OSFrame 2.0 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 OSFrame?

OSFrame gives title bars and sizing borders fully configurable three-dimensional effects. Five levels of 3D effects are available for title bars and three levels are available for sizing borders. A stripes effect can also be applied to title bars, and title bar text can be made to appear raised or inset. Six levels of effects are available for dialog window borders.

OSFrame becomes an integral part of Windows after the resident portion (OSFRAMER.EXE) is loaded, and all windows in the system get the special treatment.

The OSFrame control panel is very similar to the Windows Control Panel color settings window. After Makeover is installed, OSFrame should be used to control the colors used by Windows instead of the Control Panel color settings window.

OSFrame Keys

Use the following keys in OSFrame.

Key(s)	Function
Tab	Moves forward through the buttons and fields on the OSFRAME main window.
Shift Tab	Moves backward through the buttons and fields on the OSFRAME main window.
direction keys	Moves cursor among colors in Basic and Custom Colors palette.
Spacebar	Selects a color highlighted by the cursor in the Basic and Custom Colors palette.

OSFrame Commands

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

File Menu Commands
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    Menu Bars

Utilities Menu Commands
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    Restart Windows
    Exit Windows

File Menu Commands

The File menu commands allow you to export color schemes so that they can be transferred to other computers, and to import previously exported color schemes.   You can also close the OSFrame control panel.

Import Scheme...
Loads a color scheme from a previously exported color scheme file.   After the file name is specified, you can choose from the color schemes that are contained in the color scheme file.   You can also import color schemes from another OSFRAME.INI file.   Color scheme files have an OSF filename extension by default.

Export Scheme...
Saves a color scheme to a file that can later be imported by OSFrame, either on this computer system or another.   After the file name is specified, you will be prompted for name of the scheme as it will be saved in the file.   Multiple color schemes can be saved into a file by exporting to the file multiple times.   This allows libraries of color schemes to be created.   Color scheme files have an OSF filename extension by default.

Exit
Terminates OSFRAME, but leaves OSFRAMER active.   If any scheme changes have not been saved, a prompt allows the exit to be canceled.

Options Menu Commands

The Option menu commands control miscellaneous OSFRAME and OSFRAMER options.

Auto Preview
Enables updating the system colors immediately when a color is changed or when an effect appearance is changed.   Even though the system colors are changed, they are not saved until the Save button is pressed.   The state of this option is saved from session to session.

Maximum Compatibility
Most Windows applications coexist with OSFrame peacefully.   If an application seems to have a conflict with OSFrame, turn this option on.   Enabling this feature disables colored inactive title bar text, title bar text effects, and title bar stripes.

Auto-load OSFRAMER
When enabled, Windows will automatically load OSFRAMER.EXE on startup so that the OSFrame effects become a part of Windows automatically.   See Installing OSFRAMER.EXE for more details.

Related Topics
Depth of effects Menu Commands
Changing a Color Scheme

Depth of effects Menu Commands

The Depth of effects menu commands control the effects that OSFrame adds to title bars and borders.   The first four commands enable certain effects, and the rest of the commands use pop-up menus to control the available options.

Application Control Menus
Enables the 3-D effects for application control-menu boxes.   When this option is checked, all of the application control-menu boxes will be shaded to match the minimize and maximize buttons.

Document Control Menus
Enables the 3-D effects for application control-menu boxes.   When this option is checked, all of the document control-menu boxes will be shaded to match the minimize and maximize buttons.

Title Bars
Enables 3-D effects or special effects for all title bars.   The Depth menu commands are used to control the effect applied to the title bars.

Borders
Enables 3-D effects for all sizing borders.   The Depth menu commands are used to control the effect applied to the borders.

<u>Active Title Bar Text</u>
Controls the appearance of the effect applied to active window title bar text.

<u>Active Title Bars</u>
Controls the appearance of the effect applied to active window title bars.

<u>Active Borders</u>
Controls the appearance of the effect applied to active window sizing borders.

<u>Inactive Title Bar Text</u>
Controls the appearance of the effect applied to inactive window title bar text.

<u>Inactive Title Bars</u>
Controls the appearance of the effect applied to inactive window title bars.

<u>Inactive Borders</u>
Controls the appearance of the effect applied to inactive window sizing borders.

<u>Dialog Boxes</u>
Controls the appearance of the effect applied to dialog box borders.

<u>Menu Bars</u>
Controls the appearance of the effect applied to menu bars.

Related Topics
<u>Options Menu Commands</u>
<u>Changing a Color Scheme</u>

Active Title Bar Text / Inactive Title Bar Text

These commands control the appearance of the effects applied to title bar text in the respective types of windows.   There are two types of effects that can be applied to the title bar text.   Both effects use a second color that can make the text appear raised or inset.   Clicking on the title bar text in the sample window, when title bar text is already selected, will select the secondary text screen element.

