

MCP

MacGyver <MacGyver@club.tip.nl>

COLLABORATORS

	TITLE : MCP		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	MacGyver <Mac-Gyver@club.tip.nl>	January 23, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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MCP

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Document last changed: 23 Oct 1999

Introduction What is MCP and what does it do?

Features The reason MCP is so popular.

Requirements What MCP needs to run.

Installation How to get going?

Support Programs What comes with MCP?

Activate on WorkbenchTitle

Alert-History

AssignPrefs

CapsShift

Default PubScreen

DOS-WildStar

HotKeys

MapUmlauts

Mount HappyENV

Mouse-Speeder

NoCapslock

NoTopaz

Pointer Blanker

Power Saver

Processor

PubModes

Screen Activation

Screen Blanker

Screen Dimmer

ScreensMenu

Set Quantum

Snap

SUN Options

TrackDisk Prefs

Wait Validate

Features with Patches

AlertTimeOut

AppChange

AssignWedge

AutoMount

BorderBlank

CacheFont

Change WorkbenchTitle

CopyMemQuick

CrunchPatch

CycleToMenu

Font Search

Force HiRes Pointer

Force NewLook-Menus

FrameIHack
Harddisk Prefs
Library Search
Lock Patch
Memory Patch
New GadTools
New ToolTypes
NewEdit
No DisplayBeep
No IconBorder
NoGuru
PatchMath
PatchOpenWB
PatchRGB32
QuickDraw
QuickLayers
RAMPatch
ReqTools Patch
Requester Timeout
ScreenManager
ShapeShifter Patch
Solid WindowMoving
Solid WindowSizing
SysIHack
Title Clock
ToolAlias
WBAbout
WBGauge

1.4 FixJump

FixJump V1.0

(C) Copyright 1997 by ALiENDESiGN

Introduction:

This program will fix all problems with jumping bootpictures.

Installation:

Start it before your bootpicture program and after the needed monitors in your startup-sequence. It's not allowed to open a screen before the FixJump command and, therefore, it's recommended to start the needed monitors, then call 'FixJump' and then start the Picviewer.

For Example:

...

Devs:Monitors/Multiscan

C:FixJump

C:OpenAWS

.... all other calls follow here

How does it work:

It will set the right overscan values in all started monitors. It only loads the overscan.prefs out of the ENVARC:.

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1.5 History of Guidefile

History of Guidefile

This Guide file is written by MacGyver <MacGyver@club.tip.nl>

(As of 21 Oct 1999 Bruce Steers is Updating the English guide)

1.37 Bruce here As of mcp.guide1.37 . Wasn't much to do really for MCP1.37

Added text for new Functions Assign+Prefs and "Maximize Active Window"

Removed text for removed functions SpeedRamsey And FastGary.

Searched for Version Strings that needed to be updated.

1.32b1 Reset history to 1.32b1 to keep up with MCP releases.

Re-arranged a lot in the guide file.

Removed most of the code that emulated the prefs program but left the Lists part.

Corrected most (grammar) errors.

Guide versions below by Hermes Trismegistus

1.40 Changed the look on the Features Page to mimic more closely the layout of new MCP110 style.

Added quick jump buttons to each individual feature page.

New links for new MCP features added.

I think I got the Word Wrapper to work. :) What a pain!

1.35 Added MCP V1.10 features and history

Removed "MCP Manual Config" Page

1.33 Fixed messed up Liability Section

Inserted last minute doc changes from programmers

Fixed several truncated pages (Have no idea why this happened?
Possibly from E-Mail transfer of guide to developer.)
Added Quick-Jump Page-lists links to Feature page
1.32 Added new "AlienDesign" Logo with added code to circumvent 3.0
guidefile format quarks.
Added "WorldMap" link.
Added "GuideFile History" link.
Removed guide wordwrapping as it seems to be messing up.
Fixed "MCP Manual Config" page as the wordwrapping from the
previous version messed it up.
Added updated MCP105 history file
Added "FixJump" program to support programs section
Added "One Req" link to guide
1.31 Added updated history file from MCP105beta.
Added "Force NewLook-Menus" link to guide.
Added "Index" link to guide.
Removed nasty space-errors using "HeddleyFix" (to be used with all
subsequent guides).
1.30 Added new improved German to English translation to guidefile.
Used 3.0 guidefile code (as I got new ROMs).
Added bold, italic, wordwrap.
Added many new buttons and links to accommodate new text.
Removed "AlienDesign" logo on front page because backslash was
messing up the internal amigaguide 3.0 format codes.
Included "AConv" program to change 3.xx code to 2.xx code.
1.20 Added updated history file for MCP104.
1.10 Some link errors fixed.
1.00 First official release to developer.
0.90 First rough draft.

1.6 Installation

Automatic method:

The easiest way of installing MCP is via the supplied Installer-Script. The script is written in such a way that nothing will be overcopied! Please remove all programs which have the same or nearly the same functions as MCP, since they could cause Problems. After the successful installation you must insert the MCP-call to the startup-sequence. This call should be early in the script to use all functions.

z.B. Startup-Sequence:

C:SetPatch QUIET

C:PatchControl

[...]

C:Copy ENVARC: RAM:ENV ALL QUIET NOREQ

C:Assign ENV: RAM:ENV

C:MCP

... all the following commands are placed here !

Please do not change the Hunks in the MCP !!! (e.g. with Hunkmerge from Imploder)

*** OR ***

NOTE: The Install script runs ConvertAP and ConvertAM automatically.

Manual method:

Copy the appropriate MCP program (68000/68020+) to your "C:" directory.

Copy the **PatchControl** program to your "C:" directory.

Copy the "mcpsupport.library" into your "LIBS:" directory.

Copy the "mcpgfx.library" into your "LIBS:" directory.

Copy the "MCPPrefs" program into your "Prefs" directory.

Copy the contents of "ENVARC:" into their respected places.

Copy "GuruHistory" and "MCP.gurudat" to your "S:" directory.

(be sure to set the paths for these files in the

MCPPrefs program)

Copy the documentation to your preferred location.

Add the following lines to your "Startup-Sequence" file:

C:SetPatch QUIET

C:PatchControl

[...]

C:Copy ENVARC: RAM:ENV ALL QUIET NOREQ

C:Assign ENV: RAM:ENV

C:MCP

...all the following commands are placed here !

Important:

1) If you are using ARQ and you want to have both ARQ and the **Assignwedge** operating, you must start MCP like this:

c:Patchcontrol #?ARQ

c:MCP

.

.

RUN >NIL: ARQ

2) If you have switched on the function **No IconBorder** and it doesn't work then another program patches this call. In the most cases it's a monitor driver (for example Piccolo) and then you should type the following text behind **PatchControl**:

c:Patchcontrol #?Piccolo (or another monitor driver)

or c:Patchcontrol #?ARQ #?Piccolo

1.7 Support Programs

PatchControl: This program gives the possibility to securely remove System-Patches without require a warm start or causing a crash. MCP uses this program to remove patches.

ConvertAP: This program converts all Assigns from the program "AssignmentPrefs" to the MCP format. After starting this program, all assigns will be copied to MCP and you can use MCP instead of "AssignmentPrefs".

ConvertAM: This program converts all Assigns from the program "AssignmentManager" to the MCP format. After starting this program, all assigns will be copied to MCP and you can use MCP instead of "AssignmentManager".

FixJump: This program stops the annoying jumping of the screen if you show a boot picture and the startup-sequence starts IPrefs. This program is no part of MCP. You can get more information on the [FixJump](#) page in this guide..

MCPAssigns: This program makes all MCP-Assigns from the MCP config file. This file will be automatically searched in ENV:MCP2/. Usefull is this program if you have a startup-sequence without MCP.

ShowPatches: This program shows all patches which are made after the start of PatchControl and which are currently active.

Note: The install script automatically runs ConvertAP and ConvertAM.

1.8 Introduction

Some time ago, in July 1994, a new project began: a Workbench-Utility incorporating a diverse set of features, features which nobody had ever dared to put into one small package. First, only a few, small features were implemented; but then, MCP became more powerful. Now it's time for the whole world to enjoy MCP. The routines are compatible and usable on (hopefully) all Amiga machines. Try MCP and you will see that you can't live without it!

At the designing stage, we ardently renounced the support of Kickstart 1.x, since every serious Amiga user is working on Kickstart 2.x or 3.x. We would be happy if MCP is used often, and we promise to continue to develop MCP.

MCP was coded in 100% Assembler to optimize your Amiga operating-environment. It will greatly unburden your startup-sequence by **replacing** many of those single-package utilities. Furthermore, the code of MCP is mostly implemented in a more professional and CPU-effecient way. This is one of the first public releases of MCP. There are probably some bugs in it, and we hope that many of you will help us to remove them so that MCP can be the best all-encompassing utility available.

Some of the features of MCP:

- Moving & Sizing of solid windows (Fully SystemConform)
 - CrunchPatch (Let programs load crunched files!)
 - MouseAccelerator
 - AssignWedge
 - Automatic Screen Activation
 - Requester Timeout
 - Exchange AppIcons
 - WBTitle-Clock
 - CacheFont
 - Assign-Manager
 - ReqToolsPatch
 - MousePointer-Blanker
 - new Workbench-Titlebar
 - ToolAlias (changing the Default Tool in the icons)
 - Drive NoClick
-

- Screenblanker
- NoGuru (Prevents some resets)
- DOS star (* instead of #?)
- Hotkeys

For the full list go to [Features](#)

1.9 Replacing

For those users of MagicCX we want you to refer to the following advantages:

- it's FreeWare !
- it doesn't use as much memory (in comparison to the functionality)
- it offers extraordinary characteristics, which can't be found in MagicCX

1.10 Liability

With the usage of MCP you agree to the following:

THERE IS NO LIABILITY TO THIS PROGRAM-PACKAGE, IN REFERENCE TO THE ASSERTED LAWS. THE COPYRIGHT OWNERS, AND/OR A THIRD PARTY, PLACE THIS PROGRAM PACKAGE AT YOUR DISPOSAL "AS IS" (EXCEPT WHERE THIS IS FIXED ANYWHERE ELSE IN A WRITTEN WAY) WITHOUT ANY GUARANTEE IN ANY FORM (INDIRECT OR DIRECT FORM). THE FULL RISK OF QUALITY AND FUNCTIONALITY OF THIS PROGRAM IS AT YOUR OWN. IF THE PROGRAM HAS A BUG, YOU HAVE TO PAY ALL COSTS OF THE NECESSARY SERVICE-WORKS AND REPAIRS FOR YOURSELF.

UNDER NO CIRCUMSTANCES, THE COPYRIGHT OWNERS OR A THIRD PARTY DISTRIBUTING THIS PROGRAM PACKAGE, AS ALLOWED, JUST BEFORE, CAN NOT BE HELD RESPONSIBLE FOR ANY DAMAGE CAUSED IN ANY USUAL, SPECIAL, OR ACCIDENTAL WAY OR BY THE PROGRAM PACKAGE (SURROUNDING BUT NOT RESTRICTED ARE THE LOSS OF DATA OR NOT CORRECTLY DISPLAYED DATA OR LOSSES CAUSED BY YOU OR A THIRD PARTY OR BY A FAULTY WORK OF THIS PROGRAM PACKAGE WITH OTHER PROGRAMS), ALSO IF THE OWNER OR A THIRD PARTY HAS BEEN POINTED AT SUCH POSSIBILITIES OF DAMAGE.

