

# ButtonMaker 1.0 Help Index

For information on how to use Help, press F1 or choose Using Help from the Help menu.

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## **Introduction - What is ButtonMaker?**

ButtonMaker provides a facility to modify the title bar buttons and scroll bar buttons. Predefined buttons are provided that help make Windows look similar to other Graphical User Interfaces. Buttons can also be colorized and modified using standard graphic drawing tools.

By combining the effects provided by OSFrame with the custom buttons ButtonMaker applies to your system, you can drastically alter the appearance of Windows.

ButtonMaker achieves its magic by storing the new buttons into the display driver used by Windows to communicate with your video system. The procedure has been thoroughly tested and is completely safe. It does require that Windows be restarted after the new buttons have been applied to the driver, however.

## ButtonMaker Keys

Use the following keys in ButtonMaker.

<b>Key(s)</b>	<b>Function</b>
Tab	Moves forward through the tool palette.
Shift Tab	Moves backward through the tool palette.
Left arrow	Selects the button to the left of the current button.
Right arrow	Selects the button to the right of the current button.

# ButtonMaker Commands

To get help with a particular command, choose the appropriate menu.

For information on how to use Help, press F1 or choose Using Help from the Help menu.

## File Menu Commands

- Open...
- Open Current Driver
- Close
- Save
- Save As...
- Import Button Set...
- Export Button Set...
- Exit

## Edit Menu Commands

- Undo
- Copy
- Paste
- Restore

## Options Menu Commands

- No Grid
- Black Grid
- White Grid
- Gray Grid
- Light Gray Grid
- Dark Gray Grid
- Primary Buttons
- Alternate Buttons 1
- Alternate Buttons 2

## Tool Menu Commands

- Pencil
- Fill
- Rectangle
- Ellipse
- Line
- Select
- Filled Rectangle
- Filled Ellipse

## Button Menu Commands

- Application Menu
- Document Menu
- Minimize
- Maximize
- Restore
- Scroll Up
- Scroll Down
- Scroll Left
- Scroll Right

## Predefined Menu Commands

Replace all buttons  
Replace title bar buttons  
Replace scroll buttons  
Replace current button  
Windows - Standard  
Windows - 3D Ctrl Menus  
pseudo Mac - Flat  
pseudo Mac - 3D  
pseudo NeXT  
pseudo OSF/Motif 1  
pseudo OSF/Motif 2

### **Utilities Menu Commands**

OSFrame...  
Control Panel...  
Windows Setup...  
Restart Windows  
Exit Windows

## File Menu Commands

The **File** menu commands allow you to open and save display drivers. You can also import and export button sets.

### **Open...**

Closes the currently open display driver (see **Close** below) and presents a dialog box for selection of a new display driver to open.

### **Open Current Driver**

Opens the the display driver that Windows is currently using. This is the same driver that is loaded when ButtonMaker is started up. By editing this driver and restarting Windows, you can quickly and easily change the appearance of Windows.

### **Close**

Closes the currently open display driver. If the currently loaded display driver has been modified, you will be prompted for permission to save the driver. Choosing **Save** will save the driver to its current name. If you wish to save it to a different name, choose Cancel and then the **File, Save As...** menu option.

### **Save**

Saves any edits in the the currently open display driver. The original date and time stamp of the driver will be retained.

### **Save As...**

Saves the current display driver to a different name. Do not save the driver to the same name as the driver that Windows is currently using. Doing so will make Windows hang on exit, and may cause the Windows environment to operate eratically.

### **Import Button Set...**

Loads a previously exported set of buttons into the current display driver. If the buttons were a different size than those in the current driver, they will be stretched to fit.

### **Export Button Set...**

Saves all of the buttons from the currently loaded display driver into a separate file. The buttons can then be imported into another driver, or can be reloaded into the current driver at a later time.

### **Exit**

Closes the currently open display driver (see **Close** above) and terminates ButtonMaker.

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Related Topics

[Exporting a Button Set](#)

[Importing a Button Set](#)

[Opening a Display Driver](#)

[Saving a Display Driver](#)

[ButtonMaker Commands](#)

## **Edit Menu Commands**

The **Edit** menu commands act on the currently selected button.

