

Help for Windows 3.1's 1FINGER.EXE version 1.0 May 93 edition. All Rights Reserved.

This file is read by Windows' WRITE.EXE software name as soon as you run W1FINGER.EXE if the *.DLL files required are in the "C:\WINDOWS\SYSTEMS*.DLL" and W1FINGER.* are kept in the same subdirectory as W1FINGER.EXE. This does **NOT** work with Win 3.0; use 3.1.

You must have at least a 386 and 2MB - 4MB memory. This will run on a 286 (such as PS/2 model 50) with only 1MB memory, but it's extremely and unacceptably slow.

Now you can type Control/Alt/Shift (CAS), release, and type another key to type the CAS and key combination with one finger. Or redefine the keyboard, send macros, rearrange CAS and Lock keys (Caps/Num/Scroll), indicate when CAS/CNS keys are ON etc.

To type the key combination "Shift+x" (with the plus sign "+") of keeping Shift pressed down while also pressing "x", type "Shift, x"(with the comma sign ",") meaning type Shift, release, type "x". Similarly, "^C" ("Control+c") is typed as "Control, c" and "Alt+a" is typed as "Alt, a". "Alt, space", "Alt, PGUP" and "Alt, ESC" in W1FINGER file are redefined for a demonstration.

By default, typing only "Alt" turns OFF W1FINGER.EXE for ten seconds so that you can access the WRITE.EXE menu "**File Edit Find Character...**" to open files, find words etc. Type "F9, F1" to make "Alt, key" combination work. (the W1FINGER.EXE screen widens when "F9" is typed as this command.) "F9, F2" to go back to "Alt" turning this OFF for 10 second mode. "F9, F3" to turn this OFF for 100 seconds by typing "Alt" only. "F9, F4" to turn this OFF for 30 minutes. Even while W1FINGER.EXE is OFF and sleeping, every one second, it checks to see if you pressed down on either the "Shift" or the "Control" key and comes back ON if you did.

KEYS ARE SENT TO THE SOFTWARE'S TITLE

When you read this file with the WRITE.EXE software name, note that the "title" above is called "Write - W1FINGER.WRI". W1FINGER.EXE sends keys to this "title", not to the WRITE.EXE "name" (software "names" have the ".EXE" file name extension). The W1FINGER file (no file name extension such as .EXE or .WRI) text determines which title the keys are sent to. When you modify the W1FINGER file to automatically run another software name (such as CALC.EXE) when W1FINGER.EXE is run, you must also add the software title (such as "calculator").

If you don't include the title or typed a wrong title which is not active on your screen, W1FINGER.EXE will find out what the active window box is and get the title for that, so most of the time it may seem irrelevant.

When is understanding a title important? Type "Alt" while using WRITE.EXE. W1FINGER.EXE turns OFF. Now, type "Alt" again to access the WRITE.EXE menu "**File Edit Find Character...**". Now wait ten seconds or type, for example "n" for Find, and wait ten seconds. W1FINGER.EXE turns back ON and the menu disappears because it did not have a title of its own.

If you type "Alt", "n" **and** "f" to Find a string before waiting for ten seconds, then the window box titled "Find" appears. Since a new title exists, W1FINGER.EXE will send keys to this title. If you type "Alt", "n", "f" and keep typing without waiting for ten seconds, then you must type "Shift+a" for capital "A". If you wait ten seconds or press "Shift" (press for one second), then W1FINGER.EXE will turn back ON so that you can type "Shift, a" to find the capital letter "A" in the "Find" titled box.

When you're at the "Program Manager", for example, and you type ENTER to run the calculator, since "Program Manager" still exists, W1FINGER.EXE still sends keys to that and not to the calculator. To allow you to type on the calculator, right after ENTER, type "F9, space", or instead of ENTER, type "F9, ENTER". If you typed something else after ENTER so that you cannot type into the calculator, then you must SWITCH to it as explained next.

SWITCHING TO DIFFERENT SOFTWARE NAMES

If you have several software names running, normally, you would type "Alt+ESC". Here,

1) If you did not type "F9, F1" yet so that typing "Alt" turns this OFF for ten seconds, first type "F9, F1" to allow "Alt, key" combinations. Now type the "Alt, ESC" combination as many times as needed to get the software title you want to use.

2) If you typed "F9, F1" to allow "Alt, key" combinations, type the "Alt, ESC" as for 1) above.

If you look at the W1FINGER file (with Notepad right now), you'll notice that the line for "Alt,ESC" has "%{ESC}[t]". The "%{ESC}" is Alt and ESC which is sent to Program Manager. The "[t]" then makes W1FINGER.EXE look for the new title of the new active window. That's why you didn't have to type "F9, space".

EXITING THIS FILE

1) If you did not type "F9, F1", by default, type "Alt, f, x, n" for Alt, File, Exit, No change.

Once you exit, W1FINGER.EXE will send keys to any other software title which happens to be present, which is usually your "Program Manager" or the "File Manager".

2) If you typed "F9, F1" to allow "Alt, key" combination to work, and you don't want to type "F9, F2" to allow only "Alt" to work, then type "Alt, PGUP": This puts W1FINGER.EXE to sleep for ten seconds. Press down on "Alt, f, x, n" as before, or end it with "y" if you made changes which you want to save.

