08cf2e50-0

Hermes Trismegistus

COLLABORATORS

	TITLE : 08cf2e50-0		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Hermes Trismegistus	February 14, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

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1.1   MCP v1.21 (mcpguide v1.40e)

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Document last changed: August 13, 1996

Introduction What MCP is and does.

Installation How to get going?

System Requirements What you need to make MCP work?

Usage Important read!

Features The buttons and gadgets

1.2 Authors

AUTHORS:

Main Authors: -------------

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If you don't have a modem or an E-Mail-address, you can, of course, write or call us. Unfortunately we can't send new versions via postal letters, because of money reasons.

1.3　Bug Reports

BUG REPORTS:

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

* Has the MCP been installed properly?

* Are ALL system requirements fulfilled?

* Have you removed ALL programs, doing the same or nearly the 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", you may tell us the BUG. A highly exact description of it is very important. The more exact the bug 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 Form section) and the version number of MCP. This report should be sent to one of the authors .

NOTE: Every mail will be answered !!

1.4　Developer

DEVELOPER:

We invite any programmers to volunteer to code small parts for themselves and for us. For instance, a Pointer-Prefs-Program for the 16 color pointer or a new function for MCP.

Unfortunately we have no time to code such programs ourselves. That's why we would be happy for any help offered. If anybody wants to code himself, you should contact one of the authors and we will send you special developer information.

1.5　Distribution

DISTRIBUTION:

MCP is FreeWare! It's really a great program, but it isn't released as ShareWare. Nowadays everbody 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 contsent from the Authors . 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 then $5 or the same amount in other currency respectively, with the exception of disks from Computermagazines.

1.6　Features

FEATURES:

G L O B A L L I S T S P R O M O T O R H O T K E Y S

SAVE * USE * TEST * CANCEL

ACTIVATE ON WORKBENCHTITLE

ALERT-HISTORY

ALERT-TIMEOUT

APPCHANGE

ASSIGNPREFS

ASSIGNWEDGE

AUTOMOUNT

BORDERBLANK

CACHEFONT

CAPSSHIFT

CENTER SCREENS

CHANGE WORKBENCHTITLE

COPYMEMQUICK

CRUNCHPATCH

CYCLETOMENU

DEFAULT PUBSCREEN

DOS-WILDSTAR

FONT SEARCH

FORCE HIRES POINTER

FORCE NEWLOOK-MENUS

FORMAT PROTECTION

FRAMEIHACK

HOTKEYS

LEFTYMOUSE

LIBRARY SEARCH

LOCK PATCH

MAPUMLAUTS

MEMORY PATCH

MOUSE-SPEEDER

NEW GADTOOLS

NEW TOOLTYPES

NEWEDIT

NO CAPSLOCK

NO DISPLAYBEEP

NO ICONBORDERS

NOGURU

NOTOPAZ

ONEREQ

PATCHMATH

PATCHOPENWB

PATCHRGB32

1.7   FixJump

FixJump V1.0

(C) Copyright 1996 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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1.8 History of Guidefile

History of Guidefile

(The english and german guide are written by Hermes Trismegistus)

0.90 First rough draft.

1.00 First offical release to developer.

1.10 Some link errors fixed.

1.20 Added updated history file for MCP104.

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.

1.31 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).

1.32 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

1.33 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

First coding of German (v1.33g) guidefile.

1.35 Added MCP V1.10 features and history

Removed "MCP Manual Config" Page

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!

1.9   History of MCP

History of MCP

==============

The programmer: {s}:Stefan, {m}:Michael, {v}:Vincent

This doesn't mean, that each programmer only revise your own routines!

>>USER<< is the name of the user, who reported the bug.

FIXED = fixed

ADDED = new

REMOV = removed

REWRI = rewritten

OVERW = overworked

IMPRO = improved

****

MCP V1.20 --------- (29-Jul-96)

(01-Aug-96)

- {m} FIXED Quickformat-Protection was not off, if the complete

Format-Protection was off.

(28-Jul-96)

- {m} ADDED Aminet-version which checks the contents of a requester

for the ReqTimeOut-Function, because it's not allowed

to upload programs, which can be used to remove Shareware

requesters.

(17-Jun-96)

- {m} FIXED StackSwap usage, because of some crashes.

(16-Jun-96)

- {m} ADDED NoQuickFormat option

>> many thanks to Harry Sintonen for the source <<

(14-Jun-96)

- {m} FIXED error in WBGauge fixed

(10-Jun-96)

- {m} FIXED problem with screensmenu

(08-Jun-96)

- {m} FIXED hopefully last bug in Powersaver.

(07-Jun-96)

- {m} FIXED WBGauge doesn't work with some languages.

- {m} FIXED check of processor doesn't work with the tooltypes

>> Kevin Fairhurst <<

(06-Jun-96)

- {m} FIXED now Cycle2Menu doesn't work if a requester is

opened on this window.

>> Jens Troeger <<

(05-Jun-96)

- {m} ADDED three new types to show for the workbenchtitle.

These types will show FastRam without VMM-Ram.

>> Eka D. Durmin <<

(03-Jun-96)

- {m} IMPRO the patternfield from the TitleClock now compares

the pattern with the publicscreen name if the

foremost screen is public.

(02-Jun-96)

- {m} FIXED NewEdit paste doesn't work in the middle of a

string.

>> Dagfinn Olsen <<

(01-Jun-96)

- {m} FIXED bug in 3D-borders. Now the borders will appear in

more windows, too.

(27-May-96)

- {m} ADDED NoIconBorder option to remove the borders from
all Workbench icons.

>> Stone-D (Laga M Hale) <<

(26-May-96)

- {m} FIXED some problems of Cycle2Menu with locked windows

(23-May-96)

- {m} FIXED now I have really found out what's wrong with
the StackSwap() systemcall. In some programs
(MultiFax,..) the last stackword is filled with
'MANX' and the StackSwap() call from the
operation system will write an other special word
to this address.
Now MCP has it's own StackSwap routine without
writing the special word !!

(22-May-96)

- {m} FIXED now the patternmatching bug is finally fixed.
Because the patternmatching systemcall needs
1500 bytes stack, we have made a new stack with
StackSwap() and this call restores the stack
sometimes wrong ;-(

- {m} ADDED Hotkey to toggle the MemPatch-function

>> Volker Remuss <<

(20-May-96)

- {m} FIXED a possible crash if you have some patterns enabled

(11-May-96)

- {m} FIXED SunPopToFront

- {m} FIXED NewProp option now works with a ResetWB

(06-May-96)

- {m} ADDED NewProp option for SysIHack, to give the propgad-
gets in the WBWindow a better 3D look

(05-May-96)

- {m} FIXED division by zero error in WBAbout

(02-May-96)

- {m} FIXED a bug in the checking of the enable patterns for
the functions.

>> Leo Davidson <<

- {m} ADDED new patches for mathpatch

- {m} FIXED the routine which cuts the path from a task

(28-Apr-96)

- {m} IMPRO with V39 the backfill-hook for the Cycle2Menu

will be set to nobackfill, because it's faster.

(27-Apr-96)

- {m} FIXED sometimes MCP produced Enforcer-Hits while restart

itself.

(26-Apr-96)

- {m} FIXED problems with underlines in some requesters

>> Michael Kilimann <<

(24-Apr-96)

- {m} FIXED problems with openwindow

(20-Apr-96)

- {m} FIXED hopefully all problems with Cycle2Menu

(18-Apr-96)

- {m} ADDED now the distance between the menu entries in the

Cycle2Menu window are configurable.

(14-Apr-96)

- {m} FIXED bug in promotor function (display-id)

(13-Apr-96)

- {m} FIXED The Requtools-Patch make always two gadgets to

an Autorequest requester, but also one gadget is

allowed.

>> Pablo d'Angelo <<

(12-Apr-96)

- {m} FIXED the gap between the entries in Cycle2Menu is two

points smaller now

- {m} FIXED now Cycle2Menu isn't active on disabled gadgets

>> Sven Ottemann <<

- {m} IMPRO now MCP locks the input if Cycle2Menu is active

>> Allan Odgaard <<

(07-Apr-96)

- {m} ADDED now you can cancel the Cycle2Menu with the right

mousebutton.

(06-Apr-96)

- {m} FIXED bug with Cycle2Menu in conjunction with Intellifont.

Because Intellifont uses a label array which isn't

Null-terminated we have made a security check.

- {m} FIXED Cycle2Menu. If the Menu doesn't fit on the screen

then the Cycle2Menu doesn't popup.

(05-Apr-96)

- {m} ADDED CycletoMenu Sticky option now allowes to use a

popup menu or a normal menu at the same time.

>> Michal L. Rybarski <<

(04-Apr-96)

- {s} FIXED solid windowsizing didn't work on MC68000

- {m} FIXED a bug caused by the system (hard to find ;-)

Now Imploder V4.0 should work with MCP if you

have switched on 'Move/Size full windows'.

For programmers: MatchPatternNoCase crashes and

we have to convert the string to upper case and use

MatchPattern ;-(

- {m} IMPRO MCP doesn't add the WBGauge if the window is

currently opened, but now refreshes the window if

MCP quits and the WBGauge will be removed.

Also the window checking is improved now.

(03-Apr-96)

- {s} FIXED WBAbout shows false CPU and FPU on MC68000

- {m} FIXED Autoscroll, Interleaved and FixSize was set

randomly in the promotor

(02-Apr-96)

- {m} FIXED all problems with powersaver (I hope ;-)

- {m} FIXED bug in Automount

- {m} FIXED nasty bug in CycletoMenu (should be the last bug)

- {m} FIXED bug in WBAbout

(01-Apr-96)

- {m} IMPRO PatchMath don't need the patchieeesbpatch.library

(29-Mar-96)

- {s} FIXED problems with solid move/size window

- {s} FIXED TitleClock should be safer now

- {s} FIXED crash if a patch couldn't be removed and you press retry

- {s} OVERW whole MCP. Tables are now fully relative. Won nearly 3k.

(28-Mar-96)

- {s} FIXED Patternmatching didn't filters the path right

(22-Mar-96)

- {ms} ADDED CycleToMenu

(21-Mar-96)

- {m} ADDED AlertTimeout

(20-Mar-96)

- {s} OVERW MCP restart is now safer

(18-Mar-96)

- {s} ADDED finally finished work on NewGadtools

(16-Mar-96)

- {m} ADDED PatchMath

- {m} ADDED Enable or disable tasks for the blanker

(13-Mar-96)

- {m} ADDED AutoMount

- {m} ADDED NoBootWrite to the Formatprotection

(12-Mar-96)

- {m} ADDED WBAbout

- {m} FIXED some bugs in ReqToolsPatch and MemPatch.

