

# \$1#213243546K7 **MONTOR Help Contents**

## Overview

Click on an area of the picture below for help with that element of MONTOR's on-screen interface. If you don't have a mouse, TAB until the desired element is highlighted and then press Enter.

{bml e:\util\montor\help\helppic2.shg}

1\$ Contents

2# Contents

3<sup>1</sup> Help Magician footnote: DO NOT EDIT; 3; 2; 2;-1; 1; 2.04;G:\WINDEV\BIN\HC31.EXE;NONE;

4<sup>2</sup> Help Magician footnote: DO NOT EDIT; 0

5<sup>3</sup> Help Magician footnote: DO NOT EDIT; 0; 0; 0; 0; 0; 0; 0; 0; ;;Copyright © 1994 by Neil J. Rubenking;

6<sup>4</sup> Help Magician footnote: DO NOT EDIT;

7<sup>K</sup> Contents;

## Free System Resources

In order to speed the execution of Windows and Windows programs, Microsoft chose to store certain important program elements in memory belonging to Windows itself. For example, "handles" for graphic elements on your screen are stored within the GDI portion of Windows. The areas in which this system-wide information is stored are limited in size, and if they're totally filled up, you can't start any more Windows programs no matter how much free memory you may have.

The gauges labeled GDI and User display the percent free of system resources within those two parts of Windows. The System gauge displays the smaller of the other two. Thus there's no point in setting the warning level for GDI or User lower than the level for System.

8\$ Free System Resources

9# Free\_System\_Resources

10+ Screen\_Elements:002

11K Free System Resources;FSRs;GDI;System;System Resources;USER;

$12^{\$}$   $13^{\#}$   $14^+$   $15^K$  **Memory**

The maximum value for memory is calculated as the maximum actual installed RAM plus any virtual memory managed by Windows. The free memory value is the total free memory available on the system. This memory may be broken into more than one block, so it may not be possible to load a program as large as the total free memory.

$12^{\$}$  Memory

$13^{\#}$  Memory

$14^+$  Screen\_Elements:003

$15^K$  Memory;

## \$<sub>16</sub>#<sub>17</sub>+<sub>18</sub>K<sub>19</sub> **Disk Drives**

MONTOR monitors free space on the first four fixed disks it can find. If the system has fewer than four fixed disk drives, MONTOR will shrink to display only the actual number of drives. MONTOR will not monitor removable drives such as Bernoulli drives unless they are software-locked in place, making them seem like fixed drives to Windows. Network drives are also ignored.

16\$ Disk Drives

17# Disk\_Drives

18+ Screen\_Elements:004

19K Bernoulli drive;Disk;Drive;Space free on drive;

\$20#21+22K23**Current Value Pointer** {bmc e:\util\montor\help\montorpt.bmp}

Each of MONTOR's gauges has a yellow current value pointer that visually indicates the percentage of the particular resource that's currently free. If the ~~jiggle Pointers~~ menu item is checked, these pointers will move up and down slightly, at random. Numbers on the ~~Free~~ line display the actual amount free of the resource, and the ~~Percent~~ line displays the free percentage in numeric form.

20\$ Current Value Pointer  
21# Current\_Value\_Pointer  
22+ Screen\_Elements:005  
23K Amount Free;Current Value;

\$<sub>24</sub>#<sub>25</sub>+<sub>26</sub>K<sub>27</sub> **Warning Level Pointer** {bmc e:\util\montor\help\montorwn.bmp}

The red pointer to the right of each gauge shows how far the particular resource can drop before MONTOR will warn you. To set a new warning level, use the mouse to drag the pointer to the desired level. If necessary, fine-tune the setting by clicking on the gauge line itself above or below the pointer, to adjust it one percent at a time. The warning level settings will be saved to MONTOR.INI when you exit the program, if the ~~Save Settings on Exit~~ menu item is checked.

To set a warning level using the keyboard, press the TAB key until the Warn At number below the desired gauge is highlighted. Then press the Up and Down arrow keys to adjust the value one percent at a time, or PgUp and PgDn keys to adjust it five percent at a time.

24\$ Warning Level Pointer  
25# Warning\_Level\_Pointer  
26+ Screen\_Elements:006  
27K Pointer;Warning Level;

~~28\$~~~~29#~~~~30+~~~~31K~~ **Jiggle Pointers**

If this option is selected, the ~~current value pointers~~ will move up and down slightly, at random, and the ~~pulse circles~~ will change color. There is no practical value to this setting, but it makes for a more interesting display.

28\$ Jiggle Pointers  
29# Jiggle\_Pointers  
30+ Menus:003  
31K Jiggle Pointers;Pointer;

## \$<sup>32</sup>#<sup>33</sup>+<sup>34</sup>K<sup>35</sup> **Save Settings On Exit**

If this menu item is checked, when you exit MONTOR it will save all of the warning level settings, the ~~Jiggle Pointers~~ menu item setting, and the resource you selected for display when MONTOR is minimized. These values are restored from MONTOR.INI the next time you start the program. In general, you should leave this item checked.