Distribution:

MCP is FreeWare! It's really a great program, but it isn't released as ShareWare. Nowadays everybody makes his program ShareWare. What's up guys? Don't make money! Make good tools!

You are free to distribute MCP as long as the original archive is kept in tact. Commercial use or its inclusion in other software packages is expressly prohibited without prior consent from **ALiENDESIGN**. You are not allowed to make money with the distribution of MCP, especially the selling price of the disk with MCP may not be higher than \$5 or the same amount in other currency respectively, with the exception of disks from Computermagazines.

1.11 MUI Info

The MCPPrefs program uses MUI - MagicUserInterface

(c) Copyright 1993-98 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of a MUI-application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards, public domain disks, or any Aminet sight.

If you want to register directly, feel free to send DM 30.- or US\$ 20.-

to:

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Eduard-Spranger-Straße 7

80935 München

GERMANY

Phone: +49-89-313-1248

E-Mail: stuntz@informatik.tu-muenchen.de

NOTES:

- 1) It is not necessary to register MUI to use MCP-Prefs, but you should consider registering, as you will be able to save the graphical look of MCPPrefs.
- 2) MUI is only needed by the "MCP Prefs" program. The MCP itself runs independently from MUI and from its libraries.
- 3) It's enough to have the MUI-Libraries in your 'LIBS:' directory to start the Prefsprogram.

1.12 Contact us

New Ideas:

If anybody has new ideas, you should tell us. We will try to included them in future versions of MCP. Please read the documentation carefully before you send an idea, maybe it's already present.

Bug Reports:

Since we're not perfect, we would be very happy to hear about any ERRORS. Of course we're strongly interested in running MCP on all machines BUG-free. That's why we are grateful about any objective criticism. But, before you send us a BUG report please ask yourself the following:

- Has MCP been installed properly?
- Are all system requirements fulfilled?
- Have you removed all programs, doing the (nearly) same thing?
- Has the MCP-config file been changed only with the Prefs-Program?

(Changing by hand is not recommended and may be deadly if not done correctly.)

If you can answer all the questions with a simple yes, then tell us about the BUG. An exact description of it is very important. The more detailed the description, the more quickly the BUG may be removed! If someone, who's not registered, finds a BUG, you must also report your system-configuration (type of machine, processor, kickstart; see the [Registration](#) section) and the version number of MCP. This report should be sent to one of the [Authors](#).

Every mail will be read and probably answered!!

Developing:

We invite any programmers to overtake the developing of MCP. If you want to improve MCP, you should contact one of the [authors](#).

1.13 Registration

MCP is FreeWare and MailWare! We hope, that many of you use this program and that through your letters and registration, we can remove as many bugs as fast as possible. If you have written your own ShareWare program, we would be happy if you send us a keyfile for it.

We would invite whoever uses MCP to register FOR FREE. All registered users will receive the latest version of MCP via E-Mail and will receive all the beta-versions of it. If you don't have email please register by snail-mail, because we're interested in how many people are using MCP regularly.

If you do not have a Modem or E-Mail-address, you can, of course, write or call us. Unfortunately we can't send new versions via postal letters, because of time and money reasons.

We recommend our WWW-Page to register ONLINE!!! <http://mcp.home.pages.de>

Please send the registration form below, or the equivalent of its information, to ONE of the **Authors** E-Mail or Snail-Mail addresses.

----- snip -----

MCP - Registration

Prog Version : MCP v1.37

Name :

E-Mail :

Telephone :

City, Country:

Computer :

Kickstart :

Processor :

Memory :

Graphics Card:

Comment :

----- snip -----

If anybody wishes to send some money for the support of MCP, we would be very happy. With this money, we will improve the support of MCP by sending more versions via snail-mail and send a couple of disks to computer fairs.

1.14 Requirements

- An Amiga Computer (the most powerful machine around!)
- Kickstart v2.04 or higher
- A MC68020 or higher for the 020 version or a MC68000/10 for the plain version.
- **MUI** (Magic User Interface) v2.1 or greater for the MCP Prefs. MUI v3.0 or above is necessary to use the drag and drop feature of the MCP prefs program and to use the new MUI help bubbles.

NOTE:

Some Features may have additional requirements, check the documentation before reporting that it doesn't work!

1.15 How to get MCP

The easiest way to get the newest MCP is our Homepage at: <http://mcp.home.pages.de>

or <http://www.aliendesign.net/>

Special thanks to Mario Cattaneo (padrino) who got the addresses on home.pages.de with a lot of persuasion to the previous owner!

You can try to send an E-Mail to zerocom@cs.tu-berlin.de with the following SUBJECT!!!!!!:

MCP-REQUEST (for the uuencoded version)

MCP-REQUEST-AT (for the binary attached version)

MCP-REQUEST-SPLIT (for the 62kb splitted version)

You have to type in capital letters and the body of the mail should contain nothing, because this request will be automatically answered. Please check your reply-address, because we send the newest MCP-version to this address.

It's not sure that this service is available all the time!

And here are the BBS's where you can get MCP:

Uphold The Law

(ALiENDESiGN wHQ)

Sysop : Ramses && Paso

Nodes 1,2: +49-(0)30-47411057 (USR V34+ Modem)

Nodes 3,4: +49-(0)30-47411058 (Euro ISDN)

User: update

Password: update

Other BBS'

1.16 Other BBS'

Devils Coast

Name : Devil

Domain : .Turboland.de

Sysop : Cybermaxx

Computer : A3000/A3640

Modem : Port 0 - USR 33.6k

Port 1 - BSC ISDN-Master

Onlinetime : Port 0 - 19:00-07:00

Port 1 - 24h

Software : Prometheus Version 1.9xxx

AMIGA Center Porta

Address: AMIGA Center Porta

Feldrain 3

32457 Porta Westfalica

Germany

Tel: 05722 / 23632

Fax: 05722 / 3743

Diskversion: Fullversion > 5\$ + postage

Update > 0\$ + postage

BBS: Blacky BBS in Bad Nendorf (Germany)

+49-[0]5723-74226 (28800 Bps)

System Amiga 2500 with PMBS

Lostalamour in Herford (Germany)

??? under construction ???

+49-[0]5221-689700 (28800 Bps)

+49-[0]5221-?????? (I S D N)

System Amiga 500 with FastCall

NOTE: MCP is in the board ACP > MCP Support !

FILDER BBS

Node1: +49-[0]7153/971192 (v.34 & v.FC)

Node2: +49-[0]7153/971193 (ISDN)

Login: GAST Location: /SUPPORT-NET/WB/MCP

System: A3000 16MB-Ram RETINA ZIII

Mail to: SYSOP@FILDER.gun.de

Spaceland BBS

Bochum, Germany

+49-[0]2327-790677 (28800 Bps)

Login: GAST

System: A1200 with PMBS

Location: 01-BINAER/01-AMIGA-PD/00-MASTER-CONTROL-PROGRAMM/MCP

01-BINAER/01-AMIGA-PD/00-MASTER-CONTROL-PROGRAMM/MCP-BETAS

TurboLand SAAR BBS

Boxname : TURBOLAND SAAR bbs

Node... : TLS

Domain : .TURBOLAND.de

Sysop.. : TURBO.B.

Computer : Amiga 1200

Harddisks : 7.3 GB

Modem.. : TKR prolink ISDN + V.34

Port 0 : +49 (0)6897/842597

Port 1 : under construction

Online. : 9pm - 6am

Boxsoftware : Prometheus 1.xx

Support Boards : MCP-SUPPORT/Betaversion (Free Download)

/Vollversion (Free Download)
LIMITED ONLINE-TIME !
Pleasure Station 9
Sysop : Tobias [fIZZ] Persson
Fidonet : 2:200/630.0
Open : 24Hrs / day..
BBS Phone : 46+(0)44-53451
Modem : Usr Courier 33k6 (soon X2)
Software : Xenolink
HardWare : Amiga 4000/030 With 18mb fast ram, 2mb Chip,
GVPScsi controller, GVPIoExtender...
Suicide BBS in Bielefeld (Germany)
Nodename : Suicide
Domain : .Turboland.de (Domain-Server)
Sysop : Ravestar
Computer : Amiga 3000 / o60 l 60 Mhz / 66 MB Ram
5,5 Gig HD + CD-Rom
Port #0 : 05205-4225 (Active 288UF V.34/FC)
Port #1 : 05205-4225 (Active 288UF V.34/FC)
Port #2 : 05205-4215 (BSC ISDN-Master II)
Port #3 : 05205-4215 (BSC ISDN-Master II)
Online : 24 h
BoxSoft : Prometheus Version 2.X
Support-Board : 1>AMIGA-Area/!MCP-Support
Login : Gast or Sauger (free MCP support)
Angel City BBS
Boxname : Angel City BBS
Computer: A2000/60 3.9GB SCSI
Ports : Port 0 - 0911/698527 [28k8/ISDN] 24h
Port 1 - 0911/698551 [33k6] 24h
BoxSoft : Prometheus Version 2.xx
USERNAME: MCP

1.17 Secret Part by Fli7e

... Welcome to this SECRET PART of the MCP GUIDE ...
Well, Stefan & Vincent asked me to do a little MCP Grafix for
the PREFS program placed on the left side ... After I finished
the grafix work I decided to make a litte and fast handmade
ASCII to be placed in top of the guide. Also finished!
And last not least this secret part .. harhar ... I dunno who ever
will read this ...
signing: fli7e/sAD^cS!^hJB^kLF

1.18 Thanks

A thank you to the following people:

- Mario Cattaneo for the best beta-testing and for preparing the whole MCP archive (and the overworked installation script).
- Flite for the very nice MCP-Logo in the Prefs.
- Trevor Moris for the MCP-Drawer icon, the smoothed MCP-Logo and a 16 color mousepointer.
- Torsten Bach (LSI) for Betatesting, new ideas, the icons and the first german documentation
- Michael Gollmick for making the english translation
- Kamel Biskri for the idea of the iconborder patch. (Big greetings ;-)
- Jan 'One' Skypala for the '_asl.library'
- Eetu Ojanen for info about the Gary and Ramsey
- Walter Trautmann for financial support
- All guys who have sent us some money without request
- All Betatesters of the MCP
- All registered users (especially Martin Steigerwald for the News checking ;-)
- All people who sent us Bugreports and new suggestions
- Commodore for the Amiga, one of the best computers ever built!
- Amiga Technologies for the resurrection of the Amiga.
- Jason Parker for the NewIcons package for MCP
- Eric Totel for his wonderfull MUI-Builder
- Nico François and Magnus Holmgren for the cool ReqTools.library
- T.F.A (especially Price) for the great ASM-One v1.29
- Stefan Stunz for **MUI**.

Guides:

- Andre Jonsson swedish
- Riccardo Varotto italian
- David Le Corfec french
- Michal Kozusznik polish
- Hermes Trismegistus german
- Valery Bogatchev russian

Catalogs:

- Martin Caspersson & swedish

Fredrik Hallenberg

- Giovanni Addabbo italian
- David Le Corfec french
- Michal Kozusznik polish
- Bo Thorsen & danish

Mark Holm

· Sinisa Lolic croatian
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· Efstathios Persidis greek
· Jan Dittrich czech
· Raul José Batista Silva portuguese
... Have fun with MCP !
The ALiENDESiGN Team

1.19 Activate on Workbenchtitle

Global Lists ScreenManager Hotkeys

If you have a lot of windows open, it can happen that you can't activate the Workbench for picking a menupoint. With this patch it is possible to activate the Workbench by clicking on its titlebar, since this bar is usually free from windows.