None
Title bar text will be unaffected and will appear as it does without OSFrame..

Shadow
Places the secondary text color to the right and bottom of the normal text.   Use a light primary text color and a dark secondary color to make the text appear raised.   Use a dark primary color and a light secondary color to make the text appear inset.

Edge
Places the secondary text color to the left and top of the normal text.   Use a dark primary color and a light secondary color to make the text appear raised.   Use a light primary text color and a dark secondary color to make the text appear inset, but be aware that this combination does not seem to yield good results.

Related Topics
Depth of effects Menu Commands
Changing a Color Scheme

Active Title Bars / Inactive Title Bars

These commands control the appearance of the effects applied to title bars in the respective types of windows.   There are five types of effects that can be applied to the title bars. Most of the effects add a user controlled color along the top and left sides of a title referred to as the <u>edge</u>, and a user controlled color along the bottom and right sides referred to as the <u>shadow</u>.   The thickness of the edge and shadow can make a big difference in the amount of perceived 3-D effect.

Light
Adds a narrow edge and a narrow shadow.

Medium
Adds a narrow edge and a thick shadow.

Heavy
Adds a thick edge and a thick shadow.

Stripes
Adds horizontal stripes to a title bar.   The stripes use the same color as the title text.   This option does not add edges or shadows to the title bar.

Light/Stripes
This is a combination of the Light option and the Stripes option.   It adds horizontal stripes, a narrow edge, and a narrow shadow to the title bar.

Heavy/Stripes
This is a combination of the Heavy option and the Stripes option.   It adds horizontal stripes, a thick edge, and a thick shadow to the title bar.

Related Topics
<u>Depth of effects Menu Commands</u>
<u>Changing a Color Scheme</u>

Active Borders / Inactive Borders

These commands control the appearance of the effects applied to sizing borders in the respective types of windows.   There are three types of effects that can be applied to the borders.

Light
Adds an <u>edge</u> on the left and top sides of borders.   The <u>shadow</u> and edge colors are used for the marks that show where the border corners are.   This option requires that the border width be set for at least 3, otherwise the border will not be affected.

Medium
Adds an edge on the left and top sides of borders.   The shadow color is used on the right and bottom sides of borders on the right and bottom sides of windows.   The shadow and edge colors are used for the marks that show where the border corners are.   This option requires that the border width be set for at least 4 to get the full effect.

Heavy
Adds an edge on the left and top sides of borders.   The shadow color is used on the right and bottom sides of borders.   The shadow and edge colors are used for the marks that show where the border corners are.   This option requires that the border width be set for at least 4 to get the full effect.   This option can yield a very obvious 3-D effect with proper color selection

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Related Topics
<u>Depth of effects Menu Commands</u>
<u>Changing a Color Scheme</u>

Dialog Boxes

These commands control the appearance of the effects applied to dialog window borders. There are six types of effects that can be applied to the borders of dialog windows with title bars.   The effects applied to the title bars are controlled by the normal window title bar controls.   All six effects also turn on a single type of effect for dialog windows without title bars.

None
All dialog windows appear as they would without OSFrame.

Light
Adds an edge and a shadow to the outside of the dialog frame.   This makes the whole dialog appear raised on the screen.

Medium 1
Adds an edge and a shadow to the outside of the dialog frame, and adds a border using the frame color on the inside of the dialog frame.

Medium 2
Adds an edge to the outside of the top and left sides of the dialog frame, adds an edge on the inside of the bottom and right side of the dialog frame, and adds a border using the frame color on the inside of the dialog frame.

Heavy 1
Adds an edge and a shadow to the outside of the dialog frame, adds a border using the frame color on the inside of the dialog frame, and adds an edge on the inside of the bottom and right side of the dialog frame.

Heavy 2
Adds edges and shadows all the way around the dialog frame, and adds an edge on the inside of the bottom and right side of the dialog frame.   This creates a prominant 3D effect.

Heavy 3
Like Heavy 2, but tries to fix an alignment problem with the control menu box.   Try Heavy 1 and 2 to see which way looks best to you.

Related Topics
Depth of effects Menu Commands
Changing a Color Scheme

Menu Bars

These commands control the appearance of the 3D effects applied to menu bars.   When a menu bar occupies only one line, all three effect levels have the same appearance, but they appear differently when a menu bar occupies more than one line.   Pull down and popup menus will not be changed in appearance.

None
Menu bars will be unaffected and will appear as they do without OSFrame.

Light
Adds a thin edge on the top and left sides of the menu bar, and a thin shadow to the bottom and right sides of the menu bar.   No additional effects are applied when the menu bar occupies more than one line.