3) When "F9, F1" was typed so "Alt" only doesn't work: Type "Alt, space": The W1FINGER file has the "Alt, space" combination set to send the "%{ }c[p]" which is Alt+space "%{ }", close "c" and code "[p]". The "%{ }c" closes this file and "[p]" tells W1FINGER.EXE to run PROGMAN.EXE and send keys to its title "Program Manager".

EXITING WINDOWS

Follow the procedure for exiting this file first. Then type "F9, F1" to allow "Alt, key" combinations. Now type "Alt, F4" and you get the Windows prompt asking you if you really want to exit Windows. Type ENTER. Now if only manufacturers make it possible to turn OFF your computer with one finger (like adding a \$50 VCR type infra-red remote control?)

When you're at the Windows prompt asking you if you really want to exit Windows, W1FINGER.EXE will not come back ON because Windows cuts off all the timers in preparation for ending Windows and everything which runs under itself. If you type ESC (the Cancel button), then W1FINGER.EXE will come back ON.

RUNNING ANOTHER SOFTWARE NAME (.EXE, .COM ETC)

1) When you run a software from the "Task Manager" or the "Program Manager" by clicking on the file name with a mouse, type "F9, space" to tell W1FINGER.EXE to send keys to that new title. The "F9, key" does not work when a CNS key is ON, so if you have to type "F9" to your software, just keep the Scroll-Lock or other CNS key ON. You'll know when the special "F9" was typed because the W1FINGER.EXE's screen will widen when it's working.

2) When you run a software by typing ENTER, instead of just typing ENTER, type "F9, ENTER". This sends the "{ENTER}" key to "Task Manager", "Program Manager" or other and then does "F9, space" to find the new window title. If any "Alt, key" string ends with "[t]", then it also does "F9, space" as well.

If you forgot to type "F9, space", then the keys will be sent to the wrong software's title. In this case, switch via "Alt, ESC" to get to the correct title.

Whenever you exit or close a window box by typing ESC, "Alt, F4" etc, then keys are sent to the last window box's title available, so you don't have to use "F9, space" or "F9, ENTER". Only do it when you pop up a new software name.

Once enough priorities start shifting to Windows versions, this quirk will probably be removed, but for the moment, please take it with a grain of salt. (but no consideration will be given to make these programs Windows 3.0 compatible.)

If you use something other than the PROGMAN.EXE name and the corresponding title "Program Manager" (such as the Norton substitute etc), then you must rewrite the W1FINGER file which contains the PROGMAN.EXE name and "Program Manager" title

3) If you type the "F9, #" combination where "#" is "0" - "9", then it runs ten softwares names (in the W1FINGER file) and then sends keys to the corresponding software titles. Suppose you type "F9, 0": This runs "write.exe" name and sends keys to "Write - (Untitled)" title as stated in the W1FINGER file. But if you don't know the title or didn't know the file name to fill inside the "(Untitled)" part? As long as no string is automatically sent to it, then keep it blank in the W1FINGER file and the correct one is chosen.

If your software name automatically (or you have set it to) pops up its own window box or boxes of its own, each with its own title bar on top, then you must have the correct title line filled in the W1FINGER file. W1FINGER.EXE finds the title to send keys before any key is sent, including the ten strings which are automatically sent to the title.

In other words, "F9, 0" runs a software name such as "write.exe". If the title section in W1FINGER was blank, then the title is found and then any string to send it, is sent to this title. If the string contains commands to activate pop ups within the software name, the string which follows still get sent to the original title, not the pop up window box title within the window box of the software name. It can get as complicated as it sounds, so it's best to keep the strings to send simple, at least with this version/edition.

Most software names have the file name extensions of ".EXE" or ".COM". Windows softwares should have the ".EXE" extension. W1FINGER.EXE will not work in the DOS compatibility box and if you set it to run the DOS box and send keys to it, it does not work (not this version/edition, at least).

To switch back to sending keys to the last software title, "F9, BS" and now you can send keys to the last software title. Type it again to send keys to the previous software title. The "{BS}" is the "BackSpace" key, but you can remember it as "Back to last title, Send the keys."

The other software name must NOT be closed. If you cannot see the other software window box behind the current software's window box and no way to switch to it exists, then it is closed and keys cannot be sent to it. If another software exists, then this may try to choose that or if nothing else exists, then this may stop working.

CHANGING THE "Program item Properties"

While in the "Program Manager", for example, you may want to run a software name with a special file or through a special subdirectory. To do so, first type "F9, F1" to allow "Alt, key" combinations. Now type "Alt, ENTER". A window box titled "Program item Properties" will pop up and you can type the things you want done. Tab to the fields you want to edit, including the buttons to the right.

You didn't have to type "F9, space" to force sending keys to this title. If you look at the W1FINGER file, you'll notice that under "Alt, ESC", instead of "%{ESC}" as the text string to send is the string "%{ESC}[t]". After the "Alt+ESC" codes are sent to "Program Manager" to switch to

another window, the "[t]" will find the new title of the new software's window box.

