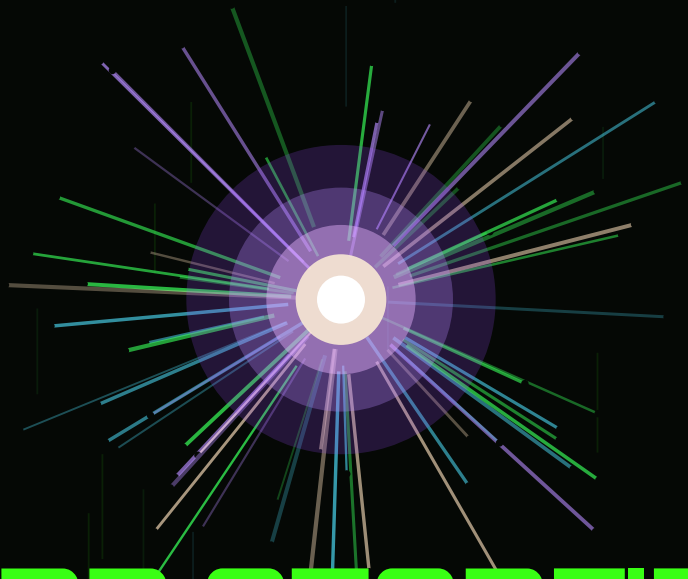


WARP STARFIELD

SCREEN SAVER

One painting of deep space — Earth, Mars, and Jupiter under violet nebulas — and you are flying through it.

HOW IT WORKS

USER MANUAL · OCTOBER 2026

777 SOFTWARE

FREE — AND IT STAYS FREE

1 — WHAT WARP STARFIELD IS

Warp Starfield is a screensaver — one painting, and a flight through it. The painting is a deep-space scene: Earth, Mars, and Jupiter hung under violet and teal nebulas, with one bright glowing heart at its center. The saver opens it fullscreen, edge to edge, and flies you into it — an endless dive toward that bright heart, with hundreds of star-streaks streaming past on every side. When the dive reaches the heart, the light swells, you punch through it — and the flight goes on, seamlessly, for as long as you let it run.

It is wordless. There is no text in the saver anywhere — no title, no clock, no credits on screen. It is also silent: no music, no sound effects, nothing. The flight is the whole product.

> A proper screensaver, behaving like one. It opens fullscreen, it sips instead of gulps (it caps itself at 30 frames per second), and it gets out of your way instantly: press any key, click the mouse, or give the mouse a real move, and it's gone — back to your desktop, exactly as you left it.

2 — WHAT'S IN THE DOWNLOAD

Warp Starfield comes in two editions — Linux first, then Windows, both built from the same source. Each is a single standalone program: there is nothing to install in the usual sense — no setup wizard, no dependencies, no administrator rights. You take the file out of the download, and it runs.

Edition	What you get
Linux	A folder (it arrives as a `.tar.gz` archive) holding `WarpStarfield` — the program itself — plus the source it was built from (`warp_starfield.py`), the painting it flies through (`plate.png`), and a short `INSTALL.txt`. Keep the folder together: the program reads its painting from beside itself.
Windows	Two files, and they are the same program in two shapes: `WarpStarfield.exe` — double-click it and the flight starts at once — and `WarpStarfield.scr` — the shape Windows recognizes as a screensaver, for setting it as your real one (§4).

3 — SETTING IT UP ON LINUX

To watch it right now

1. Extract the downloaded archive anywhere you like — your home folder is fine.
2. Open the `WarpStarfield` folder and run the program: `./WarpStarfield`
3. The flight opens fullscreen. Any key, click, or real mouse movement ends it.

Want a peek without the fullscreen? Run it with `./WarpStarfield --windowed` and the flight plays inside an ordinary window instead. Same exit rules apply.

To make it your real screensaver

Point your desktop's screensaver or idle launcher at the `WarpStarfield` program inside the folder you extracted. That's the whole setup: the program already behaves the way a screensaver should — fullscreen when your launcher starts it, gone the moment you touch a key or really move the mouse. (A tiny mouse tremble — a few pixels — is forgiven, so a bumped desk doesn't end the flight.) When it starts is your idle time, and that lives in your system's own settings — the saver doesn't touch them (§7).

Removing it

Delete the folder. There is nothing else — no registry entries, no background service, no files left anywhere else on your machine. If you pointed a launcher at it, point the launcher somewhere else first.