32\$ Save Settings On Exit  
33# Save\_Settings\_On\_Exit  
34+ Menus:004  
35K Save Settings;Settings;



## \$36#37+38K39 **Pulse Circles**

The pulse circles serve no useful purpose, but they make the display more interesting. If you turn off the ~~Jiggle Pointers~~ menu option, the pulse circles will stop changing color too.

36\$ Pulse Circles  
37# Pulse\_Circles  
38+ Screen\_Elements:007  
39K Circles;Pulse Circles;

## \$<sup>40</sup>#<sup>41</sup>+<sup>42</sup>K<sup>43</sup> Gauges

For each resource it monitors, MONTOR displays a gauge with several associated labels and pointers. The gauge itself is a line marked in 10% increments, with a yellow pointer indicating the percent free. A draggable red warning level pointer shows the level at which MONTOR will warn you this resource is running out.

Above each gauge is a ~~Heading label~~ identifying the resource this gauge monitors and a ~~Max value label~~ showing the maximum value for the resource. Below the gauge is a label displaying the ~~Free amount~~, another displaying the ~~Percent free~~, and a numeric representation of the ~~warning level~~.

40\$ Gauges

41# Gauges

42+ Screen\_Elements:001

43K Gauges;

## \$44#45+46K47 **File Menu**

MONTOR does not need to deal with files, so the File menu contains nothing but the Exit command.

44\$ File Menu  
45# File\_Menu  
46+ Menus:001  
47K File Menu;Menu;

~~\$48#49+50K51~~ **Options Menu**

Use the Options menu to ~~select or deselect Jiggle Pointers and Save Setting On Exit~~

48\$ Options Menu  
49# Options\_Menu  
50+ Menus:002  
51K Menu;Options;Options Menu;

## <sup>52</sup>\$<sup>53</sup>#<sup>54</sup>K<sup>55</sup> **Icon Display Menu**

When MONTOR is minimized to an icon, it still monitors all resources, but it only displays the current percentage for one of them. To choose which one it will display, place a check mark next to that item's name on the icon menu. Optionally, you can click on the resource's name in the ~~monitor headings~~ line.

52\$ Icon Display Menu

53# Icon\_Menu

54+ Menus:005

55K Icon;Icon Display Menu;Menu;

## \$56#57+58K59 **Monitor Headings**

The heading above each gauge indicates which system resource is being monitored by the particular gauge. One of them will be highlighted - this is the resource whose percentage is displayed when MONTOR is minimized. Click on any of the headings to highlight it, or use the ~~Icon Display Menu~~.

56\$ Monitor Headings

57# Monitor\_Headings

58+ Labels:001

59K Headings;Resource Headings;

## \$<sub>60</sub>#<sub>61</sub>+<sub>62</sub>K<sub>63</sub> **Max Value Line**

The numbers on the max value line indicate the maximum value for this particular resource. They are omitted in the case of the ~~free system resources~~, since the maximum is simply 100%. The maximum ~~Memory~~ includes virtual memory; the maximum for each ~~disk drive~~ is simply that drive's capacity.

60\$ Max Value Line

61# Max\_Value\_Line

62+ Labels:002

63K Max Value;Max Value Line;

\$<sup>64</sup>#<sup>65</sup>+<sup>66</sup>K<sup>67</sup> **Free Line**

The Free line lists the current amount of the resource that is free. It is omitted for Free system resources since the amount free is the same as the Percent.

64\$ Value Line

65# Value\_Line

66+ Labels:003

67K Current Value;Free Amount;



\$68#69+70K71 **Percent Line**

The value on the percent line corresponds precisely to the position of the ~~Current-Value Pointer~~. It is simply the ~~Free line~~ divided by the ~~Max Value line~~ expressed as a percentage.

68\$ Percent Line  
69# Percent\_Line  
70+ Labels:004  
71K Percent;Percent Line;

## \$72#73+74K75 **Warn At Line**

If the amount of a given resource drops below the value on the Warn At line, Montor will warn you. To set this value, simply drag the ~~Warning Level Pointer~~. Optionally, press the Tab key until the Warn At value for the desired resource is highlighted and use the up and down arrow keys to change it. Your settings will be saved when you exit MONTOR, as long as the ~~Save Settings on Exit~~ menu item is checked.

72\$ Warn At Line

73# Warn\_At\_Line

74+ Labels:005

75K Warn At Line;Warning level;

\$76#77+78K79 **Help Menu**

The Help Menu brings up MONTOR's help system or About... box. You are using the help system now!

76\$ Help Menu  
77# Help\_Menu  
78+ Menus:006  
79K Help Menu;Menu;

## \$80#81K82 Overview

MONTOR keeps track of important resources of your Windows system and warns you when they fall below a user-specified value. It tracks the three ~~Free System Resources~~ percentages (System, GDI, and User), total free ~~Memory~~ on the system, and free space on up to four ~~disk drives~~. For each resource it tracks, MONTOR displays a vertical ~~gauge~~ marked off in 10% intervals. A yellow ~~current value pointer~~ to the left of the gauge shows the current free percentage of the specified resource. A red ~~warning level pointer~~ to the right of the gauge shows how low the resource can drop before MONTOR will warn you.

80\$ Overview  
81# Overview  
82K Overview;