A TYPEWRITER'S CAPS-LOCK

Unlike a computer's Caps-Lock which locks the letters but leaves the numbers alone, if you press down on the Caps-Lock while W1FINGER.EXE is ON, then typing "1234567890-=" on the keyboard sends your software "!@#%&^&*()_+" because it's sending the W1FINGER file's string group under the "Shift, key" group when Caps-Lock is ON.

MAKING THE "F9" (or "F10") KEY WORK NORMALLY

If your software title needs to receive the function key F9 for something, type one of the CNS Lock keys ON, such as the Scroll-Lock key. While any CNS Lock key is ON, typing "F9" (or "F10") just sends "F9" (or "F10") to your software title.

TURNING W1FINGER.EXE OFF FOR A WHILE

1) To turn OFF W1FINGER.EXE here AND you have a mouse (or TrackBall), move the mouse cursor (on screen) to the title bar on top of this text box and click the left button (right button on a TB). Move the mouse cursor back to W1FINGER.EXE's title to turn it back ON.

While W1FINGER.EXE is turned OFF, W1FINGER.EXE will not adjust its CNS key display so that the W1FINGER screen may display the opposite of the actual values. To alleviate this problem, turn OFF W1FINGER.EXE again and type the appropriate CNS key again.

W1FINGER.EXE will NOT check to see if you typed either the "Shift" or the "Control" key with this method.

2) If you don't want W1FINGER.EXE to interfere for a while, type "Alt". If "F9, F1" was typed to allow "Alt, key" combinations, type "Alt, PGUP": Either way, for 10 seconds, W1FINGER.EXE will turn itself OFF while you type, then W1FINGER.EXE will come back ON.

In the W1FINGER file under "Alt, PGUP" is the string "010[d]" which is zero, one, zero and "[d]" to cause 10 seconds of delay before W1FINGER.EXE takes back control. The range is "001[d]" for one second to "999[d]" for 999 seconds of delay by default (The W1FINGER file's delay time UNIT is set for 1000 milli-second by default.). The CNS key display is not adjusted here either. Only "Alt,key" combinations can be used for this delay, as is the "[p]" and "[f]" features. The program will abort if you had incorrect strings such as "{entr}", instead of "{enter}" (there is no need to use capital letters).

W1FINGER.EXE will check if you typed either the "Shift" or the "Control" key every one second when this method is used, so if you type "F9, F4" for 30 minutes delay and then type only "Alt" to start it, W1FINGER.EXE is just one second away from waking up.

The "F9, F1" through "F9, F4" only affects the OFF period of "Alt" only key. It does not affect the OFF period of "Alt, PGUP" or any other "Alt, key" with the "000[d]" string.

If both delay time UNITS were changed to 0.5 second ("500" milli-seconds), then this checks every 0.5 second, but the 30 minutes of delay becomes 30 minutes times 0.5 = 15 minutes delay.

The W1FINGER.TXT file explains how to change the W1FINGER FILE and what types of codes are allowed in plain text format. It is in a format suitable for printing on any economic printer, but is too big to read with the Windows' Notepad. WRITE.EXE can view it also. A brief, reworded list is here below as well.

If you have trouble seeing this text but can use a mouse, highlight some text with the mouse,

select Character on the menu listing below the title, Fonts...Size 127{ENTER}.

CAS/CNS priorities

Typing more than one CAS key causes only one of the combinations to work: The "F9, key" combination has the highest priority. "Scroll-Lock, key" is next. "Alt, key" combination has the next highest priority, "Control, key" is next, "Shift, key" is next and "key" only is the last priority. When you type a CAS key, the CAS display on screen is highlighted and after the "key" After the "CAS, key" combination is typed, the CAS key display is turned OFF. The CNS keys remain ON until you press and release them again by default. If you accidentally type a CAS key by mistake, press and release it again to turn it OFF. If you keep pressing down on a CAS key, the W1FINGER screen will blink from having the CAS key turned ON/OFF. W1FINGER.EXE does not allow you to press down on more than one key at a time.

SINGLE-SHOT CAS INTO TOGGLE CAS VIA F10

The W1FINGER file has the function key F10 set so that if F10 is pressed, the CAS key typed remains ON after the CAS+key combination is typed: If you type "Shift, F10, F10" with this ON, the keys for "Shift, F10, Shift, F10" will be sent. If your software uses F10, another key can be used. Press F10 again to turn this feature OFF. If CAS is ON, F10 will not act as this switch by default. Do not set any key to send only Alt because that effect doesn't last as soon as W1FINGER.EXE takes back control.

If any CNS Lock key is ON, then typing "F10" only sends the "F10" key code to your software title.

REQUIRED FILES

The enclosed files are W1FINGER.EXE, VBRUN200.DLL, SHELL.DLL, W1FINGER.WRI, W1FINGER and W1FINGER.TXT. The setting in the W1FINGER file will run the Windows' WRITE.EXE when W1FINGER.EXE first runs. When the three lines are kept blank, the Windows' Program Manager is run by default.

If your Windows is in drive C:, subdirectory "WIN", then the *.DLL should be in the "SYSTEM" subdirectory so that the complete path is "C:\WIN\SYSTEM*.DLL". The files W1FINGER.WRI and W1FINGER must be in the same path as where W1FINGER.EXE ran from. The W1FINGER.TXT file can be read with any ASCII editor, word processor or the WRITE.EXE software. The W1FINGER file must be kept as plain text ASCII; it must not be converted into WRITE.EXE's .WRI file format.