(09-Mar-96)

- {m} ADDED Hotkeys to start all three parts of the powersaver

- {m} ADDED NoDisplayBeep

- {m} ADDED Trackdisk settings for the 4 floppy drives and

included NoClick to this settings

(08-Mar-96)

- {m} FIXED problems if you call MCPPrefs from Exchange

(04-Mar-96)

- {ms} ADDED patch for the ugly Windowtitle gadgets for MUI and

KingCON-Iconify

(22-Feb-96)

- {m} ADDED Exclusion and Inclusion of specified tasks or

screens for SunMouse, SunPop2Front, TitleClock,

MoveWindow and SizeWindow features

(21-Feb-96)

- {m} ADDED MCPASSIGN Tooltype

>> Michael Kilimann <<

(20-Feb-96)

- {m} FIXED FullWindowSizing in one direction

- {m} IMPRO patchsystem and memoryallocation

(04-Feb-96)

- {m} FIXED Powersaver now works correctly with CybergraphX on

Amigascreens.

- {m} FIXED MCP now supports new Swazblanker

(not supported are the versions 2.40 and 2.41)

****

MCP V1.10 --------- (03-Feb-96)

(03-Feb-96)

- {s} FIXED Hotkey Mouserelease problem.

(02-Feb-96)

- {s} FIXED NewEdit problems with CygnusEd.

>> Vesa Halttunen <<

- {s} FIXED NewEdit Copy/Paste will now only work with iffparse

library V39 or higher.

- {s} FIXED PowerSaver for CyberGraphX.

- {s} FIXED SunMouse didn't work. This was a simple type error.

>> Giovanni Addabbo <<

- {s} FIXED MCP lock if the blanker couldn't been loaded.

- {s} FIXED AppChange. Filtering out the path now. Better WB-start check.

- {s} FIXED little path-problems in execute-command.

- {s} OVERW automatic MemPatch disabling on Amiga-screens.

(27-Jan-96)

- {s} FIXED problems with the Shift-Hotkey

>> Bussi <<

(25-Jan-96)

- {s} ADDED path-copy to 'Execute-Command' hotkey

(24-Jan-96)

- {s} REMOV OCS-Powersaver

(22-Jan-96)

- {m} FIXED MCP-ToolTypes now changed back if the program quits and a

new program is loaded

- {m} FIXED problems with the 'RestoreSystem'-Hotkey

(21-Jan-96)

- {s} IMPRO NewEdit. New options:

- ramiga l - lower cases

- ramiga shift l - uppercase

- ramiga v - is now paste with insert

- ramiga shift v - paste with clear

- lamiga key - original ramiga key

- {s} FIXED MCP uses now always the usa keymap for hotkey-inits.

(20-Jan-96)

- {s} FIXED ZipWindow hotkey. Now checks for Window-HasZoom.

- {s} FIXED ClickToBack and CycleWindow FrontToBack. Checks now for

Window-Depthgadget.

- {v} OVERW mcpsupport.library LoadFile routine. More future compatible

now.

(19-Jan-96)

- {m} FIXED Dimmer. Works now fine on Kick 2.x.

(18-Jan-96)

- {s} FIXED PropHack. It works now right with YACDP and OctaMed. This

Programs doesn't use the slider real systemconform.

- {s} FIXED PROGDIR: problem in LibSearch.

(15-Jan-96)

- {m} REWRI IRQ Timing routine.

(14-Jan-96)

- {m} ADDED MCP disables the 'MemoryPatch' for the task which

opens an AmigaScreen.

(13-Jan-96)

- {s} ADDED FastRom for 68030 and 68851 (not tested).

- {m} ADDED FastRom for 68040/68060.

(12-Jan-96)

- {m} REWRI IRQ-Routine. Now messages instead of signals used.

(10-Jan-96)

- {s} FIXED Hotkey recognition finally.

(09-Jan-96)

- {s} FIXED PointerBlanker.

(08-Jan-96)

- {s} FIXED ReqTimeOut. It doesn't know the default-title right.

- {s} FIXED Enforcerhit in AssignWedge.

- {s} FIXED OpenWindow patch. It works now fine with Ceds JumpLine.

- {s} FIXED bad bug in 68000 version.

(07-Jan-96)

- {v} OVERW Lib and Font search.

(06-Jan-96)

- {s} FIXED Diskinsert, Diskremove and Timer Hotkeys doesn't work

with "Execute command"

(05-Jan-96)

- {m} FIXED Power Saver.

(04-Jan-96)

- {s} FIXED problems with pointerblanker and 16 color pointer.

>> Ramses <<

(03-Jan-95)

- {s} ADDED Copy (RAMIGA c) to Clipboard and Paste (RAMIGA v) to

NewEdit.

- {m} FIXED Hotkeys will be disabled if a menu is opened.

>> Frank Toepper <<

(02-Jan-96)

- {s} REWRI Startup code. MCP could now better removed if Executive

is installed.

(01-Jan-96)

- {s} ADDED Audio-filter in Processor Page.

- {s} FIXED little problems with new hotkeys.

(30-Dec-95)

- {m} ADDED 'MCPFLUSH' and 'MCPNOCACHES' ToolTypes

(29-Dec-95)

- {m} FIXED 'ToolTypes' now only switches the specified cache off and

doesn't switch all other caches on.

- {m} ADDED all new 68060-Cache Tooltypes.

- {m} ADDED full 68060 Processor support (BranchCache, SuperScalar,

StoreBuffer, HalfInstrCache, HalfDataCache, WriteAllocate

and DisableFPU)

(28-Dec-95)

- {m} ADDED Powermanagement. MCP supports all 3 parts of the DPMS and

it's possible to give every part a specified time.

- {m} ADDED Garshneblanker now returns to a black screen if no time is

left.

- {m} FIXED MoveWindow and Sizewindow will check every time if

the window is currently active.

>> Ralph Wermke, Frank Toepper <<

(23-Dec-95)

- {m} OVERW Dimmerroutine. Now the Dimmdepth must be given in

percent and the Dimmer doesn't dimm HAM-Screens.

(20-Dec-95)

- {s} FIXED CenterScreens.

(15-Dec-95)

- {s} REWRI Hotkey detection routine.

(12-Dec-95)

- {s} FIXED Force NewLook menus.

- {s} FIXED little GFX error in left and right arrow of SysIHack.

(11-Dec-95)

- {s} FIXED SysIHack works now on Kickstart 2.x.

- {s} FIXED CapsShift. It works now correctly.

- {s} FIXED Hold X and Hold Y exchanged.

(10-Dec-95)

- {s} FIXED Processor-Option. Prefs-reading didn't work right. All

options are now only setable except VBR to Fast. FastGary is

now compatible to the 68040.

(09-Dec-95)

- {s} OVERW checking of AssignWedge. Works now with YourFault. No more

need of locale.library.

(08-Dec-95)

- {s} FIXED bad bug on OpenWindowTags patch. It causes a crash on 68000

and NewLookMenus was always on.

(03-Dec-95)

- {m} FIXED Randomroutine for Blanker

(29-Nov-95)

- {s} FIXED 'ZipWindow' hotkey. Works now with WB-Prefsprograms.

(28-Nov-95)

- {s} ADDED MCPNOMEMPATCH tooltype.

(27-Nov-95)

- {s} FIXED 'Quicklayers'. It works now fine with the DOpus viewer :)

(26-Nov-95)

- {s} FIXED usage of "`" Hotkey.

- {s} ADDED "SHIFT" and "ALT" hotkeys.

(25-Nov-95)

- {s} ADDED 'SysIHack'

(24-Nov-95)

- {m} OVERW Checkroutine for 'Full Windowmoving' and 'Full Windowsizing'

safer now.

(23-Nov-95)

- {s} ADDED 'FrameIHack'

- {s} ADDED 'BorderBlank' for Kickstart 2.x.

(21-Nov-95)

- {s} FIXED bug in 'CycleScreens Back2Front' hotkey if only one screen

was open.

(19-Nov-95)

- {s} FIXED Enforcer-hits and crash on 68000 in 'PropHack' in

combination with gtlayout.library.

(18-Nov-95)

- {s} FIXED bug in 'System Restore' hotkey.

- {s} ADDED MCPPAL tooltype.

(17-Nov-95)

- {s} FIXED systemcrash in 'Cold Reset' hotkey on MC68030.

(16-Nov-95)

- {s} FIXED problems with 'Hotkeys' (e.g. Leftmouse + LAlt)

- {m} FIXED 'ScreensMenu' doesn't work with centered screens.

>> Maik Solf <<

(15-Nov-95)

- {s} FIXED 'PropHack' restart crashes if boopsi.mcpgads are not

available.

>> Eksec/Infect <<

- {s} FIXED 'Change Workbenchtitle' max chars. Now its 400 instead of

200.

--- MCP V1.10 Beta 1 release ---

(08-Nov-95)

- {s} FIXED MCP. No more divu.l usage on MC68060.

- {s} REWRI memory-fragmentation routine for 'Change Workbenchtitle'.

- {s} ADDED Env-variable mode for 'AssignPrefs'.

- {s} FIXED Problems with ShowInterface.

(07-Nov-95)

- {s} OVERW No-Chipmem. Renamed to MemoryPatch. Now allows to select

Chip or Fastmem only

- {s} ADDED Include/Exlude list for 'CrunchPatch' and 'Memory Patch'.

(04-Nov-95)

- {m} FIXED a problem in 'AssignPrefs'. If a volume doesn't exist, then

MCP was in a loop or the computer crashes.

>>Patrick Myles<< & >>Peter Rolf<<

(30-Nov-95)

- {s} FIXED bug in 'Drive NoClick' :(

>> Martin Steigerwald <<

(27-Oct-95)

- {s} FIXED problems with 'New ToolTypes'. This wasn't MCPs error. It's

because of bad coded programs!

(25-Oct-95)

- {s} ADDED 'Wait Validate'

(23-Oct-95)

- {s} FIXED problems with 'CrunchPatch' and PIPE:.

(18-Oct-95)

- {m} FIXED 'ScreensMenu' doesn't check the mouseposition correct.

(16-Oct-95)

- {s} REMOV 'PointerPatch' for Kick 2.x. This one didn't work very

stabil.

- {s} FIXED 'PointerPatch' allocates now the pens for the colors.

- {s} FIXED 'PatchRGB32' doesn't work with PatchControl.

- {s} FIXED 'PointerPatch' will now full activated.(e.g. after restart)

- {s} ADDED 'SaveGirPort'. Based on a source of Mark Thomas.

- {s} ADDED 'PubModes'. Including Shanghai and PopPubScreen mode.

- {s} FIXED little problems with 'OneReq'.

- {s} ADDED 'NewEdit'

- {s} ADDED Flicker Delay for the 'PointerPatch' to avoid pointer-

flickering.

(15-Oct-95)

- {s} FIXED 'Pointer Blanker'. Now works on GFX-Boards.

- {s} OVERW full MCP. It's now more register relative and shorter.

(13-Oct-95)

- {m} FIXED The Hotkeyroutines from 'Dimmer' and 'Blanker' are only

valid one times.

>> Goran Paulin <<

- {m} FIXED 'ScreensMenu' now checks if the screen has no title.

