POPKEY HELP

Legal Matters

LIABILITY:

The author and the developer of this software will not take any responsibilities for any damages that may occur with the use of this software.   The files contained in POPKEY.LZH are distributed "as is" and without any expressed and implied warranties.   The user assumes the entire risk of using the software.

DISTRIBUTION:

This file can be freely distributed if the following conditions are obeyed:

1. If it is to be copied to another forum or to another distribution channel, please contact the developer to let us know exactly where it is to be copied.   We will need this information to maintain and upgrade POPKEY at all locations.
2. This program can be distributed only in the original archived POPKEY.LZH formatted file.   Do not change this file or any files within.
3. Please make it apparent that POPKEY is a shareware.   Please state it this in the program description.
4. If this program is to be mentioned in any article, please send a E-mail to one of the developers.

The developer is willing to discuss other means of distribution.   Please send a mail to one of the E-mail addresses below.

COPYRIGHT:

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Support

We will provide support for the software and offer new versions of the software through CompuServe E-mail and other E-mail system which we have access to.

If you have any question, opinion, suggestions, or other comments, please send an E-mail to:

Hitoshi Ozawa   CompuServe:100220,3402   (HCC00417@niftyserve.or.jp)

I will not be available on the following days:
  Dec. 22 to Jan.6
  April 22 to May 10
  August 1 to August 17
Registration submitted in these days will be processed after I return.

Registration

POPKEY is a shareware.   To use it on a continuous basis, please submit a payment of US$20.00 to cover the cost of operations.   The payment can be submitted from the SWREG forum in the CompuServe.

SWREG number:3935

We will send a registration number within 2 weeks.

It is also possible to submit a check, but it will require from 4-6 weeks to send a registration number.

Upon registration, we will send a registration number which is required to keep POPKEY menu from appearing after 2 weeks.   There is yet no other manual or floppy disk that will come with the submission of payment.   Furthermore, we will not ship POPKEY program on a floppy disk.   Please down-load the software from the bulletin board system. These procedures are used to keep our cost of operation down and offer you software at a low price.

We are willing to provide free registration numbers to editors and other writers who wish to evaluate and write an article about POPKEY.   We are also prepared to provide free registration numbers to physically challenged persons who might benefit from use of POPKEY.   Please send me a mail for further information pertaining to these matters.

Payment methods:
Sending a Check
Registering by CompuServe SWREG

Sending a Check

1. Print out the Registration Form (ORDFRM.WRI - use Write included with Windows to print this form out) included in the POPKEY.LZH file.   Write a check for US$20.00 and put it in the envelope with the registration form.   Send this envelope to the following address:
2. I will send you a POPKEY registration number within 4-6 weeks (period will depend on the mail address and on the mail service) by E-mail (if I could reach you) or by a letter.   If you do not receive my mail after this period, please notify me.   Your letter might have gotton lost.
3. When you receive my mail with your POPKEY registration number, enter this number when POPKEY program prompts you for a registration when a program is started.
4. Finally , please copy the registration number and keep it in a safe place.   You will need it again if you ever need to reinstall POPKEY.

Registering by CompuServe SWREG

1. To submit a payment via CompuServe SWREG, logon to CompuServe and enter GO SWREG to go to the shareware registration.
2. When a message appears, enter 2 (Register Shareware).
3. Follow the instruction.   When it asks you enter a Registration ID: enter xxxxx.
4. I will send you a POPKEY registration number within 1-2 weeks by E-mail.   If you do not receive my mail after this period, please notify me.
5. When you receive my mail with your POPKEY registration number, enter this number when POPKEY program prompts you for a registration when a program is started.
6. Finally , please copy the registration number and keep it in a safe place.   You will need it again if you ever need to reinstall POPKEY.

Introduction

POPKEY is a shareware (US$20.00).   If you are going to use it on a continuous basis, please submit a payment.

   POPKEY is a program to allow users to create a custom pop-up menu (user command)   that will be activated when the right mouse button is pressed.   These user command is comprised of macro procedures that executes a sequence of instructions to control an application.

POPKEY has following features:

1) A different POPKEY menu can be defined fro each application an user uses.   Thus, an user can customize the
   POPKEY menu to include only commands that is used in an application.
2) A POPKEY menu can be set to appear even when a window is maximized.
3) An application can be executed from the pop-up menu.   Thus, POPKEY can be used as a application launcher.
4) An application window size and position when it is started can be specified.   This size and position will not only be
   effective with POPKEY, but they can be made to apply to applications that are executed from applications like
   Program Managers and File Manager.
5) An application window can be made to scroll by just moving a mouse pointer within the window.