The W1FINGER screen looks like the following:

```
.....  
|left button      W1FINGER      right button  |  
|.....|  
|ctrl  alt   shift  caps  nums  scroll|  
|.....|
```

W1FINGER FILE CONTENT:

Within the W1FINGER file, the caret sign "^" stands for "Control", the percent sign "%" stands for "Alt" and the plus sign "+" is "Shift". The squiggly brackets called "braces" are "{}" and are used to enclose special codes: For example, the space-character is "{ }"; the real caret sign and not the "Control" code is "{^}", the real left brace sign "{" is "{{"", the real right square bracket "]" is "}" and the real left parenthesis is "{()". You can rewrite the W1FINGER file to turn any key, CAS+key or Scroll-Lock+key into a macro key, but it must be written in plain text (called ASCII) format, not WRITE.EXE's .WRI format. The Windows' Notepad can be used to change the W1FINGER file while also looking at this file.

Before you make any change, make sure that you have an original copy of the W1FINGER file kept in safe storage. The rule is to make one and ONLY one change in any value and then test it to make sure it does what you hoped it'll do, then make a back-up of that and then make the next

change. This process is slow but makes sure that you didn't make a big, messy junk file.

line 1: W1FINGER,000

This tells W1FINGER.EXE that this is the correct file and version number. Do not change this line, since this checks to make sure that another file wasn't accidentally given this file name.

line 2: 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0

This has 16 zeros separated by commas.

line 3: 16, 17, 18, 20, 144, 145, 10, 16, 17

^ ^ ^ ^ ^ ^ ^ ^ ^

| | | | | | delay | control-code
shf ctl alt cap num scroll shift-code

These are the codes for Shift, Control, Alt, Caps-Lock, Num-Lock and Scroll-Lock.

If you typed "17, 16, 18, 20, 144,145" here, then pressing down on the Shift key causes the "ctrl" word on the W1FINGER screen to highlight and pressing down on the Control key causes the "shift" word on the screen to highlight. Correctly done, it can rearrange your CAS/CNS keys. Incorrectly done, it can turn OFF the existence of CAS/CNS keys or redefine a function key or the alphanumeric into CAS/CNS keys.

Each parameter value MUST be separated by the comma "," and all the values must exist. NO extra comma or lack of comma is allowed.

The "10" is the ALT control value. Normally, typing only the "Alt" key turns OFF W1FINGER.EXE for ten seconds. If you type "32000" (no comma as in "32,000"), then typing just the "Alt" turns it OFF for about 53 minutes. (values above this will cause abortion.) If you type zero "0" here, then typing just "Alt" doesn't do anything since you must type "Alt, key" to do anything. Once running W1FINGER.EXE, typing "F9, F1" is the same as typing "0" in here and typing "F9, F2" is the same as the default "10" here.

As always, while W1FINGER.EXE is OFF, it still checks if you typed either the "Shift" or the "Control" key and turns back ON if you did. In this mode, you don't have to type "F9, space" to tell W1FINGER.EXE any new software title you may be running. However, it's not limited to either the "Shift" or the "Control" key to turn this back ON, as the next paragraph explains:

The "16" and "17" are the key codes for "Shift" and "Control": While W1FINGER.EXE is OFF, it checked to see if either of this key was pressed and then turns itself back ON if it was pressed. If you typed "144" and "145" here, then pressing down on the Num-Lock key or the Scroll-Lock key will turn this back ON. W1FINGER.TXT contain the key code values for all the keys on your keyboard.

line 4: 32, 511, 121, 56, 120, 511, 8, 13, 32, 0, 0, 0, 0, 0, 0, 0

^ ^ ^ ^ ^ ^ ^ ^ ^

| | F10 mask| flags | | F9, "space" code
| flags F9 | F9, ""{ENTER}" code
"Scroll-Lock", key F9, "BS" code

Internally, W1FINGER.EXE maintains Shift as code 1, Control as code 2, Alt as code 4, Caps-Lock as code 8, Num-Lock as code 16 and Scroll-Lock as code 32. The first "32" on this line indicates that the "Scroll-Lock, key" combination will be used to send the keys under the "Scroll-Lock, key" group in W1FINGER. If you replaced the "32" by "16", then "Num-Lock, key" combination will actually send the keys to your software title. You should not use 1/2/4 CAS code values, since it will turn OFF the corresponding string groups under its "CAS, key" combination in the W1FINGER file.

The second value (note the comma "," separator above) "511" is a set of one bit flag codes which should be kept as is. This makes sure that a software name is run before keys are sent to it's title. If these are turned OFF, then software names are NOT run before keys are sent to the associated software titles. The W1FINGER file explains what each value is and how to change them as needed, however.

The third value "121" is the key code for F10. When "F10" is typed, typing CAS keeps it ON just like the CNS toggle keys. The CAS keys remain ON until you type the CAS key again. Typing "122" in here turns this job over to F11, "123" for F12 etc.