1.20 Alert-History

Global Lists ScreenManager Hotkeys

MCP will write every crash into a 'GuruHistory' file. Sometimes, for debugging purposes, it is interesting to know which program caused the crash, and what was the exact reason. The generated file is in ASCII format and has the following scheme:

Date : Date and time of the crash.

Task : Which Task caused the crash (also task-address).

Error : the appeared alert.

By : Main group of alert.

Cause : A more exact description of the error.

PLEASE don't forget to set the location for the MCP.gurudat file in the option window of this function! Otherwise MCP can't display the detailed description of the GURU.

MCP reads the Gurunumber and the GuruTask from addresses \$100 and \$104, so it's not impossible that a value exists at this address and MCP takes this value as a Gurunumber. Normally the addresses are clear (if no guru appeared), but some Processorboards or some programs write random data to these addresses.

NOTE: To get more detailed information about the crash, exactly after the crash, you have to activate the **NoGuru** function. If the 'NoGuru' function is switched off, the crash will be added to the 'GuruHistory' file directly after rebooting the machine.

1.21 AssignPrefs

Global Lists ScreenManager Hotkeys

CrunchPatch ToolAlias AssignPrefs Memory Patch Requester TimeOut

With this function you can remove all your assigns (except "ENV:") from the Startup-Sequence and User-Startup and let MCP handle all the assigns and thus speeding up the booting process. Take all assigns from the Startup-Sequence and the User-Startup and enter them into the page Lists/AssignPrefs. If you are a former user of AssignManager or AssignPrefs, you can let your Assigns be converted at installation by the included converter programs. The converted Assigns will be entered automatically to the configfile of MCP. A very interesting thing is the Assign-Late option. If you have a lot of programs on your HD, the amount of Assigns is likely to be very large. It's annoying that you have to scroll every time you open a ReqTools-Requester and press the RMB to show all volumes. The AssignLate function makes the assign only valid, if it is needed the first time. AssignLate is a function, supported directly by the system, and should be used often. All directories by AssignLock will be created automatically by MCP, so you must not create these with MakeDir. Also all subdirectories will be created!!

As an additional function you can set global ENV-variables for a couple of assigns. If you start MCP and the given ENV-variable is set ('1', 'YES' or 'ON') then the next assigns are executed. If the ENV-variable is cleared ('0', 'NO' or 'OFF') then the next assigns will be skipped. An ENV-variable is valid until the next ENV-variable. If you want allow all variables, you must select the 'VAR'-type and give it no name. In the Listview you will see 'everytime' !!

Below is information pertaining to the additional gadgets, affecting this function. These other gadgets are located on the page "Lists - AssignPrefs". On the "Lists - AssignPrefs" page you enter all the assigns, which should be done, when starting MCP. The 'AssignPrefs' function has to be active to unghost this page. The ListView shows all your entered assigns.

The page Lists/AssignPrefs is divided as explained below:

Left - the device to be assigned

Center - type of assign

Right - path of the assign

An Example: Pinball --> LATE --> DH0:Games

With the cyclegadget you can choose the type of assign.

The button labeled Add System-Assign deserves some attention, especially if you want to use AssignPrefs for the first time. After you press the button a window will open showing all the assigns currently in effect. Now you just have to select an assign instead of typing it.

The following types of assigns are possible:

Late - the assign is made when you try to access it.

Path - nonbinding assign (name to path)

Lock - assign where the path-directory is protected from deletion. If the directory doesn't exists, it will be created.

Add - adding an assign to an existing one

(the existing assign must be of the 'LOCK' type!)

Var - ENV-Variable for the assigns

(all following assigns until the next 'Var' instruction are executed only if this ENV-Variable is '1'.

If the 'Var' instruction has no name then all following assigns are executed without checking an ENV-Variable.

NOTE:

1)

MCP should be inserted into the startup-sequence as described in [Installation](#), because some Assigns must be available before the "IPrefs" call.

2)

The only assign that is not allowed to be entered into the list is the "ENV:" assign, since MCP loads it's configurationfile from there.

1.22 CapsShift

Global Lists ScreenManager Hotkeys

If CapsLock is active and you press the Shiftkey then the Shiftfunction will be deactivated, that called all letters will be small.

1.23 Default PubScreen

Global Lists ScreenManager Hotkeys

With this function the frontmost screen (if it's a Public Screen) will become the default Public screen. All requesters will now appear on this screen and not on the Workbench screen. If the frontmost screen is not a Public Screen, the Workbench Screen will be set to Default.

1.24 DOS-Wildstar

Global Lists ScreenManager Hotkeys

If this function is activated, you may use the * instead of #? as a wildcard.

NOTE: No function from the operating system is patches from this feature so it works only in some DOS programs.

1.25 Hotkeys

Global Lists ScreenManager Hotkeys

Set Hotkeys in the Global/Features page to on, to use/[configure](#) all of the following:

Activate Window Under MousePointer

Activate Workbench

Active Window To Back

Active Window To Front

Center Active Window

[Close Active Window](#)

[Close Window Under MousePointer](#)

[Cold Reset](#)

Cycle Screens Back To Front

Cycle Screens Front To Back

Cycle Windows Back To Front

Cycle Windows Front To Back

[Enter ASCII](#)

Execute Command

Fast Reset - Easy and faaast(!) RESET for the Amiga 1200.

Hold Mouse ***Insert into Inputstream****InsertClip**

Lock Mouse Movement

MapUmlauts * On/Off

Maximize Active Window

MemPatch On/Off

Mouse To Menu

SCSI-Eject**Set Task Priority****Shift Key****Snap**

Start DMA

Start Screen Blanker

Start Screen Dimmer

Start DPMS PowerOff

Start DPMS Standby

Start DPMS Suspend

Start WB-Program**Start WB-Program Requester****System Restore (Processor, AGA)**

Toggle ALT Key

Zoom Active Window

1.26 Configure Hotkeys

To use each of these functions by pressing a Hotkey, you first have to select one of the functions, for example Execute Command, then press on the gadget New. A window will appear where you can choose what you have to do to start the function. The window contains three pages; Hotkeys, DiskAction & Timer. You can use one of these pages to define what will start the function by clicking it to front if it isn't there already and then alter what you want and press Ok.

Please note that you can use more than one way of starting a function, for example you can configure to start the Dimmer by pressing Ctrl LAlt d and by pressing on New again you can also configure to start the dimmer by clicking the left mouse button 4 times if you like that. You can use the Execute Command or Start WB-program to start as many programs as you want, just use a different hotkey for each.

Hotkey

On the Hotkey-event you must click to 'Sample' and then you can press the (mouse)keys for the function. You must make the mouse and keyinputs separately, though both give later one Hotkey.

Dispose - forbid to forward the Hotkey event.

The last pressed key, which belongs to a hotkey, activates

the hotkey and this last keypress isn't forwarded to other programs. If you define a hotkey to 'Shift d', then the pressed Shift key is forwarded to all other programs, but the 'd' key isn't. Sometimes it's also usefull to pass the hotkey to other programs. It's nice to see in a Shell window.

If "Dispose" is on, you'll see nothing in an activated Shell window if you press 'Shift d', but if "Dispose" is off, you'll see the uppercase 'D' characters.

Repeat - The function will executed multiple times if you hold down the hotkey. This is very important for the 'Insert into Inputstream', because the text or the keystrokes will be executed multiple times.

DiskAction

Start a function by inserting or removing a disk from the drive

Timer

Start a function an x amount of seconds after MCP starts and/or start a function every y amount of seconds (after the start time). For the experts this is a simple cron replacement.

1.27 MapUmlauts

Global Lists ScreenManager Hotkeys

This function converts some Umlauts automatically to a two character string or a HTML string.

Normal character | ä | ö | ü | ß | Å

-----+-----+-----+-----+-----

The two character strings will be: | ae | oe | ue | ss | aa

The HTML strings will be: | ä | ö | ü | ß | å

If you type an Umlaut (or use a Snap utility) you will get the converted chars.

1.28 Mount HappyENV

Global Lists ScreenManager Hotkeys

If there isn't an ENV: assign present when MCP is started and L:HappyENV.Handler exists then ENV: is automatically mounted.

You need the original HappyENV package from Martin Gierich to use this function (Aminet: disk/misc/HappyENV.lha).

HappyENV saves you a lot of RAM space and makes booting faster.

1.29 Mouse-Speeder

Global Lists ScreenManager Hotkeys

This function speeds up the mouse movement.

Threshold:

This is the resolution of the Mouse-Speeder (if you set this to 2, the mouse is accelerated if the movement is more than 2 points).

Acceleration:

This is the factor of acceleration.

1.30 NoCapslock

Global Lists ScreenManager Hotkeys

Disables the Capslock key. When activated, if you press it, nothing will happen. This is a nice feature for those of you that are frequently hitting the CapsLock key (when you don't want to) while typing away.

1.31 NoTopaz

Global Lists ScreenManager Hotkeys

With this function, the standard Topaz font can be exchanged with another font. This font has to be 8 point high and 8 points wide. (NOT a proportional font.)

1.32 Pointer Blanker

Global Lists ScreenManager Hotkeys

If you want the mouse pointer to be switched off after some time, change the values to something other than 0 minutes and 0 seconds.

KeyBlank: Will switch the mouse pointer off when you press a key.

The mouse pointer is switched on again by moving the mouse. This is a good feature to have activated, especially if you write texts, as it is sometimes irritating that the pointer is above the text you're reading.

1.33 Power Saver

Global Lists ScreenManager Hotkeys

This option provides the support of the 3-Part-Powermanagement. The timeout for all three parts can be given with the following options:

Standby: This mode reduces the monitor's power consumption to 15W or less.

Suspend: This mode reduces the power consumption of the monitor to 7W or less.

PowerOff: This mode is comparable to a real PowerOff and reduces the power consumption of the monitor to about zero.

DMA: With this mode the complete Screen-DMA will be switched off. The processor can work faster in the Chipram and the screen is black. (works only on Amiga-Screens)

With the left checkmark it's possible to set the graphics system which makes the PowerManagement. The 'best' option uses graphics system from the foremost screen.

If the right checkmark is set, the PowerManagement quits if a new window appears.

One cycle gadget gives the possibility to disable the DPMS when the mousepointer is on a border or a corner of the foremost screen.

NOTE: You need at least ECS-Chipset, CyberGraphX or a Retina graphicscard.

IMPORTANT: Please take care that your monitor supports Powermanagement (DPMS), because we don't take any liability for any damage. For this function the vertical and horizontal syncs are switched off !!!

1.34 Processor

Global Lists ScreenManager Hotkeys

The processor options, situated in the right on the Editwindow, will be activated with this function.

The single options have the following meaning:

VBR to FastMemory : moves the VectorBaseRegister to FastRAM (010+)

Instruction Cache : switches on the CPU Instruction Cache (020+)

Data Cache : switches on the CPU Data Cache (030+)

Copyback : switches on the CPU CopybackMode (040 only)

Instruction Burst : switches on the CPU Instruction Burst (030 only)

Data Burst : switches on the CPU Data Burst (030 only)

(at the 040/060 'Burst is not switchable, since it is not changable by software)

Branch Cache : switches on the CPU Branch Cache. (060)

SuperScalar : switches on the CPU SuperScalar Cache. (060)

StoreBuffer : switches on the CPU Store Buffer. (060)

HalfInstrCache : halves the CPU Instruction Cache. (060)

HalfDataCache : halves the CPU Data Cache. (060)

DisableFPU : switches off the FPU. (060)

SSP to FastMemory : copies the SystemStackpointer to Fastmem.