(25-Sep-95)

- {s} ADDED Screenname-Promotor will now use Pubscreenname if available.

(21-Sep-95)

- {s} ADDED 'Force Hires Pointer'. This promotes every pointer to HiRes.

(18-Sep-95)

- {m} REWRI now the 'Full Windowmoving' and 'Full Windowsizing' uses the

MoveWindow and SizeWindow functions and not the

ChangeWindowBox function. The moving and sizing is much

faster especially for non WorkbenchWindows. The window

flicker while holding a window is removed too.

(16-Sep-95)

- {s} ADDED new arrows for 'PropHack'.

(13-Sep-95)

- {s} ADDED 'PropHack'

(09-Sep-95)

- {s} FIXED a bug in 'NoChipmem'. If no entry was in the list, it didn't

work.

>> Eric Lenhardt <<

(07-Sep-95)

- {m} FIXED now the SunMouse-Window2Front and SunMouse-Windowactivate

are deactivated if you hold down a mousebutton.

>> Ludwig Kamphenkel <<

- {m} ADDED 'Screen Activation' now remember the old active Gadget and

will activate this if the screen comes to front.

- {s} ADDED 'Leftymouse'

- {s} ADDED 'Insert into InputStream' hotkey.

(06-Sep-95)

- {s} REWRI 'Execute Command' hotkey for unlimited commands.

- {s} ADDED 'Capsshift' function.

- {s} ADDED 'Mapumlauts'

- {s} ADDED Hotkeys: 'HoldX', 'HoldY' and 'HoldXY'.

(05-Sep-95)

- {s} ADDED 'Shift Key' hotkey for MMB shift.

- {s} FIXED 'Activate Window' hotkey. Now it doesn't work if the mouse

moves.

(03-Sep-95)

- {s} REWRI 'Close Active Window' hotkey. Now closes every window.

(17-Aug-95)

- {s} FIXED 'Change Workbenchtitle'. VMM will now check with the

'VMM_Port' and close the vmm.library if VMM was quited.

(16-Aug-95)

- {s} REWRI the complete Hotkeys part.

- unlimited Hotkeys for every function

- new intelligent doubleclick management with unlimited

clicks

- new events for Diskinsert, Diskremove and Timer

- CapsLock will no longer block hotkeys

- {s} REWRI 'Sun Options'. SunMouse and SunPopToFront now only works if

the mouse doesn't move and no gadget is active. SunKeys

doesn't work if a gadget is active.

- {s} REMOV SunRMB. This is now Hotkey 'Activate Window'.

- {s} ADDED 'AssignWedge' will now retry if a disk was inserted.

- {s} ADDED 'CycleScreens BackToFront' hotkey.

(13-Aug-95)

- {s} FIXED bug in 'Library Search' (ROM Library was everytime opened in

every version)

[This bug is already fixed in the MCP V1.05 fixed release]

- {s} FIXED 'ScreensMenu'. Now it comes up on every screen.

****

MCP V1.05 --------- (22-Jul-95)

- {s} FIXED FilterFunc from 'ReqTools Patch'. If the dir was changed it

doesn't work.

(12-Jul-95)

- {m} FIXED bug in AutoRequest-patch removed. It appears for example in

Imagine if someone overwrite a file.

>> Francesco Ronchi << (06-Jul-95)

- {s} FIXED 'Processor' option.

(30-Jun-95)

- {m} FIXED bug in the OpenScreen-patch removed

>> Thanx to Gideon Zenz << (26-Jun-95)

- {s} FIXED bug in NoGuru-Remove, causing some Enforcer-Hits.

(19-Jun-95)

- {s} ADDED VBR will only be moved to $0, if the MMU isn't used, to

prevent problems with Enforcer.

- {s} FIXED processor option. Now only the available functions will be

disable/enabled.

(15-Jun-95)

- {s} ADDED currentdir support for 'Library Search'. You can make a libs

dir where the libs from a program are placed. It will try to

open libs out of "PROGDIR:libs/".

(14-Jun-95)

- {s} FIXED bugs in OpenLibrary-patch

>> Thanx To Michael Kilimann For Bug Hunting <<

(12-Jun-95)

- {m} ADDED The directory for an AssignLock will be made automatically.

All subdirectories will be made certainly.

>> Ludwig Kamphenkel <<

- {m} FIXED now you can click on the Depthgadget of a screen and the

WBTitle will not activated

>> Bert Heise <<

- {m} FIXED the Workbench was not activated if the Workbench was not

Backdrop

>> Bert Heise <<

(11-Jun-95)

- {s} FIXED systemcrash if ENV: wasn't assigned

>> Michael Kilimann <<

(04-Jun-95)

- {s} OVERW whole MCP 020+ version (1340 bytes won). Now it uses

tst.l ax and tst.x label(pc). ASM-One V1.28 makes it

possible.

>> Big Thanx To Price From T.F.A. For ASM-One V1.28 Beta <<

- {m} FIXED 'ScreensMenu'

(02-Jun-95)

- {m} FIXED ToolType MCPNOVBR destroy the cache-settings

(01-Jun-95)

- {s} FIXED FilterFunc from 'ReqTools Patch'. WBPattern didn't work.

>> ION <<

- {s} FIXED Enforcer-Hit with 'ReqTools Patch' + IconEdit

- {s} FIXED Problems with Cancel-Button of the 'ReqTools Patch'

requester

- {s} FIXED 'SpeedRamsey' is now only available with Ramsey Rev $f. This

means only on A4000.

>> THX Eetu Ojanen for tips <<

- {s} ADDED support of OneReq. It's a new short asl.library.

>> THX to One for cooperation <<

(29-May-95)

- {s} FIXED bug in 'Force NewLook-Menus'. D7 was trashed.

(28-May-95)

- {s} FIXED 'CacheFonts'. Now it should work always. (including Iconian)

(27-May-95)

- {s} FIXED 'Promotor'. HAM/EHB should now work! (finally)

- {s} FIXED Notify, if config-file was deleted.

(23-May-95)

- {s} FIXED 'Crunchpatch'. Sometimes it was always on.

(22-May-95)

- {v} ADDED 'Force NewLook-Menus'

- {s} FIXED versioncheck. If the prefsfile isn't the right version a

requester pops up, but now the prefs will be used.

(21-May-95)

- {s} FIXED bug in 'Requester Timeout'.

- {v} FIXED CrunchPatch-Crunchmania. A $000f was written to $df180 into

the Chipram. Some computers could crash in low memory

situations.

- {s} FIXED little bug in 'Center Screens'.

****

MCP V1.04 --------- (17-May-95)

- {s} FIXED OpenScreen routine. On Kick 2.x wasn't set the right colors.

(16-May-95)

- {v} ADDED MCP installs 'NoGuru' btw. Saves Alert-History if it

couldn't load the MCP.gurudat!

- {v} FIXED 'NoGuru' now works without enabled Alert-History. Before

that fix it shows the whole MCP.gurudat! (Bug since V1.02)

>> RAMSES <<

(15-May-95)

- {s} REMOV patch of AllocVec in 'NoChipMem'-Function. (AllocVec uses

AllocMem)

- {s} ADDED 16 Colorpointer for Kickstart 2.x. Since weeks of work it

should now work right. I've only tested it with a Kick 2.04

from an A2000 loaded with MCP-MapRom beta.

- {s} FIXED openversion of diskfont.library. It was V37, but on the

standard WB 2.0 is only a V36.

- {s} FIXED Enforcer-hit in 'Change Workbenchtitle'

- {s} ADDED some Gurus to MCP.gurudat file (including Retina-Alerts)

(14-May-95)

- {s} ADDED versioncheck of prefsfile

- {s} FIXED Pens of 'Title Clock' (now uses MenuText/MenuBackgroung on

Kick 3.0+ and DetailPen/BlockPen on Kick 2.0+)

>> Richard Baud <<

- {s} ADDED 'Title Clock' will now use the font of the uppermost screen,

if noone is selected

>> Jaco Schoonen <<

- {s} FIXED 'Promotor'. The first Size-entry was skiped. (Probably made

in V1.04)

(13-May-95)

- {m} ADDED 'CycleWindows backwards'

>> requested by Jani Kannosto <<

- {s} FIXED 'AssignWedge' for compatiblity with MC68000

(09-May-95)

- {s} ADDED to 'Change Workbenchtitle': Memsizes in Mega and K Bytes,

RetinaMem, VMM and full memory percentage

- {s} FIXED VBR wasn't set back to zero (if wanted) on start of MCP

>> Ramses <<

- {s} FIXED bug in 'New Tooltypes' function. Now works fine with VMM.

- {v} FIXED 'KeyBlanker' turn off works now (finally!)

>> BASIC <<

- {-} ----- Betarelease for all registered users.

(07-May-95)

- {s} FIXED 'SpeedRamsey' now doesn't work with non-AGA to prevent

problems with A3000

(06-May-95)

- {m} ADDED 'CycleWindows' now activate the windows

>> Goran Wallgren <<

- {m} ADDED 'PatchOpenWB' to prevent a bug in Kick 3.x

- {s} ADDED 'Center Screens' function

- {s} ADDED all internal BOOPSI gadgets (like Checkmarks) will now be

right displayed with 'NoChipmem' function

(05-May-95)

- {s} FIXED No more system-requesters will pop up

- {v} ADDED 'Requester Timeout'

(04-May-95)

- {m} FIXED more then two spaces in the screenname for 'ScreensMenu'

will be decreased to one space

(03-May-95)

- {m} ADDED 'SunPop2Front', which pops the window under the mousepointer

to front

- {m} FIXED 'Default PubScreen' will set the WBScreen to default, if the

frontmost screen isn't a PublicScreen

- {m} FIXED 'Default PubScreen' will be put back to 'Workbench' if MCP

quits

>> Mario Kemper <<

- {m} ADDED 'SunMouse', which activate the window under the mousepointer

(02-May-95)

- {m} ADDED 'SunRMB', which activate the window under the mousepointer

if you press the right mousebutton

- {m} FIXED last Spaces in the Screensname for 'ScreensMenu' removed

(01-May-95)

- {m} ADDED 'SunKey', which activate the window under the mousepointer

if you press a key

(30-Apr-95)

- {s} OVERW Tasksearching again! (600% faster) It's now nearly as fast

as without MCP

- {v} FIXED 'NoGuru' requester hotkey "Reboot" to "b"

(29-Apr-95)

- {m} FIXED with 'Full Windowsizing' the window jumps to the opposite

direction if you move to the edge of the screen

>> Trevor Morris <<

- {m} FIXED first spaces in the Screenname for 'ScreensMenu' removed

(28-Apr-95)

- {m} FIXED Mungwall-Hit with 'Screensmenu'

- {m} FIXED Enforcer-Hit with 'ScreensMenu'

>> Mario Kemper <<

- {m} FIXED 'Full Windowmoving' now works with WBGauge. Error in the

calculation of the dragbar removed.