The fourth value "56" is a mask for the F10 key. It stands for 8 (Caps-Lock) + 16 (Num-Lock) + 32 (Scroll-Lock). With this value, The F10 (and F9 below) does NOT act as the toggler (or the "F9, key" below) when any CNS key is ON. In other words, if any of the CNS key is ON, then the "{F10}" (or "{F9}") key code is sent to your software title. If they are all OFF and you type F10, then F10 will switch the CAS keys between single-shot and permanent toggles. Do not type any value greater than "63" on this 4th value.

If you replaced the "56" with "0", then the F10 (similarly for F9) will switch the CAS keys between a single-shot and toggle whether any CNS is ON or OFF.

If you replaced the "56" with "7", then the F9 will NOT work: As soon as you type "F9" and then a CAS key, you can only type "CAS, F9" such as "Control,F9", "Alt, F9" or "Shift, F9", none of which are "F9" to turn this back OFF. So if all three masks for CAS keys are used, they are all turned OFF, but if any is not used, they are kept. For example, if you had "7", "15" or "39", then all three masks for CAS keys are included, so they are changed to "0", "8" and "32" respectively to prevent lock up. If you had "5", "9" or "34", it's kept as is.

The fifth value "120" is the key code for F9: "F9,,BS" switches between sending keys to the present title and the last title while "F9, space" pops up a prompt to enter a new title to send keys to. If you replaced this by "123" (and your keyboard has a "F12" key), then typing "F12, BS" and "F12, space" has the same effect as before.

The "56" above is also a mask for the F9 key.

If your software needs all the key combinations such as F9 and F10, then simply type "Scroll-Lock, F9" to send "F9" to your software title. If the "Alt, key" group is enabled, type "Alt, F9" to send "F9". Since the "{CAPSLOCK}", "{NUMLOCK}" and "{SCROLLLOCK}" key codes are not sent to your software title when those CNS keys are pressed, you can set some "Scroll-Lock, key" or "Alt, key" group to send the key codes. Note that there are three contiguous "L" in the word "{SCROLLLOCK}". Mistyping it will abort W1FINGER.EXE (unless you use it as a handy way of exiting from it.)

The next "511" is a set of flags. They are not used now.

When you typed either "F9, BS" to switch titles to send keys, "F9, ENTER" to send "{ENTER}" to title (before doing "F9, space") or "F9, space" to change to a new software title to send keys to, W1FINGER.EXE was checking to see if you typed the value "8" (which is "{BS}"), "13" (which is the "{ENTER}") code and "32" (which is the space code) from the following. To change the "F9, space" command to "F9, F9", replace the second (and hence the last) "32" below with "120" to make it look like this with the Notepad.

| (this was "32" before)

∨

32, 511, 121, 56, 120, 511, 8, 13, 120, 0, 0, 0, 0, 0, 0

The {ENTER}, space bar and {BS} keys were chosen because they are often big and easy to type. If you prefer another key, the W1FINGER.TXT has the different key codes values.

Others are kept zero in this version for the moment. If you get a later version, you will be asked to make changes to these lists.

line 5: 1000, 0, 0, 0, 0, 0, 0

These are the delay time UNITS values. If any has "0", it is made to "1000", so the defaults above really means "1000, 1000, 1000, 1000, 0, 0". Only the first two are used. The first "1000" is the delay time UNIT when you press down on the "Alt" only key to delay for ten (line 3 value "10") seconds. This line 5 value stands for 1000 milli-second per delay (in other words one second).

The second is the delay time UNIT for "[d]" in an "Alt, key" string: When an "Alt, key" string group ends with "001[d]", then the "001" is taken as a one second delay during which time W1FINGER.EXE sleeps. If the delay timer unit was changed from 1000 to 100, then the same "001[d]" will yield control for only 1 times 100milli-second = 0.1 second. If this delay timer unit was changed to 10000 (10000 ms = 10 seconds) and the "Alt, key" string ends with "012[d]", then typing the "Alt, key" will first send any other strings before the "012[d]" to your software title, then W1FINGER.EXE leaves you alone for 12 times 10000 ms = 120 seconds (two minutes) before taking back control.

While W1FINGER.EXE is OFF, the keyboard is checked every one second to see if you typed "Shift" or "Control", but if you change the delay time UNIT for either to 0.1 second, then the keyboard is checked every 0.1 second for that delay time mode ("Alt" or "Alt, key"). If you have a fast PC, then there's no need to worry, but if your PC isn't very fast, use the default 1000 ms to prevent slowing down your PC unnecessarily.

DO NOT type "10,000" with a comma "," to mean ten thousand milli-seconds in the W1FINGER file. The comma will be interpreted as a separator and will be assumed to mean "10 milli-seconds", followed by a zero.

If the "Alt"'s delay unit is set for 2 seconds (1000 to 2000 here), then pressing down on "Alt" will turn this OFF for 20 seconds, but if you want W1FINGER.EXE to turn ON prematurely, you must keep pressing down on the Shift or Control key for two seconds, since those keys are checked once every delay unit.

The "[p]" to send string of keys to line 20 software title, "[f]" to send string of keys to line 23 software title and the "000[d]" to delay before W1FINGER.EXE takes back control are mutually exclusive. It means that if an "Alt, key" string ends with "abc[p]123[d]", this does NOT cause "abc" to be sent to current software title, run "PROGMAN.EXE" and send keys to the "Program Manager" title and then delay for 123 seconds while you type anything you like to the "Program Manager" title: Since the string ends with "123[d]", the string "abc[p]" will be sent to the software title and then W1FINGER.EXE turns itself OFF for 123 seconds. (or until you type either the "Shift" or the "Control" key).

