

# Contents

## OVERVIEW:

[Description](#)

[Quick Start](#)

[Revision History](#)

## MACRO MANIA COMMANDS:

Items in boldface are important commands used most frequently.

**[Activate](#)**

[ChDir](#)

[Exit](#)

[Macro](#)

[Msg\\_Ok](#)

[Pause](#)

[Repeat](#)

**[Run](#)**

[SendInput](#)

[Beep](#)

[End](#)

[GetInput](#)

[Minimize](#)

[Msg\\_OkCancel](#)

[Rem](#)

[Restore](#)

**[Send](#)**

[SendNow](#)

## TIPS, EXAMPLES, AND HINTS:

[A Simple Example](#)

[Starting Programs](#)

[Important Tricks and Techniques](#)

[Helpful Hints for Beginners](#)

[Scheduling Macros](#)

[Program Limitations](#)

## REGISTRATION AND TECHNICAL SUPPORT:

[About the Author](#)

[Benefits of Registering this Program](#)

**[How to Register this Program](#)**

[Contacting the Author for Technical Support](#)

## Overview

*Macro Mania* is a powerful, yet very easy-to-use macro program that works with ANY windows program! It enables you to run programs (or switch to currently running programs) and then send keystrokes to that program with one simple command invoked from the *Macro Mania* command center, just as if you had manually started the program and typed in the keys yourself. Additionally, it can be told to switch back and forth between programs to transport data via the Windows clipboard using cut, copy, and paste functions.

**If you are like many of the *Macro Maniacs* that continue to emerge, you will find yourself creating macros for all kinds of tasks that require repetitive keystrokes. Some of them will be permanent, crucial parts of your daily activities and others will be quick, temporary macros that still manage to save you a lot of time and keystrokes. *Macro Mania* continues to receive positive comments from professional software reviewers and numerous Windows users alike, you will not be alone <smile>.**

Here is one example of the *many* uses for *Macro Mania*:

I have a contact management program that stores peoples names, addresses, e-mail addresses, etc. Occasionally I want to send an *e-mail newsletter* to certain people in my list. Because I do not want to have to maintain two lists (one in my e-mail program and one in my regular contact management program), and I want to send a message to most, but not all of the people in my list, I need a way to use my contact management program to select the people I want, then have it send e-mail messages to only those people I have selected.

Using *Macro Mania*, I can have it send the keystrokes to my contact management program that filters the list for me and moves to the first entry in the filtered list. Then it starts my e-mail program, sends the keystrokes I would use to compose a new message, automatically plugs the names and e-mail addresses, switches over and captures the text of a letter I have already typed out in Windows Notepad, switches back to the e-mail program and pastes the contents of the letter, saves the message, then moves on to the next entry in my database to do the same thing. With one click of the mouse I have maneuvered among three different Windows programs, moving information from one program to the other, and have sent dozens of keystrokes! What would take a good *cut-and-paste artist* several minutes (or hours depending on the number of entries) to normally do now takes only a few seconds!!!

# Activate

## Description:

Brings an already running copy of a program to the front of your Windows environment. (See [Starting Programs](#) for a discussion of when to use the [Run](#) command vs. the **Activate** command.)

## Syntax 1:

```
ACTIVATE [Title Bar]
```

*Title Bar* is the exact caption that is found at the top of the programs windows (like the *Macro Mania Help* title bar shown above).

## Syntax 2:

```
Activate2 [Title Bar Text]
```

*Title Bar Text* is any text within a title bar. This is useful where only a partial match is needed or desired.

## Example 1:

```
ACTIVATE NOTEPAD - thefile.txt
```

## Example 2:

```
ACTIVATE2 NOTEPAD
```

## Notes:

An error occurs when you use the Activate command and the Title Bar is incorrect or the program is not already running. Activate2 is a powerful extension of the Activate command when the Title Bar changes (as when it also has the name of an open file).

It does not change whether it is maximized or minimized. If you are not sure if the macro might be activating a program that has been minimized, one trick is to send *Alt-space, R* using the SEND command (translated as % r). This usually causes the program to **R**estore to a *normal* window if it is minimized. (See [Tricks and Techniques](#) for further discussion of how to manipulate the state of windows.)

# Beep

**Description:**

Sends a beep to any normal PC Speaker.

**Syntax:**

Beep

**Notes:**

Useful for bringing attention to the computer. Particularly useful to put at the end of long macros or immediately before a pause to indicate you may begin typing.

# ChDir

## **Description:**

Like the DOS command, this changes the working directory to the directory you specify. Issue this command if the program you wish to run using the [Run](#) command needs to find support files. (Issuing this command before the RUN command is like specifying the *Working Directory* when you create a program item in the Windows Program Manager.)

## **Syntax:**

CHDIR [path]

*path* is a string expression that identifies which directory becomes the new default directory. This argument must contain fewer than 128 characters and has the following full syntax:

CHDIR [drive:] [ \ ]directory[\directory] . . .

The argument drive is an optional drive specification; the argument directory is a directory name. If you omit drive, CHDIR changes the default directory on the current drive.

## **Notes:**

*CHDIR* may be abbreviated with *CD*.

## **End**

### **Description:**

Causes the Macro Mania program to completely end.

### **Syntax:**

END

### **Notes:**

This command is especially useful if you wish to run a macro, perhaps from another program, then want Macro Mania to stop running entirely. To simply exit an individual macro, see the [Exit](#) command.

## **Exit**

### **Description:**

Causes the macro to exit and quit running.