>> ION & Ralph Wermke <<

(27-Apr-95)

- {s} FIXED 'Drive NoClick' and 'KeyBlanker' turn off work now

- {s} ADDED NoSave option with 'NoGuru'

- {s} ADDED 'ReqTools Patch' patches only when library was opened or is

still in memory

- {s} ADDED 'ReqTools Patch' for Req Library

- {s} OVERW 'ReqTools Patch' for Intuition

- {s} ADDED 'ARQ Mode' (for 'ReqTools Patch')

- {s} ADDED the name from the assign will be display in filerequester-

title (AssignWedge)

(26-Apr-95)

- {s} FIXED 'Format Protection' uses now SetFunction (for compatiblity

with HDOff and similar programs)

>> Gideon Zenz <<

(25-Apr-95)

- {m} ADDED 'QuickLayers' that speeds up the rendering using

layers.library

>> Requested by Dave Dustin <<

- {s} ADDED 'Title Clock' (big Thanx to ION for coding this !)

- {s} ADDED 'ReqTools Patch' for Asl and Arp Library

- {s} FIXED bug when rendering the new screenfrequency

(24-Apr-95)

- {m} OVERW now 'ToolAlias' make only one patch in the system and you

can delete an Icon over Workbench. The codesize of Toolalias

is reduced about 50 percent and the patch works more safe

now.

>> Holger Papajewski <<

- {m} ADDED in Exchange you can call and kill the MCPPrefs with the

functions 'ShowInterface' and 'HideInterface'

(23-Apr-95)

- {s} ADDED 'AssignWedge' is now compatible to ARQ (and similar

Programs) For right use: Start ARQ before MCP and turn MCP's

'ReqTools Patch' off.

>> Walter Trautmann (THX for your letter!) <<

- {m} FIXED you can now call a hotkey by a key plus a doubleclick on

the mouse (but only a doubleclick, not a tripleclick)

>> LSI <<

(22-Apr-95)

- {s} FIXED memory-eating bug in the 'NoGuru' function

- {v} FIXED bug if 'Alert-History' is disabled and 'NoGuru' enabled the

MCP.gurudat file wasn't loaded. This bug was made with MCP

V1.02's new InitRoutines.

(21-Apr-95)

- {v} ADDED Delay after saving the Guru to avoid HD-Validation

- {s} FIXED colors in 'ScreensMenu'

>> Squirrel <<

- {m} ADDED current directory to the assign-requester in 'AssignWedge'

>> Mario Kemper <<

****

MCP V1.03 --------- (20-Apr-95)

- {s} ADDED MCP.gurudat and GuruHistory can now be loaded from another

directory. ! Attention, don't forget to save new prefs !

>> requested by Rodney Hester and Cindy Chen <<

- {s} ADDED 'Borderblank' will be turned off, when MCP was quited

>> requested by Volker Eickhoff <<

- {m} FIXED all 'AssignAdd' assigns was making with every start of MCP

>> Volker Remuss <<

(19-Apr-95)

{m} ADDED 'Default PubScreen' (FirstScreen=DefaultPublicScreen)

>> requested by Trevor Morris <<

(17-Apr-95)

- {m} FIXED Function 'TOOLTYPE' always set the processor caches

(also if no tooltype was given)

- {m} ADDED 'Full Windowsizing'

>> requested by S.E.M. Lichtendahl <<

- {s} FIXED the promotor doesn't work with HAM and EHB modes

>> Dres! <<

(14-Apr-95)

- {m} ADDED 'ScreensMenu' to select a screen, if you press the right

mousebutton over the screens depth gadget

****

MCP V1.02 --------- (11-Apr-95)

- {s} FIXED 'FastReset' to be a A1200 reset (without HD-Off). Sorry, we

couldn't test it.

(10-Apr-95)

- {s} ADDED to 'Change Workbenchtitle': Worbenchversion, real Kickstart-

version and real Workbenchversion (e.g. 39.106 and 39.29)

- {s} ADDED Crunchmania support for 'Crunchpatch'

- {m} FIXED 'ClickToFront' doesn't work with the 'rawkey lbutton'

Please use 'double rawmouse lbutton' (Doubleclick) because

it's better then only the left mousebutton

>> Zachary Powell <<

- {m} FIXED 'Full Windowmoving' hang if you press the right mousebutton

while moving the window

- {m} FIXED 'CycleScreens', 'ClickToFront', 'ClickToback' doesn't work

full with a couple of programs

>> Volker Remuss <<

- {m} FIXED 'CycleScreens' doesn't work with 'rawmouse lbutton rbutton'

>> Volker Remuss <<

(09-Apr-95)

- {s} REWRI Init and Remove routines (There are now shorter and safer)

- {s} FIXED systemlock when a library can't be opened

(07-Apr-95)

- {s} REMOV Openscreen-routine (now MCP works fine with RetinaEmu)

>> Hudi <<

(06-Apr-95)

- {m} FIXED CopyMem doesn't work on 68040 or higher

>> LSI <<

- {m} FIXED Tooltype 'MCPNOVBR' causes the computer to crash

- {m} FIXED Windowfunctions (MoveWindow, ClickToFront, ClickToBack)

wasn't compatible with MagicMenu (selectable Popup Menu)

>> Volker Remuss <<

- {m} FIXED Tasksearching was to slow (now 600% faster)

>> Volker Remuss <<

- {m} ADDED new MCP.gurudat

- {m} ADDED ToolType 'MCPNOCYBER' (switch to AmigaScreen)

****

MCP V1.01 ---------

- {s} ADDED 'CopyMemQuick'

- {s} FIXED 'CacheFont' didn't work with Fed

- {m} FIXED disable of 'Full Windowmoving' didn't work

>> Ramses <<

- {s} FIXED systemcrash when 'Full Windowmoving' is disabled

>> Ramses <<

- {s} FIXED errorsprite with 'PointerPatch' disabled

>> Ramses <<

- {s} FIXED Mousepointer-queue with 'PointerPatch' on 68030

>> Ramses <<

1.10 History of MCPPrefs

History of MCPPrefs

==================

The programmer: {s}:Stefan, {m}:Michael, {v}:Vincent

>>USER<< is the name of the user, who reported the bug.

FIXED = fixed

ADDED = new

REMOV = removed

REWRI = rewritten

OVERW = overworked

IMPRO = improved

****

MCPPrefs V1.21 -------------- (13-Aug-96)

(12-Aug-96)

- {m} FIXED Byte-Writes to an undefined address. This error only occures

by one person, but it's fixed know. We don't know how he has

made it.

****

MCPPrefs V1.20 -------------- (29-Jul-96)

(10-Jun-96)

- {m} FIXED Noclick for drive number 3 wasn't saved correctly.

(29-May-96)

- {m} FIXED little bug while writing the NewGadTools.

Sometimes the arrows were not visible.

(20-May-96)

- {m} FIXED nasty bug in the listview handling.

AssignPrefs and Promotor will work now

- {m} FIXED Helpfunction for NewGadtools

>> Trevor Morris & Gregor Kuhlmann <<

- {m} FIXED bug in TrackDisk settings

>> Martin Steigerwald <<

(28-Mar-96)

- {s} FIXED bug in setting up the defaults, the result: scrambled

processor settings

- {s} FIXED saving of Traskdiskprefs and Alerttimeout

(25-Mar-96)

- {s} FIXED the stack will now be automatically increased

- {s} ADDED the MCP-logo disappears if the height isn't enough

(06-Feb-96)

- {m} FIXED Bug in the 'Swaz|Garshne' gadget.

Also the stack of the MCPPrefs program must be

8192 bytes now.

****

MCPPrefs V1.10 -------------- (03-Feb-96)

(03-Feb-96)

- {s} FIXED Filerequester problems of AddBlanker.

(16-Jan-96)

- {s} ADDED new smoothed MCP logo from Trevor Moris.

(10-Jan-96)

- {s} FIXED Sorting. Global and AssignPrefs will now sort Add-Assigns

after normal assigns.

(06-Jan-96)

- {s} FIXED Blanker-Window crashes.

- {s} FIXED Checking of FastGary and SpeedRamsey works finally.

(05-Jan-96)

- {s} FIXED Taskname from 'Term' wasn't in the list.

(03-Jan-96)

- {s} FIXED multitask editing works again.

- {s} FIXED set the needed MUI version to 2.1 again.

(01-Jan-96)

- {s} OVERW recognition routine of Speedramsey and Fastgary

(30-Dec-95)

- {s} FIXED object removing now works safer.

(28-Dec-95)

- {s} OVERW whole Prefs. It uses now dynamicaly object linking. This

reduces the memory usage nearly 50 %.

- {s} ADDED nice MCP logo. Thanks to Flite for doing this at The Party 5.

(25-Dec-95)

- {s} FIXED Promotor enable/disable with a workaround a MUI bug. It's

a dramaticaly speedup.

(23-Dec-95)

- {s} FIXED Crashes with MUI 3.x. It's not may fault, it MUIs.

(10-Dec-95)

- {s} FIXED Processor-window.

- {s} FIXED Problems in loading blank lines.

(29-Nov-95)

- {s} ADDED Online-Help.

(27-Nov-95)

- {s} FIXED SleepPointer while creating Cachefontlist.

(22-Nov-95)

- {s} ADDED MUI 3 Drag&Drop in listviews.

(20-Nov-95)

- {s} FIXED sample of cursor left.

(16-Nov-95)

- {s} FIXED errors in 'Reqtools Patch' window.

- {s} ADDED doubleclick on white featurelines will go to the page to

edit.

- {s} FIXED more sanitychecks in 'Hotkey' page.

(15-Nov-95)

- {s} ADDED to the featureslist: doubleclick on a name will open the

editwindow (if available) and a doubleclick on ON/OFF will

disable or enable a feature.

- {s} FIXED recognition of 'FastGary'.

- {s} FIXED Locale support and Catalog recognition.

- {s} ADDED improved the menu.

--- MCP V1.10 Beta 1 release ---

(11-Nov-95)

- {s} most parts of MCPPrefs were rewritten. A new design was created. All

known bugs were removed.

****

MCPPrefs V1.05 -------------- (06-Jul-95)

- {s} FIXED error if selecting the first assign.

(26-Jun-95)

- {s} FIXED little bug in 'AssignPrefs' - Add an System-assign.

(17-Jun-95)

- {s} FIXED Promote-Screenname Edit didn't work.

(28-May-95)

- {s} FIXED the Promotor-page. The disable problem is solved now, it was

already a bug in MUI.

(27-May-95)

- {s} REWRI Prefs-load-routine. If there is no config, all checkmarks

will be off.

(24-May-95)

- {s} FIXED all bugs in 'AssignPrefs' list

(22-May-95)

- {s} FIXED All problems with non-disabled gadgets with a workaround MUI

bugs.

(21-May-95)

- {s} FIXED PointerChecksum generation. Tried to allocate more than

1 gigabyte memory.

