

**Forcelcon**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> ForceIcon		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		December 7, 2024	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## Forcelcon

### 1.1 Forcelcon.guide

Welcome to ForceIcon v1.8. This is a short description on how to use the program and how to configure it. ForceIcon is a utility mainly written for users of CDROM drives or networking software of any kind.

Have you ever tried to Snapshot the disk icon (Disk.info) or tried to replace the disk icon of a CDROM? Well, if not, do not even try, CDROM drives are read only media (how come). This is where ForceIcon comes to use. You may tell ForceIcon which volumes/devices to snoop/trace for forcing absolute positions or images. Furthermore you may set the window's size/position and flags for viewing.

At last you may even change the appearance and position of AppIcons created by applications. You may specify which applications should be checked.

ForceIcon is (C) 1993/94 Kai Iske, GiftWare

The Prefs program uses MUI; MUI is (C) Stefan Stuntz

MUI version 2.0 or higher (internal version 7) is required

The drawer and document icons were taken from the MagicWB distribution. MagicWB was created by Martin 'XEN' Huttenloher. The icons are distributed with kind permission by the author. Furthermore the main program's and the prefs program's icons were created by Martin. Thank's!

The ones for NewIcons were converted by Joachim Worringer

Copyright  
Guarantee  
Evolution/Overview

Copyright notice and status  
What I guarantee  
Why did I write ForceIcon; and what does  
it do?

Installation

How to install ForceIcon

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Using ForceIcon	Well, how to use the Prefs editor?
Snapping Icon positions	How to "Snapshot" icons?
Note on MagicWB	You still don't use MagicWB?
Thanks	Whom I must say 'thank you'
How to obtain updates	What am 'I' supposed to do
How to reach the author	This is my address
Commercial	There must be more...
History	Program History

## 1.2 ForceIcon.guide/Copyright

### Copyright

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You are allowed to copy and spread this program but only if you do not make any commercial profit out of the program itself and all supported files. The source of ForceIcon is considered teachware and the author claims the right to be the only one to produce and release new versions of ForceIcon. Public Domain vendors are not allowed to sell ForceIcon for more than the price of a regular disk, which should not be higher than 5 Dollars.

ForceIcon is GiftWare, so if you like it and you want to express your feelings, feel free to send me anything you think of being suited. Postcards, cookies, money, simply anything ;)

## 1.3 ForceIcon.guide/Guarantee

### Guarantee

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The author does not give any guarantee that the program ForceIcon works perfectly. The program was tested and it is used every day, anyway nobody is perfect and that is why I can not take the responsibility for any damages occurred during the usage of ForceIcon.

## 1.4 ForceIcon.guide/Evolution

### Evolution/Overview

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When I bought my CDROM drive I found out that the Workbench chooses

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quite stupid positions for icons with no absolute position (from my point of view). Furthermore some CDROM publishers do not seem to care for good looking disk icons (again, from my point of view; if they even supply one). Since I could not snapshot the supplied icon, nor replace it with one of my icons, I thought it would be a good idea to have an utility which does the "snapshotting" or "replacement". This was when ForceIcon came to live.

ForceIcon allows the user to select positions for his/her Disk.info files, either device dependant or volume dependant, ie. ForceIcon will either monitor all volumes inserted into a device, or just those specified by the user. It is also possible to override the settings for a device if you specify the name of a volume, too. Volumes may 'inherit' specific settings of the corresponding device entry (as long as you've defined an entry for the device). Furthermore you may set the root drawer's window size/position and display modes/flags.

## 1.5 Forcelcon.guide/Installation

Installing ForceIcon

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NOTE: ForceIcon (both programs) must have a stack of 8192 bytes or more (more recommended)

Installing ForceIcon is not that hard. Simply copy the main program (found in the WBStartUp drawer of this archive) and it's icon to the SYS:WBStartUp drawer, or place it somewhere else and start ForceIcon from within your S:User-StartUp file. I suggest you better start ForceIcon from within S:User-StartUp, so that ForceIcon may apply all patches before Workbench is loaded. If you do start it from S:User-StartUp then you'd better not copy it to SYS:WBStartUp ;)

When starting from within S:User-StartUp issue the following line :

```
Run <NIL: >NIL: ForceIcon
```

If you want to quit the main program, simply start it again, or select 'Quit' from the Prefs program.