### **Syntax:**

EXIT

### **Notes:**

This command is especially useful for debugging your macros or dynamically changing where the macro should end without having to comment a lot of lines or delete part of a macro script you may want to use later. For debugging, if you are not sure where your macro is not working correctly, place this command a few lines above where you think the error is happening. Then gradually move it down one line at a time until the line with the error is identified.

To end the Macro Mania program entirely, see the [End](#) command.

# GetInput

## Description:

Gives a prompt in the middle of a macro, allowing for input of small amounts of dynamic data that can later be sent with the [SendInput](#) command.

## Syntax:

GetInput [Prompt]

*Prompt* is any text (approximately 255 characters maximum) that you want displayed when the Input Box is shown. (Usually a description of what should be typed in the box.)

## Notes:

This command is useful for getting file names, search strings, and other data that may change each time a macro is run. Once you use the GetInput command, it is necessary to use either the Run or Activate command and later a SendInput command to send the information that was put into the Input Box. If no input is put into the box or the cancel button is selected, the macro asks if you wish to abort the macro. Yes causes the macro to stop, no causes the macro to continue without any input. (When the SendInput command is encountered without any text to be sent, it will ask a similar question.)

## Example:

```
GetInput Enter the file to open.  
Run notepad.exe  
Send %Fo  
SendInput  
Send {enter}
```



# Macro

**Description:**

Runs another macro you have programmed, allowing you to chain macros together.

**Syntax:**

MACRO [n]

*n* is a number indicating the number of the macro you wish to run. Refer to the number displayed in the "Add/Edit Macros" window.

**Example:**

MACRO 3

**Notes:**

Macro Mania prevents you from using the MACRO command to call itself, otherwise it would get into a continuous loop. It is possible to call a macro that, in turn, calls the macro that called it, so be sure you refer to the correct macro number and avoid getting yourself into such a continuous loop.

Note that while adding new macros will not affect the position of your macros since new macros are simply appended to your macro list, deleting macros in front of existing macros causes them to be resequenced by -1. For example, you have 10 macros and delete the 7th, now the 8th becomes the 7th, the 9th becomes the 8th, and so on. Just bear this in mind whenever you delete macros so you can make any needed adjustments.

# Minimize

## **Description:**

Causes the Macro Mania command center to minimize itself (become an icon). This is useful if you wish to see what is happening as the macro executes, or plan to immediately doing something manually in a program after a macro is finished.

## **Syntax:**

MINIMIZE

## **Notes:**

This command is more helpful if used at the beginning of a macro, before a Run or Activate command has been issued. Use the [Restore](#) command to return the window to its *Normal* size.

## **[Important Notes for Windows 95](#)**

# Pause

## **Description:**

Use this command to pause a macros execution. Useful if you wish to give yourself time to manually type in some keystrokes or otherwise wish to prevent the macro script from immediately continuing.

## **Syntax:**

PAUSE [n] <show>

*n* is a number indicating the number of seconds you wish the macro to pause for. The optional word *SHOW* may follow the command to indicate that a small box counting down the number of seconds remaining should be displayed. The display box may be moved, and an option to immediately resume or cancel the macro is also available when the *SHOW* parameter is used.

## **Example:**

PAUSE 3 show

## **[Important Notes for Windows 95](#)**

# Rem

**Description:**

Use before a command or text so that line is ignored when the macro is executed.

**Syntax:**

REM <command> or <text>

*command* or *text* is either a command you do not want to be used in your macro or some text, such as a comment within the macro to help you better identify what the macro is intended to do.

**Example:**

REM Go to the bottom of the notepad.

**Notes:**

You may also use a single quote in place of the Rem statement.

# Repeat

**Description:**

Causes a macro to repeat.

**Syntax:**

```
REPEAT [n]
```

*n* is a number indicating the number of times the macro should repeat.

**Example:**

```
REPEAT 3
```

**Notes:**

This command should be put on the first line of your macros to help you remember its value. (You may also wish to include its value as part of your macro description.)

The repeat option can also be set dynamically by setting the [Temporary Repeat Value](#).

## Restore

### Description:

Use after issuing the [Minimize](#) command to make the Macro Mania window normal again.

### Syntax:

RESTORE

### Notes:

Using the restore command also puts the focus back to Macro Mania. Any keystrokes that are sent with the Send command will be sent to **Macro Mania** unless a Run or Activate command is used to put focus back to another program.

# Run

## Description:

Starts a program or brings an existing program to the front of the Windows environment. (See [Starting Programs](#) for a discussion of when to use the **Run** command vs. the [Activate](#) command.)

## Syntax:

RUN [program], <parameters>

*program* can and probably should include the complete path of the program. If the path is not included, the current directory, Windows subdirectory, and DOS path are searched for a copy of the program. If *program* is not found, an error occurs.

*parameters* are any valid parameters the program can accept when started.

## Example:

The following example runs Windows Notepad, automatically opening the file *MYNOTES.TXT*.

```
RUN c:\windows\notepad.exe, mynotes.txt
```

# Send

## Description:

Sends keystrokes to a program as if you had typed them manually. (Issue this command only after you have issued either the [activate](#) command or [run](#) command.)

## Syntax:

SEND [keystrokes]

*keystrokes* are the keys you would press if you were sitting in a program and typing them manually.

If you want to represent more than one character, append each additional character to the one preceding it. To represent the letters x, y, and z, use xyz.

**You will be using the Send command a lot. Once you master how to use the Send command to its full potential, you can do virtually anything with your macros! You may wish to print this section for easy reference.**

## Syntax Details:

The plus sign (+), caret (^), percent sign (%), tilde (~), and parentheses ( ) have special meanings to the Send command. To specify one of these characters, enclose it inside braces. For example, to specify the plus sign, use {+}. Brackets ([ ]) have no special meaning to the Send command, but you must enclose them in braces as well, because in other programs brackets do have special meaning. To send brace characters, use {{ } and { } }.