The other zeros are not defined at the moment.

line 6 - 17:

These are not used. The numbers simply indicate that there should have been 16 lines after the "W1FINGER, 000" identifier line.

line 18: 0, ALT+KEY-STRINGS-ENDING-WITH"[p]"-ACTIVATES-THIS-PROGRAM-MANAGER
The "0" is a group marker to separate various groups in W1FINGER file. The rest is a comment.

line 19: progman.exe
When an "Alt, key" combination group is allowed and you typed it, W1FINGER.EXE checks to see if the string to be sent for that combination has the letters "[p]" at the end of the string. If it does, then the last three letters from the list is removed and the string list is sent to your present software title. Then this software "progman.exe" is run and keys will be sent to the title on line 8 below. If you leave line 19 blank, then it will be filled anyway with "PROGMAN.EXE" and the software title on line 20 is filled with "Program Manager". Capital and small letters are equivalent and same.

If you use a replacement for the PROGMAN.EXE and TASKMAN.EXE, then place those names in here and the line 22, also changing the titles in lines 20 and 23.

line 20: Program Manager
This is the name which appears on the title bar of PROGMAN.EXE. W1FINGER.EXE will send keys to this title, not to PROGMAN.EXE, so this must be kept. Changing this may cause W1FINGER.EXE to lock up. (But W1FINGER.EXE will usually try to adjust.)

line 21:
When "Alt" only is not allowed and you type an "Alt, key" combination group which ends with "[p]", W1FINGER.EXE will first send the string list under the corresponding "Alt,key" string in W1FINGER (but does NOT close it unless you ended the string with "%{ }c" or "%{F4}"), run PROGMAN.EXE and prepare to send keys to its title "Program Manager", and then send any string list on this line. The required strings are the same as those found in the "CAS, key", "Scroll-Lock,key" and "key" only groups in the W1FINGER file

line 22: winfile.exe
Instead of "[p]" in a "Alt, key" string, if you had "[f]", then this alternate software name is run and keys are sent to the software title on line 23 below. Then any string on line 23 is sent to that title. If this line is left blank, this is also filled with the word "WINFILE.EXE" and the line 23 is filled with "File Manager" anyway.

line 23: File Manager
This title must be the correct one or W1FINGER.EXE may abort. (But it can usually manage to find out.what's needed.)

line 24:
If present, this string list is sent to line 23 title ("File Manager") after line 22 software name ("winfile.exe") is run.

As with line 21, when you type an "Alt, key" combination group which ends with "[f]", W1FINGER.EXE will first send the string list under the corresponding "Alt, key" (but does NOT close it unless you specified it with "%{ }c" or "%{F4}"), run WINFILE.EXE and then prepare to send this string of keys to its title "File Manager".

line 25: 1003, SOFTWARE-NAME/TITLE/STRING-TO-RUN-WHEN-W1FINGER-IS-FIRST-RUN
The "1003" is a marker to separate various groups in case you accidentally added or deleted lines above this line, causing the wrong lists to be read. The rest is only a comment. The markers are multiples of "1000". The remainder ("3" here) tells you that this group expects three lines before the next marker.

line 26: write.exe w1finger.wri

As default, this had "write.exe w1finger.wri" to run WRITE.EXE with W1FINGER.WRI and line 27 told W1FINGER.EXE that the title will be "write - w1finger.wri". If you left this line blank, then only the line 19's "PROGMAN.EXE" will run by default and W1FINGER.EXE will send keys to the "Program Manager" title of PROGMAN.EXE.

line 27: write - w1finger.wri

This title must be correct, though capital and small letters are identical. If it's incorrect, then W1FINGER.EXE will find the active window and sends keys to that.

line 28:

If this had anything, then as soon as WRITE.EXE reads W1FINGER.WRI, then W1FINGER.EXE would have sent WRITE.EXE commands and other things before allowing you to type or edit. There is no special limit to the length of the string, but keep it less than 250 characters or so.

line 29: 2010, 10-SOFTWARES-TO-RUN-WHEN-CAPSLOCK-ON&'0'-'9'TYPED

As before, the "2010" is a marker which is checked in case you accidentally added or deleted lines above this line. The rest is a comment to help you remind you of what has to be done. The "10" in "2010" reminds you that ten lines are in this group.

line 30: write.exe

When you type F9 followed by "0" - "9", then the 10 softwares on the 10 lines to follow will be run and W1FINGER.EXE will send keys to the 10 titles which follow this list. Any software name which was running is NOT closed.

Up to ten software names can be typed here.

line 42:

For ten lines, this has the ten corresponding software titles for the ten software names above, followed by ten strings to send when they first run.

After these lists are the groups of keys to send when you press down on "CAS, key", "key" only or "Scroll-Lock, key" combinations. 255 combinations are possible, but your keyboard does not have that many keys (but once you upgrade to a keyboard which does, or get a software which emulates the presence of that many keys, then you can use the same W1FINGER.EXE and W1FINGER file without asking for an update.).