How to Use POPKEY

Defining Applications

POPKEY menu can be defined to each different application and with even to a particular opened files in an application.   Substantially, it is necessary to tell POPKEY methods to differentiate between applications.   This is done by defining applications
.
There are 2 different ways to define an application.

Method 1
(1) Click the left mouse button on the POPKEY icon to open the control menu.
(2) Select [Menu Definition].   A [Menu Definition] dialog box will be displayed with list of currently defined applications.
(3) Choose the [New] button.   Application Definition dialog box will appear.
(4) Enter the name of an application which you want to define an POPKEY menu.
(5) Choose the [OK] button.
(6) Application Definition dialog box will re-appear with the entered application name in the applications list.
Method 2
(1) Make sure that the POPKEY icon is being displayed.   If an application is maximized, resize the window to its normal size and move it away so the POPKEY icon will be displayed (Click on the application window).
(2) Move the focus to the application window which you want to define a POPKEY menu.
(2) Click the left mouse button on the POPKEY icon.
(3) Select [Define current application].   An Application Definition dialog box will appear with the name of the current active program in the Application Name field.
(5) Choose the [OK] button.
(6) Application Definition dialog box will appear with the entered application name in the applications list.

WARNING:
POPKEY differentiate between applications by the name that appears in the title bar.   Therefore, if the entered application name does not exactly match the title bar name, POPKEY menu will not appear.   For example, NotePad will append file name to its name (i.e. Notepad - [untitled] when a file name is not yet defined or Notepad - AUTOEXEC.BAT if autoexec.bat file is opened).   In this case, replace the file name with the "*" symbol (i.e. Notepad*).
Examples:
    NotePad*   All titles starting with NotePad
    *NotePad   All titles ending with NotePad
    NotePad All titles containing word NotePad

Reference: Application Definition dialog box

Defining Menus

There are 2 different ways to define a POPKEY menu to a defined application.

Method 1
  (1) Click the left mouse button on the POPKEY icon to open the control menu.
  (2) Select [Define Menu].   Application Definition dialog box will be displayed with list of currently defined applications.
  (3) Select an application from the list and choose the [Define] button.   Menu Definition dialog box will appear.
Method 2
  (1) Move the focus to the application window which you want to define a POPKEY menu.
  (2) Click the left mouse button on the POPKEY icon.
  (3) Select [Define current application].   Menu Definition dialog box will appear.

Reference: Menu Definition dialog box

Activating an Menu

When a right mouse button is pressed on a wallpaper, title bar, or on a menu of a window associated with POPKEY menu, a list will appear near the mouse position. A list is those defined for the currently active window.   A different menu will appear when a focus is changed to an another window.   However, double-clicking the right mouse button will always display a common POPKEY menu.

Furthermore, if [inside windows] is checked in the Menu Definition dialog box, a POPKEY menu will appear when a right mouse button is clicked inside the application window (client area).

Execution Parameters

Initialization File

POPKEY will usually use POPKEY.INI file (POPKEY initialization file) in the WINDOWS directory, but a different initialization file can be specified.   If the specified file does not exists, it will be created and settings specified during the session will be saved to this file.   Furthermore, if a file path is not specified, POPKEY will seek the initialization file in the WINDOWS directory.

    /P<initialization file name>

Examples:

POPKEY.EXE /PPOPKEY.CFG	Save settings in the POPKEY.CFG file in the WINDOWS directory.
POPKEY.EXE /PC:\TOOL\POPKEY.INI	Save settings inthe POPKEY.INI file in the C:\TOOL directory.

POPKEY Preferences

POPKEY properties can be set by clicking the right mouse button on the POPKEY icon and selecting [POPKEY Preferences].

Show Submenus
> When checked, a POPKEY menu selections will be highlighted by moving the mouse pointer to a selection and coresponding submenus will also be displayed.   On the other hand, if it is not checked, a POPKEY menu selections will not be highlighted and submenus will only appear when a menu item is selected.

Enable pop-up on wallpaper
> When checked, a POPKEY menu will appear when the right mouse button is clicked on the wallpaper.   On the other hand, if it is not checked, a POPKEY menu will not appear when the right mouse button is clicked on the wallpaper.

Scroll mode cursor
> Select the shape that the mouse pointer will turn into during the executing a <Scroll> command.