4 — SETTING IT UP ON WINDOWS

To watch it right now

Double-click `WarpStarfield.exe`. The flight opens fullscreen; any key, click, or real mouse movement ends it.

To make it your real screensaver

1. Right-click `WarpStarfield.scr` and choose Install. (Moving the `.scr` file into `C:\Windows\System32` works too — either way, Windows now knows its name.)
2. Windows opens Screen Saver Settings. Pick Warp Starfield from the list.
3. Press Preview if you want a look, set your idle time (“Wait”) the way you like it, and press OK.

In that same settings window you'll find a Settings... button. Press it for Warp Starfield and you'll get a short, honest notice: there are no settings (§6). The saver also answers the preview pane in that window, so the little monitor shows the flight before you commit to it.

Removing it

Open Screen Saver Settings and pick a different saver (or “None”), then delete the `WarpStarfield` files — including the `.scr` copy if you put one in System32. Nothing else was ever written anywhere.

5 — THE FLIGHT: WHAT YOU'LL SEE

The dive runs on a cycle of about 48 seconds, and it never stops cycling:

- The dive. The painting slowly grows around you — a long, calm zoom aimed at the glowing nebula heart, between the planets. Earth, Mars, and Jupiter sweep outward past you as you fall in.
- The streaks. 340 stars stream radially outward from the same heart — each one drawn as a short line of light, because at warp the streak is the star. They brighten and thicken as they near you, and their speed breathes — easing and pressing on a slow pulse of about 13 seconds, so the flight feels alive instead of mechanical.
- The punch-through. Near the end of each cycle, the heart's light swells, a sheet of bright core-light washes over the scene, and in that flash you cross the core — the wide painting is back, the dive begins again. Measured, the loop lands exactly where it started: there is no visible seam and no pause.
- The saucer. Every minute or so, far away and small, a saucer crosses high in the frame — dark hull, faint cyan rim, three small lights breathing in sequence. It does not stop. It does not wave.

The painting fills your whole screen at any size — it's fitted edge to edge, with no black bars and nothing stretched out of shape. And through all of it: no words and no sound, by design.

6 — SETTINGS: THERE AREN'T ANY

> Warp Starfield has no settings. No speed dial, no color choices, no star count, no options panel — not hidden, not missing: none, by design. The flight was tuned once, carefully, and it simply runs. If a “settings” surface ever asks (the Windows Settings... button), it tells you exactly that, in plain words.

The only choices that exist are your operating system's own: whether Warp Starfield is your screensaver, and how long your machine waits idle before it starts. Those live in your system's screensaver settings (§3–§4) — they were always yours, and the saver doesn't reach into them.

7 — THE LIMITS, SAID STRAIGHT

A tool you can trust tells you what it doesn't do. Here is Warp Starfield's complete list:

- It is one painting. The dive is endless, but it loops — about every 48 seconds the flight punches through the core and starts the dive again. A single still image cannot zoom forever; the punch-through is how this one flies forever anyway, and it's built to read as part of the flight, not a glitch.
- It shows nothing useful — deliberately. No clock, no date, no notifications, no information of any kind. It is a window to sit in front of, not a dashboard.
- It makes no sound. Ever. If you want music with it, that comes from your own player.
- It doesn't manage itself. It won't set your idle time, won't add itself to any startup list, and won't update itself. Starting it (or making it your screensaver) is a thing you do, in your

system's settings, once.

- It ends the moment you come back. That's the job — but it means there's no “pause the flight and keep it on screen while I type.” Touch the machine and it's over, instantly.

8 — PRIVACY: THE WHOLE OF IT

- No accounts. Nothing to sign up for, nothing to sign into.
- No network. The program never connects to anything. There is no server for it to talk to.
- No telemetry, no analytics, no update checks. Nothing about you, your machine, or how long you watched the flight is collected — because nothing is collected at all.
- Everything stays on your machine. The program, its painting, and its source sit in the folder you put them in, and deleting the folder deletes all of it.

> That's the whole of it. Take the folder out of the download, point your screensaver at it if you like, and fall into the painting whenever your screen goes quiet. Free — and it stays free.

WARP STARFIELD — Screen Saver · 777 Software. This manual ships with the program, ahead of it, so you can read exactly what it does before it ever lands on your machine.