Using the "SNAPNOTIFY" commandline option/ToolType you may set the way ForceIcon should notify you on a successful SnapShot. You may issue three different values for "SNAPNOTIFY", which are "0" for no notification, "1" for a DisplayBeep()-Style Beep, "2" for a requester.

Now copy the Prefs program and it's icon to a suitable location (like SYS:Prefs). The Prefs program may be found in the Prefs drawer of this archive.

You may configure ForceIcon Prefs using the following ToolType/Commandline option.

FLUSHMEMORY

Due to the fact that the Prefs program uses MUI to create it's

UserInterface, it is quite memory consuming. That's why I added this switch, which will cause the Prefs program to flush memory on exit, thus removing all the libraries etc.pp not needed anymore resulting in more free memory.

This option may be used within the icon's ToolType field or on the Commandline.

## 1.6 ForceIcon.guide/Usage

Using ForceIcon; Preferences program

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NOTE 1: If you have a disk without any Disk.info file on it, you have to use an alternative image for the device/volume, if you want to position the icon or change the window or anything similar. If you don't substitute the "image" there won't be no way for ForceIcon in doing anything.

NOTE 2 (AmiCDROM): AmiCDROM version < 1.9 had/has severe problems regarding ACTION\_INHIBIT and Assigns. Please don't pass me a note that something weird happens when using ForceIcon in conjunction with AmiCDROM. It's a problem with the AmiCDROM handler. More recent versions than 1.9 of AmiCDROM should solve that problem.

NOTE 3: If you use ForceIcon to alter AppIcons, it may happen that ForceIcon will display a message if you try to quit the program. This happens, if you change the image of an icon. If you try to quit ForceIcon while there are still some AppIcon-Images patched, the images will occupy memory until you reboot. Still, ForceIcon offers the possibility to quit the program, but, this is a Warning.

If you have installed the AmigaGuide(C) document you may retrieve online-help by pressing HELP in one of the windows. The main window is divided into three sensitive areas. The left ListView part, the right ListView part and the remaining parts of the window. Pressing help in either of them will bring up a different page of the document, ie. it's a context sensitive HELP facility.

From within the main window you may configure ForceIcon to suit your needs and disks. The main window is divided into two parts.

The entries within the Listview gadgets show volumes/devices. Devices will be drawn in black, whilst Volumes will be drawn in white.

Page selection

Which page are you editing?

Left ListView and buttons

The left half of the window

Right ListView and buttons

The right half of the window

Editing an entry

How do you edit an entry?

Manual input

Adding an entry manually

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Using wildcards

Using wildcards for volumes/devices

The five gadgets at the bottom of the window are to be used as follows:

Save

Will copy the current settings to ENV:ForceIcon\_prefs.iff and to ENVARC:ForceIcon\_prefs.iff, thus leading to permanent storage of your settings. The Prefs program will quit.

Use

Will copy the current settings to ENV:ForceIcon\_prefs.iff, thus leading to temporary storage. The Prefs program will quit.

About

Displays about notices

Hide

Will close all windows and quit the Prefs program.

Quit

Will close all windows and remove ForceIcon (main program) from memory.

## 1.7 Forcelcon.guide/Page selection

Selecting the page you are editing

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Using the cycle gadget or the tabs at the top of the window (according to your MUI settings), you may select which entries you are editing. The first page corresponds to volume/devices settings, while the second will let you edit the settings for AppIcons/Applications. As both pages are basically identical, I will now explain the volumes/devices page, while lining out differences to the AppIcons page.

## 1.8 Forcelcon.guide/Left part

Left ListView and buttons

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The ListView gadget labeled 'Used volumes/devices' ('Used applications') at the left side of the window shows all devices/volumes (Applications) ForceIcon will act on. This is the list of entries you may edit. Double clicking on an entry from the list will bring up the edit window so you may edit the selected entry (see Edit entry).

Every time an entry is added to the list, the list will be sorted, so that volumes are shown first. This is due to the fact, that volumes

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have a higher priority over devices, so that you may force a volume's icon to an other position than the position specified for the device, the volume was mounted from.

For applications, this list will simply be sorted by names, no priority, as it only carries one type of entry.

Below there are three buttons for editing, these are :

Edit entry...

Same as double clicking on an entry from the list. It will bring up the edit window with all the data of the selected entry (see Edit entry).