- {s} FIXED Enforcer-hit on Kickstart V2.x computers

****

MCPPrefs V1.04 -------------- (17-Apr-95)

- {s} FIXED All PopAsls have now 256 chars string-gadget insted of 80

>> LSI <<

(14-Apr-95)

- {s} FIXED Promotor-DisplayID, the requester pops up twice.

>> Maik Solf <<

- {s} FIXED some CheckMarks didn't enable/disable the right thing

>> Philip Manning <<

- {s} ADDED 'AssignPrefs' will now check for double assigns

>> J.T. Vermeulen <<

- {s} ADDED CacheFontList can now automatically deleted

>> Andre Jonsson <<

(11-Apr-95)

- {s} FIXED About-Window will now be selectable over menu and it wont

popup at start

>> Andre Jonsson <<

(10-Apr-95)

- {s} FIXED If you add a new task or assign the new entry wasn't

activated.

>> J.T.Vermeulen <<

- {s} FIXED all problems with 'Sun Options'

>> Ville Pispa <<

(09-Apr-95)

- {s} FIXED loading and saving of Hotkey- and Hotcmd-Checkmark. Hotkey

was the same as 'CrunchPatch' and 'Hotcmds' was Hotkey.

- {s} FIXED Tasklist, Assignlist or Screenlist became longer and longer

how often you press the ADD button and the window was open.

>> Volker Remuss <<

- {s} FIXED loading of 'Requester Timeout'

- {-} ----- Betarelease for all registered users.

(05-Apr-95)

- {s} FIXED Taskname errors in Tasklists

- {s} FIXED IFF-ILBM RLE decrunching with 16 colorpointer-generation

- {s} FIXED Tasklist hadn't displayed any task

(30-Apr-95)

- {s} FIXED 'BorderBlank' was enabled on OCS

(26-Apr-95)

- {s} FIXED enforcer hit

- {s} ADDED new CheckMark ON function on to 'ReqTools Patch'

(25-Apr-95)

- {s} FIXED old tasklist wouldn't be cleared in "ADD" Task from Promote-

Task and NoPromote

>> FLi7e <<

- {s} FIXED 'Global Page 1' Checkmarks doesn't appear its function (this

was made by resorting the page)

- {s} FIXED 'AssignPrefs'. Now you can select only directories.

- {s} FIXED 'NoGuru'-delay was not right loaded

****

MCPPrefs V1.03 -------------- (20-Apr-95)

- {s} ADDED Full Locale support

- {s} FIXED 'BorderBlank' is now selectable on ECS machines

>> Rodney Hester and Cindy Chen <<

- {s} FIXED CacheFontlist creation

- {s} OVERW 'NoTopaz' font-selection (now only fonts that work with

'NoTopaz' can be selected)

- {s} FIXED 'PatchRGB32' is now ghosted on AGA machines

- {s} FIXED 'Hotkey Commands' is now ghosted when Hotkeys are turned off

- {s} ADDED new Checkmark ON function to 'Alert-History' and 'NoGuru'

- {s} ADDED devicelist for the 'Format Protection'

- {s} ADDED changed all 'Hotkey Cmd'-StringGadgets to PopASLs

(18-Apr-95)

- {s} FIXED errors and systemcrash when removing all entries in any of

'Promotor' listviews

- {s} OVERW Global-Page 1 resorted

(15-Apr-95)

- {s} FIXED Filename-error with 16 Colorpointer generation

****

MCPPrefs V1.02 -------------- (11-Apr-95)

- {s} FIXED MCPPrefs needs now muimaster.library V8 (MUI 2.1) instead of

V10. It's only tested with V10, so there are no waranties.

(10-Apr-95)

- {s} ADDED support of new MCP features

- {s} OVERW Userinterface:

o Select 'Hotkey Commands' now with a doubleclick in

Hotkeypage

o Global 2 is now Global Page 1

o Autoscroll is selectable in Promote-Size and DisplayID

- {s} ADDED "Test" Button

- {s} FIXED It was impossible to edit Promote-Size

(07-Apr-95)

- {s} FIXED crash with the demo-config when Euro72 and Multiscan

monitors wasn't started

>> Philip Manning <<

(05-Apr-95)

- {s} FIXED some memory-eating bugs

>> Zachary Powell <<

- {s} FIXED reopening of the prefswindow while clicking the closegadget

>> LSI <<

****

MCPPrefs V1.01 --------------

- {s} ADDED More security

- {s} OVERW memory-managment

- {s} ADDED full MUI-Cyclechain support (with a new version of MUIB-

GencodeASM)

- {s} FIXED filename error with 16 Colorpointer

- {s} FIXED 'Hotkey' disables itself automatically

- {s} FIXED config-trashing while 16 Colorpointer generation

- {s} FIXED 'Borderblank' now disabled on OCS/ECS

1.11   History of PatchControl

History of PatchControl

======================

The programmer: {s}:Stefan, {m}:Michael, {v}:Vincent

>>USER<< is the name of the user, who reported the bug.

FIXED = fixed

ADDED = new

REMOV = removed

REWRI = rewritten

OVERW = overworked

IMPRO = improved

PatchControl V2.3

(18-Apr-96)

- {m} ADDED some system private patches now are not patched, because

these functions can make problems with PatchControl.

Thank you to Stefan Fuchs for the description in his

Patch.library.

Hopefully all crashes with Cyberguard and some other

programs are fixed now.
****

PatchControl V2.2

(09-Mar-96)

- {s} ADDED support of MCP patchsystem

(02-Feb-96)

- {s} FIXED problems with Executive.

(08-Jan-96)

- {s} FIXED disable/enable patch didn't work.

- {s} IMPRO patch.resource.
****

PatchControl V2.1

(20-Dec-95)

- {s} ADDED support of Palis.
****

PatchControl V2.01

(18-Nov-95)

- {s} FIXED problems with ARQ.

****

PatchControl V2.0

(01-Nov-95)

- {s} ADDED new patch.resource featuring:

- safe getting patches list

- patches notify

- enable/disable patches

- {s} OVERW complete PatchControl. Dramaticaly reduced the memory-usage.

More save now.

****

PatchControl V1.3

(30-May-95)

- {s} FIXED problems with PatchDT.

****

PatchControl V1.2

(15-May-95)

- {s} ADDED patch of RemLibrary to prevent some errors with showpatches

(14-May-95)

- {s} FIXED systemcrash with long paths (error only in AminetRelease)

****

PatchControl V1.1

(28-Apr-95)

- {s} ADDED first patch support (recommented by ARQ)

e.g. PatchControl ARQ

the patches from the task named ARQ will be inserted before

all other patches. (Wildcards are supported)

- {s} FIXED the format! Old TaskStructure is now only the TaskName!

- {v} ADDED ShowPatches-program to the archive

1.12   Installation

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 successfull 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 (included since V1.02)

[...]

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 ***

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 the "Reqtools.library" to your "Libs:" drawer.

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

(be sure to set the default 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 (included since V1.02)

[...]

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 an other 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 an other monitor driver)

or c:Patchcontrol #?ARQ #?Piccolo

1.13 Introduction

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 develope MCP.

MCP was coded 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 certainly 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.

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

- it is FreeWare !

- it doesn't use as much memory (in comparison to the functionality)

- it offers extraordinary characteristics, which can't be found in MagicCX

Features of MCP:

- PropHack

- Force Hires Pointer

- Wait Validate

- NewEdit

- Assign-Manager

- WBTitle-Clock

- ReqToolsPatch

- moving solid windows (fully systemconform)

- sizing of solid windows (fully systemconform)

- PackerPatch (every program can load crunched files)

- 16 colour Mouse-Pointer

- new Workbench-Titlebar

- complex Promotor

- Format Protection

- ToolAlias (changing the Default Tool in the icons)

- CacheFont

- New ToolTypes (additional ToolTypes for Games etc.)

- MouseAccelerator

- Drive NoClick

- setting DRI-Pens

- AssignWedge

- automatic Screen Activation

- Requester Timeout

- exchange AppIcons

- exchange TopazFont

- Blanker (supports SwazBlanker and GarshneBlanker)

- Dimmer

- MousePointer-Blanker

- Guru-History (saving of all Guru's)

- NoGuru

- PatchRGB32

- Screensmenu (for comfortable selection of screens)

- patch for memorymanagement (e.g. turning off the ChipMem)

- DOS star (* instead of #?)

- Force NewLook-Menus

- Hotkeys

- MUI-Preference-Program

- programmed in 100% Assembler

and some else.

1.14 LIABILITY

Liability:

With the usage of MCP you agree to the following announcement-declaration:

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 NOTCORRECTLY 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.

1.15   MUI Info

MUI:

The MCPPrefs program uses MUI - MagicUserInterface

(c) Copyright 1993-96 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:

Stefan Stuntz

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 MCPPrefs, but you should consider registering, as you will be able to save the graphical look of MCPPrefs.

2)

MUI is needed by the "MCP Prefs" program only. The main MCP 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.

1.16   New Ideas!

NEW IDEAS:

If anybody has other ideas, other than those already present in the TODO section, you should tell us. We will try to included them in future versions of MCP.

1.17   Registration

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 program, we would be happy if you send us a keyfile.

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. Also, we would be happy, if you do not have an E-Mail address, that you register by snail-mail, because we're interested in how many people are using MCP regularly.

Please note that the statement about city and land in the registration form is really important to us because we are marking all the users on a big world-map . This world map will be included in future versions of MCP.

For those, who have no E-Mail-address, the latest version is available via modem at the following support-BBS . You can also post your registration information, suggestions, and any questions there too.

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

1.18   Registration Form

- Registration Form:

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

- - - - - - - - - - - - - - - - - snip - - - - - - - - - - - - - - - - -

MCP - Registration

Prog Version : MCP V1.21

Name :

E-Mail :

Telephone :

City, Country:

Computer :

Kickstart :

Processor :

Memory :

Graphics Card:

Comment :

I do agree, that some programs from ALiENDESiGN or new habits of the MCP

could be tested on my computer.

- - - - - - - - - - - - - - - - - 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.

Please send contributions via postal letters to one of the authors.

1.19   System Requirements

SYSTEM REQUIREMENTS:

- An Amiga Computer (the most powerful machine around!)

- Kickstart V2.04 or higher

- A MC68000/MC68010 or at least a MC68020 (for the 020 version)

- MUI (Magic User Interface) V2.1 or greater (for the MCP Prefs)

NOTE: MUI 3.0 or above is necessary to use the drag and drop feature of the MCP prefs program and to use the new MUI hidden help bubbles.

1.20   How to get MCP

- How to get MCP

The easiest way to get the newest MCP (including beta-versions) is to 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.

Or you can get MCP in our WWW-Page at: http://www.cs.tu-berlin.de/~zerocom/aliendesign.html

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

1)

EViL MoON

+49-[0]3322-208768 (USR V.everything)

To get access to the MCP-support-page, you have to enter 'yes' at the beginning. After that, you will be asked some personal things, like address and type of machine. Next, you may enter 'update', and you will get a special menu, where you will be able to choose some actions like 'Upload', 'Download', 'Bugreport' a.s.o.