To specify characters that are not displayed when you press a key (such as Enter or Tab) and keys that represent actions rather than characters, use the codes shown below:

<u>Key</u>	<u>Code</u>
Backspace	{BACKSPACE} or {BS} or {BKSP}
Break	{BREAK}
Caps Lock	{CAPSLOCK}
Clear	{CLEAR}
Del	{DELETE} or {DEL}
Down Arrow	{DOWN}
End	{END}
Enter	{ENTER} or ~
Esc	{ESCAPE} or {ESC}
Help	{HELP}
Home	{HOME}
Ins	{INSERT}
Left Arrow	{LEFT}
Num Lock	{NUMLOCK}
Page Down	{PGDN}
Page Up	{PGUP}
Print Screen	{PRTSC}
Right Arrow	{RIGHT}
Scroll Lock	{SCROLLLOCK}
Tab	{TAB}
Up Arrow	{UP}



**F1 - F16****{F1} - {F16}**

To specify keys combined with any combination of Shift, Ctrl, and Alt keys, precede the regular key code with one or more of the following codes:

<b>Key</b>	<b>Code</b>
<b>Shift</b>	+
<b>Control</b>	^
<b>Alt</b>	%

To specify that Shift, Ctrl, and/or Alt should be held down while several other keys are pressed, enclose the keys code in parentheses. For example, to have the Shift key held down while E and C are pressed, use `+(EC)`. To have Shift held down while E is pressed, followed by C being pressed without Shift, use `+EC`.

To specify repeating keys, use the form `{key number}`; you must put a space between key and number. For example, `{LEFT 42}` means press the Left Arrow key 42 times; `{h 10}` means press h 10 times.

The macro will not continue until the SEND command is complete. This feature ensures that the macro does not get ahead of itself. If you are sending a lot of keystrokes, you may wish to break them up into several SEND commands so that the program that is receiving the keystrokes has time to process them before another group of keystrokes are sent.

**Limitations:** The Send command can not send keystrokes to a program that is not designed to run in Microsoft Windows. Send also can not send the Print Screen (PRTSC) key to any program.

# SendInput

## Description:

Sends the most recently entered text retrieved from the [GetInput](#) command.

## Syntax:

SendInput

## Notes:

If no text is in the buffer from the GetInput command, the macro asks if you wish to abort the macro. Yes causes the macro to stop, no causes the macro to skip the current SendInput command. Like the Send command, an Activate or Run command must be issued before the SendInput command. A GetInput command should also precede the SendInput command.

## Example:

```
GetInput Enter the file to open.  
Run notepad.exe  
Send %Fo  
SendInput  
Send {enter}
```

# SendNow

## Description:

Sends the current (system) date and/or time as specified with the *format* parameter. (Like the send command, this command should only be issued after you have issued either the [activate](#) command or [run](#) command.)

## Syntax:

SENDNOW [format]

The following table shows the characters you can use to create user-defined date/time formats (examples are at the bottom):

Character      Meaning

<b>c</b>	Send the date as ddddd and send the time as t t t t t, in that order. Only date information is sent if there is no fractional part to the date serial number; only time information is sent if there is no integer portion.
<b>d</b>	Send the day as a number without a leading zero (1-31).
<b>dd</b>	Send the day as a number with a leading zero (01-31).
<b>ddd</b>	Send the day as an abbreviation (Sun-Sat).
<b>dddd</b>	Send the day as a full name (Sunday-Saturday).
<b>ddddd</b>	Send a date serial number as a complete date (including day, month, and year) formatted according to the Short Date setting in the International section of the Windows Control Panel. The default Short Date format is m/d/yy.
<b>dddddd</b>	Send a date serial number as a complete date (including day, month, and year) formatted according to the Long Date setting in the International section of the Control Panel. The default Long Date format is mmmm dd, yyyy.
<b>w</b>	Send the day of the week as a number (1 for Sunday through 7 for Saturday.)
<b>ww</b>	Send the week of the year as a number (1-53).
<b>m</b>	Send the month as a number without a leading zero (1-12). If m immediately follows h or hh, the minute rather than the month is sent.
<b>mm</b>	Send the month as a number with a leading zero (01-12). If m immediately follows h or hh, the minute rather than the month is sent.
<b>mmm</b>	Send the month as an abbreviation (Jan-Dec).
<b>mmmm</b>	Send the month as a full month name (January-December).
<b>q</b>	Send the quarter of the year as a number (1-4).
<b>y</b>	Send the day of the year as a number (1-366).
<b>yy</b>	Send the year as a two-digit number (00-99).
<b>yyyy</b>	Send the year as a four-digit number (100-9999).
<b>h</b>	Send the hour as a number without leading zeros (0-23).
<b>hh</b>	Send the hour as a number with leading zeros (00-23).
<b>n</b>	Send the minute as a number without leading zeros (0-59).

**nn** Send the minute as a number with leading zeros (00-59).  
**s** Send the second as a number without leading zeros (0-59).  
**ss** Send the second as a number with leading zeros (00-59).

**t t t t t** Send a time serial number as a complete time (including hour, minute, and second) formatted using the time separator defined by the Time Format in the International section of the Control Panel. A leading zero is sent if the Leading Zero option is selected and the time is before 10:00 A.M. or P.M. The default time format is h:mm:ss.

**AM/PM** Use the 12-hour clock and send an uppercase AM with any hour before noon; send an uppercase PM with any hour between noon and 11:59 PM.

**am/pm** Use the 12-hour clock and send a lowercase AM with any hour before noon; send a lowercase PM with any hour between noon and 11:59 PM.