Copy entry...

This will let you copy the selected entry with all the settings that come with it. The manual input window will pop up asking for a new name for the copied entry, so that no doubles will be added to the list (see Manual input). ForceIcon will reject to accept doubles.

Remove entry

Simple, I guess. This one will remove the selected entry from the list of used devices/volumes. Note: There will be no warning; just a delete.

## 1.9 Forcelcon.guide/Right part

Right ListView and buttons

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This ListView gadget labeled 'Available volumes/devices' (Available applications) keeps a list of all available volumes/devices (applications) currently known to the system. If a device handler wasn't launched before the prefs program was launched, the device won't show up in this list, ie. if you mount some devices with 'Mount=0' then the device won't show up as long as it hasn't been accessed. You may double click on an entry in order to copy it to the 'Used volumes/devices' (Used applications) ListView (see Left ListView and buttons). Again, there are three gadgets below that ListView, which are :

Add entry

This will act as if you have double clicked on an entry from the list. It will copy the selected entry to the 'Used volumes/devices' (Used applications) list, as long as it wasn't added before, ie. you may not have more than one instance of an entry in that list.

Add manually...

If a volume/device isn't mounted yet (application isn't launched yet), you may add it's name manually using the manual input window (see Manual input).

### Rescan list

Will cause ForceIcon to re-scan the list of available volumes/devices (applications) in order to update the list of the ListView gadget. This might be of use, when a volume/device gets mounted (applications is launched) after you've opened the main window.

## 1.10 ForceIcon.guide/EditEntry

### Edit an entry

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This is the window containing all the gadgets to customize an entry. There are 16 gadgets which will be explained more in detail now.

For 'IconPos', 'Use Icon', 'Use window' and 'Use flags' there are three modes available. I will explain the meaning of these mode now, so that nobody misses anything:

#### Ignore

This is simple. Settings for such a group will be simply ignored.

#### Use

If a specific group is set to 'Use' the group's settings will be used for the entry.

#### Inherit

This is a more sophisticated mode. For volume entries it let's you specify that the entry should inherit the settings of the corresponding device for that group, ie. you don't have to copy/reset all settings for volumes of a specific device. Simply inherit some settings. (This mode is not available for Applications/AppIcons)

Example: Assume you have an entry for the device CD0:. This entry will use a different icon position and icon image. Now let's assume you have a CD-Rom you want no icon image substitution for. So create a volume entry and set the icon image to 'Ignore' while setting the icon position to 'Inherit'. This way the icon position of the original Disk.info will be set to what you have specified in the device entry, whilst the image won't be changed; the original image will pop up.

NOTE 'Inherit' is only of use for volume entries. Device entries will act as if 'Ignore' is set when you specify 'Inherit'.

Now to the gadgets themselves

#### Volume (TaskName)

This is the String gadget containing the volume's/device's name. Simply edit it, if you want to change the name of the monitored entry. Patterns for the name may be used as well (see Using wildcards, for more).

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## Type

Allows you to change the type of entry you are editing. You may choose between 'Volume' and 'Device'. Not available for Applications/AppIcons

## IconPos

Using this gadget you may tell ForceIcon to 'patch' the position of the entry's Disk.info file. If selected you may use the Position window or the Integer gadgets to determine the position of the icon. If not selected, the position of the selected entry's Disk.info file will be set to NO\_ICON\_POSITION so that Workbench may choose a suitable location for it.

## CurrentX / CurrentY

These Integer gadgets may be used to manually set the icon's position. They will be updated if you move the position window. These gadgets won't be active as long as you don't specify 'IconPos'

## Position

Using this gadget you may open the position window, a small window which may be moved around your Workbench in order to determine the position of the icon. This gadget won't be available as long as you don't specify 'IconPos'

## Use Icon

If you want to substitute the Disk.info of an entry, check 'Use Icon' and you may select an alternative Icon file.

## Icon

Using this String gadget you may set the name of an alternative icon which should be used in place of the original Disk.info file. This one can only be used as long as 'Use Icon' is active. The GetFile gadget at the right of the String gadget may be used to select an icon file using a FileRequester. Any sort of icon may be used. You are not restricted to use DRAWER or DISK type icons. Anything else will do it. ForceIcon will expand the loaded icon accordingly.

