

A PLAYFUL WINDOWS DESKTOP COMPANION



Tiny Minpin Parade

User Guide - setup, tray controls, appearance, behaviour, power options, fullscreen pausing, and the experimental click-to-boop feature.

Version **2.0.1** • Updated **2026-08-24** • Made by [DesignAlign](#)

Get it on the Microsoft Store

Contents

1. Quick reference	3
2. Getting started	4
3. Notification-area menu	5
4. Settings reference	6
5. Minpin behaviour	8
6. Fullscreen, battery, and startup	9
7. Experimental click-to-boop	10
8. Privacy and local files	11
9. Troubleshooting	12

1. Quick reference

Tiny Minpin Parade runs from the Windows notification area. Right-click its icon for quick actions or open Settings for the complete controls.

Action	Where	What it does
Open Settings	Tray icon - Settings...	Opens every count, speed, size, appearance, interaction, power, and startup control.
Toggle sound	Tray icon - Sound	Enables or disables the synthesized bark used for interaction.
Make a parade	Tray icon - Surprise me	Changes the count to a random number from 4 through 12.
Return to one	Tray icon - Just one	Immediately sets the parade to a single minpin.
Exit	Tray icon - Close	Closes the overlay and removes its notification-area icon.

All Settings changes apply immediately. There is no Apply button. Closing the Settings window does not undo saved choices.

2. Getting started

1. Install Tiny Minpin Parade from the Microsoft Store.
2. Launch it from Start. One minpin appears by default.
3. Look for the Tiny Minpin Parade icon in the notification area. Windows may place it behind the hidden-icons arrow.
4. Right-click the icon and choose **Settings...** to customise the parade.

How the overlay works

The app draws a transparent, borderless overlay across the Windows virtual desktop. Under ordinary settings it is click-through, so clicks continue to reach your desktop icons, browser, documents, and other apps.

Each minpin animates independently and stays distributed across the screen using its own territory and neighbour-avoidance behaviour.

Multiple monitors and display scaling

The overlay uses Windows' virtual-screen coordinates and per-monitor DPI awareness. It is designed to follow mixed-DPI multi-monitor arrangements without Windows stretching or misaligning the pets.

3. Notification-area menu

Settings...

Opens the dark-themed settings dialog. If it is already open, choosing Settings brings that existing window forward instead of opening a duplicate.

Sound

A quick on/off switch for the bark sound. The same option is available in Settings, and both controls remain in sync.

Surprise me

Sets the current count to a random number between four and twelve. Use it when you want an instant parade without choosing a value.

Just one

Returns immediately to one minpin.

Close

Exits Tiny Minpin Parade. Your current settings remain saved for the next launch.

4. Settings reference

Every slider label shows its current value, and every control updates the running parade immediately unless its label explicitly says a restart is required.

Setting	Range or choices	Effect
Minpins	1-20	Sets the number of pets on the desktop.
Walking speed	0.20-4.00	Scales ordinary walking movement.
Running speed	0.20-4.00	Scales running movement independently from walking.
Minimum size	0.08-1.00	Sets the smallest scale assigned to a minpin.
Maximum size	0.08-1.00	Sets the largest scale. If minimum exceeds maximum, the app swaps them safely.
Shadow opacity	0.05-0.85	Controls the strength of the soft ground shadow when Shadow is enabled.
Coat colour	Natural; Red/fawn; Chocolate and tan	Recolours all extracted animation frames using the selected coat palette.
Sound	On or off	Enables the synthesized bark used for interaction.
Shadow	On or off	Shows or hides the soft ellipse placed under each pet's actual feet.
Start with Windows	On or off	Adds or removes a per-user Windows startup entry.
Pause when fullscreen	On or off	Stops overlay rendering while another fullscreen app is active.
Save power on battery	On or off	Halves the animation update rate while the PC is unplugged.
Click to boop	Experimental; off by default	Enables per-pixel pet interaction after the next launch.

Minimum and maximum size

Using the same value gives every minpin a consistent scale. A wider range gives the parade more visual variety.

Coat colours

The app generates the alternate coats locally from the embedded sprite sheets. No additional artwork or internet download is required.

Shadows

The shadow position uses each animation frame's trimmed silhouette rather than the bottom of the full transparent sprite cell. This keeps the shadow visually attached to the feet, including during jumps.

5. Minpin behaviour

Minpins can sit, stand, walk, run, and jump. Each pet has independent state timing, so a larger parade does not move as a single synchronized group.

- **Territory:** pets are distributed across the available screen area rather than deliberately stacking in one place.
- **Mutual avoidance:** nearby pets adjust movement to reduce collisions.
- **Play:** neighbours can briefly play together before returning to their own routine.
- **Mouse curiosity:** a minority of pets occasionally investigate the pointer.
- **Independent timing:** sitting, standing, walking, running, and jumping vary per pet.

6. Fullscreen, battery, and startup

Pause when a fullscreen app is active

When enabled, Tiny Minpin Parade detects another foreground app covering a monitor and stops drawing while that fullscreen experience is active. This is useful for games, videos, presentations, and remote sessions.

Save power on battery

When enabled and Windows reports that the PC is running on battery, the app reduces its animation update rate. Normal timing returns after power is connected.

Start with Windows

This option adds a per-user startup entry, so it does not require a machine-wide installation change. Turning it off removes that entry.

7. Experimental click-to-boop

Click to boop a minpin is off by default and takes effect on the next launch. It changes only how the overlay handles clicks directly over visible pet pixels.

1. Open Settings.
2. Enable **Click to boop a minpin (experimental, restart required)**.
3. Close Tiny Minpin Parade from its tray menu, then launch it again.
4. Click directly on a minpin. It jumps briefly and, if Sound is enabled, barks.

Transparent areas remain click-through. Because the feature is experimental, turn it off and restart the app if interaction with anything underneath feels unexpected.

8. Privacy and local files

Tiny Minpin Parade does not require its own account or cloud synchronisation. Its working files are local to your Windows profile.

File	Location	Purpose
Settings	%LocalAppData%\TinyMinpinParade\settings.json	Saves the current count, speeds, sizes, appearance, sound, startup, power, fullscreen, and boop choices.
Diagnostic log	%LocalAppData%\TinyMinpinParade\native.log	Records startup and handled error details for troubleshooting.

Deleting `settings.json` while the app is closed resets the next launch to defaults. Keep or share diagnostic logs only when you choose to use them for support.

9. Troubleshooting

I cannot find the tray icon

Select the Windows hidden-icons arrow in the notification area. You can drag Tiny Minpin Parade into the always-visible area if you use it frequently.

The minpins disappear during a game or video

This is expected when **Pause when a fullscreen app is active** is enabled. Leave fullscreen mode or turn the option off.

The animation looks slower when unplugged

This is expected when **Save power on battery** is enabled. Connect power or disable that option.

Boop does not work

Confirm the experimental option is enabled, close the app through its tray menu, and launch it again. The feature requires a restart.

A setting behaves unexpectedly

1. Close Tiny Minpin Parade from the tray menu.
2. Rename `%LocalAppData%\TinyMinpinParade\settings.json` as a backup.
3. Launch the app to recreate the default settings.
4. If the issue continues, use the DesignAlign contact form and include "Tiny Minpin Parade" in your message.