**A/P** Use the 12-hour clock and send an uppercase A with any hour before noon; send an uppercase P with any hour between noon and 11:59 PM.

**a/p** Use the 12-hour clock and send a lowercase A with any hour before noon; send a lowercase P with any hour between noon and 11:59 PM.

**AMPM** Use the 12-hour clock and send the contents of the 1159 string (s1159) in the WIN.INI file with any hour before noon; send the contents of the 2359 string (s2359) with any hour between noon and 11:59 PM. AMPM can be either uppercase or lowercase, but the case of the string sent matches the string as it exists in the WIN.INI file. The default format is AM/PM.

**The following are examples of date and time formats:**

<b>Format</b>	<b>What is sent if the current day is December 9, 1995 and the time is 8:50 pm.</b>
<b>m/d/yy</b>	<b>12/9/95</b>
<b>d-mmmm-yy</b>	<b>9-December-95</b>
<b>d-mmmm</b>	<b>9 December</b>
<b>mmm-yy</b>	<b>December 95</b>
<b>hh:mm AM/PM</b>	<b>08:50 PM</b>
<b>h:mm:ss a/p</b>	<b>8:50:35 p</b>
<b>h:mm</b>	<b>20:50</b>
<b>h:mm:ss</b>	<b>20:50:35</b>
<b>m/d/yy h:mm</b>	<b>12/9/95 20:50</b>

## A Simple Example

Maybe the best way to explain the easy syntax that Macro Mania uses is with an example. Here is an example of a simple macro that will start Windows Notepad and then type the message *Macro Mania is powerful, yet easy-to-use!*:

**RUN Notepad**

**SEND Macro Mania is powerful, yet easy-to-use!**

## Starting Programs

The first part of a macro needs to start the program that will receive the keystrokes sent from the macro. There are two commands you can use to start a program, either the [Run](#) command, or the [Activate](#) command.

The best method is to use the Run command to start programs. If the program is already running, Macro Mania will just bring it to the front of your Windows environment so it will be ready to accept keystrokes. If the program is not already running, Macro Mania will start it for you. This works for programs that will only allow themselves to be run once during the same session (most programs behave this way--especially large programs).

For a program that allows itself to be running more than once during the same time (Windows Notepad, for example), you may need to use the Activate command to bring an already running copy of the program to the front of your Windows environment. Here is an example:

Suppose you want a macro to start a fresh copy of Windows Notepad, type a message, start the Windows Calculator, then send keystrokes to the calculator to calculate some numbers. Now you want it to return to the notepad without starting another fresh copy of it (you just want to *ACTIVATE* it) so the notepad will be ready to accept further commands from the macro.

```
RUN notepad.exe  
SEND I am in Windows Notepad.  
RUN Calc.exe  
REM The plus needs to be in brackets  
SEND 8976{+}22=  
SEND %Ec  
ACTIVATE Notepad  
SEND {Enter} %Ep
```

## Tricks and Techniques

### Manipulating the State of Windows:

The state of most program windows (whether they are Maximized, Minimized, or Normal ) can be manipulated by sending keystrokes. By sending *Alt-space* (translated as *SEND %* ) with the SEND command, you can pull up the control button of a window and then send the letter you wish to use to either Minimize (n), Maximize (x), or Restore (r) the window. If I am not making sense, press *Alt-space bar* now to see what I mean, then press *Esc* to get rid of the command button menu. In summary, once you use either the *RUN* command or the *ACTIVATE* command to bring a window to the front, you can use the send command to manipulate its state (which you will want to do if you think the window could be minimized and not able to accept keystrokes).

**Normalize** - SEND % r

**Maximize** - SEND % x

**Minimize** - SEND % n

### Launch a Particular Macro at Startup:

You can launch a particular macro when Macro Mania is first started by following the command with the number of the macro you want it to run automatically. For example, to run macro 3 you would use: "[path]MACROM.EXE 3" to automatically start your 3rd macro (where [path] is the location of MACROM.EXE).

Note that while adding new macros will not affect the position of your macros since new macros are simply appended to your macro list, deleting macros in front of existing macros causes them to be resequenced by -1. For example, you have 10 macros and delete the 7th, now the 8th becomes the 7th, the 9th becomes the 8th, and so on. Just bear this in mind whenever you delete macros so you can make any needed adjustments.

### Adding Icons to the icon list:

*Macro Mania* installs 200 icons you can choose from; however, if you want to add to the list of your choices, you can! Just copy any valid icon file(s) to the *icons* subdirectory beneath the subdirectory where you installed *Macro Mania*. (This is done automatically for you if you select an icon from a directory other than the default icon directory.)

There are many icon libraries available and you can probably locate one where you found this program. Be sure to find a library that has actual icons files (\*.ico) that can be copied to the icon subdirectory, not icon libraries that are contained in DLLs--unless you have a utility that can extract the icon files from the DLL.

The Macro Mania Icon Selector can read up to 900 icons, so please do not get too carried away <smile>.

### Activating Buttons:

Most buttons can be activated by sending a space or, perhaps more obvious and common, an {enter}; however, be sure that the focus is on the button you wish to activate. A better way to activate a button is to use its hotkey if it has one. Hotkeys are the Alt-letter combination that invokes that button and can be identified because the letter is underlined.

### Combine the search feature of the program with a macro:

For example, suppose you have 50 expressions that say  $A = B$ , but they are not all the same, some say  $C = D$ , some say  $R = Y$ , etc. Using the *Find* command of your program, you can search for the equal sign (=) and then send the keystrokes that you would do in order to move the value on the left of the equal sign to the right of the equal sign and vice versa.