Application Definition

Application Definition dialog box is used to define application that will have an associated POPKEY menu.

Edit

Select an application from the Application List and choose the [Edit] button to edit the menu definition of the selected application.

To define a common POPKEY menu for all applications, select (DoubleClick) in the Application List. Defined POPKEY menu for (DoubleClick) will appear in all applications when the right mouse button is double-clicked.

New

To define a new application, choose the [New] button. Define application dialog box will appear. Enter the name as it appears in the title bar of an application to which you want to have POPKEY menu appear. Most often, a name in the title bar will include a opened file name. In such a case, include a "*" at a place where a file name will appear in the title bar.

Examples:

NotePad*   All titles starting with NotePad
*NotePad   All titles ending with NotePad
NotePad All titles containing word NotePad

Delete

Select an application from the Application List and choose the [Delete] button to remove the selected application definition.

Copy

To copy POPKEY menu defined in one application to an another, select an application already with the POPKEY definition from the Application List and choose the [Copy] button. [Copy Application Menu] will appear. Enter the name of the application to copy to in the New Application Name field and choose the [OK] button.

Menu Definition

Menu Definition dialog box is used to define and edit POPKEY menus.

Popup Objects

Check the object that will activate the POPKEY menu when a right mouse button is clicked on it.   It is possible to display POPKEY menu when wallpaper, title bar, and menus (application client area) are clicked.

Hot Keys

POPKEY menu can be activated from a keyboard by defining Hot Keys.   Hot Keys are set of keys (e.g. [Shift]+[A]) which will display a POPKEY menu when they are pressed together from within an application.

WARNING:

Menus and script share common Hot Keys.   Henceforth, It is necessary to assign a different hot keys between menus and scripts.

App Control

Window position and window size that appears when an application is started can be set by following one of the two methods:

Method 1:

1) Change the size and position of an application window to that of what you want.

2) Choose the [SavePos] button.   Window size and position will be saved.   It will be used the next time the application is started.

WARNING: If the application is either minimized or maximized, POPKEY will still save the size and position will still be that of a restored window

Method 2:

Check Save Default field and change the size and position of an application windows to that of what you want.   Size and position will be saved when an application is closed.

Edit

To edit the menu commands, select a menu item from the list and choose the [Edit] button.   Edit Menu Item dialog box will appear.

Add

To add a new menu command to the defined application, choose the [Add] button.   Add Menu Item dialog box will appear.   Refer to Commands for information on how to write POPKEY scripts.

Delete

To delete a menu item, select an item to delete from a list and choose the [Delete] button.

Rename

To rename a menu item, select an item to rename from the list and choose the [Rename] button.   Rename Menu Item dialog will appear.   Enter a new name and choose the [OK] button.   The new menu item will be appended to the end of the list.

Move Up

To move a menu item up the list, select an item to be moved from the list and choose the [Move Up] button.   The selected item will move up one position in the list.

Move Down

To move a menu item down the list, select an item to be moved from the list and choose the [Move Down] button.   The selected item will move down one position in the list.

SubMenu

To create submenus to a menu item, choose the [SubMenu] button.   Create Sub Menu dialog box will appear.   Enter the name of an menu item and choose the [OK] button.   Menu Definition dialog box will again appear but with the name of the menu item as the Application Name.   Define the menu item as any other menu item.

Up to 3 levels of submenus can be defined.

Defining a New Menu Item

To underline a letter in the menu name, prefix the letter with a "&" character.   If a menu item is defined as a hot key, it is recommended that the matching hot key letter in the script be underlined.

To add a separator between menu items,, define a dummy script with script name starting with "-".   To draw more than one separator in a menu, add an arbitrary letter after the hyphen.   This is necesssary because it is illegal to have two scripts with a same name.   Scripts with name starting with a hyphen will not be executed even when a command has been defined.   These scripts are just used to make POPKEY menus more readable.

Editing a Script

To underline a letter in the menu name, prefix the letter with a "&" character.   If a menu item is defined as a hot key, it is recommended that the matching hot key letter in the script be underlined.

To add a separator between menu items,, define a dummy script with script name starting with "-".   To draw more than one separator in a menu, add a arbitrary letter after the hyphen.   This is necesssary because it is illegal to have two scripts with a same name.   Scripts with name starting with a hyphen will not be executed even when a command has been defined.   These scripts are just used to make POPKEY menus more readable.