(This is only worth using if your original processor was an 68000 or an 68EC020 and you're using a turboboard with fastram.)

MapROM : not implemented yet.

FastROM : Copies the ROM - Kickstart into FastRAM. Usual only used on older Amigas with 16-Bit ROMs (A500, 600,1000,2000).

(MMU needed)

NOTE: 'VBR to FastMemory' and 'SSP to FastMemory' can only be switched on and not off. If one of these functions is switched off, the current state will not be changed.

1.35 PubModes

Global Lists ScreenManager Hotkeys

With this function you can set the modes from all PublicScreens.

Shanghai - Always open a new PublicWindow on the current PublicScreen.

PopPubScreen - If a window opens on a Public-Screen then this screen will be popped to front.

1.36 Screen Activation

Global Lists ScreenManager Hotkeys

Who has never been annoyed from bringing a new screen to front and wanting to pick a menu or wanting to edit in a text-editor window and nothing happens. The reason is that the screen isn't active. This function always activates the front most screen automatically.

NOTE: MCP remembers the last active window and the last active gadget on every screen and if a screen comes to front, it activates this window and this gadget automatically again (should always be switched on).

1.37 Screen Blanker

Global Lists ScreenManager Hotkeys

This function enables the usage of a screensaver. There is a simple Blanker, which brings up a black-coloured screen.

More settings to the Preferences of the screenblanker are situated on the extra window if you edit this function. There you can select the time in seconds until the blanker will start.

Certainly you can include or exclude several tasks for the blanker.

With the 'Off when new window appears' option, the blanker will be switched off if a new window appears.

One cycle gadget gives the possibility to disable the blanker when the mousepointer is on a border or a corner of the foremost screen.

Additionally you can type a name of an ARexx script in the last two fields of this window. This ARexx script will be executed on the start or the end of the blanking.

NOTE: The ARexx script option needs the 'rx' command in the current search path.

1.38 Screen Dimmer

Global Lists ScreenManager Hotkeys

With this function a dimmer is switched on. it enables the soft dimming of the most front screen, as long as you do not move the mouse or press any key in the entered time. Especially on machines with the new AGA-Chip-Set it looks very good when the screen is dimmed slowly before the screen is fully blanked. Furthermore it has the advantage of ableness controlling some actions in this time (e.g. Error-Requesters).

The list contains different Dimmer settings, so it's for example possible to dimm after one minute to 70% and after two minutes to 50%.

If you edit the function then you get a new window and you can make the following settings:

For each Dimmer setting in the list:

Depth - is the depth, to be faded to (adjustable from 0%-100%)

0% = no dimming 100% = black

Minutes - Minutes until the blanker starts since the last key or mouse press.

Seconds - Seconds until the blanker starts since the last key or mouse press.

Start Blanker - Starts the Blanker after the Dimmer has finished this step.

Start DPMS - Starts the Powersaver after the Dimmer has finished this step.

For all Dimmer settings in the list:

Delay - delay between the dimming steps in 1/50 secs.

0 = no delay 255 = 255/50 secs delay

Step - number of steps to be dimmed at once.

1 = 1 step 255 = 255 steps (if possible)

Disable when mouse on - various settings to prevent the appearance of the Dimmer.

Border size - Size of a virtual border in pixels for "Disable when mouse on".

Pattern - Pattern to compare with the foremost screen to prevent the appearance of the Dimmer on some screens.

Off, when new window - If this option is on, an active Dimmer will be canceled if a new window comes up.

appears

NOTE: On AGA-machines you should enter 1 for the DimmStep value and a 4 on GfxBoards for a soft fading. Besides only WB-Modes will be dimmed (no 24Bit Modes).

1.39 ScreensMenu

Global Lists ScreenManager Hotkeys

If you press RMB on the ScreenDepthGadget, a pull down menu will show all the available screens. You can now choose a screen to be brought to front. This function is particularly useful, if you have a lot of screens open, because you can jump directly to that screen. You can also define the maximum width of the menu.

1.40 Set Quantum

Global Lists ScreenManager Hotkeys

With this function you can set the Quantum value from the Execbase-Structure. This changes the maximum time from a running task before an other task with the same priority will be activated. The default value of 4 for Kick2.x/3.x rather 16 for Kick1.3 is optimal for slow computers, but can be set to 1 for a quicker task switching.

Here are some infos from the RKM:

The currently running task has had control of the CPU for at least a preset time period called a quantum and there is another task of equal priority ready to run. In this case, Exec will preempt the current task for the ready one with the same priority. This is known as time-slicing. When there is a group of tasks of equal priority on the top of the ready list, Exec will cycle through them, letting each one use the CPU for a quantum (a slice of time).

Error in Kick1.3:

Kickstart 1.3 contains two task switching errors. After an interrupt it is possible that a task lose the control over the CPU to an other task with the same priority even when the time from the first task isn't went off. The second error allowed a task from which the time is went off, to hold the CPU forever or until an other task with a higher priority was available. Two busy-waiting tasks with high priority would never give up the CPU. Because the input.device runs with priority 20 the error doesn't occur for tasks with lower priority. The Quantum value had only a small effect because of this error. For Kick2.x/3.x a task holds the CPU time until the Quantum value is timed out or an other task with a higher priority becomes available. If the Quantum time is timed out, the current task will lose the CPU. The Quantum value is set to 16/60 seconds for Kick1.3 and 4/60 seconds for Kick2.x/3.x.

1.41 Snap

Global Lists ScreenManager Hotkeys

MCP Snap Documentation

Snap was entirely written by [Sören Sonnenburg](#) 1995-98.

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If you want snap Proportional-Fonts, then please send a postcard or a big E-Mail to me..

(The feature will be made after 1000 postcards or 1000 EMail :-)

1.42 Snap Introduction

- Snap:

Not snapped yet ? Then try it and you`ll never miss it !

It is something out of the cut and paste era.

Here a short description:

With this Snap function you can frame a text on the screen and let the computer type it for you multiple times. The framed text will be copied to the clipboard and therefore a couple of other programs can insert this text. To make this function working you must edit the Hotkeys page and there you have to edit the 'Snap' and 'Insert Clipboard' hotkeys. Please be sure that you assign only a key to the 'Snap' hotkey, because the mouseclick with the left mousebutton will be internally added.

1.43 Snap Features

MCP snap combines the POWER of Powersnap with the SPEED of the good old snap.

Actually it features:

- snapping of fonts with a width ≤ 16 and ysize < 1024
 - snapping of text that is directly written on a picture (try DPaint) see
 - snapping of bold/underlined/invers/changing colors
 - first snap to handle small letters at the first click (try snapping a single dot)
 - geniously configurable
 - snapping on screens > 8 bit
 - optional try all nonprop fonts in memory
 - optional try user specified fonts beside the rastports default font
-

1.44 Snap Requirements

You need an Amiga with OS2.0 or higher.

I suggest using this snap with 68020+ due to 68020 optimized ASM routines.

1.45 Snap Configuration

Font-List:

Snap will try all fonts in this (in the given order) list after the rastports default font. You should insert your mainly used fonts there.

Note that only opened fonts will be tried. So a long list must not mean a longer snapping time. (Except snapping fails and you have got a lot of fonts in memory).

Colorsnap:

Enable snapping of text over pictures. That means if there are more than 2 colors in in the area of a single character snap will try color after color until a character is recognized or no color is left. You should enable this only on fast machines (68030+).

I needed it to snap the icon text on my WB.

Note that colourful ANSIS can be snapped without enabling this switch.

Extend Area:

If you release your LMB while snapping and then go on selecting, the selected area will extend. Otherwise one edge is fixed on the first clicked character.

Try all fonts:

Snap will try all opened fonts after the rastports default font and the fonts specified in the fontlist.

No Displaybeep:

Snap won't beep if no character was recognized.

EOL Errorskip:

Snap will kill all unrecognized characters at the end of each line.

Try bold fonts:

Snap will try bold fonts too (after the normal-styled fonts).

Note that you need to click on a normal-styled character first. If you want snap to recognize bold characters at first see Try bold fonts first.

Try bold fonts first:

Snap will try bold fonts,after all fonts in all colors have been tried.

Error sign:

The character that will be inserted for an unrecognized token.

Snap Mode:

Here you can configure how snap behaves when clicking:

-Normal first click: a square area is selected

doubleclick: a word is selected

next click: a full line is selected

next clicks cycle between these modes

-Area Snap first click: a word is selected

next click: a full line is selected

next click: a square area is selected

next clicks cycle between these modes

-Line Snap first click: a full line is selected

next click: a square area is selected

next click: a word is selected

next clicks cycle between these modes

Crawling direction:

Configures the direction of the crawling ants (left or right).

Crawling speed:

0= no movement

1-7=crawling speed (the higher the faster)

Pen:

The color of crawling ants (usually pen 0=black

pen 1=white

pen 2=blue)

Snap pattern:

The pattern of the crawling ants (3333 is a good idea).

1.46 Snap Thanks

I want to say thanks to: Frank Fenn

Stefan Sommerfeld

Andreas Wenzel

Note: Who wants to be FAMOUS ?

1.47 Snap History

97-03-7 Snap V1.0 introduced

<a lot of undocumented work>

It all started with an Idea in 1995.

1.48 Snap Todo

Well... there is really a lot. But don't forget I do not get any money out of my work, if you want me to include more.

+snapping of:

-proportional fonts (this snap is designed to handle prop fonts. But I don't see any sense in it to complete my code)

-italic fonts

+snapping in screentitle

+asynchronous snapping

+picture snapping

+MultiSnap (ala Powersnap)

+FLI (flexible line distance -> ever tried to snap in Multiview ? *SOON*)

1.49 Snap FAQ

This list is actually empty. I hope it will be.

1.50 Snap Author

If you have wishes referring Snap, feel free to contact me as follows:

Snail Mail:

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Fischerinsel 2

10179 Berlin

Email: sonne@hoshi.in-berlin.de

Subject: SNAP:<Your title> (I may not find your mail if you don't do so)

Phone: +49 (0)30 20450337

FAX/BBS: +49 (0)30 20450338 (leave a message to sonne)

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1.52 Sun Options

Global Lists ScreenManager Hotkeys

With this feature it is possible to activate some of the following options:

SunMouse - activates the window below the mouse arrow

SunPoptoFront - brings the window below the mouse arrow to front.

SunKey - activates the window below the mouse arrow, if a key is pressed.

The SunRMB feature can be activated with the "Activate window under Mousepointer" hotkey. This hotkey can be assigned to the right mousebutton and does the same as SunRMB.

The adjustments are reachable by editing the function. On the left side, there are the checkmarks for (de)activating the single functions. With the sliders on the right, you can adjust the delay for SunMouse and SunPoptoFront. If you want to activate the windows by using SunPoptoFront, you have to activate SunMouse too. This allows it to activate the window immediately but bring it to the front a second later.

Certainly you can enable or disable windows for the 'SunMouse' and 'SunPoptoFront' features. You can find an example for this on the [Patternmatching](#) page.

NOTE: The delay is displayed in 1/10 sec.

1.53 TrackDisk Prefs

Global Lists ScreenManager Hotkeys

Here you can enter the value of retries, stepdelay, settledelay and calibratedelay for each drive. Please test the values, but if you get read/write errors, then change back to default.

NoClick : switches off the Drive clicks.