NOTE: On your next call to EViL MoON, you will not have to fill in the registeration information, as you will already be in the system.

2)

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

Just4Fun in Kalletal (Germany)

+49-[0]5266-8241 (28800 Bps)

System Amiga 1200 with PMBS

Suicide BBS in Bielefeld (Germany)

??? under construction ???

+49-[0]5205-4225 (2x 28800 Bps)

+49-[0]5205-4215 (I S D N)

System Amiga 3000 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 !

3)

FILDER BBS

Node1: +49-[0]7158/63818 (v.32)

Node2: +49-[0]7158/63850 (v.34)

Node3: +49-[0]7158/940918 (ISDN)

Login: GAST Location: /FILES/AMIGA-FILES/COMMODITIES

System: A3000 16MB-Ram RETINA ZIII

Mail to: SYSOP@FILDER.gun.de

1.21 Support Programs

- Support Programs:

PatchControl: This program enables system patches to be removed safely without having to reboot the machine or causing it to crash. MCP needs this program running for many of its features.

ConvertAP: This program converts the assigns from the program "AssignmentPrefs" to MCP format. After running this program MCP will take over these assignments and you can discontinue the use of "AssignmentPrefs."

ConvertAM: This program converts the assigns from the program "AssignmentManager" to MCP format. After running this program MCP will take over these assignments and you can discontinue the use of "AssignmentManager."

FixJump: This program stops that annoying jumping from occuring when displaying a boot picture while Iprefs loads. This program is provided as an extra and is not internally part of MCP. See accompanied section FixJump for more information.

NOTE: The Install script runs ConvertAP and ConvertAM automatically.

1.22   Secret Part by Fli7e

... Welcome to the 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/sADˆcS!ˆhJBˆkLF

1.23   Thanks

Thanks:

A "thank you" to the following people:

- 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

- Hermes Trismegistus for coding the English and German Guidefile and

for grammer checking the English Guidefile translation.

- Michael Gollmick for making the english translation

- Jan ’One’ Skypala for the ’_asl.library’

- Eetu Ojanen for info about the Gary and Ramsey

- Walter Trautmann for financial support

- David Le Corfec for the français.catalog and the french guide

- Bo Thorsen for the danish.catalog

- Giovanni Addabbo for the italiano.catalog

- Fredrik Hallenberg for the svenska.catalog

- Andre Jonsson for the swedish guide

- Eivind Olsen for the norsk.catalog

- Ville Pispa for the suomi.catalog

- Ji Yong Dijkhuis for the nederlands.catalog

- all Betatesters of the MCP

- all registered users (especially Mario Cattaneo for his unstoppable

tests and Martin Steigerwald for the News checking ;-)

- all people who sent us Bugreports and new suggestions

- 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.

- Commodore for the Amiga, one of the best computers ever built!

- Amiga Technologies for the resurrection of the Amiga.

... Have fun with the MCP !

The ALiENDESiGN Team

1.24   Things to Do

ToDo:

This list will now be internal. Be sure it is very big.

1.25   Usage

IMPORTANT USAGE NOTES FOR MCP:

Use the Prefs-program to set your configuration. Please note that to run the Prefsprogram you only need the MUI-Libraries in your 'LIBS:' directory, the entire MUI package is not necessary.

MCP requires the program PatchControl to be running, in order to safely alter some of the features. Without this program running, the system may crash when changing or altering the settings. See the Installation section for more information.

1.26   World Map Project

- WorldMap

Select below using the appropriate button to see the world map of all registered MCP users.

Press * here * if you have multiview.

Press * here * if you have display.

If you are not on the map, then why not register? Registration is Free!

NOTE:

1)

The file "Worldmap.iff" must be in the same directory as this guidefile to work correctly. You must also have either the program "display" or "multiview" in your directory search path.

2)

This feature may not yet be implemented in this release of MCP guide.

1.27   Alert-History

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Alert-History:

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.

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 datas to these addresses.

Please note that the Enforcer writes these reads as Hits, but it's okay. It's no other way to get the Gurunumber after Reset!

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.

1.28 Alert Timeout

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Alert Timeout:

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

NOTE: This function only works with kick3.x !

1.29 Appicon Change

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- AppChange:

Now you are able to change the icons that are created by the programs themselves (AppIcons). You see! Some programs create only the 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. MCP searches in the 'ENV:Sys/' directory for an icon, which has the name 'def_Appname.info' and replaces the old AppIcon with the new one.

Example:

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

1.30 Assign Prefs

G L O B A L L I S T S P R O M O T O R H O T K E Y S

CRUNCHPATCH TOOLALIAS ASSIGNPREFS MEMORYPATCH REQUESTERTIMEOUT

- AssignPrefs:

With this function activated, it is finally possible to remove all your Assigns (except ENV:) from the Startup-Sequence and the User-Startup and then 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 ListView is classified as follows:

Left - the device to be assigned

Middle - type of assign

Right - path of the assign

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

For adding a new assign, you have the following possibilities:

1. Click onto 'New'.

In the left stringgadget, you can enter the device to be assigned.

In the right stringgadget, you should enter the path of the assign,

or choose it by requester. With the cyclegadget you can choose the

type of assign.

or 2. Click on 'Add System-Assign'.

A new window will opened, where you can choose an assign from the

system assign list. This is very important in combination with the

'AssignWedge' function, because the assign is valid in the system.

The following types of assigns are possible:

Late - the assign is done, if the device is called

Path - normal assign (name to path)

Lock - normal assign, but the path-directory is protected from

deletion. If the directory doesn't exists, it will created.

Add - adding an assign to an existing one

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

Var - ENV-Variable for the assigns

For changing the adjustments of an assign, you have only to pick it from the ListView. Now you can change the name, path or type. With the 'Delete' gadget you may delete an assign from list.

NOTES:

1)

MCP should really be installed in the way, described in the Installation section. Since some Assigns have to be done before IPrefs is started, an early start of the MCP is recommended.

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.

1.31   Assignment Wedge

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- AssignWedge:

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

'Please insert volume ??? 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 : Chooses a directory by a filerequester and adds it to

the systems assigning list.

Mount : Tries to mount the wanted device.

Deny : Suppresses the message requester, everytime a call is

made to this device.

NOTE: The devices added by the 'Assign' gadget should be added to your AssignPrefs , if you need them regularly. 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).

1.32   AutoMount

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- AutoMount:

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:

1.33   Border Blanker

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- BorderBlank:

Switches the grey screen border into black.

NOTE: This function needs ECS or AGA chipset.

1.34   Cachefont

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Cachefont:

If you have a large "FONTS" directory and go 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.

NOTE: 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.

1.35   CapsShift

GLOBALLISTSPROMOTORHOTKEYS

- CapsShift:

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

1.36   Center Screens

GLOBALLISTSPROMOTORHOTKEYS

- Center Screens:

This function will center screens that are opened in an Overscan screen mode 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.

1.37   Change Trackdisk Settings

GLOBALLISTSPROMOTORHOTKEYS

- Trackdisk Prefs:

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)

1.38   CopyMemQuick

GLOBALLISTSPROMOTORHOTKEYS

- CopyMemQuick:

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

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

1.39 CrunchPatch

G L O B A L L I S T S P R O M O T O R H O T K E Y S

CRUNCHPATCH TOOLALIAS ASSIGNPREFS MEMORYPATCH REQUESTERTIMEOUT

- CrunchPatch:

This function activates the tasks on the page "Lists - Crunch Patch", so that they can decrunch packed files. The idea was grown from the fact that many programs are not able to load crunched files or are only able to support some named packers.

The following crunchers are supported:

* PowerPacker

* XPK (no encrypted files)

