

## Using a Settings Notebook to Change Object Attributes

Open the **OS/2 SYSTEM** object. We will use this object as an example.

Click the left mouse button in the upper left corner and open the Settings Notebook. A settings notebook appears. Position the notebook and the **OS/2 SYSTEM** window so that you can see both on the screen. Something like this:



The first tab of the notebook is the *View* tab. Note in the lower right corner of the notebook that there are three pages associated with this tab.

Click the *Non-grid* button. The objects in the window scatter to their last position.



Click the *Flowed* button. The objects line back up along the left margin. Now click *Normal Size*. The icons turn small and unfancy.



Click on *Invisible*. The icons disappear.



Click on *Change font...* and change the font to HELVETICA 10 pt. Note that the change takes effect immediately.

Go to the second View page. There is the Tree view. Note that the settings are pretty much the same. We won't open a view to test it.

Go to the third *Views* page.



Open a *Details View* of the **OS/2 SYSTEM** object. Change the settings of the *Details View* page in the notebook to see the effect.

Click on the *Include* tab.

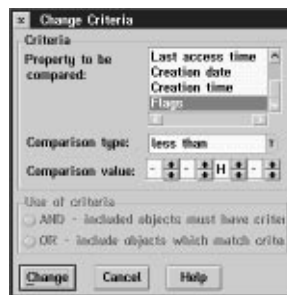


I've never been able to figure out an earthly use for this page.

Turn to the second page of the *Include* tab.



This is not where you change the attributes of an object. This is where you pick which attributes will show in the open folder. Click on *Change*.



The default setting displays objects that do not have the *hidden* or *system* flag. Click on *Comparison Value*: These are the flags. You can see the logic. Let's say you only wanted to see the hidden files. Change the *Comparison Type* field to *equal to*. Click on *Change*. Note that all the objects disappear in the **OS/2 SYSTEM** folder.

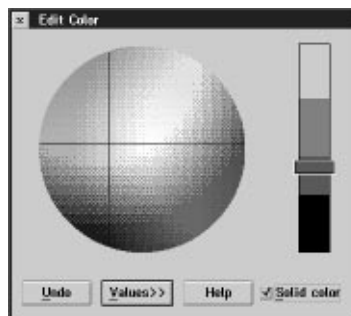
Click on *Default*. Note that the settings return to normal and the objects reappear.

Select the *Sort* tab. We've already seen how this works with drive objects. The functionality is the same for folder objects.

Select the *Background* tab.

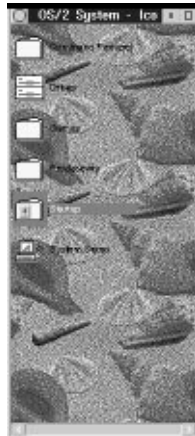


Normally the background is set to *Color*, especially for objects other than the Desktop. Click on *Change color...* An **EDIT COLOR** window opens.



Unless you have a high performance video card, you'll get best results by checking the *Solid color* option. Note that the color bar goes to solid colors when you do this. Move the crosshairs in the color circle and the slider on the color bar until you find a color you like, then close the window. The background of the open folder changes. Note that the Desktop remains the same.

Click the *Image* radio button. In the *File:* field, find an .BMP file that appeals to you.



NOTE: There are differences between OS/2 BMP files and Windows BMP files. Utilities exist that will do the translation, but they do not ship with OS/2. Click the three radio buttons under *Display*. Note that *Tiled image* gives the most pleasing results, although *Scaled image* can give you interesting effects.

Click on the *Menu* tab.



You can use this page to add items to the default menu for the object. This can be handy if you have a favorite utility associated with a particular program or folder.

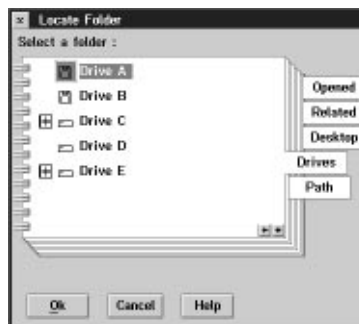
Click on *Create Another...*



Click on *Find program...*



This can be a confusing dialog box. Click on the *Locate...* button.



Click on the *Drives* tab. This will present you with a schematic of a Tree view of the **DRIVE C** object. Click the + on the **DRIVE C** object then the + on the **OS/2** object. Find the **APPS** folder. Highlight it then click on OK.

Click the *Search just this folder* radio button. Then click on *Find*. After a while a **FIND RESULTS** window opens. Double-click on the **KLONDIKE** object. Note that nothing happens. In this window, you must press OK. Click on OK. Note that the fields in the **MENU ITEMS SETTINGS** dialog box have been filled in. Click on OK.

Note that KLONDIKE.EXE is added to the menu list. Click the left mouse button on the upper left corner of the **OS/2 SYSTEM** folder. Note that KLONDIKE.EXE is now on the menu. Click on it and note that the program starts. Close the window and return to the settings notebook. Sorry.

Click on the *File* tab. There are three pages associated with this tab. The first gives you rudimentary information about the object.



The *Work Area* option is used for special folders where related documents and files are kept. When you open a *Work Area Folder*, all the associated programs load and the files open with the same view as when they were saved. This is handy for reports where spreadsheets, editors, bitmap editors and the like are all needed at once.

Click on the second page of the *File* tab.



This gives the indicated information. For a folder object, the *Contents* field gives the number of objects in the folder. If this were a program or data object, the *Contents* would be the size of the file, in bytes. The *Extended Attributes* field gives the size, in bytes, of the EAs associated with the object.



Click on page 3 of the *File* tab.



You can add your own text to the *Comments* and *Key phrases* field. The *History* field is reserved to the program that controls the object. For example, a document processor might put in a date for each time that the document was updated. This cannot be changed from this page. All information on this page is stored in the EA for the object.

Click on the *Window* tab. Here you can override the global window attributes you set with the **SYSTEM SETUP** object.



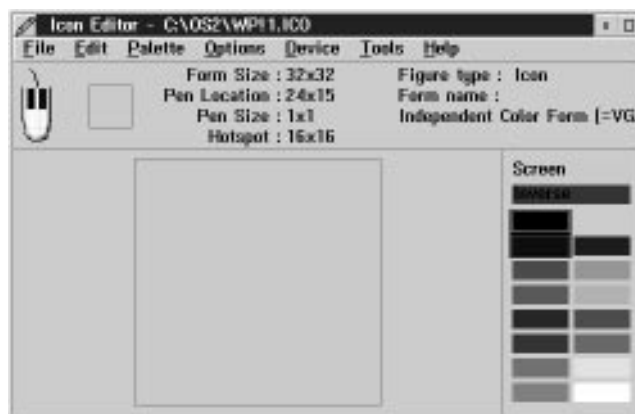
Click on the *General* tab.



You can change the title of the file here. This is different than the file name. The title will display on the Desktop or in the folder holding the object. You can also change the icon associated with the object. Click on the *Find...* button.

Remember the **FIND** object? Here it is again. Scroll down the *Type* field. Note that the *Icon* type is already highlighted. I won't waste your time searching for ICO files. There aren't any on the disk. The icons you see everywhere are stored in extended attributes for their related files and aren't available for use by other programs.

Undaunted, let's change the one we've got instead. Click the *Edit...* button.



Mess up the bitmap as much as you want then save the results.

That's about it for the Settings. Close the notebook.

This is the end of this exercise.