Here is a macro that would do that, assuming you have already done a search for the equal sign and F3 causes a find next to occur.

```
REM Repeat this 49 times  
REPEAT 49  
REM Run (or activate) the program (in this case Visual Basic)  
RUN c:\vb\vb.exe  
REM Search for the next equal sign  
SEND {F3}  
REM Delete the equal sign and space, then cut what is on its right  
SEND {del 2}+{end}%Et  
REM Add the equal sign and paste back what was on the left  
SEND {home}%Ep=
```

### **Save Space in Your Macros:**

Do not use your macros to type every character of a long sentence and/or several sentences. Rather, be a little more creative with your macros by creating the text in something like Notepad, then copying the text and pasting it where you want it. This will also improve performance for the macro in general, as copying and pasting is faster than sending one character at a time.



## Helpful Hints for Beginners

### Practice with a few simple macros:

Macro Mania is VERY powerful and relatively simple to use. The nice thing is that once you master it, you can use it for ANY windows program! However, you may wish to start off gradually, creating a few simple macros to get an understanding of the basic concept.

### Get familiar with the SEND command:

The SEND command is the core part of Macro Mania, offering a full host of options to ensure you can do virtually anything, send any keystroke, and be as productive as possible without a lot of repetitive typing. I recommend that if you print nothing else, you print the syntax of the SEND command in this help screen so you will have easy access to the syntax while you create your macros.

Pay careful attention to the [special rules](#) of the SEND command.

### Save your work:

Before executing a macro, especially a new one, save your work in all your running applications so that if a macro you write does something you did not quite expect, you can return to the original state of the program easily.

### Manually perform the steps and write them down:

Before trying to create a macro, perform the task manually and carefully record every key that you press.

### Debugging your macros:

Macro Mania sends keystrokes fast--sometimes too fast for you to detect where a macro may be doing something unexpected or missing a step. For debugging: if you are not sure where your macro is not working correctly, place the [exit](#) command a few lines above where you think the error is happening. Then gradually move it down one line at a time until the line with the error is identified. (It may also be useful to break your SEND commands into smaller ones for this purpose.)

### Make macros that are easy to read and follow:

Macro mania allows you to put in extra spaces, comments, capitalize its key words, and issue commands repeatedly--so try to make your macros easy to read. For example, while the following two macros do the same thing, one is obviously easier to follow than the other:

#### **EXAMPLE 1:**

```
MINIMIZE
RUN WRITE.EXE
send %Pc^B%CeJeff Camino{enter}P.O. Box 25262{enter}Columbia, SC 29224{enter
3}^{home}+{end}^I^{end}{F5}
```

#### **EXAMPLE 2:**

```
MINIMIZE
RUN WRITE.EXE
```

```
REM Center the text, make it bold, then enlarge the font
SEND %Pc^B%Ce
```

```
REM Type in the letter head
SEND Jeff Camino{ENTER}P.O. Box 25262{ENTER}Columbia, SC 29224{ENTER 3}
```

REM Go back and italicize my name  
SEND ^{HOME}+{END}^I

REM Go to bottom, make text normal and left justify paragraph  
SEND ^{END}{F5}%PI

**Always test your macros:**

Test your macros, especially before issuing the MACRO command that calls other macros, or the REPEAT command which causes the macro to repeat itself. If a macro is not working properly, you definitely want to find out BEFORE you have issued the macro several times.

**Remember, once you master using Macro Mania, it is the only syntax you will need to remember to create macros for many, if not all, of your programs!!**

## How to Register

This program is distributed as [shareware](#), which means you must pay for it if you continue to use it. Although many people have suggested that I could charge much more, I have made the registration price low to encourage more registrations. Please do not think your registration is not important to me (your registration is important to me). In fact, there are several [benefits](#) I can offer you when you register.

**You must purchase a license for each PC you will use Macro Mania on (note that multiple licenses are available for a significantly discounted price):**

1 copy = **\$24.95** << you want only **ONE** registered copy.  
2 copies = **(\$27.95)** << **most popular, very good deal.**  
3 - 5 copies = **\$15.00/copy** << need more than 2, but less than 6.  
6 or more copies = **\$10.00/copy** << **best** deal for site licenses.

**For your convenience there are several ways to register:**

1) If you have a valid Visa or Mastercard, you can contact *NorthStar Solutions* [for orders only](#) via any of the following methods (please note that you are registering **Macro Mania v3.0** when you contact them so they can immediately give you the appropriate [registration code](#)):

Voice: **1-800-699-6395** (10:00 a.m. - 10:00 p.m., Eastern Standard Time. Calls from the U.S. only.)  
**1-803-699-6395** (10:00 a.m. - 10:00 p.m., Eastern Standard Time.)

FAX: **1-803-699-5465** (Available 24 hours. International and business orders encouraged.)

E-MAIL: **America Online: STARMAIL**  
**CompuServe: 71561,2751**  
**Internet: STARMAIL@AOL.COM**

2) If you have a CompuServe account and would like to register online via CompuServe, you can use their [SWREG](#) services to do so.

3) You may also register with a check or money order. Make them payable to **NorthStar Solutions** and send them to:

**P.O. Box 25262**  
**Columbia, SC 29224**

(For fastest delivery of your [registration code](#), provide either an Email address (preferred) or a fax number where it can be sent. Otherwise one will be promptly sent via snail mail.)

**Regardless of how you register, please have the following information ready:**

- 1 The program and version number (Macro Mania, version 3.0).
- 2 Your Visa or MasterCard # and its expiration date (if using Visa/MC).
- 3 Your e-mail address (CompuServe, America Online, or any other address that can be reached via the Internet) so that the author can notify you of updates, etc.