## Use window

If you don't like the original position/size of the volume's window, you may check this gadget in order to specify a new position and size for the window. Not available for Applications/AppIcons

## Left, Top, Width, Height

These Integer gadgets specify the position/size of the window to use for the entry. The contents of the gadgets will be updated if you move/size the 'Drawer window'. Not available for Applications/AppIcons

## Window

Using this Cycle gadget you can open/close the (demo) Drawer window, you may move around the screen and resize. This gadget won't be available as long as you don't set 'Use window'. Not available for Applications/AppIcons

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### Use flags

You probably know the 'Show' and 'View by' menu entries from the 'Window' menu of your Workbench. These flags specify how to display the contents of a drawer window. If you check this gadget, you may select any possible combination from the 'Flags' gadget, which will then be used for the window. NOTE: This function uses undocumented features of the OS. I can not guarantee that this function will work with future versions of the OS. Not available for Applications/AppIcons

### Flags

Select any combination for the 'Show' and 'View by' flags. Not available for Applications/AppIcons

## 1.11 ForceIcon.guide/ManualInput

### Manual input

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This window is used to manually add a new name to the list of used devices/volumes (applications) or if you try to copy an entry. A window will pop up containing a String gadget and a Cycle gadget. (The Cycle gadget will not be available for Applications/AppIcons)

The String gadget may be used to enter the new device's/volume's name (the application's name). You may of course enter a pattern for a device's/volume's (application's) name here (see Using wildcards, for more).

To determine the type of entry you are editing, use the Cycle gadget underneath the String gadget. You may choose between 'Device' and 'Volume'. This step is necessary because ForceIcon has to know how to deal with the entry. Not available for Applications/AppIcons, as there is only one type of entry.

## 1.12 ForceIcon.guide/WildCards

### Using wildcards

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For a device's/volume's (application's) name you may enter a pattern for the ease of setting up definitions for several drives using a single entry. All standard AmigaDOS wildcards are supported. Please consult your user's manual to find out which they are and how to use them.

Here are some examples:

For setting all volumes/devices which start with "ABC" and end up with "XYZ" you'll enter

ABC#?XYZ

If you want all devices/volumes but the ones which end up with XYZ you'll enter

~(#?XYZ)

Say you have several devices starting with FF followed by a number which indicates the unit number (like FF0: for example). You'll enter

FF?

That's all about it. Simple, isn't it? This way you won't have to add dozens of entries with all the same settings to the list, thus reducing the size of the list and the time to create it.

The same applies to the names of applications.

## 1.13 Forcelcon.guide/Snap

Using "Snapshot" on Icons

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You may even use "Snapshot" from the "Icons" menu of your workbench to add entries to the list of monitored entries. Simply select an icon of the volume you would like to add to the list or the entry you want to update. Then select "Snapshot". Not available for Applications/AppIcons, as there is no way to find out, whether Workbench tries to Snapshot a normal icon or an AppIcon

NOTE 1: You have to enter the Preferences program in order to save the changes.

NOTE 2: "Snapshot" only works for volumes which either have been added to the list of entries before, or if the volume/device in question is write-protected. Otherwise, ForceIcon would intercept all attempts to capture positions of any Disk.info file written, so you wouldn't be able to snapshot "normal" icons anymore. For imported devices, you have to add the new entry manually.

## 1.14 Forcelcon.guide/MagicWB

Notes on MagicWB

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As stated above some icons were taken from the MagicWB distribution, created by Martin 'XEN' Huttenloher. Most of you might already know MagicWB. If so, you may skip this part. This is only for newbies.

MagicWB is a special set of icons, fonts and patterns for an 8 color

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Workbench, which will give a very impressive and professional look to your Workbench. Due to the fact that MagicWB icons rely on an 8 color Workbench and a special set of color settings you might have noticed that the icons look kind of strange on your normal setup.

I strongly recommend that you get hold of MagicWB. It's simply great.

## 1.15 Forcelcon.guide/Thanks

Whom I must say 'thank you'  
\*\*\*\*\*

I would like to thank the following people

Martin Taillefer  
For answering several questions

Olaf 'Olsen' Barthel  
For suggestions and beta-testing

Ralph Babel  
For suggestions on how to implement device dependancy and for pointing me to a "bug".