Medium
Adds a thin edge on the top and left sides of the menu bar, and a thin shadow to the bottom and right sides of the menu bar.   A dividing line will be placed on a multi-line menu bars using the menu bar shadow and edge colors.

Heavy
Adds a thin edge on the top and left sides of the menu bar, and a thin shadow to the bottom and right sides of the menu bar.   A dividing line will be placed on a multi-line menu bars using the menu bar shadow color, the window frame color, and the menu bar edge color.

Related Topics
Depth of effects Menu Commands
Changing a Color Scheme

Utilities Menu Commands

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

Border Width
This command is only available with Windows 3.1 or higher.   It allows you to change the width of sizing borders without opening the Windows Control Panel.

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. Sizing border width can be very important to the appearance of an OSFrame color scheme.

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 is 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.

Pushbuttons and Editing Tools

The OSFrame main screen contains push buttons and editing tools for performing most of the color scheme editing operations.   These buttons and editing tools are described in the following topics.

Color Scheme List

Add Scheme

Remove Scheme

Sample Window

Preview

Save

Restore

Screen Element

Basic Colors

Custom Colors

Define Custom Colors

Color Scheme List

This <u>drop-down list box</u> lists the currently defined color schemes.   The first item in the list is the scheme that the driver defines as its default.   OSFrame schemes follow, and schemes defined in the Control Panel follow the OSFrame schemes.   The Control Panel schemes have a prefix of <cp>.   This allows you to import Control Panel created schemes into OSFrame for further enhancement.

Please keep in mind that the border depth settings require borders to be at least 4 or 5 units for OSFrame to be able to affect the border appearance.   You may need to change your border widths to get the full effect of a color scheme.

Related Topics
<u>Add Scheme Pushbutton</u>
<u>Remove Scheme Pushbutton</u>
<u>Pushbuttons and Editing Tools</u>

Add Scheme

This push button adds the currently defined scheme to the Color Scheme List.   If a scheme by the same name already exists, it will be replaced with the currently defined scheme.   All of the aspects of a color scheme are saved, including all settings and depth controls.

When the button is pushed, you will be presented with a dialog box asking for the new scheme name.   If the current scheme already had a name, it will appear in the name edit box.   Enter the new scheme name and press OK to add the scheme to the list.   You can abort the operation by pressing Cancel.

After adding a scheme to the list, you will be asked if you want to save it as your permanent color scheme.   See the Save Pushbutton topic for more information.

Related Topics
Color Scheme List
Remove Scheme Pushbutton
Pushbuttons and Editing Tools

Remove Scheme

This push button removes the currently selected scheme from the Color Scheme List.   You will get a dialog box asking for approval to remove the scheme.   Press Cancel to abort the scheme removal.   Pressing OK will delete the scheme from the list and select the next scheme in the list.

Related Topics
Color Scheme List
Add Scheme Pushbutton
Pushbuttons and Editing Tools

Sample Window

The Sample window shows you approximately what a color scheme will look like.   You can select a screen element to have its color changed by simply clicking in the sample window with the mouse.   You may find it easier to select certain elements by using the Screen Element drop-down list box.   Use the Preview pushbutton to update the system colors to those shown in the sample window for a quick look at the new color scheme.

Related Topics
Preview Pushbutton
Screen Element
Pushbuttons and Editing Tools

Preview

This push button updates the system colors to match the currently defined scheme.   This feature allows you to quickly try out a color scheme before saving it as your permanent color scheme.   Sometimes a color scheme looks a lot different against wallpaper.

When the Settings, Auto Preview menu option is checked, the Preview button will be grayed and cannot be pushed.

Related Topics
Save Pushbutton
Restore Pushbutton
Pushbuttons and Editing Tools

Save

This push button makes the currently defined scheme the scheme that will be used when Windows is started.   You will be presented with dialog box asking if you want to make the current scheme the permanent color scheme.   It is permanent in the sense that it will be the scheme in use until you select a new scheme, or modify it.

This command updates several files and quite a few parameters.   It can take up to a minute to complete, so be patient.

Related Topics
Preview Pushbutton
Restore Pushbutton
Pushbuttons and Editing Tools

Restore

This push button returns the system colors to the scheme that was in use when the OSFrame configuration program was started.   This allows you to preview a color scheme, and then return to your original colors if desired.

Related Topics
Preview Pushbutton
Save Pushbutton
Pushbuttons and Editing Tools

Screen Element

This drop-down list box lets you select the screen element whose color is to be changed. You can also select screen elements using the Sample window.

Related Topics
Sample Window
Basic Colors
Custom Colors
Pushbuttons and Editing Tools

Basic Colors

Selecting a color from this color palette will change the color of the currently selected screen element.   Click on a color to select it, or use the arrow keys and press <space> to select the color.

These are the colors that the display driver provides.   The developers of the display driver have determined that these colors can be displayed with reasonable quality by your video card.

