

in

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Chapter 1

in

1.1 Win95_IconRenderer: Windoze look for PowerWindows icons

-> Win95_IconRenderer V0.5 <-

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Introduction

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1.2 Introduction

Win95_IconRenderer is an external IconRenderer for PowerWindows. It will make the icons (iconified windows) look like the windows in Windoze95.

Have a look at this [image](#)

1.3 Requirements

You need at least AmigaOS 3.0 and PowerWindows V1.0 (it might also work with V0.9.5) to use this IconRenderer.

1.4 Legal Stuff

Win95_IconRenderer is Freeware. Do anything you want with it, but please register PowerWindows. The first version of PowerWindows was released more than half a year ago but up to now there have been only three users who have registered :(My motivation really starts disappearing :(

1.5 Installation

Use the supplied installation script to copy the IconRenderer to ↵
your HD.

If you want to do it by hand then just copy "Win95_IconRenderer" into the "ExtRoutines" directory of PowerWindows and the guide and preview image (which consists of three files: "IconLook", "IconLook.info", "IconLook.gif") wherever you want.

To activate the new IconRenderer start PW_Prefs. Go to the "External" page, click on the "External Icon-Renderer" file pop up button and select "Win95_IconRenderer" in the "ExtRoutines" directory.

After this operation the "External Icon-Renderer" string gadget should look like this:

```
ExtRoutines/Win95_IconRenderer
```

The Win95_IconRenderer can be configured by adding some arguments to the text in the string gadget, but first you have to insert a comma (","). E.g.:

```
ExtRoutines/Win95_IconRenderer,CENTERTITLE
```

Go to the

Configuration
chapter to see all possible options.

1.6 Configuration

To configure Win95_IconRenderer you must add some arguments to the ↵
"External

Icon-Renderer" string gadget in the "External" page of PW_Prefs. If you want (or have) to edit the PowerWindows config file by hand, you have to add the parameters in the line starting with "EXT_IconRenderer=". The parameters must be specified after a comma (","): <File>,<Parameters> For example:

```
ExtRoutines/Win95_IconRenderer,CENTERTITLE
```

The IconRenderer uses ReadArgs() to parse the arguments, just like all (or most) CLI/SHELL commands. This is the used argument template:

```
FONTNAME=F/K, FONTSIZE=FS/K/N, FONTSTYLE=FST/K/N,  
FONTYOFFSET=FY/K/N, FONTXOFFSET=FX/K/N, BACKCOL=BC/K,  
BORDERWIDTH=BW/K/N, GADGETGAP=GG/K/N, TITLEGAP=TG/K/N,  
PRECISION=P/N, GADPOS=GP/S, SLEEPBRUSH=SB/S, CENTERTITLE=CT/S
```

If you are not very familiar with argument templates, I'll explain you the

most important things

.

FONTNAME : Font to be used for title. Don't forget to add ".font".
E.g. "helvetica.font"

FONTSIZE : Size of the font

FONTSTYLE : Style of the font: 1 = underlined, 2 = bold, 4 = italic.
It's possible to combine styles. For example: 3 = bold
underlined (1+2).

FONTYOFFSET: Can be used to correct the y position of the title

FONTXOFFSET: Can be used to correct the x position of the title

BACKCOL : 32 Bit RGB value of color to be used for background
(which is dark blue by default). You can write it in
hexadecimal format: 0xFF7A34

BORDERWIDTH: Width (thickness) of the grey border. Should be in the
range between 0 and 2.

GADGETGAP : Gap in pixels between gadgets and other elements

TITLEGAP : Gap in pixels between title and other elements

PRECISION : Precision for pen obtaining:

0 = PRECISION_IMAGE
16 = PRECISION_ICON
32 = PRECISION_GUI
-1 = PRECISION_EXACT (default)

GADPOS : When activated gadgets will be placed at their correct position
(all at the right, just like in Win95). By default the
close gadget will be placed at the left side.

SLEEPBRUSH : Adds a "sleep brush" at the left side of the icon. Might look
a little bit strange if GADPOS is not activated.

CENTERTITLE: Center the title

1.7 The meaning of argument templates

```

FONTNAME=F/K, FONTSIZE=FS/K/N, FONTSTYLE=FST/K/N,
FONTYOFFSET=FY/K/N, FONTXOFFSET=FX/K/N, BACKCOL=BC/K,
BORDERWIDTH=BW/K/N, GADGETGAP=GG/K/N, TITLEGAP=TG/K/N,
PRECISION=P/N, GADPOS=GP/S, SLEEPBRUSH=SB/S, CENTERTITLE=CT/S

```

An argument template appears in the following way ('[abc]' means that this is optional):

```
KEYWORD [=ALIAS_KEYWORD] [/?] [/?], KEYWORD2 [=ALIAS_KEYWORD2] [/?] [/?], ...
```

/K means that if you want to use/change it, you have to write the keyword first, put one (or more) spaces or a "=" after it and write the value after that. Examples:

```

FONTNAME helvetica.font
FONTNAME=helvetica.font
F heveltica.font
F=helvetica.font

```

/N means that an integer value is expected. "/N" is very often used together with "/K" which means that you have to write the keyword first. Examples:

```

FONTSIZE=18
FONTSIZE 18
FS = 18
FS 18

```

/S means that this is a switch. To activate it simply write the keyword. Examples:

```

SLEEBRUSH
SB

```

Parameters must be separated by one or more spaces:

```
FONTNAME=helvetica.font FONTSIZE=28 SLEEPBRUSH CENTERTITLE BW 10
```

1.8 History

V 0.5 18.08.97: - First public release

1.9 Author

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