### **Undo**

Returns the current button to the way it was before the last drawing action. This command operates as a Redo also, since it treats the previous Undo as a drawing action.

### **Copy**

Copies the currently selected portion of the button editing area to the Clipboard.

### **Paste**

Copies the bitmap in the Clipboard to the currently selected portion of the button editing area. The bitmap will be stretched or reduced to fit the current area.

### **Restore**

Returns the currently selected button to its original appearance ( when the display driver was opened ).

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Related Topics

[Selecting and Using a Drawing Tool](#)

[ButtonMaker Commands](#)

## Options Menu Commands

The **Options** menu **Grid** commands allow you to add and remove a grid in the button editing area. The button commands are used for accessing different sizes of buttons in multi-resolution display drivers.

### **No Grid**

Removes a grid from the button editing area.

### **Black Grid**

Puts a black grid on the button editing area.

### **White Grid**

Puts a white grid on the button editing area.

### **Gray Grid**

Puts a medium gray grid on the button editing area.

### **Light Gray Grid**

Puts a light gray grid on the button editing area.

### **Dark Gray Grid**

Puts a dark gray grid on the button editing area.

### **Primary Buttons**

Selects the base size buttons in a multi-resolution display driver. If both of the Alternate Button commands are disabled, you have probably opened a single resolution driver, and this command does nothing. If one of the Alternate Button command is disabled, you are working with a multi-resolution driver. Select the buttons that match the size of the buttons currently in use on your system.

### **Alternate Buttons 1**

Allows you to select an alternate button size to edit. Even though it is referred to here as an alternate, it can well be the size that you are currently using. You cannot typically change the size of the buttons manually, they are selected when you install a display driver. Select this command if the buttons in the ButtonMaker button bar are not the same size as the one the system is using.

### **Alternate Buttons 2**

This command selects another alternate button size. See Alternate Buttons 1 above.

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Related Topics

[Using a Grid](#)

[ButtonMaker Commands](#)



## **Tool Menu Commands**

The **Tool** menu commands select a tool to be used for drawing in the button editing area. All of the tools except for Select paint pixels using the colors selected in the color palette. The left button paints using the primary color, and the right mouse button paints using the secondary color. The cursor will change in the editing area depending on the selected tool.

### **Pencil**

Paints the pixel under the cursor. Can also act as a color replacer/translator.

### **Fill**

Paints the pixel under the cursor and adjacent pixels that are the same color. Two different constraining modes are provided.

### **Rectangle**

Draws an unfilled rectangle or square.

### **Ellipse**

Draws an unfilled ellipse or circle.

### **Line**

Draws a line between the pixels where the mouse button was depressed and then released.

### **Select**

Selects a rectangular area for copying from and pasting to the Clipboard.

### **Filled Rectangle**

Draws an filled rectangle or square. The area will be outlined and filled using the selected color.

### **Filled Ellipse**

Draws an filled ellipse or circle. The area will be outlined and filled using the selected color.

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Related Topics

[Selecting and Using a Drawing Tool](#)  
[ButtonMaker Commands](#)

## Button Menu Commands

The **Button** menu commands select a button for editing. The Application and Document control menus are color reversed when clicked on, but all other buttons have up and down (depressed) images. Windows 3.1 also provides for inactive scroll buttons, which are displayed when a scroll bar cannot be used.

### Application Menu

The button that appears in the upper left corner of all application task windows.

### Document Menu

The button that appears in the upper left corner of document (child) windows in Multiple Document interface applications.

### Minimize

The button that reduces a window to an icon.

### Maximize

The button that enlarges a window to fill the screen.

### Restore

The button that reduces a window from full screen to a sizable window.

### Scroll Up

The up scroll button in vertical scroll bars.

### Scroll Down

The down scroll button in vertical scroll bars.

### Scroll Left

The left scroll button in horizontal scroll bars.

### Scroll Right

The right scroll button in horizontal scroll bars.

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Related Topics

[Selecting a Button](#)

[Testing a Button](#)

[ButtonMaker Commands](#)

## Predefined Menu Commands

The Predefined menu commands allow you to quickly apply our predefined button sets to a display driver. You can mix and match using the replacement mode.

### **Replace all buttons**

Sets the button replacement mode so that all buttons will be replaced when a predefined button set is selected.