**IMPORTANT NOTES:** 1) NorthStar processes registrations only, see [Contacting the Author for Technical Support](#) for any technical support questions. 2) E-mailed and FAXed registrations are encouraged, but all registration are very much appreciated!

## **"Shareware"**

The essence of "user-supported" software (a.k.a. "Shareware") is to provide computer users with quality software without high prices, and yet to provide incentive for programmers to continue to develop new products (or improve existing ones). If you find this program useful and continue to use it after a reasonable trial period, you must make a registration payment to obtain a legal copy.

## Contacting the Author for Technical Support

Technical support is available if you experience any problems using this program. Contact me using any of the methods listed below, and I will try to help. If any problem reported is found to be a significant "bug", I will try to fix it as soon as possible and send you an upgrade. (Please make sure you have read the Help I have provided with this program first. Since much of the way your macros behave is in the way you tell them to, make sure the macros are not merely doing what you asked <grin>.)

E-mail contact is preferred because it is fast, inexpensive, and accurate. The best way to reach me is **via e-mail**:

CompuServe - **71561,2751**  
America Online - **STARMAIL**  
Internet - **STARMAIL@AOL.COM**

If you do not have an e-mail account, the second best way to get help is to fax a scenario of the problem you are having (the more details you can provide the better I can help you). I can be reached via fax 24 hours at **(803) 699-5465**. You can write to me at:

**Jeff Camino**  
**P.O. Box 25262**  
**Columbia, SC 29224**

If you have an absolute emergency, you can also call (803) 699-6395. I am usually available from 6:00 p.m. to 10:00 p.m., EST. **PLEASE DO NOT CALL DURING HOURS OUTSIDE THIS RANGE.**

## **Run Command**

Starts a program or brings an existing program to the front of the Windows environment.

## **Activate Command**

Brings an already running copy of a program to the front of your Windows environment.

## **Restore Command**

Use after issuing the MINIMIZE command to make the Macro Mania window a "normal" size.



## **Temporary Repeat Value**

Set via the "Settings" pull-down menu in the main form, the Temporary Repeat Value will be set for ALL macros and overrides any internal REPEAT value you may have set using the REPEAT command. You should always make sure a macro is functioning the way you intended before setting any repeat value, temporary or otherwise.

## **Minimize Command**

Causes the Macro Mania command center to minimize itself (become an icon). This is useful if you wish to see what is happening as the macro executes, or plan to immediately start doing something manually in a program after a macro is finished.

## **Activate Command**

Brings an already running copy of a program to the front of your Windows environment.

## **Run Command**

Starts a program or brings an existing program to the front of the Windows environment.

## Quick Start

The easy-to-use commands and syntax for *Macro Mania* will have you creating useful macros in minimal time. The nice thing is that once you learn the few commands of *Macro Mania*, you will have the ability to create macros for *all* your Windows programs!

Like any good program, using the interface for *Macro Mania* is intuitive. However, to get a quick start you will need to refer to the few commands that it uses and their syntax in this help section. For now, assume you can refer to them easy enough (because you can). To create a new macro follow these steps:

1. From the main *Macro Mania* form that is presented when you start up, select **Add/Edit Macros...** from the *File* pull-down menu, or press *Ctrl-Ins*.
2. From the new form that pops up, select the **Add** button.
3. Select **Select Icon** to associate an icon for your macro.
4. **Click once on the icon you want**, then select the **OK** button.
5. Move (**Tab**) to the description box, then **type in a description for your macro**.
6. Press **Tab** to go down to the area where you type in the script of your macro.
7. Refer to the *Commands* section in the first part of this help file for a list of commands available to you. In general, you will probably want to start with the *Run* command to start a program, then use the *Send* command to send keystrokes to your program(s). See [A Simple Example](#) for an easy example that you can copy to get acquainted with *Macro Mania*.
8. Once you have typed in your macro, select the **Save** button, which will prompt you to Test your macro.

## **Special Rules for the SEND Command**

The plus sign (+), caret (^), percent sign (%), tilde (~), and parentheses ( ) have special meanings to the Send command. To specify one of these characters, enclose it inside braces. For example, to specify the plus sign, use {+}. Brackets ([ ]) have no special meaning to the Send command, but you must enclose them in braces as well, because in other programs brackets do have special meaning. To send brace characters, use {{}} and {}.

## Program Limitations

Macro Mania is fairly robust; however, as with any program, there are limitations, namely to the number of macros you can create as well as a memory barrier. The limitation to the number of macros you can have is dependent on the amount of resources you have available and the size of your macros. I did not have any trouble loading over 200 macros with about 15 lines of code each, so the limitation will probably **not** be reached by most of you.

If you do receive a memory error while trying to load the program, I have made a backdoor to the Add/Edit Macros window so that you can remove some macros and/or remove some unnecessary code in them to free up some resources. To enter the Add/Edit Macros screen directly, invoke Macro Mania with the parameter EDIT. (For example, to do this at the command line of Windows 3.1, Select File, then Run, then browse until you can pick out MACROM.EXE. Once you have double-clicked on the EXEcutable file name, do not select Ok until you have added the word EDIT to the end of the command line.)

**HINT TO SAVE SPACE IN YOUR MACROS:** Do not use your macros to type every character of a long sentence and/or several sentences. Rather, be a little more creative with your macros by creating the text in something like Notepad, then copying the text and pasting it where you want it. This will also improve performance for the macro in general, as copying and pasting is faster than sending one character at a time.

## SWREG

Please note that this option of registering will cost you \$2 more, or \$26.95 per copy, which helps me absorb the 15% of the registration price that CompuServe charges me when someone uses their SWREG service. Quite frankly, with a price as low as it is, I can not afford to take much more out of my small profit per registration.