Retries : Number of Retries if an error occurs. (default is 10)

You can set it to 3 or 4 to avoid tracking of the disk and for example faster checking of MS-DOS disks.

StepDelay : Delay for each drive step. (default is 3000)

SettleDelay : Delay for the settle of the drive. (default is 15000)

CalibrateDelay : Delay for calibrating the drive. (default is 4000)

1.54 Wait Validate

Global Lists ScreenManager Hotkeys

If MCP starts and a harddisk is validating, then MCP will wait until it's completed. The computer can boot normally without any requesters. This is only usefull if MCP is in your Startup-Sequence.

1.55 Close Active Windows

Closes the active window.

If you want to close even windows without Close-Gadget, you have to set "everytime" in the Options window.

1.56 Close Window Under MousePointer

Closes the window under the mouse pointer.

If you want to close even windows without Close-Gadget, you have to set "everytime" in the Options window.

1.57 Cold Reset

Instead of a warm reset this kills all RESET surviving programs - RAD disks are removed as well - and will set the MMU to off (if available).

I have this set this to Esc LAlt, very handy if you have something in one hand and want to reset with the other hand.

1.58 Enter ASCII

If you hold down the hotkey you can type the ASCII value on your numeric keypad to show the character. Normally you have to type three numbers (000-255), but if you want the character for 30 or higher then you only need to type the last two numbers.

If you want to have it exactly like the PCs (yuck!) then set it to LAlt and press New and set it to RAlt.

1.59 Execute Command

This hotkey will let you execute a Shellcommand.

The Shell-command must be given on the Options page.

1.60 Hold Mouse

Hold Mouse X / Hold Mouse Y :

Blocks the mousemoving in the X or Y direction respectively.

Hold Mouse X or Y :

Blocks the mousemoving in one direction, where the direction is given through the last mousemove.

1.61 Insert into Inputstream

This Hotkey puts a given text or/and a keystroke to the Inputstream.

Following formats are supported and must be set on the Options page:

Inserting text: { } { Amiga is the Best }

Pressing a key down: < > <CTRL LALT A>

Releasing a key: [] [CTRL RALT A]

Example: you want to insert a Doubleclick with the Left Mousebutton, the following line will do this.

```
<lbutton mouse_leftpress> [lbutton mouse_leftpress] <lbutton mouse_leftpress> [lbutton mouse_leftpress]
```

Please note that you must put a space between each string.

1.62 InsertClip

Inserts text from the clipboard to the current cursor position.

1.63 MemPatch On/Off

MemPatch-option will be toggled and a requester with the actual settings appears.

This only works if the Memory Patch on the mainpage is activated!!!!

1.64 SCSI-Eject

With this hotkey you can eject for example CDRoms or SyQuest-media. If it's possible, the media will be loaded with the next keyclick (e.g. CDRoms). MCP can't check if the media is outside of the drive and therefore MCP sends the LOAD and EJECT commands alternately.

The Device and the Unit must be set on the Options page.

1.65 Set Task Priority

You can set the priority of a given task with this hotkey.

The task name and the priority must be set on the Options page.

1.66 Shift Key

You can emulate the Shiftkey with this function.

If you want to add the Shift-Key only to keys, you have to disable the "Mouse" checkmark on the Options window. If you set this checkmark, the Shift-Key is added to mouse events, too, so that each mouse press will be a SHIFT-mouse-press.

I have this set to LBUTTON MBUTTON MOUSE_MIDDLEPRESS. This way I can select multiple icons on the workbench by selecting the first icon (keeping the left button pressed down) and then pressing the middle mouse button down and keeping it down, and then release the left mouse button and start selecting as much icons as you want. It's easy once you get used to it.

For those of you who wonder why not use just the middle mouse button for this, it's simple I use it to CycleScreens. You never again have to use the cycle gadget in the topright corner again!

1.67 Snap

Here you can define the qualifiers which should be used in conjunction with the left mousebutton to snap a text.

You may NOT Define a MouseEvent!!!

1.68 Start Screen Dimmer

Starts the ScreenDimmer immediately.

You must set the "depth" on the Options window!!!!

1.69 Start WB-Program

Starts a given program as WB program, so it can load the tooltypes from the icon. Arguments are not supported.

The name of the program must be set on the Options page.

1.70 Start WB-Program Requester

Starts a given program as WB program, so it can load the tooltypes from the icon. Arguments are not supported.

1.71 System Restore (Processor, AGA)

Resets the System, if you changed the system status using the MCP-ToolTypes.

1.72 Well Done!

You have found the Secret Part Of This Guide !

May The Force Be With You, And Don't Forget AMIGA THE RULING QUALITY

1.73 AlertTimeOut

Global Lists ScreenManager Hotkeys

This function let you define a timeout for an Alert, so this Alert will be canceled after the given delay if you type nothing. The time must be given in seconds.

This works only with Kickstart 3.x !

1.74 AppChange

Global Lists ScreenManager Hotkeys

Now you are able to change the AppIcons that are created by the programs themselves. Some programs have ugly 4-colour icons, which look very bad on MagicWB (or NewIcons). With this patch you can use your own, more pleasing, icons for a particular program.

If you start PowerPlayer, MCP tries to open the icon `def_Powerplayer.info` from the `ENV:Sys/` directory as an AppIcon replacement.

Substitute PowerPlayer by your preferred name, including space(s).

1.75 AssignWedge

Global Lists ScreenManager Hotkeys

Who has never been annoyed by installing a new piece of software, running it and getting the message:

Please insert volume X: into any drive.

Until there was AssignWedge, you had to open a shell and had to assign or mount the needed drive manually. After that, you had to start the program again. Now, this hassle is over. This function extends the former requester by adding some gadgets with the following meaning:

Assign : Choose a directory with a filerequester and then assigns the requested volume to it.

Assign+Prefs : As Assign but loads MCPPrefs so you can use the AssignPrefs

"Add Systemassign" gadget to add the assign to the list

Mount : Tries to mount the requested device.

Deny : Like Cancel but also automatically cancels the requester, everytime a call is made to this device.

Cancel : Just Cancel , If Requester Persists Use "Deny".

NOTE: For devices added by the 'Assign' gadget, if you need them regularly You should Use "Assign+Prefs" to add them to your **AssignPrefs** . This extended requester does not support the Locale system function at this time. If you use ARQ then you should insert "ARQ" after **PatchControl** (e.g. c:PatchControl #?ARQ).

1.76 AutoMount

Global Lists ScreenManager Hotkeys

This function makes an automount to the given DosDrivers if these drivers addressed the first time. MCP can only watch for drivers which makes normally a requester like 'Please insert volume ... in any drive'. You must give these dosdrivers in the stringgadget as a patternstring without the colon.

Examples: (RAD|DEV) to automount the RAD: and DEV: drivers

~(DEV) to automount all drivers except DEV:

1.77 BorderBlank

Global Lists ScreenManager Hotkeys

Switches the grey screen border to black.

This function needs the ECS or AGA chipset.

1.78 CacheFont

Global Lists ScreenManager Hotkeys

If you have a large FONTS: directory and want to pick a font from a font requester, it most likely takes a long time until you can really pick the font. The wait is over! MCP will create a list of fonts. This list will be called everytime a program calls the 'AvailFonts' system-function. 'CacheFont' is a 100% replacement for AvailFonts!

To generate the fontlist, you have to edit this function in the prefsprogram. Then a new window will opened, asking you, if you want to create a fontlist.

If new fonts are copied to the Fonts: drawer or some old ones are deleted, a new fontlist will needed to be created. Once recreated, the fontlist will reflect the changes when a fontrequester is opened.

1.79 Change Workbench Title

Global Lists ScreenManager Hotkeys

With this function it is possible to configure and to extend your WB TitleBar to your own desire. To change the WB TitleBar, you have to edit this function. A new window will open where you can change the entered value. How much you can enter belongs to the used font (the best is a proportional font) and to the width of the screen.

Example:

AmigaOS %os %cs %FcK Chip (%pc%) %FFM Fast (%pf%) %FTM Total (%pt%) T:%nt L:%nl S:%ns

Would look like this:

AmigaOS 3.0 AGA 1.185 Chip (57%) 11M Fast (70%) 12M Total (68%) T:64 L:55 S:2

Insert enough spaces between the values, to make it more readable.

MCP tries to identify the old WB TitleBar by searching for Amiga at the beginning of the Screen Title. If this fails the function has no effect.

The following values are possible:

%os = Kickstart version (e.g. 3.0)

%wb = Workbench version (e.g. 3.0)

%ov = exact Kickstart version (e.g. 39.106)

%wv = exact Workbench version (e.g. 39.29)

%ft = free memory together

%fc = free ChipMemory

%ff = free FastMemory

%Ft = free memory together (in KBytes)

%Fc = free ChipMemory (in KBytes)

%Ff = free FastMemory (in KBytes)

%FT = free memory together (in MBytes)

%FC = free ChipMemory (in MBytes)

%FF = free FastMemory (in MBytes)

%fr = free RetinaRam

%Fr = free RetinaRam (in KBytes)

%FR = free RetinaRam (in MBytes)

%fv = free VMMRam

%Fv = free VMMRam (in KBytes)

%FV = free VMMRam (in MBytes)

%pt = percentage of free memory together

%pc = percentage of free ChipMemory

%pf = percentage of free Fast Memory

%PT = percentage of full memory together

%PC = percentage of full ChipMemory

%PF = percentage of full Fast Memory

%lt = largest free block of all memory

%lf = largest free block of FastMemory

%lc = largest free block of ChipMemory

%rc = percentual fragmentation of ChipMemory

%rf = percentual fragmentation of FastMemory

%nt = number of running tasks

%nl = number of open libraries

%ns = number of open screens

%np = number of open ports

%nd = number of open devices

%pr = type of processor

%cp = type of co-processor

%cs = type of GfxChipSet

%wp = number of free Pens on the WB-Screen

%ev = value of an env-variable, %evUser? would display the value of the env-variable User, the ? has to be directly after the name and it won't be displayed.

Between the above values you can put whatever characters you want.

NOTE:

1)

MCP tries to find the WB-Title through the word "Amiga" in the beginning of the title. This function is not always successful!

2)

If you use DOpus5, you must set the "WorkbenchTitle" Env-Variable in the "ENV:Dopus" directory.

1.80 CopyMemQuick

Global Lists ScreenManager Hotkeys

This patch replaces the system function CopyMem and CopyMemQuick by a highly optimized Movem- or Move16-Copyloop (if possible).

Should always be switched on for the maximum of RAM-performance.

1.81 CrunchPatch

Global Lists ScreenManager Hotkeys

CrunchPatch ToolAlias AssignPrefs Memory Patch Requester TimeOut

This function makes it possible for programs to read files crunched by the following packers:

If the appropriate libraries are available!

- PowerPacker powerpacker.library
- XPK (not encrypted files) xpkmaster.library + used sub-libraries
- StoneCracker ?
- Imploder explode.library
- Crunchmania CrM.library

If a program already supports some of the packers, then those should be switched off. If you don't then the files will be decrunched twice and thus doubling the loading time.

On the lower left corner of the Lists/CrunchPatch page there's a cycle button set to Include this means that the tasks you enter have decrunch support, if you change this to Exclude then all tasks except those in the list can read runched files. Unfortunately you can not deactivate single packers in Exclude mode. As the name says this is a patch so I recommend using Include to keep patching to a minimum.

Press Add to bring up a list of tasks (running at that moment!) You can pick a name or type it, pattern matching is possible with e.g. #? but this is slower, do not use this if you have a slow computer or a lot of tasks running.