The key commands required for filling the various strings with commands are in the W1FINGER.TXT file: For example, to send a PaGeDown to your software title, "{PGDN}". To send cursor UP and Down, "{UP}{DN}". For function key F1, "{F1}". To send five tabs, "{TAB}{TAB}{TAB}{TAB}" or "{TAB 5}". To send the "Shift+F1" combination, "+{F1}". To send the plus sign and letters "F1", "{%}F1" or "{%}+f1".

It is assumed that you know how to use Windows and don't need explanations on it.
This program is not for speedy typists, nor for those using a slow 286.
This program will work with DOS 6.0 using DBLSPACE.

The following discusses the section within the W1FINGER file which decides exactly what keys are sent to your software titles when you type some key or key combinations.

255 KEY STRING GROUPS

On each "CAS, key", "key" and "Scroll-Lock, key" groups of 255 lines each, the first line and second lines are the left/right buttons on your mouse or track ball. If there's a third middle key, then it intercepts the line 4. Line 3 is the ^BREAK code. These should be left alone until you're very comfortable with using W1FINGER.EXE.

Lines 5 - 7 keys do not exist on IBM PC lines.

Line 8 is the backspace. At the moment it has the word "{BS}" so that pressing the backspace key will send the backspace code to your software title.

Note the use of the braces "{}". If these were not used and you just had "BS" here, then the letters "BS" are sent to your software title. To send the letters "{bs}" to your software title, type "{}bs{}".

Line 9 is the tab to send a "{TAB}" whenever you press the tab key. You can type in capital or small letters so that it could just as well have been "{Tab}", but since you'll probably type in small letters, this lets you see what parts you modified and which codes were left alone.

Line 10 and 11 keys do not exist.

Line 12 is the dead key on your numeric keypad over the number "5" when Num-Lock is OFF.

Line 13 is the {ENTER} key, also known as carriage-return, return, <enter>, <ntr>, ^M, ^13 etc which all mean the same thing. Pressing down on the key sends the "{ENTER}" code to your software title. (but not when it's "F9, {ENTER}" and any "CAS, {ENTER}" you redefined).

Note the use of the braces "{}". If these were not used and you just had "ENTER" here, then the letters "ENTER" are sent to your software title. To send the letters "{enter}" to your software title, type "{}enter{}", surrounding the braces in left/right braces.

Line 14 and 15 keys don't exist.

Lines 16, 17 and 18 are the Shift "+", Control "^" and Alt "%" keys respectively. When W1FINGER.EXE intercepts the codes 16, 17 or 18, instead of passing them to your software title, it highlights the appropriate part of the W1FINGER screen and waits for you to type the next key to form the key combination. If for any reason you need to send them to your software title, place one under the "Alt, key" or "Scroll-Lock, key" list without using the braces "{}". Enclosing them in braces will send the plus sign, caret sign and the percent sign.

Line 19 is the pause code. While many keys sound familiar to DOS users, Windows introduces many other strange new key codes you have to get used to.

Line 20 is the Caps-Lock code. As with the CAS keys, these are intercepted and are not directly sent to your software title unless you define it somewhere. If you had "{CAPSLOCK}" somewhere, then the Caps-Lock key code is sent to your software title. If you had "CAPSLOCK" without the braces, then the letters "CAPSLOCK" is sent to your software title. If you want to send the letters "{CAPSLOCK}" to your software title, you need "{}CAPSLOCK{}".

Lines 21 - 31 are used for the Japanese and Korean versions of Windows. (Frankly, even if I don't understand them, I feel as if I'm been cheated for having to use a subset of a bigger Windows.)

Line 32 is space. To make it visible, it's encased in the braces "{ }".

Lines 33 - 40 are PGUP, PGDN, END, HOME and the cursor keys LEFT, UP, RIGHT and DOWN respectively. Although you should not modify any of these keys under "key" only group and "Shift, key" groups, the others may be made into any macro key you want.

Lines 41 to 43 may not look familiar to you, so leave them alone. The lines 44 PrtSc, 45, 46, etc also. Lines 48 - 57 are for the numbers "0" - "9" on the keyboard above the alphabets, not the numbers on the numeric keypad to the right of the alphabets: As always, the "key" only group

should be left alone, as should the "Shift, key" groups, but the others may be made into any macro key you like.

Lines 58 - 64, 91 - 95, 136 - 143, 146 - 185, 193 - 218, 223 - 255 keys don't exist.

Lines 65 - 90 are for alphabets: Line 65 has the small letter "a" in the "key" group and the capital letter "A" in the "Shift, a" group. When "Caps-Lock" is ON, then the corresponding letter under the "Shift, key" group is sent to your software.

If you need a different European keyboard layout or want to play with Dvorak keyboard or any other keyboard you feel like experimenting with, just change the keys under the "key" only group. Otherwise, they should be left alone.

Lines 96 - 105 are for the "0" - "9" on the numeric keypad when Num-Lock is ON. You don't have to send a "{NUMLOCK}" key code to your software title for this because the Windows operating system decides if the Num-Lock was toggled or not.