Henning Schmiedehausen  
Who sent in the diffs for the changes he made on ForceIcon

Christopher A. Wichura  
For plenty of suggestions

Stefan "stuntzi" Stuntz  
For MUI and the nice 'Nasen' phone calls

Martin 'XEN' Huttenloher  
For the special ForceIcon icons and for MagicWB. Furthermore for the nice chats (Nase, Bauch)...

...and all the others I forgot

## 1.16 Forcelcon.guide/UpDates

How to obtain updates  
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ForceIcon will be available on ADS, FRAS, FTP, and Fred Fish disks (CDs) as soon as there is a new release available.

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## 1.17 Forcelcon.guide/Address

How to contact the author

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If you have any questions, suggestions, bug reports or anything else you want to tell me, you may contact me under one of these addresses.

Either use normal snail mail:

Kai Iske  
Brucknerstrasse 18  
63452 Hanau  
Germany  
Tel.: +49-(0) 6181-850181

or reach me using electronical mail

INTERNET: iske@informatik.uni-frankfurt.de  
COMPUSERVE: Kai Iske, 100524,1201  
FIDO: Kai Iske, 2:244/6302.11  
ZNET: KAI@SWEET.RHEIN-MAIN.DE

## 1.18 Forcelcon.guide/Commercial

We got to do a commercial, now, kids. See you after these messages

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Well, as you are reading this documentation, I want to point you to some other programs I wrote:

MagicCX 1.0

MagicCX is the definite commodity/system enhancer for any Amiga running OS 2.x or better. It is a very powerful and flexible system. It incorporates many, many features known from other commodities, while offering new, unseen features. External preferences program allows full control over MagicCX. It offers a special module design, known from Workbench. You may install/use modules/functions by simply dragging them to a Modules directory, if not used, move them to a storage directory. Offers ModulesManager program for Users of OS 3.x and up. Comes with manuals in English and German. Localized under OS 2.1 and up. English, German translations available. Utilizes Installer for installing MagicCX to your system. Compact system installation. Only a few files will be spread around your system. All others are kept in a single directory. Only basic functions (window activation and such) are built into the main program. The remaining features were put into external modules. MagicCX comes with 18 (for now) different modules you may choose from. Flexible blanker system with two internal blankers and 8 (for now) external blanker modules. Utilizes powerful gadget layout library.

KCommodity 2.5a

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Multifunctional commodity for OS 2.0 and up. Includes window-activator, time-display in several modes and formats, alarm function, KeyStroke-Clicker, time to environment, Window/Screen cycling, LeftyMouse, ESC-Key can close Windows, Revision Control System, telephone bill calculator, Screen-/Mouse-Blanker, Mapping of german "Umlauts", PopUp Shell, AppIcon support, LeftyMouse, user definable HotKeys. Fully controllable via ARexx-Port, Exploding Windows, Screen Dimmer, Mouse accelerator. It incorporates the features of several smaller tools in one whole with a "User Interface Style Guide" compliant GUI in order to let the user have a simple control panel for all the functions. It comes as three different programs in order to minimize size. These programs are: The main program (running all the time), the Prefs program (for setting up KCommodity; only launched on demand, thus reducing memory usage), and a special Screen grabber type program which will be launched as soon as you hit a specific HotKey. Using this grabber you may copy Screen/Winodow contents to a gfx-capable printer or even to an IFF-ILBM file. KCommodity is completely localized to nearly every language supported by the system and even comes with a new language file for suomi.

#### MUIProCalc 1.4

MUIProCalc is a MUI-based calculator much like Jimmy Yang's Calc 3.0. It still lacks the plotter, but it offers a quite flexible history facility for inserting previously entered expressions. Different output formats offered and plenty of functions the user may choose from. Furthermore the look of the calculator may be customized. ARexx Port for ease of calculating from within an editor. Some functions are able to return TeX compatible output. Results or inputs may be copied to the Clipboard.

MUIProCalc comes with a fancy GUI you may configure to your needs. Function gadgets may be flipped through using pages so that they don't eat up too much of space. MUIProCalc supports an input/output history you may configure so that you may re-insert previously entered expressions/results. History entries may be copied to a userdefiniable clipboard unit. It features various display/output bases such as decimal, hexadecimal, octal, and binary and of course calculation sizes ranging from 8 Bit to 32 Bit width. Angles may be displayed as radians or degrees. MUIProCalc offers an ARexx port you may use to calc expressions externally. These commands are able to return TeX compatible output such as " $1 \cdot 10^{-5}$ ". It comes with two example scripts for use with CED Pro.