Commands

Commands

A list of commands can be defined to a script.   This script can be executed in an application to automate routine tasks or simplify keystrokes.

1. "Quotation marks"
   Do not surround text string with quotation marks unless they are to be included in a parameter.

2. [Alt],[Ctrl], and [Shift] Keys
   When [Alt],[Ctrl], or [Shift] key is specified, it will remain pressed down until an alphanumerical key is stated or the same key is stated again.   This specification was necessary to allow combination keys such as [Alt]+[F].

   Examples:

Correct:	<Ctrl>A	Enters [Ctrl]+[A]. [Ctrl] key will return to normal position after this sequence
Wrong:	<Shift><Down>	Since [Down] is not a alphanumeric key, [Shift] key will remain in the pressed condition.
Correct:	<Shift><Down><Shift>	[Shift] key will return after entering [Shift]+[Down] keys.

3. <Command>
   It is necessary to surround commands with a greater than and less than symbols.
4. Length
   Total length of a command must be within 250 characters.

COMMAND LIST

<Exec window_mode directory file_name>
   Execute the file in the specified directory in the specified window mode.

Window_mode:	NORMAL	normal (default)
	MAX	maximized
	MIN	minimized

   Example: <Exec notepad.exe>
   <Exec MAX C:\TEST notepad.exe>

   NOTE:
   Exec command can be entered manually from a keyboard but when a [Exec] button is chosen, RUN dialog box will appear with a list of executable file to assist enter a command.

   WARNING:
   Full path must be specified to execute a file in a directory that is not included in a PATH.

<Active title_name window_mode directory file_name>
   Active command is similar to the Exec command except that it will first search if the specified title is already running.   If it is, it will become the current active window.   If it is not already running, Active command will execute the file name in the directory specified.

   Example: <Active Notepad* notepad.exe>
   <Active Notepad* MAX C:\ notepad.exe>
   <Active "File Manager*" winfile.exe>

   NOTE:

Exec command can be entered manually from a keyboard but when a [Exec] button is chosen, RUN dialog box will appear with a list of executable file to assist enter a command.

Do not forget to include "*" in a title name if you are not looking for a specific application with a specific open file.

<Wait time>

Wait for specified amount of time.   Time is expressed in seconds.

Example: <Wait 100>   wait for 10 seconds

<WinExit>

Exit Windows.

<WinRestart>

Restart Windows.

<Reboot>

Exit Windows and reboot the system.

<Scroll speed>
<HScroll speed>
<HVScroll speed>

The above 3 commands are used to allow scrolling by dragging a mouse within a application area (client area).
Speed is an numerial between 1 and 9 with 1 being the slowest scrolling speed.   Furthermore, a negative speed can be entered to reverse scroll.   If a speed is not entered, it will default to 5.

Scroll   Vertical scrolling
HScroll   Horizontal scrolling
HVScroll   Vertical and horizontal scrolling.   However, diagonallscrolling is not supported.

Example: <Scroll 5>   Scroll vertically

NOTES:
When these commands are executed, a mouse pointer will turn into a cat's paw (or to other figure as set in the Preference dialog box).   Press down the left mouse button and keep it down as you move the mouse in the client area to scroll.   If a mouse pointer leaves the client area, scrolling will still continue in the direction of the pointer.

To stop scrolling and return to a normal mode, press the right mouse button

WARNINGS:
1.These commands will not work with all applications (e.g. Word 5.0).   In such a situation, use
   <Scroll2> commands defined below.
2.Scrolling must start from within a client area.

<Scroll2 speed>
<HScroll2 speed>
<HVScroll2 speed>

These commands are the similar to the above <Scroll> commands except it moves the cursor as it scrolls.   Therefore, scrolling will be limited to upper and lower boundaries of a text and scrolling will little bit be slower.

Use these commands if an application does not work with a regular <Scroll> command.

<Msg message_text>

Display a dialog box with a message text with a [OK] button.   The script will wait for the [OK] button to be chosen before executing the next command.   Leading space will be deleted from messages when they are displayed.
If a message text is not specified, "Press [OK] to continue" message will appear by default.

Example: <Msg>
             <Msg Execute>

<YesNo message_text>

Display a dialog box with a message text with [Yes] and [No] buttons.   When the [Yes] button is chosen, the script will execute the next command.   When the [No] button is chosen, script will stop execution.
If a message text is not specified, "Continue execution?" message will appear by default.

Example: <YesNo>
             <YesNo Do you wish to continue?>