Lines 106 - 111 are for the asterisk/multiply sign "*", add sign "+", separator, minus/hyphen sign "-", decimal-point/period sign "." and the regular slash/divide sign "/" on the numeric keypad when Num-Lock is OFF. you don't have to send a "{NUMLOCK}" key code to your software title for this to take effect because Windows takes care of it.

Lines 112 - 135 are for the function keys F1 - F24. Most keyboards have only F1 - F10/F12, so the rest are for future keyboards only. (A Nokia 9140 keyboard has F1 - F24, but who uses that?)

Lines 144 and 145 are for Num-Lock and Scroll-Lock which are not sent to your software.

Lines 186 - 192 are for the semi-colon/colon ";;", equal/plus sign "=", comma/less-than sign "<", hyphen(or minus)/underline sign "-_", period/greater-than sign ">", regular-slash/question mark sign "/" and the single-back-quote/tilde sign "~". Note that the regular-slash sign "/" on the alphanumeric keyboard has a different key code than the slash on the numeric keypad.

Lines 219 - 222 are for the left-square-bracket/left-brace sign "[{", back-slash/bar sign "\|", right-square-bracket/right-brace sign "]}" and the regular-single-quote/regular-double-quote sign """".

Your keyboard may not have all the keys or it may have others not mentioned here.

If your computer isn't fast enough to process keys, it may occasionally send spurious letters to your software. This will happen whether W1FINGER.EXE is present or not. Windows isn't exactly the most robust, nor the reliablest operating system around.

CHAT IN A HAT

As a biology student, I learned that pig skin is remarkably like human skin. Pig internal organs are also remarkably a lot like human organs, enough that pig organ transplants to humans were tried. From various sources, I've also found a level of intelligence remarkably similar to humans. On the same line, whales and dolphins have no organic similarities to humans and their intelligence behavior is more like dumb dogs than smart pigs. But how many whale and dolphin lover groups find it offensive to eat porc chop? Think about it; some future historians may classify you as a dumb cannibal.

(The above text doesn't look right justified on proportional font, doesn't it?)

EPILOG

This program was given a name different from 1FINGER.EXE for DOS by adding the "W" in the

beginning to indicate that this does not behave like 1FINGER.EXE. May be it's too complex and has too many things which can go wrong? Or maybe something a bit more transparent and inconspicuous was needed? May be we yielded to the growing demand for a program such as this too early? You be the judge, on whether a 1FINGER.EXE for Windows is needed.

These W1FINGER.WRI and W1FINGER.TXT documents underwent several major rewrites. If there is discrepancies between the two, then this has the latest changes.

Although American English is used, since our spelling checkers are British/Canadian, there may be some discrepancies which you may want to correct.

Future additions may be a learn-mode to learn macro keys while W1FINGER.EXE is running and saving the keys, or this may develop into something completely different, depending on what features you want. All suggestions are welcome. This program and the W1FINGER file are not compatible with 1FINGER.EXE and 1FINGER for DOS and the two do not communicate with each other.

If you need a one hand Dvorak or other European keyboard configuration, the DOS 6.0 manual contains the required configurations. We no longer provide the key layouts since we keep getting requests from people asking us for detailed informations on them.

We learned that a U.S. university group made a software called "1-FINGER.COM" (or was it called "1-FINGER.EXE?) with the hyphen "-" after the "1". We're not related to that group which seems to be funded by IBM. People who used that software tell us that it's not very good and we didn't think the version the U.S. group sent us was very good nor reliable either; but then that group probably says the same thing about our programs, which we make inside our tiny, frozen, igloo homes, funded by IBW (Irrational-begging, Borrowing and Welfare).

After wasting a lot of time with various computer programming languages such as MS-C/C++, BC++, BPascal and even MS-VC, it turned out that MS-VB was easier; no, not just for making this program, but for you, the user, since the others need many DLL files or require mega-bytes of Hard Disk space. (But it doesn't necessarily mean that all Windows programs or even updates to this will be written in VB.)

If you found this useful, I hope that you contribute \$5 (Canadian if from Canada or \$5 U.S. if from U.S. and other countries) or \$10 for the next update. Please mention the version and edition date so that you don't get a version with only a very minor improvement over the one you already have. Default sent will probably be 720KB 3-1/2" diskette(s) unless you state otherwise. (720KB diskettes formatted on a 720KB diskette can be read by 720KB/1.44MB drives, but 720KB diskettes formatted on 1.44MB drives may not be read by some 720KB drives.)

Due to the nature of Windows to use and need megabytes of disk space, softwares written for it also need a lot of disk space. As a result, if the number of diskettes which must be sent increases, please consider it \$10 per diskette..

Since the default diskette for DOS versions are 360KB 5-1/4" diskettes, they are considered different update requests from Windows versions.

Purpose of this program: This lets you press down on Control/Alt/Shift, let go and then type another key to send the key combination to your Windows software title (please read above for meaning of "title".) Each key and key combination is really a macro which can generate any string of texts and command keys you want. This will not run in the DOS box.

Requirements: Windows 3.1 and later is essential. A 386 or higher PC with 2MB or more memory is highly recommended for speed. (\$10 for update)

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If you have the DOS version 1FINGER.EXE: No, I wasn't kicked out of my Doctor title. I merely maintain my option to use it; I don't demand that anyone address me as Dr. M. Sawada.