#### Move 37.11

This is not just another Move command it features more: Recursive directory movements (including creation of destination dir), pattern support, and command line flags like those known from e.g. C:Rename...and many, many more

#### Man 37.13

This is a simple MAN command, known from UNIX systems. The advantage is, that it recognizes .guide files to be AmigaGuide© documents. MAN then uses a different viewer in order to display the AmigaGuide© document. Furthermore MAN recognizes TeX-DVI files as well, using a different viewer to display them. You may

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configure MAN using environment variables.

#### Touch 37.4

Touch is another Unix style Touch command for the Amiga. For every given file (including patterns) it will set the time and date to the current system time and date. If a given file does not exist it will be created then, just the way Unix Touch handles non existent files.

#### BreakName 37.0

BreakName is an addition to the well known C:Break command. It may break CLI processes by issuing either the complete path+filename, or simply the filename of the process to break. Useful for breaking from within scripts

#### MailQueue 37.0

This is useful if you are running some sort of connection to the InterNet and if you are using SMTP to send off mails. SMTP offers the possibility to queue messages before sending them off. MailQueue will monitor your spool directory and display the number of queued messages. This way you may never quit a connection before all messages were sent off.

All these programs may be found on AmiNet or on Fish Disks/CDs.

## 1.19 Forcelcon.guide/History

#### Program history

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Version 1.8                                     (26.01.95 16:09:33)
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```