### **Replace title bar buttons**

Sets the button replacement mode so that the title bar buttons (control menu, minimize, maximize, and restore) will be replaced when a predefined button set is selected.

### **Replace scroll buttons**

Sets the button replacement mode so that the scroll bar buttons (up, down, left, and right) will be replaced when a predefined button set is selected.

### **Replace current button**

Sets the button replacement mode so that only the current button will be replaced when a predefined button set is selected.

### **Windows - Standard**

The standard Windows buttons.

### **Windows - 3D Ctrl Menus**

Standard Windows buttons with 3D control menu buttons. In some cases the other buttons are enhanced.

### **pseudo Mac - Flat**

Buttons that do not have a 3D appearance, and capture the essence of the first popular GUI based computer.

### **pseudo Mac - 3D**

Buttons that have a 3D appearance, but still capture the essence.

### **pseudo NeXT**

A really pseudo pseudo that won't fool anyone, but can be fun anyway.

### **pseudo OSF/Motif 1**

Title bar buttons are pretty realistic, but the scroll buttons are like a very early version and more similar to the standard Windows scroll buttons.

### **pseudo OSF/Motif 2**

Same title bar buttons as Motif 1, but the scroll buttons are radically different, and more like the real thing. The background of the scroll buttons should be colored to match the scroll bar color.

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Related Topics

[Selecting Predefined Button Sets](#)

[ButtonMaker Commands](#)

## Utilities Menu Commands

The Utilities menu provides quick access to global Windows parameters and actions.

### **OSFrame...**

Starts OSFrame, or brings it to the top if it is already running. After saving changes in the current display driver, the new buttons will show up in the OSFrame sample window, giving you a preview of how the new buttons will look.

### **Control Panel...**

Opens the Windows Control Panel program, which is used to control various system components such as fonts, printers, and desktop parameters. The Desktop icon opens a dialog which allows you to change wallpaper, background patterns, and sizing border width.

### **Windows Setup...**

Opens the Windows Setup program, which is used to change display, keyboard, mouse, and network drivers.

### **Restart Windows**

Is equivalent to exiting Windows and then restarting it. This command makes changes to the current display driver take effect, and is the easiest way to see the results of your button changes. This command can be useful if you have modified a system component or setting that requires Windows to be shutdown and restarted. It is also useful if an errant program has improperly used up system resources, or caused a UAE and you're concerned about system integrity.

### **Exit Windows**

Leaves Windows and returns you to a DOS prompt.

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Related Topics

[Saving a Display Driver](#)

[ButtonMaker Commands](#)

# **ButtonMaker Procedures**

The Procedure topics give you step-by-step instructions for using ButtonMaker.

For information on how to use Help, press F1 or choose Using Help from the Help menu.

**Getting Started**

**Exporting a Button Set**

**Importing a Button Set**

**Opening a Display Driver**

**Saving a Display Driver**

**Selecting and Using a Drawing Tool**

**Selecting a Button**

**Selecting Predefined Button Sets**

**Testing a Button**

**Using a Grid**

## Getting Started

ButtonMaker allows you to change the title bar and scroll bar buttons quickly and easily. The ButtonMaker screen has four primary components:

- 1) The button bar just below the title and menu bars
- 2) The button editing area below the button bar
- 3) The tool palette in the bottom left corner
- 4) The color palette to the right of the tool palette

When ButtonMaker is executed, it will load the current display driver automatically. You can change the buttons to one of the predefined sets by using the **Predefined** menu commands. Use the **File, Save** command to save any changes you have made to the buttons. After saving the current display driver, you must restart Windows before you will see the new buttons as part of the system.

After you have mastered using the predefined buttons, you may want to create your own buttons, for an even more customized appearance.

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Related Topics

[Opening a Display Driver](#)

[File Menu Commands](#)

[Predefined Menu Commands](#)

[Utilities Menu Commands](#)

[ButtonMaker Hints](#)

[ButtonMaker Procedures](#)

## Exporting a Button Set

You can export your button creations as a button set so that they can be recalled later, or used with other display drivers. A button set is stored in a file with a default extension of BTN.