* StoneCracker

* Imploder

* Crunchmania

If some of these packers are supported by the program, they should be switched off for every single task. This option is useful, since it prevents the decrunching of files twice, and so it saves time.

~~~

On the side 'Lists - CrunchPatch' you can add all Tasks, which will decrunched or protected from decrunch. You have the choice to allow decrunching for some programs with the option 'Include' or you can allow all tasks to decrunch and protect the se ected with the option 'Exclude'. If 'CrunchPatch' is active then the named tasks will be able to load crunched files. For entering a new task, you have to press the 'Add' gadget. Now you can choose a task from the system task list or enter one into the tring gadget. The name may be entered with patterns (e.g. #?). You shouldn't do this with slow machines or if you have many tasks in the list.

If you pick a task in the ListView you can change the following:

EDIT - edit the name of the task

DELETE - the picked task may be killed from list

If you select 'Include' then all packers with an active checkmark which activated for a program will be recognized automatically and the crunched files will be decrunched. If the task supports one or more of these packers, you should deactivate thes gadgets. Otherwise you will waste time decrunching the same file twice.

If you select 'Exclude' then all programs on the left side will be protected from decrunching files, but all other programs can read crunched files in all formats. Unfortunately you can not deactivate single packers.

NOTE: To use the MCP-decrunch-support, you must have the library for each one of the packers. If one library is missing, that packer won't be supported.

1.40 CycleToMenu

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Cycle To Menu:

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 running an other CycleToMenu program.

1.41   Default PubScreen

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Default PubScreen:

With this function the frontmost screen will become the default Public screen (if he is one). 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.

1.42   Font Search

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Font Search:

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.

1.43   Force NewLook-Menus

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Force NewLook-Menus:

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.

1.44   Format Protection

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Format Protection:

The entered device will be protected from formatting by mistake. This feature also protects from formatting by some viruses. To change the device, you have to edit the 'Format Protection' function. A new window will open and you can enter the device name. (This adjustment is case sensitive!!)

In addition to this you can activate the 'NoQuickFormat' option which will protect the given device from QuickFormat and you can set the 'NoBootWrite' option if you don't want that a program can overwrite the Bootblock.

NOTE: Consider carefully, which device you want to protect because only one device can be protected.

WARNING:

A QuickFormat will be successful because this part of the formatprogram does not call the device program, it only writes some blocks.

1.45   FrameIHack

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- FrameIHack:

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 : The resolution of the screen will be checked before

changing the frame. If there is no 1:1 resolution,

nothing will be changed.

1.46   Force Hires Pointer

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Force Hires Pointer:

This function sets 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.

NOTE: This works certainly only with system friendly programs which call the corresponding system functions.

1.47 Hotkeys

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Hotkeys:

With this function the internal 'HotKeys' (e.g. 'ClickToFront') will be activated. The settings can be made on the 'Hotkeys' side. On this side you can edit all settings for the internal and external Hotkeys.

ListView is divided as follows:

Activate Window :

This 'Hotkey' activates the window under the mousepointer.

Close Active Window :

Closes the active Window.

Cold Reset :

A HARD RESET of your Amiga. Kills all RESET surviving programs

and will set the MMU to off (if available).

CycleScreens :

You may cycle the Screens with this "Hotkey".

CycleWindows :

You may cycle the windows with this "Hotkey".

ExecuteCommand :

With this 'Hotkey' you can execute a Shellcommand. The Shell-

command can be given with the 'Options' gadget.

Fast Reset :

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

Hold Mouse X / Hold Mouse Y :

Blocks the mousemoving in the X or Y direction respectively.

Hold Mouse X and Y :

Blocks the mousemoving in one direction, where the direction

is given through the last mousemove.

Insert into Inputstream :

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

Inputstream. Following formats are supported:

Text: {} {foofoo}

Keystroke: <> <CTRL LALT A>

Keystroke upstroke: [] [CTRL RALT A]

Example: insert 'Doubleclick LeftMousebutton'

(please make a 'space' after each string)

<lbutton mouse_leftpress>

[lbutton mouse_leftpress]

[lbutton mouse_leftpress]

MemPatch On/Off :

MemPatch-option will be toggled and a requester with

the actual setting appears

ShiftKey :

You can emulate the Shiftkey. For example you can emulate the

middle mousebutton as the shiftkey.

Start Blanker :

Turns the Blanker on.

Start Dimmer :

Turns the Dimmer on.

Start DPMS PowerOFF :

Starts PowerOFF mode of Powersaver.

Start DPMS Standby :

Starts Standby mode of Powersaver.

Start DPMS Suspend :

Starts Suspend mode of Powersaver.

System Restore :

Resets the System, if you changed the system status by using

the MCP-ToolTypes.

WindowToBack :

This "Hotkey" will send the active window to back.

WindowToFront :

This "Hotkey" will bring the active window to front.

ZipWindow :

You can emulate the Zoomgadget from a window.

To define a new Hotkey for a function you must click on 'NEW' and on the window you can choose a 'Hotkey', a 'DiskAction' or a 'Timer'. The event on the frontmost page is active !

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. Other programs don't

notice the event, but sometimes it's also usefull to pass

the hotkey to other programs.

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.

If you have active the 'DiskAction' then you can execute a function if you insert or remove a disk. (Try to insert or remove a disk while this side is active :)

With the 'Timer' you can start a function at a 'StartTime' and again after the 'RepeatTime'. The 'StartTime' is the delay after the start from MCP to execute the function first and the 'Repeattime' is the time in seconds to start the function again.

1.48   LeftyMouse

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- LeftyMouse:

The left and right mousebuttons will be exchanged. For a left-hander it's important, because, without this function, it's not possible to reasonably work.

1.49   Library Search

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Library Search:

Unfortunately some programs need their own library directory and do load their library only from there. With this patch you may move all libraries to the 'LIBS:' directory to prevent useless doubled library files. It's also possible to create a 'Libs:' directory in a program's 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.

1.50   LISTS PAGE

G L O B A L L I S T S P R O M O T O R H O T K E Y S

CRUNCHPATCH TOOLALIAS ASSIGNPREFS MEMORYPATCH REQUESTERTIMEOUT

1.51   Lock Patch

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Lock Patch:

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

1.52   MapUmlauts

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- MapUmlauts:

This function converts the german Umlauts automatically to the following strings: 'ae', 'oe', 'ue' oder 'ss'. If you type an Umlaut (or use a Snap) you will get the converted chars.

1.53   Memory Patch

G L O B A L L I S T S P R O M O T O R H O T K E Y S

CRUNCHPATCH TOOLALIAS ASSIGNPREFS MEMORYPATCH REQUESTERTIMEOUT

- Memory Patch:

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)

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 Memorypatch (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 it works also with the CybergraphX emulation since version V2.14 if you set the ENV-variables 'NOCHIPSCREEN' and 'PLANESTOFAST'. 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.

1.54 Mouse-Speeder

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Mouse-Speeder:

This function speeds up the mouse movement. To change the adjustment, you have to deactivate (if active) and then activate the checkmark. A new window will open where you can do the following:

Threshold:

This is the resolution of the Mouse-Speeder How much the

pointer will move in relation to the amount that the mouse

is moved. (To use the acceleration feature, this gadget must

be set for 2 or more points).

Acceleration:

This is the factor of acceleration.

1.55   Solid Windowmoving

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Solid Windowmoving:

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.

1.56   NewEdit

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- NewEdit:

Now you can better control 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

1.57 NewGadTools

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- New GadTools:

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.

1.58   No Capslock

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- No Capslock:

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.

1.59   No DisplayBeep

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- No DisplayBeep:

Disables the DisplayBeep from the system.

1.60   No Iconborders

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- No Iconborders:

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

1.61   No Guru

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- NoGuru:

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.

lower part:

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.

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!

1.62 No Topaz

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- NoTopaz:

With this function, the standard Topaz font will be exchanged with a new one. For changing the font, you have to edit the function. A new window will open, where you can adjust the font.

NOTE: The font must be 8 points high and also 8 points wide. It also can't be a proportional font.

1.63 OneReq

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- OneReq:

When the Reqtools-Patch function is active, it is not necessary to hold the whole ASL-library in the memory, because most functions will be replaced through the Reqtools-library. The new '_ASL.library' is only 452 bytes and needs therefore only one percent of the memory. If a program needs a function from the original ASL.library, the new library will call the old ASL.library. The new library saves a lot of memory, because only the Screenmode and the Fontrequester must call the old library.

1.64 PatchMath

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- PatchMath:

This function will fix an error in the 'mathieeesingbas.library' on systems with 68040 processor and kickstart 3.x. The functions IEEESPMul() and IEEESPDiv() 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.

1.65 PatchOpenWorkBench

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- PatchOpenWB:

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.

1.66 PatchRGB32

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- PatchRGB32:

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.

NOTE: This function has no meaning on other machines; however if the patch is not used in conjunction with the above stated hardware, it could happen that the colors appear false.

1.67 Pointer Blanker

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Pointer Blanker:

The mouse arrow can be switched off after an entered time or by pressing a key (KeyBlank). The mouse arrow 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 disturbing that the arrow blocks the reading of the text underneath. The KeyBlank function is therefore interesting, since it switches off the mouse arrow when you use the keyboard.

NOTE: You must enter a zero value to the blanktime if you want to only blank the mousepointer with a keypress.

1.68 PointerPatch

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- PointerPatch:

This function is another extraordinary feature of the MCP. Now it is (for the first time!) possible, to use a 16-colour Mouse arrow on the Amiga. To change the Mouse arrow, you have to edit this function. A new window will open, where you can choose a 16-colour IFF picture with the gadget 'Generate' (first for the normal MousePointer and second time for the BusyPointer).

To properly generate a pointer You have to note the following:

- If you have an OCS/ECS machine: the arrow must be smaller or the

same as 16 points wide and 24 points tall.

- If you have an AGA machine: the arrow must be smaller or the same

as 32 points wide and 48 points tall.

Larger sizes are not supported by the system! If the picture is larger than this resolution, MCP will crop the left upper corner in the width and height of the size that the machine can use. With the option 'Flicker Delay' you can disable the flickering on some machines, but on the most computers it's not needed.

NOTES:

1)

You need at least Kickstart 3.0 for this function.

2)

The 16-colur arrow does not work with a VGA-Only Monitor, since only one sprite is possible with VGA-Only. Nevertheless, if you want to use it with VGA-Only, you should use our Monitor package.

3)

This patch doesn't works with a GFX-Board, because all known boards have only one sprite with 3 colors.

4)

We welcome any nice MousePictures sent to us. It would be very kind if you would allow us to publish these MousePictures. If you don't want to paint your own mouse arrows, you can use the included one.

1.69   Power Management

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- PowerSaver:

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 comsumption 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)

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

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

1.70   Processor

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Processor:

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 ins 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 : halfs the CPU Instruction Cache. (060)

HalfDataCache : halfs 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.)

Speed Ramsey : Switches the Ramsey-Chip (only A4000) to the

60ns RAM-Mode. The system will only work if the

RAM-Chips are good enough.

NOTE: If the computer crashes after start of the

MCP, the RAM speed is not high enough and you

should disable this function.

FastGary : Switches off the waiting period after the occur

of a BUS-Error. A BUS-Error occurs, if the processor

makes an illegal memory call (means Enforcer-Hit).

(a must for every A4000/030 !!!)

MapROM : The MCP loads an external Kickstart-file and

resets the computer. Works only on Computers with

a MMU (or on an A4000/040).

FastROM : Copies the ROM - Kickstart into FastRAM. Usual

only used on older Amigas with 16-Bit ROMs (A500,

600,1000,2000).

(MMU needed)

NOTE: The function MapROM is still in the developmental phase and can't be switched on as off now.

1.71 Promotor

G L O B A L L I S T S P R O M O T O R H O T K E Y S

Task Name Screen Name No Promote Size Display ID

Promotor:

With that checkmark, the Promotor is switched on/off. This is a very complex feature, which leaves (hopefully) nothing open. It was programmed in the way that it can also be used with Gfx-Boards and was tested on a Cybervision and a PicassoII succes fully (forget "ChangeScreen"!). There could be entered different tasks, which will be promoted, but you can also enter display-modes, (e.g. NTSC HiRes Laced --> Euro72) which will be promoted. Also single screens may be promoted and if you promote named display-modes, you can exclude single tasks from promoting, since otherwise all tasks would be promoted with one named display-mode. Important programs, you should exclude from promotion, are the OverscanPreferences (e.g. you would change DblPAL instead of the wanted PAL).

Above you can find a list of the adjustments for the promotor. Since the promotor is so complex, this section is divided into five subpages. The priority of working down the pages is in the likelihood of its use.

1.72   Task Name

G L O B A L L I S T S P R O M O T O R H O T K E Y S

Task Name Screen Name No Promote Size Display ID

Promotor * Task name:

Here you enter all the tasks, which should be promoted to a named DisplayMode. To add a new task, simply press 'Add'. A new window will open, allowing you to choose a task from systems task list or enter one into the stringgadget. If you've chosen a task, a ScreenMode requester will open, allowing you to choose a ScreenMode for this task. If a task is picked from the ListView, you can do the following:

EDIT - edit the taskname

DELETE - kill the task from list

The checkmarks on the right have the following meaning:

AutoScroll - switches on the Autoscroll-Bit for the choosen

screen

Interleave - opens an Interleaved-Bitmap-Screen. That's why the

blitter is able to work faster. (Only works with

system-friendly programs and Kickstart 3.0)

Besides you can determine with the Cyclegadget in which size the screen should open.

To change the Display-Mode of a task afterwards, there is a gadget down from the others for changing the DisplayMode by requester.

1.73   Screen Name

G L O B A L L I S T S P R O M O T O R H O T K E Y S

Task Name Screen Name No Promote Size Display ID

Promotor * ScreenName:

Here you enter all the Screennames, you want to be promoted to another named DisplayMode.

Since this is nearly the same as the adjustments for the Promotor Taskname, you should refer there for more detailed information.

1.74   No Promote

G L O B A L L I S T S P R O M O T O R H O T K E Y S

Task Name Screen Name No Promote Size Display ID

Promotor * NoPromote:

Here you enter all the Tasks, you never want to be promoted.

The gadgets have the following meaning:

ADD - You can choose a task from list or enter one into a

stringgadget.

EDIT - Edit the name of the chosen task.

DELETE - Kill a task entry from list.

1.75   Size

G L O B A L L I S T S P R O M O T O R H O T K E Y S

Task Name Screen Name No Promote Size Display ID

Promotor * Size:

Here you can enter the Screen resolutions to be promoted into a named DisplayMode. In the ListView there is a 'Width x Height' on the left side, and the DisplayMode, to open this resolution with, on the right. By clicking onto 'NEW', you can add a new resolution. You need to enter width and height to the stringgadgets on the bottom left. On the right to this, you can choose a DisplayMode for your entered resolution.

If you choose a resolution from the ListView, you can change its adjustment or you can delete it by clicking onto 'DELETE'. You can also set an AutoScroll-Bit for the single resolutions you've entered.

NOTE: Only the AutoScroll checkmark will be available here.

1.76   Dispaly

G L O B A L L I S T S P R O M O T O R H O T K E Y S

Task Name Screen Name No Promote Size Display ID

Promotor * DisplayID:

Here you can promote a named DisplayID into another one. In the ListView

there is the to-be-promoted-DisplayID on the left side, and the to-be-promoted-to-DisplayID on the right. By clicking onto 'NEW', you can add a new DisplayID. On the bottom of the window you will now be able to choose the DisplayModes.

If you choose a DisplayID from the ListView, you can change its adjustments or you can remove it by clicking onto 'DELETE'. You can also set/unset the AutoScroll-Bit for this ScreenModes.

NOTE: Only the AutoScroll checkmark will be available here.

1.77   PubModes

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- PublicScreenModes:

The two options of this function can change the modes from the PuplicScreens.

Shanghai - ever opens a new PuplicWindow on the actual PublicScreen.

PopPubScreen - If a window opens on a Publicscreens then this screen

will be popped to front.

1.78   QuickLayers

- QuickLayers:

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 (enlarging, reducing, opening, and closing of windows) will be reached.

1.79   ReqTools Patch

- ReqTools Patch:

This function changes the system vectors in a way that all system messages and requesters will be opened from 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.

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 sight 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.

1.80   Requester Timeout

- Requester Timeout:

This function allows you to answer different Requesters after a specified period of time. The requesters can be specified by the following features:

Title: pattern of requesteratitle

BodyText: pattern of text inside the requester

Gadget: pattern of the gadgets.

If the Requester was identified by MCP, the time specified in 'Timeout' will be waited, and then the gadget, defined by 'Gadget number' will be pressed.