1.82 CycleToMenu

Global Lists ScreenManager Hotkeys

If you enable this function you can enable a little menu for a cyclegadget if you press on it. It follows a description of the preferences for this function:

MagicWB - Here you can define the look of the menu if the screen has MagicWB colors

non MagicWB - Here you can define the look of the menu if the screen has no MagicWB colors

You can define the look and the color for the selected and unselected menu if you click on the corresponding image. The frame will select the border from the complete menu and the fontcolor is the color of the menufont.

Additional to this you can make these options:

min. entries - This is a value which defines whether the menu will come. If you have a value 3 then the menu comes if the cyclegadget has 3 entries. If the cyclegadget has only two entries then the cyclegadget has the old functionality.

Entry Height - Hight of an entry in the menu.

0 = height equal to gadgetheight

1-10 = height equal to fontheight plus this value*2

Below - If set, the menu comes under the cyclegadget and is not centered to the active entry

Sticky - Set this if you want make a single click to open the menu and just after the second click this menu goes back. In the time between the two clicks you can move the mouse without pressing a mousebutton.

FixFrameSize - This makes the menu a little bit bigger, so the menu has the same width as the cyclegadget. That's useful if you have a big frame around the menu.

TopAlign - Set this to align the active entry (if Below is off) to the upper edge of the gadget. Otherwise the active entry is under the mousepointer.

NOTE: Be sure that you don't have an other CycleToMenu program running.

1.83 Font Search

Global Lists ScreenManager Hotkeys

If a font couldn't be opened, MCP will try to open the font from the system fonts directory. Useful for those programs that search only in their root-directory for fonts files.

NOTE: Only standard fonts (#?.font) will be searched. No (e.g.) PS-Fonts.

1.84 Force HiRes Pointer

Global Lists ScreenManager Hotkeys

This function forces the mouse to HiRes forever, so you will never see a LoRes mouse anymore. On AGA-machines it's very annoying, especially when an old program uses a LoRes mouse.

This works only with system friendly programs (Dune II doesn't work with this function.)

1.85 Force NewLook-Menus

Global Lists ScreenManager Hotkeys

With this function the colors of all the menus are set to 'NewLook' (3.xx standard). The function works only with kickstart 3.x and it can not be used along with MagicMenu, because MagicMenu uses own Menucolors.

1.86 FramelHack

Global Lists ScreenManager Hotkeys

This function replaces the frames used by the system (e.g. Buttons). The width of the lines will be changed to give it a much better look in 1:1 resolutions.

Check Resolution : If on the resolution of the screen will be checked before changing the frame. If there is no 1:1 resolution, nothing will be changed.

1.87 Harddisk Prefs

Global Lists ScreenManager Hotkeys

You can activate special function for all devices in the list (device names are case sensitiv!!).

Three buttons allow you to protect the device from formatting by mistake. This function protects from formatting from some viruses, too. The QuickFormat option protects your device from quick formats and the BootFormat options protects from boot-block formats.

IMPORTANT: If you use NSDPatch, you must add "SINGLEPATCHONLY" to every device in the NSDPatch.cfg file!

1.88 Library Search

Global Lists ScreenManager Hotkeys

Unfortunately some programs have their own library directory and only load their library from there. With this patch you may move libraries to LIBS: to prevent useless doubled library files. It's also possible to create a 'Libs' directory in a program's own directory. 'Library Search' will search for libs in PROGDIR:libs/ too. You can sort the libs of a program and if you delete that program, you could delete the programs libraries as well.

NOTE: First the program will try to load the library at the place the program wants to have it, then, if it fails, MCP starts a new fetch in the 'LIBS:' directory.

1.89 Lock Patch

Global Lists ScreenManager Hotkeys

This patch checks the parameter to the DOS function Lock to prevent invalid values. Some programs call this function with illegal values, although there are only two valid parameters.

1.90 Memory Patch

Global Lists ScreenManager Hotkeys

CrunchPatch ToolAlias AssignPrefs Memory Patch Requester TimeOut

PLEASE USE THIS FUNCTION ONLY IF YOU HAVE A GFX BOARD. IT DOESN'T WORKS WITH THE AMIGA CHIPSET !!!!

(All Amiga-Screens needs ChipMEM, so it's impossible to patch this ChipMEM to FastMEM)

And do NOT try to force a sound playing program to use only FastRam!

If you want to enable only ChipMem for some programs then it works on all Amigas !!

With this function you can assign a memorytype to a given task. You can give a special task only ChipMem or only FastMem.

This function is very usefull for owners of a Gfx-Card, because the processor from the Gfx-Board can use also FastRam. With a good Workbench emulation you can give FastRam to almost all programs, with the following advantages:

- you are able to open big 256-colour-screens, even if you are low

on ChipRAM (512k or 1MB)

- it increases the system speed partial extremely (e.g. you need

barely processor time if the User-Programs of EaglePlayer are situated in FastRAM)

Two modes are supported via the "Exclude/Include" button.

Exclude Mode: All tasks will get ONLY FastMem except the tasks in the list which will get the specified memory!

Include Mode: Only the tasks in the list will get the specified memory! All other tasks are not changed!

This patch shows, impressively, how good a WB-Emulation of a Gfx-Board is working without ChipRAM. If you use this patch, you have to have a look at the following:

You must choose 'Exclude' and then you must enter the following programs:

- if you want to have a mouse arrow at the AmigaScreens (usually

yes), you have to add the task '« IPrefs »' to the list and give

this task Fast- and Chipmemory.

· all programs, which resort to the sound hardware (e.g. all soundplayers) have to get both memorytypes too.

On AmigaScreens Memory Patch (Exclude) will automatically disabled.