Select the **File, Export Button Set...** command and a dialog box will be presented to name the resulting file. After entering the name in the File Name box and selecting the directory where the file is to be stored, press the OK button. If a file with the same name exists, you will be prompted for permission to overwrite it.

All of the buttons are stored in the file, and the button set file can be used with other display drivers, or shared with other ButtonMaker users.

When naming button sets, you can use the following prefixes to help identify the types of buttons contained in the button set:

- W - standard Windows
- W3 - Windows with 3D control menus
- M - flat Mac
- M3 - 3D Mac
- N - NeXT
- O - OSF/Motif 1
- X - OSF/Motif 2

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Related Topics

[Importing a Button Set](#)

[File Menu Commands](#)

[ButtonMaker Procedures](#)

## Importing a Button Set

You can load a previously exported button set, using the **File, Import Button Set...** command. You will be presented with a dialog box to select the button set to be imported. Press OK after you have selected the button set file.

If the buttons in the button set file were created for a driver using a different size of buttons, ButtonMaker will stretch or shrink the buttons to fit. This will usually not yield great results, but you can see basically what the buttons look like.

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Related Topics

[Exporting a Button Set](#)

[File Menu Commands](#)

[ButtonMaker Procedures](#)



## Opening a Display Driver

To open the current display driver that Windows is using for button modification:

Choose File, Open Current Driver.

Some Windows applications may interfere with opening the current display driver. If you attempt to open the current display driver and get an error message, you are using a utility that has modified your SYSTEM.INI file. You will have to manually open the display driver, and you may have to look at your SYSTEM.INI file to determine the name of the display driver you are using.

To open other display drivers for button modification:

1. Choose File, Open...

The Files box contains a list of drivers in the current directory. The initial directory for display drivers is the WINDOWS\SYSTEM directory. To see a list of drivers in another directory, select the directory from the Directories box, or type the name of the directory in the File Name box and press the Open button.

2. Type the name of the display driver you want to open in the File Name box, or select the display driver you want to open in the Files box. You can double click on a file to select and open it in one step.
3. Press the OK button.

You will receive an error message if the file you attempt to open is not a Windows display driver.

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Related Topics

[Saving a Display Driver](#)

[File Menu Commands](#)

[ButtonMaker Procedures](#)

## Saving a Display Driver

After applying a predefined button set to a driver, or after you have created your own buttons, you will need to save the display driver that is open.

If opened the current display driver, you can use the **File, Save** command to save your work. Restarting Windows will activate your button changes.

You can also use **File, Save As...** to save the modified display driver under a different name. This will create a copy of the original driver, but with the new buttons in it.

If you opened a different driver than you actually want to save the buttons into, you can use the **File, Export Button Set...** command to export the buttons into a button set file. They can then be imported into the proper driver.

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Related Topics

[Opening a Display Driver](#)

[Importing a Button Set](#)

[Exporting a Button Set](#)

[File Menu Commands](#)

[Utilities Menu Commands](#)

[ButtonMaker Procedures](#)

## Selecting and Using a Drawing Tool

Click on a tool in the tool palette to select it. You can also use the **Tool** menu commands.

Before drawing with the tool, you will need to select the colors to be used. Click in the color palette with the left mouse button to select the left button color, and click with the right mouse button to pick the right button color.

Position the mouse cursor to the pixel in the editing area where the drawing action will take place. The mouse cursor will show the tool to be used while the cursor is over the editing area. Click the mouse button that corresponds to the color you want to use, and drag the mouse. If the change is not what you want, use the **Edit, Undo** command before clicking in the editing area again.

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Related Topics

[Using a Grid](#)

[ButtonMaker Tools](#)

[Tool Menu Commands](#)

[ButtonMaker Procedures](#)

## Selecting a Button

Click on the desired button in the button bar, or use the left and right arrows to select it. Clicking with the mouse is preferable since redrawing a button in the editing area is a relatively time consuming operation.

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Related Topics

[Testing a Button](#)

[Button Menu Commands](#)

[ButtonMaker Procedures](#)

## Selecting Predefined Button Sets

ButtonMaker provides several different types of predefined buttons. You can use them as they are, mix and match them, or use them as a basis for your own creations.

1. Select the replacement mode. The replacement mode is controlled using the **Predefined** menu.
2. Select the type of buttons to replace the selected buttons. The button sets are also available on the **Predefined** menu.