- Added NewIcons icons for both programs.  
(Submitted and converted by : Joachim Worringer. Thanks)
- Improved way of determining whether an old (Non-AppIcon-Supporting) version of FIcon is running, as it seems the other method didn't work on WB 2.x systems.  
(Reported by : Michael Barsoom)
- Sigh, one small, simple bug made ForceIcon unusable in conjunction with ToolManager. (Should write D0,-(sp) instead of D2,-(sp) next time)  
(Reported by : Well, too many. This way you get an impression, how many people are using ForceIcon ;))

```
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Version 1.7                                     (16.01.95 01:41:26)
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```

- Changed layout of Prefs program to standard Prefs type
-

window. Except for "Create icons?" everything should be fine, now.

(Suggested + Requested by : Georges Goncalves)

- Added full featured AppIcon support.  
(Requested by : Georges Goncalves & Peter Källegren)
- FIcon-Prefs requested any muimaster.library, even though V7 was minimum!

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Version 1.6

(19.08.94 00:59:59)  
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- Using ForceIcon you may even "SnapShot" Disk icons now.  
Use SnapShot and then select SAVE from the Prefs program
- No more quit requesters will be shown  
(Requested by : Bernhard Moellemann)
- You may now even enter relative coordinates (relative to Workbench Screen's width/height) for the icon's position.  
This is accomplished through negative values for IconX/IconY  
(Requested by : Bernhard Moellemann)
- IconPosition window is smaller now  
(Requested by : Bernhard Moellemann)
- Sort routine could create enforcer hits!

-----  
Version 1.5

(24.05.94 15:02:04)  
-----

- Width/Height for Drawer window were handled the wrong way. (Swapped)  
(Reported by : Juergen Zeschky)
  - The Drawer window wasn't updated, when one changed the Integer gadgets
  - When opening the Position window, it's position was always set to the position which was specified when the EditEntry window was opened, thus no intermediate changes were reflected. Same applied to the Drawer window  
(Reported by : Michael 'Mick' Hohmann)
  - Added note about AmiCDROM 1.9 to the docs  
(Suggested by : Manuel Fischer)
  - Added note to docs about disks not containing a Disk.info file. READ THIS!
  - Position window wasn't moved, when user changed the
-

contents of the integer gadgets (IconX/IconY)

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Version 1.4

(24.03.94 16:43:23)  
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- EditEntry window's cycle gadgets (IconPos, UseIcon etc..) are volume type sensitive now, ie Ignore, Use, Inherit will be available when Type is set to "Volume", while Ignore and Use are available when editing a device.  
(Suggested by : Christopher A. Wichura)
  - Inheritance of device settings is individually controlled for every entry through a cycle gadget, so that you may tell which items to inherit and which to ignore, or use.  
(Requested by : Christopher A. Wichura)
  - You may now force Window size/position and flags (display flags)  
(Requested by : Christopher A. Wichura)
  - The ListViews will show volumes in white color now, so that you may distinguish whether an entry is a Volume or a Device
  - Diskobject for Iconify Gadget will be obtained from the program's icon
  - Added online-help support
  - Made behaviour of obtaining settings from a device entry for a volume entry switchable from ToolTypes/commandline options.
  - ForceIcon will use memory pools for allocations now.
  - For volumes, for which some flags aren't set (like IconPos or UseIcon) ForceIcon will take the settings of the device the volume resides in as long as it is a) defined and b) the missing flag is set there.  
(Suggested by : Christopher A. Wichura)
  - DiskChanges on startup protected by Semaphore  
(Suggested by: Christopher A. Wichura)
  - LoadPrefs() protected by Semaphore  
(Suggested by: Christopher A. Wichura)
  - If you quit the EditEntry window using "OK", ForceIcon\_Prefs will send a disk change to the device in question...
  - Improved semaphore locking mechanism. Chris didn't like it, so I changed it, even though I can't see his point (for now)  
(Requested by : Christopher A. Wichura)
  - Added FlushMemory switch/tooltype
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- Only devices in the list (or their volumes) will get a disk change on startup now  
(Requested by : Christopher A. Wichura)
- Added server prefs concept. ForceIcon is a simple program now, w/o any GUI. A separate Prefs Editor has been added (using MUI) to configure ForceIcon.
- Rearrangement of List after editing an entry didn't work
- Again changed the routine for getting the list of available volumes/devices  
(Suggestions by : Ralph Babel)
- Didn't convert a string to upper-case before calling ParsePatternNoCase(). This has to be done for OS 37 Systems.  
(Reported by : Christopher A. Wichura)
- Added special code to check for block mounted devices.  
(Supplied by : Christopher A. Wichura. Thanks Chris)
- When adding a new item to the list, another entry could loose the settings for the IconPos gadget. This was due to a bug in the sorting routine. Fixed  
(Reported by : Mark 'TheMug' Rose)
- Patterns for Volumes and Devices supported now
- When launched ForceIcon will now make all connected disks disk change, in order to reposition the icons. This way you may launch ForceIcon from within your WBStartUp now  
(Requested by : Henning Schmiedehausen)
- Enforcer Hit for illegal Locks fixed  
(Changed by : Henning Schmiedehausen)
- Windows will pop up on default PubScreen now  
(Changed by : Henning Schmiedehausen)
- More security checks when removing patches  
(Requested/Changed by : Henning Schmiedehausen)
- ForceIcon didn't clone all of the window's flags
- For some icon-substitutes, ForceIcon didn't clone anything  
(Reported by : Michael 'Mick' Hohmann)

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Version 1.3

(02.01.94 15:31:32)  
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- Code cleanup
  - Partial rewrite of docs
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Version 1.2 (07.12.93 18:10:09)

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- Entries may be copied now

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Version 1.1 (27.11.93 02:12:59)

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- Recompiled using SAS 6.50
- ForceIcon will adopt the orig. window position and size now.  
(Suggested by : Michael 'Mick' Hohmann and me)
- Icons weren't positions as set with the Position window.  
(Reported by : Michael 'Mick' Hohmann)
- Misleading explanation removed from docs  
(Reported by : Michael 'Mick' Hohmann)
- The X/Y coordinates may be set manually, now.  
(Requested by : Michael 'Mick' Hohmann)
- Edit Entry window's gadget used 'I' twice  
(Reported by : Michael 'Mick' Hohmann)
- You may now tell ForceIcon not to patch the position, but rather let WB chose a good place. (Good when importing volumes via network)
- ListView gadgets weren't adjusted for OS 2.x. - Should check for OS 2.x sometime ;)  
(Reported by : Bernhard Moellemann)
- Changed needed Versions of some libraries from 37 to 36
- If there wasn't a filename for the Icon-File the FileRequester sometimes showed a weird Drawer-Name  
(Reported by : Dirk Federlein)

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Version 1.0 (28.10.93 17:35:28)

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- Suggestions for device dependancy by Ralph Babel
  - Bug "found" by Ralph Babel
  - Pos window used to open on default pubscreen, not on WB.  
(Reported by : Bernhard Moellemann)
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--- Initial release ---