~~~

The 'Requester Timeout' page defines the requesters to be effected. If you want to add a new requester, simply press the 'New' gadget. The requester can be determined by the following entries:

Title: pattern text for the requester titlebar

BodyText: pattern text for the requester text

(All <RETURNS> must be replaced by a '#?'. You must also

take care that no '"' is in the pattern text. Usually a

small part of this text will be enough to recognize the

requester)

Gadgets: pattern text for the gadgets

(The single gadgets have to be connected by a '#?'!)

You don't need to enter all entries, if the requester is determined exactly by the entries you made. If an entry is defined, ALL requesters will be answered after the selected period of time. The delay time of terminating the requester may be in sec nds by the entry 'TimeOut'. If you enter a '0', the requester will not appear, since it is answered immediately. The value in the entry 'Gadget' is the synonym for the gadget to be pressed. The value '0' represents the most right one gadget. The other g dgets can be determined by counting the gadgets starting with the most left one, beginning with value '1'.

Example:

```
_____

|·| Request |ø|o|

|─────────────────────────────────|

| Demo Requester |

| _____ _____ _____ |

| | SAVE | | USE | | CANCEL | |

| ─────── ────── ──────── |

─────────────────────────────────
```

The requester should press the following gadgets automatically:

SAVE: GadgetNumber = 1

USE: GadgetNumber = 2

CANCEL: GadgetNumber = 0

NOTE:

1)

Only ReqTools requesters can be answered. Thats why it is recommended to activate the ReqTools Patch .

2)

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

1.81   SaveGIRPort

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- SaveGIRPort:

This patch improve the ObtainGIRPort routine, so that for example MagicMenu doesn't hang. Because of the additional safety tests, this routine will be a little slower and especially MUI can be slower while scrolling.

1.82   SAVE USE TEST CANCEL

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- SAVE:

The adjustments will take hold, saved to "ENVARC:" and the MCP-Prefs will be closed.

- USE:

The adjustments will take hold, and the MCP-Prefs will be closed.

- TEST:

The adjustments will take hold, but the MCP-Prefs will stay open and you may test them.

- CANCEL:

The MCP-Prefs will be closed and no change will be made.

1.83   Screen Activation

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Screen Activation:

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 most front 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).

1.84   Screen Blanker

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Screen Blanker:

This function enables the usage of a screensaver. At this point in time, all Swazblanker and Garshneblanker modules are supported. In addition, there is a simple Blanker, which brings up a black-coloured screen.

Unfortunately, the preferences of the Swazblanker and Garshneblanker modules have to be adjusted with the Blankerprogram. All the information from this program settings is read at the start of the MCP. If you make any changes to the blankers, after MCP is running, you will have to reload the modules at every blanking, or restart MCP. Unfortunately this extra step is unavoidable.

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 and in the Listview you can select a blanker. The 'random' blanker choose randomly a blanker from the given and the 'Black' blanker makes only a black screen.

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

NOTE:

1)

If no processor-time left while blanking then the blanker will stop a second and then the internal Blanker comes up!

2)

If you run Executive you must insert a 'PingTask' task to the entries in Executive, because this task is needed for Garshneblanker and must have a priority of 5 !!!

1.85   Screen Dimmer

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- ScreenDimmer:

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).

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

Time - Is the time until the blanker starts

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

0% = no dimming 100% = black

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)

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).

1.86   ScreensMenu

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- ScreensMenu:

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.

1.87   Set DRI-Pens

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Set DRI-Pens:

Do you know screens and windows that look flat? Is the depth gadget or a file requester painted in only one color? This function changes this behaviour (it should be activated always).

This function does not change the look of the window. Only the pens are reset to more 3d-looking values. 'Set DRI-Pens' should also be used together with 'SysIHack' or other programs, since they mostly do not set the pens correctly themselves.

NOTE: This feature of course only works if the screen has 4 or more colors.

1.88   ShapeShifter

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- ShapeShifter:

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.

1.89   SizeWindow

- Size solid windows:

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.

1.90   Sun Options

- Sun Options:

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 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.

1.91   SysIHack

- SysIHack:

The standard system-gadgets will be changed to a more 3D look. This function isn't a full replacement for the program "SysI-Hack," because the original "SysIHack" features more functions then 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.

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

1.92   Tools Alias

- ToolAlias:

Who hasn't been annoyed by not being able to (e.g.) view a documentation by double clicking on its icon, because the path in the "Default Tool" in its icon is wrong? With this function it is possible to change the default tools, in the icons, into other ones, named in the list on page "Lists - ToolAlias" (e.g. #?more --> C:PPMore). The "Default Tool" is only virtually changed, if a program reads the tooltype. The original "Default Tool" will remain on the medium. The 'new' "Default Tool" will only be shown if a program is started via icon or the icon is shown (WBInfo, Swazinfo, ...).

~~~

The additonal gadgets for this feature are located on the "Lists - ToolAlias" page in the Prefs Program. On this page all the Default Tools are entered, which should be replaced by other ones. In the ListView there are entered all AliasTools. To add one, you have to p ess 'New'. Now you can enter the Default Tool, which should be replaced, into the left string gadget. The string gadget on the right is for the Default Tool which should be inserted. You can also choose the new Default Tool by requester. The 'Delete' gadget is for killing a Default Tool from the list. The name of the To-Be-Replaced-Default-Tool may also have some pattern (e.g. #?).

NOTE: Only the Default Tool will be changed. In contrast with other ToolAlias-programs, the left-side-entered programs are furthermore useable (maybe from shell, if you want).

1.93   New ToolTypes

- New Tooltypes:

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 toolypes.

You can enter the following Tooltypes to the icons:

MCPNOVBR: sets the VBR to address 0

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: halfs the Data Cache of the 68060 CPU

MCPHALFDATA: halfs the Instruction Cache of the 68060 CPU

MCPTIMEROFF: disables MCPs internal timing, no Dimmer or Blanker

will apear.

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 many 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.

1.94   Wait Validate

GLOBALLISTSPROMOTORHOTKEYS

- Wait Validate:

If MCP starts and a harddisk is validating, then MCP will wait until the end of the validating. The computer can boot normal without any requesters. This is only usefull if MCP is in your Startup-Sequence.

1.95   WBAbout

GLOBALLISTSPROMOTORHOTKEYS

- WBAbout:

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 don't work with ARQ. This is because ARQ don't call the systemroutine after it's own routine.

1.96   Title Clock

GLOBALLISTSPROMOTORHOTKEYS

- Title Clock:

This is a freely configurable WorkbenchTitleBar-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-co- ordinate 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, whether the clock opens on the most front screen, or fixed on the Workbench screen.

Certainly you can enable or disable screens for the clock. You can see an example for this on the Patternmatching page.

1.97   WB Gauge

- WB Gauge:

This is a WBGauge which displays a gauge in the Workbench windows and shows the fullness of the device. 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: In contrast to other WBGauge programs this gauge shows the real fullness of the device. So you will see, that the RAM: is not to every time 100 percent filled, because it's not true.

1.98   Change Workbenchtitle

- Change Workbenchtitle:

With this function it is possible to configure and to extend your WBTitleBar to your own desire. To change the WBTitleBar, 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.

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

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

The changed TitleBar could look as follows:

AmigaOS V%os %pr/%cp/%cs Chip:%fc(%pc) Fast:%ff(%pf) T:%nt S:%ns

You should insert a sufficient number of spaces between the single

values, to make it easier to read.

NOTE:

1)

MCP tries to identify the old WBTitleBar by searching for 'Amiga' at the beginning of the ScreenTitle. If this fails the function has no effect.

2)

It's not possible to change the Titlebar from the 'DirectoryOpus' Workbench emulation, because this emulation uses own routines.

1.99   Activate on Workbenchtitle

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- Activate on Workbenchtitle:

If you use the Workbench in a low resolution (such as 640x256 points) and open a lot of windows, 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 mostly free from windows.

NOTE: This function is very useful if you use 'ToolsDaemon'.

1.100   DOS-Wildstar

G L O B A L L I S T S P R O M O T O R H O T K E Y S

- DOS-Wildstar:

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

1.101   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

1.102   Patternmatching

Pattern-Matching codes

Character Description

? it specifies a single character

#<p> means that <p> occures 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

Examples:

all screens except 'Workbench' : ~(Workbench)

only the 'Shell' screen : (Shell)

all 'Shell' screens : (Shell#?)

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

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 !!!

1.103   INDEX

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