All not entered tasks will become only Fastmemory !!!

~~~

For adding a new task, you simply edit the function and click on the 'ADD' gadget. A new window will open, where you can pick a task from the system task list or enter one into the stringgadget by hand.

If you pick a task from the list, you have the following gadgets at your disposal:

EDIT - edit the name of the task

DELETE - kill the picked task from the list

NOTES:

1)

If you have a grey screen after Reset you have an error in your list.

2)

The NoChipRam-Patch works without problems with the Picasso-emulation but NOT with the P96 emulation at the moment. But it works really good with the CybergraphX emulation since version V2.14 if you SET the ENV-variable 'NOCHIPSCREEN' and UNSET the 'PLANESTOFAST' variable. The scrollfunctions (e.g . pagescroll with Cygnus-Ed) will be twice as fast.

3)

If you have typed a task in the list and this tasks gets all the same only fastmemory then you must include the 'WBL' task to the list. This system tasks loads a program and decode the hunks. Because some programs have Chipram Hunks the 'WBL' task must be included.

## 1.91 New GadTools

### Global Lists ScreenManager Hotkeys

This function is very powerfull. Now it's possible to change the look of all gadgettypes from the gadtools.library. Because a lot of programs and the whole system uses these gadgets you can change the complete look. Unfortunately some programs uses own gadgets (e.g. Reqtools) which can't be changed ;-(

Here is a little description how you can change the look of the gadgettypes:

1) In most of the cases you can define the look for screens with the MagicWB colors and for other screens. (Certainly you can deselect one of these types and then they are not changed.)

2) In the Pattern-String you can give a pattern for tasks which will preserved from changing. You can see an example for this on the [Patternmatching](#) page.

Button - Look

Cycle - Look

XEN-Style/Standard type of the cycle image in the cyclegadget.

Slider - Look

NewLook type of the slider background

(NewLook=raster, otherwise color)

Knob/noImage slider with a little knob in the middle

### Scroller - Look

NewLook type of the slider background

(NewLook=raster, otherwise color)

Knob/noImage slider with a little knob in the middle

### Arrows - Look

XEN-Style/Standard type of the arrow image in the arrowgadget.

FixSize influence the size of the arrows

(Screen 2:1 (Pal Hires, Ntsc Hires) X=1 Y=0)

(Screen 1:1 (Hires Interlaced) X=1 Y=0)

(Screen 1:1 (1024\*768) X=1 Y=1)

### Checkmark - Look

XEN-Style/Standard type of the image in the checkmark gadget

### ListView - Look

### Text / Number - Look

Radiobut. - MagicWB if the Radiobutton should have MagicWB style.

The 'small underscores' option makes the underscores a little bit smaller. This improves the look in some cases.

## 1.92 New ToolTypes

### Global Lists ScreenManager Hotkeys

This function is particularly useful, if you want to start games or demos directly from Workbench and those games don't like your system configurations! You enter the new functions as tooltypes just like the normal AmigaDos tooltypes.

You can enter the following Tooltypes to the icons:

MCPNOVBR: sets the VBR to address 0

(doesn't work if an Enforcer-Tool is running)

MCPNOCACHES: switches off all caches

MCPNOICACHE: switches off the InstructionCache of the CPU

MCPNODCACHE: switches off the DataCache of the CPU

MCPNOIBURST: switches off the InstructionBurst mode of the CPU

MCPNODBURST: switches off the DataBurst mode of the CPU

MCPNOCOPYBACK: switches off the CopyBack mode of 68040 CPU

MCPNOCYBER: switches the CyberVision64 GfxBoard to AmigaScreen

MCPNOAGA: switches the AGA-ChipSet to OCS-Mode (KillAGA)

MCPPAL: switches the Screenmode to PAL

MCPNOMEMPATCH: switches off the 'Memory Patch' function

MCPNOBCACHE: switches off the Branch Cache of the 68060 CPU

MCPNOSSCALAR: switches off the SuperScalar Cache of the 68060 CPU

MCPNOSTOREBUF: switches off the Store Buffer of the 68060 CPU

MCPHALFINST: halves the Data Cache of the 68060 CPU

MCPHALFDATA: halves the Instruction Cache of the 68060 CPU

MCPTIMEROFF: disables MCPs internal timing, no Dimmer or Blanker will appear.

MCPDISABLEFPU: switches off the FPU of the 68060 CPU

MCPFLUSH: flushes all unused Libraries and Devices from memory (Kickstart 3.x needed)

MCPASSIGN0: makes an assign to the system

(e.g. MCPASSIGN0=Games,DH0:Games)

(The assigns must be counted from 0 to 9, e.g.

MCPASSIGN0, MCPASSIGN1, MCPASSIGN2,...)

The system will be switched back to the original state automatically or by pressing the 'SystemRestore' Hotkey (look at [Hotkeys](#)).

NOTE: We received a lot of mails, telling us 'Ambermoon' is not working with MCP. The failure is not in MCP. It is the VBR in the FastRAM. With that game (and many other too), you should enter 'MCPNOVBR' into the icon, or switch it off by hand.

## 1.93 NewEdit

### Global Lists ScreenManager Hotkeys

Now you have better control over stringgadgets. At this time MCP supports the following keystrokes:

'ALT' + 'Cursor left' - move Cursor one word to left

'ALT' + 'Cursor right' - move Cursor one word to right

'ALT' + 'Backspace' - clear the left word from Cursor

'ALT' + 'Delete' - clear the right word from Cursor

'RCOMMAND' + 'l' - switche the string to lower case

'RCOMMAND' + 'SHIFT' + 'l' - switche the string to upper case

'RCOMMAND' + 'c' - copy the string to the clipboard

'RCOMMAND' + 'v' - add the clipboard contents

'RCOMMAND' + 'SHIFT' + 'v' - overwrite the string with the clipboard contents

'LCOMMAND' - use old 'RCOMMAND' hotkey

## 1.94 No DisplayBeep

### Global Lists ScreenManager Hotkeys

Disables the DisplayBeep from the system.

---

## 1.95 No IconBorder

### Global Lists ScreenManager Hotkeys

Removes the borders from all Workbench icons to allow a better look with NewIcons.

The idea for this patch came from Kamel Biskri (author of NoFillNoDraw Aminet: util/wb/NoFillNoDraw.lha).

## 1.96 NoGuru

### Global Lists ScreenManager Hotkeys

This function extends the system-crash-request and offers more possibilities to choose. If a program crashes, a window with the following contents appears:

upper part:

Task : Address and name of the task, crashed.

Error : which GURU has occurred.

By : Main group of alert.

Cause : more detailed description of the GURU.

PC : Address of the ProgramCounter.

D0-D7 : Content of the data register.

A0-A7 : Content of the address register.

Buttons:

Continue - Continue execution of the program.

Suspend - Program will be frozen (but stays in memory).

Remove - Program will be removed from memory and all windows

and screens, belonging to the program will be

removed from system too.

Change PC - Address of ProgramCounter can be changed.

Jump to RTS - Jumps to a RTS.

Reboot - Resets the system.

If the Guru should be saved, you can enter a delay, to prevent a crash while it writes to the 'GuruHistory' file. First it will be written, then the entered delay time begins and then the requester will appear. You can adjust this by editing the function. If the Guru should not be saved you can enter this in the appearing window too.

Please setup the location for the MCP.gurudat file in the AlertHistory-Function even if you have deactivated this function! Otherwise MCP can't display a detailed description of the GURU.

NOTE: If the function **Alert-History** is active, every Guru will be written into the 'GuruHistory' file in the selected Directory. If you know more Gurus, please inform us!

## 1.97 PatchMath

### Global Lists ScreenManager Hotkeys

This function will fix an error in the mathieeesingbas.library on systems with a 68040 processor and kickstart 3.1. The functions IEEEspmMul() and IEEEspmDiv() of this library crash due to invalid FPU instructions.

The original code is from Matthias Scheler and is available in the 'MathPatch.lha' archive on the Aminet.

---

## 1.98 PatchOpenWB

### Global Lists ScreenManager Hotkeys

This patch is only necessary, if you run Kickstart 3.x. An error in the system, which may occur when opening the Workbench program, will be removed. If a task with a negative priority starts the Workbench program, the system will hang up. If this patch is switched on, the priority will be set to 1, the WorkBench will be started and finally the task will be set to its former priority.

## 1.99 PatchRGB32

### Global Lists ScreenManager Hotkeys

This patch is only useful if you have a Gfx-Board, Kickstart 3.x and no AGA-Chipset (e.g. A2000/Kickstart 3.x/PicassoII). This patch removes a BUG in the Kickstart 3.x, so that everytime a 24-bit palette is used.

This function should not be used on other machines; if the patch is not used in conjunction with the above stated hardware, the colors could be incorrect.

## 1.100 QuickDraw

### Global Lists ScreenManager Hotkeys

This uses the system-function RectFill() (which draws filled rectangles) to draw horizontal and vertical lines. On normal Amiga's and most of the graphic cards it draws the lines about 50 percent faster and normally it should work with all programs.

## 1.101 QuickLayers

### Global Lists ScreenManager Hotkeys

With this function all window operations will be accelerated. Some functions of the layers.library will be replaced and a recognizable higher speed (of moving, re-sizeing, opening, and closing of windows) will be reached.

## 1.102 RAMPatch

### Global Lists ScreenManager Hotkeys

This patch makes a change to the RAM-Handler, so that the size of the free RAM will be shown. Normally the free RAM-Size is always zero, because the RAM Disk is as big as the total amount of bytes it holds. This works with all programs!

## 1.103 ReqTools Patch

### Global Lists ScreenManager Hotkeys

This function changes the system vectors in a way that all system messages and requesters will be opened with the 'req-tools.library'. This function is a replacement for 'RTPatch' and the requester replacement function in 'ReqChange'. In addition to this, some minor bugs (mostly in RTPatch) have been removed. The AssignWedge function of 'ReqChange' is also implemented to MCP! To get to the hidden gadgets that access the various library patches, you have to edit this function on the mainpage and then you can choose the checkmarks for each of the 'Intuition-', 'Asl-', 'Arp-' and 'Req-' libraries. In addition to this, it is possible to open the requesters in exactly the size, adjusted by the ReqTools Preferences program. The ARQ mode allows the requester patch to use the 'ReqTools Patch' and 'ARQ' together.

---

If a Reqtools-Requester is opened a second time, then normally the directory contents is only refreshed if the directory name has been changed. If you set the "Refresh" option, the directory will be refreshed everytime, but the current position in the file list is lost.

#### NOTES:

1)

If you use ARQ then you must give the 'ARQ' option to PatchControl.

2)

ARQ is the animated requesters package written by Martin Laubach. The latest version (ARQ183.lha) is available at any Aminet site and on many BBS's.

3)

RTPatch is a requester enhancement package written by Nico Francois. ReqChange is a tool to facilitate the using of requesters by falling back on ReqTools-Requester. The program was written by Magnus Holmgren and is available at any Aminet sight and on many BBS's, too.

## 1.104 Requester TimeOut

Global Lists ScreenManager Hotkeys

CrunchPatch ToolAlias AssignPrefs Memory Patch Requester TimeOut

This function allows you to automatically cancel or confirm ReqTools requesters after a specified period of time. That's why it's recommended to activate the **ReqTools Patch**.

You must enter enough information for each requester to be identified. For some requester you may have to enter all fields to have an unique identification, but usually that should not be necessary.

If the requester is identified by MCP, the gadget specified in Gadget Number will be choosen after the specified time in Timeout.

Title: The title of the requester, often just Request or Information

BodyText: The message text inside the requester.

Between two lines of text you have to enter #? (see **Example** ).

You must also take care that no double quotes " are in the text entered.

#? can also be used for wildcarding.

Gadgets: The names of the gadgets.

If you enter more than one name here seperate them with #?

Gadget Number: The gadgets are counted from left to right starting with 1.

However the rightmost gadget is always 0, if there's only one gadget it's also 0.

TimeOut: The number of seconds to wait, 0 means cancel it before it shows up.

This function must not be used to automatically cancel Shareware-requesters.

## 1.105 requester timeout-example

For example you want to cancel the following requester after 3 seconds:

Request !%

||| Button GadgetNumber

|| Demo Requester || Save: 1

|| some more text || Use: 2

|||| Cancel: 0

||

| Save

||

---

In this case the Title is: Request

The Bodytext should be: Demo Requester#?some more text

And Gadgets should be: Save#?Use#?Cancel

Now set Gadget Number to 0

And set Time to 3

Now the requester automatically disappears after 3 seconds or you can make another choice in that time.

In this case the Title wasn't really required, so it could have been left empty.

## 1.106 ScreenManager

### Global Lists ScreenManager Hotkeys

The ScreenManager is a wonderful promoter, which can do nearly anything for you, if you only know how :-)

First of all: The ScreenManager is able to change (nearly) every existing Screenattribute, but if the program which uses this changed screen will still working flawless depends hard on the things you change and what it does expect from its screen. That means sometimes testing is needed to get the best results.

And that's how it works: As in every decent programming language one make use of IF/THEN-constructions to specify when and what should be changed.

If you are looking at the ScreenManagers page in MCP-Prefs right now, you will surely see three listviews.

The first is for specifying names for the different IF/THEN-pairs you will set up. That means the name is just for you and has no meaning for MCP.

The second one specifies all IF-Conditions, that have to be true to execute the third (THEN-)list. That means all IF-Conditions (of one name) are linked via logical AND.

A first example: If you want to change a single screen for a particular program follow these instructions step-by-step:

First List

(Press ADD and enter a Name.):

An\_Incredible\_Meaningful\_Name\_To\_Know\_What\_Is\_Going\_On

ATTENTION !!

The namelist is always completely execute top to bottom, no matter if all IF-conditions of an entry were true or not. If you don't want to, see below (THENs - Break).

Second List

(Press ADD, choose the item you want to be checked in the cycle-gadget (here 'Screenname') and insert what it should be via typing or choosing from the popuplist (the popuplist shows all attributes of running programs, in cases of screennames, tasknames ... or any available attribute for tags, ids ...)

Screenname: RawSpeed Controller Performance Test v1.10 by Russel Miranda

Third List (Another ADD-Button to press and another thing to choose out of the uppopping listview (see below for explanation))

---

DisplayID Name:CVision: 8Bit 640 x 480

So, what have we done until here ?

This: IF the screenname is the given one THEN set the screenmode to CVision ...

You see, the basicfunction of any promoter, wasn't that easy ?

But that's not all. So here we go, refining it in some (maybe strange) ways. For example it is possible to revise if the opening task of the screen really is RSCP and not a wit, that opens a screen with the same name. What we do have to do is adding a IF-Condition (By pressing ADD, you know), choosing Taskname out of the cyclor and typing it in (or choosing it out of the popup if RSCP is running at the moment). Well, now we are harder to fool :-). But what happens if RSCP becomes wiser and is opening a graphiccardmode at his own, maybe even in higher resolution and we still force him on such a tiny screen ?