So why do I offer SWREG as a means of registering? I realize that some of you may find it more convenient to use your CompuServe account to register programs online. I know some of you want to purchase a shareware program with your companys CompuServe account because there is a lot less paperwork involved and approving signatures to obtain, etc.

You can also purchase 6 or more site licenses via SWREG. The discounted price is \$10 per license (6 license minimum). If you want to order 6 or more licenses via SWREG, please Email me at [71561,2751](mailto:71561,2751) on CompuServe and I will send you special instructions to do so.

To register online via CompuServe, first **GO SWREG**, then select **Register Shareware** and walk thru the menus. The registration ID for this program is: **11847**

Once you register online, an Email message will automatically be sent to me notifying me of your registration. I will then promptly (usually within 8 hours and often within only a couple hours if during the day or evening) send you an Email message with the [registration code](#).



## **Msg\_Ok Command**

### **Description:**

Stops the macro from executing and displays a message. Execution is immediately resumed when the Ok button is selected.

### **Syntax:**

MSG\_OK [message]

[message] is any text you wish to have displayed in the message box.

### **Notes:**

This command is useful for giving the user instructions and/or stopping a macro while another program is executing. If you need the message to be more interactive and allow the option of continuing with the macro or stopping the macro entirely, see the [Msg\\_OkCancel](#) command.

## Msg\_OkCancel Command

### Description:

Stops the macro from executing and displays a message with an OK and CANCEL button. If OK is selected, the macro continues, if CANCEL is selected the macro exits the macro.

### Syntax:

```
MSG_OKCANCEL [message]
```

[message] is any text you wish to have displayed in the message box.

### Notes:

The OK button is usually the default button (the button that is highlighted and therefore executed if the enter button or space bar is pressed). To make the CANCEL button the default, extend the command to **MSG\_OKCANCEL\_2**, making the 2nd button (CANCEL) the default button.

Use the [PAUSE](#) command to have a macro pause, but then continue automatically after a default time period has elapsed. The pause command can also display a RESUME or CANCEL button by using the SHOW parameter, but it can not display a custom message as with the MSG\_OKCANCEL command.

## **About the Author**

### **How Macro Mania evolved:**

I originally created Macro Mania for my own personal needs (I fully believe the computer should do as much work as possible <smile>). I soon realized that with a little polish that the program could be made useful to many others. The little polish ended up being many hours of programming, but also an addiction and enjoyment. I quickly found the hard part was not necessarily making it work (though that did not come without a lot of hours of testing), but rather making the interface easy for someone else to use. Judging from the positive comments I have received, I must have succeeded for the most part. The little bit of revenue is not too bad either, though I am not quite ready to quit my day job yet <sigh>.

### **A little about me:**

I am happily married with one (as of 3-15-96 anyway) beautiful little 18-month old. She is a doll and helps me keep my sanity by forcing me to take programming breaks <smile>.

I am a College of Business graduate of Kansas State University (great football team and excellent school overall). I worked myself through college as a part-time computer consultant and as a computer operator for the Air National Guard. Before that I spent 4 years in the Air Force (right after high school) and was stationed in Japan for most of my enlistment.

### **Send me Email:**

Please send me an Email if you find this program useful (even if you are not ready to register yet). I like to hear that my work has helped others even if it is not making me rich <smile> and it will encourage me to keep adding new features.

E-MAIL: **America Online: STARMAIL**  
**CompuServe: 71561,2751**  
**Internet: STARMAIL@AOL.COM**

## Scheduling Macros

The interface for scheduling a macro can be found on the Add/Edit Macros screen and should be easy enough to figure out. Just a couple notes to help you along:

Macro Mania must be running in order for this function to work. It also must be sitting at the regular, main icon window (the scheduler is not activated within the Add/Edit Window).

You may wish to use the PAUSE command with the show parameter as the first command in any macro that is scheduled so that you can be warned that it is about to begin and you will be able to let it resume or cancel it. At any rate, you will want to stop what you are doing while the macro executes so that you do not interfere with it or otherwise accidentally put the focus onto the wrong program and cause very bad things to occur.

Macros scheduled to execute for a specific time interval (hourly, every half-hour, or every 15 minutes) will execute according to your system clock as outlined below:

**Hourly:** when the minute and second are at 00:00

**Half Hourly:** when the minute and second are either at 00:00 or 30:00

**Every 15 Minutes:** when the minute and second are either at 00:00 or 15:00 or 30:00 or 45:00.

*Any schedule you set for a macro is saved so that the next time you start Macro Mania that schedule is followed. Use the optional date setting if you only want the macro to run once (rather than every day at the scheduled time).*

You can also define a specific time for a macro to run. You are encouraged to use the spin buttons and click the AM/PM buttons accordingly. If you wish to type in the time yourself, do **not** use military time. That is, use the regular time and define the AM or PM setting with the appropriate option button. For example, to have a macro run at 3:10 PM, key in **3** in the hour box, **10** in the minute box, and then select the **PM** option button.

## Benefits of Registering this Program

- 1) You will be given a [registration code](#) to make your current copy a fully-registered copy.
- 2) No more reminder screens (hurray!).
- 3) The opening screen disappears automatically (without you having to select the OK button).
- 4) Your name (or your company name) is displayed on the opening screen and in the About window. No more shamefully displaying that you are merely evaluating this program--you will be a full-fledged Macro Mania power user <grin>.
- 5) You will know in your heart that you have done the right thing (both legally and morally).
- 6) You will be notified via Email of new releases along with a brief description of new features and any bug fixes.
- 7) You will be eligible for a 50% discount on any upgrades to the latest, greatest version of Macro Mania. In other words you will be able to obtain a *registered* version with major new features for very little money. (See the section called [Revision History](#) for an overview of the new features and fixes that have accompanied each new version--you will see that I try to actively enhance Macro Mania, at least as much as time permits.)
- 8) Although technical support has not been a drastic necessity, registered users are naturally given more priority and attention regarding technical support.