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Related Topics

[Predefined Menu Commands](#)

[ButtonMaker Procedures](#)

## Testing a Button

Windows gives visual feedback when the title bar and scroll bar buttons are clicked on. The application and document control menus simply have their colors reversed. The rest of the buttons use an **up** image and a **depressed** image to create the illusion that the button has been physically pressed. While you are designing new buttons it is convenient to see how a button will look when the user clicks on it. You can test buttons by clicking on them in the button bar. The first time you click on a button, it will be selected for editing. Subsequent clicks will show how the button will look when it is clicked on. The depressed images will not change when clicked on, since they are not normally exposed.

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Related Topics

[Selecting a Button](#)

[Button Menu Commands](#)

[ButtonMaker Procedures](#)

## Using a Grid

Using a grid can make it much easier to draw new buttons. Five different colors of grids are provided. As your new button takes shape, you may want to switch among the colors. The grid color is controlled by the **Options** menu commands.

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Related Topics

[Options Menu Commands](#)

[ButtonMaker Procedures](#)

## **ButtonMaker Tools**

To get help with a particular tool, choose the appropriate tool.

**Pencil**

**Fill**

**Rectangle**

**Ellipse**

**Line**

**Select**

**Filled Rectangle**

**Filled Ellipse**



## Pencil Tool



Paints the pixel under the cursor.

Place the cursor on the pixel to be changed and press the mouse button corresponding to the color desired. Drag the cursor with the mouse button down to draw free-hand lines and other shapes.

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Related Topics

[Selecting and Using a Drawing Tool](#)

[Edit Menu Commands](#)

[Tool Menu Commands](#)

[ButtonMaker Tools](#)

## Fill Tool



Paints the pixel under the cursor, and all adjacent pixels that are the same color as the pixel under the cursor.

Place the cursor on the pixel to be changed and press the mouse button corresponding to the color desired. Hold down a shift key to limit the fill to horizontally and vertically adjacent pixels of like color. This prevents 'spill-through' on diagonal boundaries.

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Related Topics

[Selecting and Using a Drawing Tool](#)

[Edit Menu Commands](#)

[Tool Menu Commands](#)

[ButtonMaker Tools](#)

## Rectangle Tool



Draws a hollow rectangle or square.

Place the cursor on one corner of where the rectangle is to be drawn and press the mouse button corresponding to the color desired. Drag the cursor, with the mouse button down, to the opposite corner and release the mouse button. The rectangle will then be drawn.

This tool always draws a rectangle, even if it is only a single pixel. If you picked the wrong starting point, use the **Edit, Undo** command to remove the unwanted rectangle.

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Related Topics

[Selecting and Using a Drawing Tool](#)

[Edit Menu Commands](#)

[Tool Menu Commands](#)

[ButtonMaker Tools](#)

## Ellipse Tool



Draws a hollow ellipse or circle.

Place the cursor on one corner of where the ellipse is to be drawn and press the mouse button corresponding to the color desired. Drag the cursor, with the mouse button down, to the opposite corner and release the mouse button. The ellipse will then be drawn. The corners, as they are referred to here, are the corners of a rectangle that would contain the ellipse.

This tool always draws a ellipse, even if it is only a single pixel. If you picked the wrong starting point, use the **Edit, Undo** command to remove the unwanted ellipse.

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Related Topics

[Selecting and Using a Drawing Tool](#)

[Edit Menu Commands](#)

[Tool Menu Commands](#)

[ButtonMaker Tools](#)

## Line Tool



Draws a line between the pixels where the mouse button is depressed and then released.

Place the cursor on one end point of where the line is to be drawn and press the mouse button corresponding to the color desired. Drag the cursor, with the mouse button down, to the other end point and release the mouse button. The line will then be drawn.

This tool always draws a line, even if it is only a single pixel. If you picked the wrong starting point, use the **Edit, Undo** command to remove the unwanted line.

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Related Topics

[Selecting and Using a Drawing Tool](#)

[Edit Menu Commands](#)

[Tool Menu Commands](#)

[ButtonMaker Tools](#)

## Select Tool



Selects a rectangular area for copying to the Clipboard, and for pasting from the Clipboard.