Prevention! :)

Let's do another IF-Condition:

DisplayID Name: ~(#?CVision#?), means: only if the screenname doesn't contain CVision go ahead and do the THENs.

As you can see here, it is able to use patterns, but it isn't possible to use all the AmigaDOS-Patterns, since a tiny own routine is used, what make thinks a little easier and faster.

Supported Patterns are:

- the normal 0-upto-a-lot-chars-joker '#?' and the one-char-joker '?'
- you can link patterns with logical OR by using '|', e.g. (to?eln#?ttob?)
- to negate a COMPLETE pattern use '~', e.g. ~(to?eln#?ttob?)

That's all, EVEN NO '\* ' !! ... matching is case-insensitive.

All the rest you need to know are all the possible IFs and THENs, but to get a clue you have to now what a so called 'Tag' is. Tags are used to set screenattributes. All Tags of a screen are predefined by the system, but may be changed by the calling program. Since the systemdefault settings were not guaranteed to stay the same over the complete evolution of the system, they can be forced to be on or off. One can examine in the IF-conditions if a tag is set or not. In the THEN-conditions they can be set.

Look, all these IFs around here

ScreenName

Compares if the screenname of the screen to be opened matches the given pattern.

TaskName

Compares if the taskname of the screen to be opened matches the given pattern.

DisplayID

Compares if the screenname of the screen to be opened matches the given. All at your system available IDs can be listed and selected.

Additional (for experienced users) one can specify a mask to promote complete monitors to another one, e.g. PAL --> DbIPAL.

The mask is given in hexadecimal number of eight just after the DisplayID, like this:

DisplayID: '00021000 ffff1000'

The given DisplayID and the DisplayID of the screens that wants to open at the moment are both linked via logical AND with this mask and then compared, that means only the Bits which are set in the mask are going to be compared. So it's possible to remap complete monitors and still get the right resolutions.

Since this isn't easy, we will give you here the most important ones:

AmigaMonitors (e.g. PAL) ffff1000

HAM & EHB fffffcf

Examples:

PAL-Monitor: DisplayID: '00021000 ffff1000'

NTSC-Monitor: DisplayID: '00011000 ffff1000'

PAL-Monitor (all HAM-Screens): DisplayID: '00021000 fffffccf'

see also THEN - DisplayID

And even more, THENs

DisplayID

Changes the screenmode to the one given by it's ID, a special feature it is possible to select 'Like First ScreenID' and you will always get the same screenmode as the first screen has at the moment. This option is useful for stupid screenblankers (e.g. some Garshneb.) , which always open on a preset screenmode leading to resynchronisations of your monitor if the first screen has different mode than the blanker opens.

Here can be given a mask too (see also IF - DisplayID) to promote complete monitors. This mask is also linked via logical AND with the screenmode id the program wants to open and everything which isn't zero will be replaced in the selected to-screenmode. Normally the mask is just the negated mask which was given in IF - DisplayID.

The corresponding masks to above are:

AmigaMonitor 0000efff

HAM & EHB 00000330

Examples:

DbIPAL-Monitor: DisplayID: '000a1000 0000efff'

DbINTSC-Monitor: DisplayID: '00091000 0000efff'

DbIPAL-Monitor (HAM-Screen) DisplayID: '000a1000 00000330'

The mapping of different AmigaMonitors is just possible because the higher bits select the monitor (PAL, NTSC, MULTISCAN ...) and the lower ones specify the attributes as resolution, interlaced ... Unfortunately the mapping of different graphicscardsystem isn't that easy.

DisplayID Name

Selects the screenmode by its name.

Autoscroll

Switches Autoscroll on, so you can scroll around on the screen with your mouse if the complete screen isn't visible, e.g. oversized or dragged screens.

Overscan

Selects the overscanarea for the screen.

DRI-Pens

Here you can set the pens to be used for the GUI-elements to paletteentries (maybe have a look at the WB-Paletteprefs). With this function you may 'emulate' and now disappeared MCP-function, SetDRI-Pens. Like this:

IF: Tag not available: 8000003a THEN: DRI-Pens: -1 (default).

This entry should be the first of your name list, so it is always executed.

Break

IMPORTANT! Breaks the execution of the first (Name-)list. Normally every entry is checked, even if a former couple of IFs did become true.

LockPens

Locks Colors (nice to use in combination with SharePens s.b.). It is possible to lock a special color or a given paletteentry.

An entry in the colorlist looks like this:

<Paletteentrynumber or -1> <red> <green> <blue>. If as first number a -1 is given a new color will be allocated, if not the given paletteentry will be locked and set to the given color. This option may replaced the MagicWB-Demon or other programs of that kind.

### Center Screen

This function will center screens that are opened in an Overscan screenmode but have a smaller resolution. E.g. if a screen is opened in a resolution of 640\*480 but in VideoOverscan mode (656\*495), it will be placed in the exact middle of this (656\*495), instead of in the upper left corner.

### Tag

The following tags can be set or cleared. It is not impossible that a program really doesn't like some screenattributes you would like to set, also not every combination of tags makes sense.

### Left

Sets the left offset of the screen.

### Top

Sets the top offset of the screen.

### Width

Sets the width of the screen.

### Height

Sets the height of the screen.

### Depth

Sets the depth of the screen in bits.

### Detail Pen

Sets the Pen to be used for rendering details in the screen title bar and menus.

### Block Pen

Sets the Pen to be used for rendering block fills in the screen title bar and menus.

### Title

The given text becomes the titletext of the screen.

### Type

Customscreen, if the screen may only be used from the program which opened it Pubscreen, if also foreign programs are allowed to open their windows on it. Workbenchscreen, not useful, guess why.

### Public Screenname

Name of the screens.

### Showtitle

ON: Titelbar will be showed.

### Screen Behind

ON: Screen will be opened in the background it will not popup as first screen.

### Quiet

ON: Screen has no visible titlebar, but dragging and depth arranging is still working.

### Full Palette

ON: Initialize color table to entire preferences palette (32 colors beginning with V36), rather than the subset from V34 and earlier.

All Tags explained below this line are v39 (OS 3.0) and higher only !!! Please don't try them on obsolete systems.

### Draggable

ON: screen can be dragged

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**Exclusive**

ON: Screen will never be visible if any other screen is (partly visible). He won't be draggable or visible behind dragged screens.

**SharePens**

ON: Every not preset (via dri\_pens) colors aren't locked and can be allocated by any program (useful for e.g. MagicMenue). But, if the opening program don't allocate its colors and depends on a static palette, you will get false colors if foreign programs are allocating and changing paletteentries.

**Interleaved**

ON: Enables interleaved bitmaps for this screen, what is faster, softer to scroll, but may cause problems with old programs.

**LikeWorkbench**

ON: Builds a screenmode which is as near as possible to the Workbenchscreen in color, size ...

All Tags explained below this line are v40 (OS 3.1) and higher only !!! Please don't try them on obsolete systems.

**MinimizeISG**

ON: The InterScreenGap (while dragging) will be minimized.

OFF: default, at least three noninterlaced Lines between two screens.

## 1.107 ShapeShifter Patch

### Global Lists ScreenManager Hotkeys

This function makes a couple of advantages if you use the program ShapeShifter. If you edit this function you can choose the following settings:

LockTask - If a Amigascreen is in the foreground then the

ShapeShifter will be freezed to protect the

Amigascreen from overwriting if you have a graphics card.

## 1.108 Solid WindowMoving

### Global Lists ScreenManager Hotkeys

It is possible (fully systemfriendly) to move the windows filled. The speed of moving rests on the following factors:

- size of window
- number of windows laying over another
- the blitter- and the processor-speed

To change the adjustments, you have to edit the function and in the opened window you can make the following adjustments:  
max. Surfacesize:

here you enter the maximum size of the window that will be moved

filled. If the window is larger than this value, the window will be moved normally. This size value is computed by 'width \* height' of the window (e.g. 200 \* 100 = 20000).

only WB-Windows:

only Workbench windows (with icons inside) will be moved filled.

Program windows will be moved normally.

Certainly you can enable or disable windows for the solid window moving. You can see an example for this on the [Patternmatching](#) page.

NOTE: On systems with a fast Gfx-Board (e.g. Cybervision64) the windows move nearly in realtime.

## 1.109 Solid WindowSizing

### Global Lists ScreenManager Hotkeys

This function makes it possible to enlarge/reduce the size of a window filled (fully systemfriendly).

For more detailed information, please refer to the section [Move Full Window](#). The entry 'Surface size' is not available to this function.

## 1.110 SysIHack

### Global Lists ScreenManager Hotkeys

The standard system-gadgets will be changed to a more 3D look. This function isn't a full replacement for the program "SysIHack," because the original "SysIHack" features more functions than the ones effected by MCP's SysIHack.

Additional to the normal SysIHack you can make the four MUI window title gadgets and the KingCON-Iconify window title gadgets in a nice 3D look.

With the 'No Systemgadgets' option you can disable the patch for the systemgadgets and only allow to patch the KingCON or MUI gadgets.

The 'New Propgadget' option gives the scrollbar from the Workbench-windows a little more 3D look.

If you have changed the size of the sizedgadget or the arrows, then you can activate the 'Rearrange gadgets' function to rearrange all other gadgets in the right border of a window.

Now some additionally gadgets allows you to resize the Sizedgadget and the Arrows of the windows. This makes a better look on 1:1 screens if you increase the values. Best values for 1:1 are SizeWidth=18, Sizeheight=16, ArrowWidth=18, Arrowheight=16 for the gadgets.

It's also useful to increase the bottom window border on 1:1 screens. Normally the values for the border are Top=2, Left=4, Right=4, Bottom=2, but now you can select the BottomBorder value to 4! You can deactivate the changing of the bordersizes if you set the size to zero!

ATTENTION:

(1) If you change the top border, the gadgets in the title are to small. This is a bug of the operating system !!!

(2) The width of the right border is limited to a minimal value of 18, because the operating system checks this !!!

NOTE: Don't start the original program "SysIHack" if this function is enabled!

## 1.111 Title Clock

### Global Lists ScreenManager Hotkeys

This is a freely configurable Workbench TitleBar-Clock. If you edit this function, you can configure the clock. In the first line, you can choose the way the clock will look. On the lower lines, you can enter the position (x;y) orientated to the left or right screen border. Since the clock is for the ScreenTitleBar you may see nothing if your y-coordinate is to large. You can also choose the font for the clock. Proportional fonts are allowed. If you choose no font, the Screen-Title-Font will be used. The last checkmark is for adjusting the clock. If you activate the options "All Workbench-Screens" and/or "All Public-Screens" then you can allow more screens in the pattern field.

You can see an example for this on the [Patternmatching](#) page.

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## 1.112 ToolAlias

Global Lists ScreenManager Hotkeys

CrunchPatch ToolAlias AssignPrefs Memory Patch Requester TimeOut

Who hasn't double clicked on the icon of a guidefile only to be annoyed by a requester with the text Unable to open your tool XXX. And that only because the author of the guide file likes to use AmigaGuide while you use MultiView. Or you have the program on a different place on your harddrive.

With this function it is possible to virtually change the Default tool of the icons. If you want to install a piece of software on your HD from floppy, usually Installer will be loaded from the floppy, with this function you can let it be started from your HD instead.

On the Lists/ToolAlias page, press New and enter the string to be changed. Wildcards are allowed and are recommended e.g. #? Next type or pick the filename to be used instead.

Example: #?AmigaGuide --> SYS:System/MultiView

This will re-route all calls to AmigaGuide regardless what the path was to SYS:System/MultiView. For those of you who wonder why SYS: that's because I work with 2 boot partitions (System: and Workbench:) and SYS: is always the current bootpartition.

In contrast with other ToolAlias-programs, this virtually changes only the default tools, you still can call e.g. Installer on a floppy from the shell if you want to.

## 1.113 WBAbout

Global Lists ScreenManager Hotkeys

With this option enabled MCP shows a new Workbench-About requester which contains additional information to the system (CPU and Memory) and you can flush the memory (only Kick3.x) or reboot your machine.

If a 'more' gadget is available then you can see the programmers of your kickstart.

NOTE: This extended About requester doesn't work with ARQ. This is because ARQ doesn't call the systemroutine after it's own routine.

## 1.114 WBGauge

Global Lists ScreenManager Hotkeys

This displays a gauge in the Workbench windows and shows how much of the device is used. The gauge onle appears in the window from the root-directory of the device.

You can define the look and the width of the gauge.

NOTE: This function is disabled for OS3.5 users.

## 1.115 Save Use Test Cancel

·Save

The adjustments are saved to ENVARC: and the MCP-Prefs will quit.

·Use

The adjustments are valid for now and the MCP-Prefs will quit.

·Test

The adjustments are valid for now, but the MCP-Prefs will stay open and you may test them.

·Cancel

MCP-Prefs will be terminated and any change will be undone.

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## 1.116 Lists

Global Lists ScreenManager Hotkeys

CrunchPatch ToolAlias AssignPrefs Memory Patch Requester TimeOut

## 1.117 Patternmatching

Pattern-Matching codes

Character Description

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? it specifies a single character

#<p> means that <p> occurs 0 until n times

<p1>|<p2> matches if <p1> or <p2> true

~<p> matches with all strings except <p>

(<p1><p2>...) group elements

% stands for an empty- or zero-string

[<p>-<p>] defines a character area

#?<p> matches anything<p>

~(#?<p>) matches anything But <p>

Examples:

all screens except 'Workbench' : ~(Workbench)

only the 'Shell' screen : (Shell)

all 'Shell' screens : (Shell#?)

only 'one' and 'two' screens : (oneltwo)

all 'Shell' and 'Cli' screens : #?(Shellcli)

In all lists in the preferences program you can give strings with these patternmatching codes and it's unimportant whether you type the strings in upper or in lower case !!!

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