## Revision History

### >> VERSION 3.0 <<

Extended the ability of the Activate command to enable it to activate a program with only a partial match of its Title Bar. This took a lot of extra programming effort (and testing), but I could not ignore the cries of the masses <smile>. (Refer to the Activate command for more details.)

Added the GetInput and SendInput commands. The GetInput command can be used to request small amounts of dynamic information (file names, search strings, etc.). The SendInput command will then send the information obtained from the GetInput command.

Reworked the examples that are installed. Based on the operating system being installed to (Windows 3.x or Windows 95), appropriate examples are installed to best demonstrate the usefulness of Macro Mania.

Enhanced the discussion of Windows 95 considerations in the Help System. (See the Pause or Minimize commands for more details.)

### >> VERSION 2.2 <<

Added an optional date setting that can be used with the scheduler.

Added 2 more options to select from when toggling button sizes: extra small with icons and extra small without icons. (Now the footprint can be set to an even smaller size if needed.)

Added a new Installation routine (undetectable change for most users).

### >> VERSION 2.1 <<

Due to popular demand, added the option to set/toggle the size of the buttons. The buttons can now be smaller (making the program's "footprint" much smaller).

Added the "Exit" command, which allows you to exit the macro anywhere within the macro.

Added the "End" command, which allows you to have "Macro Mania" easily end itself entirely. (For those of you who like to just run one macro, perhaps from another program, and then want "Macro Mania" to end.)

### >> VERSION 2.0 <<

\* Added a schedule feature enabling you to schedule macros for specific times or during any 15-minute, half-hourly, or hourly interval.

\* Added the "MSG\_OK" and "MSG\_OKCANCEL" commands that you can use to stop the macro and display a message. You can use either a regular message with an "Ok" button or use an interactive message that displays an "Ok" and "Cancel" button which will resume or cancel the Macro, respectively.

Note: Combine the above two features for a handy alarm/tickler!

- \* Removed the prompt "Exit Macro Mania - Yes/No" when the program is exited.
- \* Added an option to expand the area where you Add/Edit the actual macro script.
- \* Bug fix: when the window was resized sometimes a few icons would get totally "lost" and the window had to be resized again to "find" them.
- \* Bug fix: when Macro Mania was started minimized the initial screen minimized, but then the main icon window screen would return to its normal state.
- \* Bug fix: when the program was closed from an icon the Window's environment still thought it was running if the task manager or Alt-Tab sequence was used.
- \* Made a few underlying enhancements to fine tune performance.

### >> **VERSION 1.3** <<

- \* Added the ability to launch a particular macro when "Macro Mania" is first loaded.
- \* Optimized the speed at which macro buttons are adjusted when you resize the "Macro Mania" screen.

### >> **VERSION 1.2** <<

- \* Fixed a problem that happens on some PC's when the PAUSE command is used.
- \* Removed some duplicate or infrequently used icons that are installed. This keeps the distribution file small. (Search for "Icons" in the Help system to find out how you can easily add your own icons.) Still, there are 200 icons that come with Macro Mania!
- \* Made sure the installation of new versions does not overwrite any macros from older versions unless the users "Okay's it". Too many happy users for me to risk messing that up. <smile>

### >> **VERSION 1.1** <<

- \* Fixed a small bug that caused the "Always On Top" characteristic to turn off when the program was minimized.
- \* Added the SENDNOW feature, which allows you to send just about any conceivable combination/format of the current date and/or time to a program.
- \* Added the BEEP feature, which allows you to cause the PC to beep via its speaker. Useful when you need to bring attention to the PC, particularly after a long macro and/or when its time for you to type.

## **(Registration Code)**

Given to you after you register your copy (or copies) of Macro Mania, this code will make your copy a fully-registered version.

This code is entered in the "Enter Registration Code" window which can be found under the Help pull-down menu on the main Macro Mania window (the window with all your macros and their corresponding buttons).

It is given immediately after you contact NorthStar Solutions with a valid Visa or MasterCard or promptly Emailed to you after you use the SWREG services.



## Important Notes for Windows 95

In Windows versions prior to Windows 95, one could easily switch back and forth between programs by sending ALT-Tab (even programmatically via Macro Mania). In Windows 95, however, along with the calendar, a simple version of Write, a decent File Manager and more, they took this away from us. That is, Alt-Tab does not work with Windows 95--a limitation Microsoft recognizes, but does not intend to fix (they claim this behavior is intended--though it could be done easily--and without any problems--in Windows 3.x). What this means is that some of the Macro Mania commands (particularly the Pause and Minimize commands) puts focus onto Macro Mania and can not automatically put it back to the other application (I automatically send an Alt-Tab when these commands are used, but it just sits stupid in Windows 95. Fortunately it does not react in some other, negative way--it just does nothing.) So, if you need to put focus back to an application (other than Macro Mania) you need to either do so manually (by clicking anywhere on one of that applications windows), or by explicitly doing so with either the [Run](#) command or the [Activate](#) command (using Run or Activate is probably a more reliable, consistent strategy). Other than the Alt-Tab sequence, all the other Send combinations test out thoroughly with all versions of Windows.

(You can return to the original topic you were reading by clicking the left arrow above (or go [Back](#) by pressing Alt-B).