Place the cursor on one corner of the rectangle to be selected and press mouse button.  
Drag the cursor, with the mouse button down, to the opposite corner and release the mouse button.

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Related Topics

[Selecting and Using a Drawing Tool](#)

[Edit Menu Commands](#)

[Tool Menu Commands](#)

[ButtonMaker Tools](#)

## Filled Rectangle Tool



Draws an filled rectangle or square. The area will be outlined and filled using the selected color.

Place the cursor on one corner of where the rectangle is to be drawn and press the mouse button corresponding to the color desired. Drag the cursor, with the mouse button down, to the opposite corner and release the mouse button. The rectangle will then be drawn.

This tool always draws a rectangle, even if it is only a single pixel. If you picked the wrong starting point, use the **Edit, Undo** command to remove the unwanted rectangle.

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Related Topics

[Selecting and Using a Drawing Tool](#)

[Edit Menu Commands](#)

[Tool Menu Commands](#)

[ButtonMaker Tools](#)

## Filled Ellipse Tool



Draws a filled ellipse or circle. The area will be outlined and filled using the selected color.

Place the cursor on one corner of where the ellipse is to be drawn and press the mouse button corresponding to the color desired. Drag the cursor, with the mouse button down, to the opposite corner and release the mouse button. The ellipse will then be drawn. The corners, as they are referred to here, are the corners of a rectangle that would contain the ellipse.

This tool always draws a ellipse, even if it is only a single pixel. If you picked the wrong starting point, use the **Edit, Undo** command to remove the unwanted ellipse.

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Related Topics

[Selecting and Using a Drawing Tool](#)

[Edit Menu Commands](#)

[Tool Menu Commands](#)

[ButtonMaker Tools](#)



## ButtonMaker Hints

The easiest way to use ButtonMaker is to make changes in the current display driver, save the changes, and restart Windows. This way you don't have to worry about changing your display driver using the Windows Setup program, or by doing it manually.

Our predefined buttons are reasonable facsimiles of those used on operating systems they are designed to mock. But, you can creatively combine and colorize the buttons to create your own new look. Try mixing and matching if you want something different without a lot of effort.

After experimenting with colorizing the existing buttons, or creating your own, you will find that certain colors work well for edge and shadow colors. Typically you will use lighter colors like white or light gray for edges. Dark Gray and Black are neutral and work well for shadow colors. Darker versions of a face color don't always work well for shadow colors. Use the **Fill** tool to experiment with different combinations quickly.

Keep in mind that the **Fill** tool has two constraining modes. A lot of drawing programs only have one mode, so you may have to get used to the additional flexibility. By default it colors all adjacent pixels, which is very convenient for colorizing buttons like the Mac scroll buttons, but it doesn't work for filling non-rectangular areas, like the inside of the Mac arrows. Use the shift key to constrain the fill.

You can speed up the drawing of the editing area by not having the ButtonMaker main window maximized. The smaller the editing area is, the faster it will draw. There is a practical minimum size of course. ButtonMaker saves its screen location and maximized state on exit.

## **ButtonMaker License Agreement Information**

Copyright © 1991-1992 Playroom Software. All Rights Reserved.

ButtonMaker is a component of the **Makeover for Windows** utility program package.

The use of ButtonMaker is covered by the **Makeover** license agreement. ButtonMaker is copyrighted property belonging to Playroom Software, and may only be used per the terms of the license agreement. Any other use is a violation of United States Federal Copyright laws.

Should you have any questions concerning the agreement, or if you wish to contact Playroom for any reason, please write Playroom Software / 7308-C East Independence Blvd. / Suite 310 / Charlotte, NC 28227 / (704)-536-3093.

## **Terms**

**Drop-down list box**

A single line list box that opens to display a list of choices. Use the up or down arrows to make a selection, or press the down arrow with the mouse and click on an item in the list.

**Edge**

The brighter color on the top and left sides of a raised object that occurs when light is striking the object from the top left.

**Sample Window**

The area of the OSFRAME program that shows how Windows will look with a color scheme. It is also used to select a screen element for a color change. Position the mouse over the area to be changed and click.

**Shadow**

The darker color on the right and bottom sides of a raised object that occurs when light is striking the object from the top left.