Related Topics
Screen Element
Custom Colors
Pushbuttons and Editing Tools

Custom Colors

Selecting a color from this color palette will change the color of the currently selected screen element.   Click on a color to select it, or use the arrow keys and press <space> to select the color.

You can change the colors contained in this palette by using the Control Panel Color window **Define Custom Colors...** push button.

Related Topics
Screen Element
Basic Colors
Define Custom Colors Pushbutton
Pushbuttons and Editing Tools

Define Custom Colors

This push button presents a dialog box that allows you to create a custom color, or update the colors in the Custom Color palette.

Related Topics
Custom Colors
Pushbuttons and Editing Tools

OSFrame Procedures

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

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

Getting Started
Installation

Customizing Color Schemes
Changing a Color Scheme
Saving a Color Scheme
Selecting Existing Color Schemes
Removing Existing Color Schemes

Installation

If you are installing from the OSFrame diskette:

1. Start Windows as you normally do.
2. Insert the OSFrame diskette into your floppy drive.
3. From the Program Manager File menu, choose Run.
4. In the Command Line box, type **a:osfsetup**
   (or [drive letter]:osfsetup)
5. Press the Enter key.
6. Follow the instructions displayed on your screen.

The files OSFRAME.EXE, OSFRAME.HLP, OSFRAME.INI, and OSFRAMER.EXE on the distribution diskette(s) are copied into your Windows directory:

OSFRAME.EXE is the configuration program for OSFrame.   It becomes your Windows appearance control center.   After OSFRAME is installed, you should use it anytime color settings are changed.   Using the Control Panel will not update all of the information that OSFrame uses, and may result in unexpected color schemes.

OSFRAME.INI is where all of the OSFrame configuration information is stored.   It should not be edited directly.

OSFRAME.HLP is this help file.

OSFRAMER.EXE is the portion of OSFrame that actually does the work.   It appears under two names on the distribution disk.   OSF300.EXE is the Windows 3.0 compatible version, and OSF310.EXE is the Windows 3.1 compatible version.   The setup program will automatically copy and rename the appropriate version.

The Setup program does the tasks described in the Installing OSFRAME.EXE and Installing OSFRAMER.EXE topics.   They are here for those of you who really want to know exactly what is going on.

Related Topics
Installing OSFRAMER.EXE
Installing OSFRAME.EXE

Installing OSFRAMER.EXE

OSFRAMER.EXE is the portion of OSFrame that actually does the work.   It appears under two names on the distribution disk.   OSF300.EXE is the Windows 3.0 compatible version, and OSF310.EXE is the Windows 3.1 compatible version.   The setup program will automatically copy and rename the appropriate version.   OSFRAMER.EXE must reside in your WINDOWS directory.

Please note that OSFRAMER does not show up as an icon while it is running.

Select the Auto-load OSFRAMER command on the Options menu to automatically perform the process described below.

The WIN.INI file provides a way for programs to be loaded as icons or run automatically when Windows is started (Your Windows documentation describes the WIN.INI file and how to edit it.).   Edit the **load=** statement in the [windows] section of your WIN.INI file to include OSFRAMER as the first program.   The line will read **load=osframer** if no other programs are being started as icons.   After editing the load= line, Windows must be exited, then restarted for the load= changes to take effect.

Selecting the Auto-load OSFRAMER command when it is already checked will remove OSFRAMER from the **load=** statement.

OSFRAMER can alternately be set up as an Program Manager icon so that you can easily start it when the 3-D effects are desired.   You can also load OSFRAMER using the File,Run... command.

If you are running Windows 3.1, you can setup OSFRAMER.EXE as an item in the Startup group.

If you are running Norton Desktop for Windows, you can place the item in the AutoStart group.   This seems to prevent excessive redrawing of the desktop during startup.

Related Topics
Installation
Installing OSFRAME.EXE

Installing OSFRAME.EXE

OSFRAME.EXE is the configuration program for OSFrame.   It becomes your Windows appearance control center.   After OSFRAME is installed, you should use it anytime color settings are changed.   Using the Control Panel will not update all of the information that OSFrame uses, and may result in unexpected color schemes.

Use the Program Manager's New... command to add OSFRAME as an icon in a group window. After the OSFrame icon is set up in a Program Manager group, it can then be selected to change colors or effects.

OSFRAME can also be run from any program that allows a program to be executed.

Related Topics
Installation
Installing OSFRAMER.EXE

Changing a Color Scheme

A color scheme can easily be customized to better suit you.   Click on the screen element you wish to change in the sample window or choose the screen element from the Screen Element drop-down list box.   Then select a new color for it from the Basic Colors palette or Custom Colors palette.   The sample window will show the result of the color change.

If Auto Preview is enabled, the system colors will also be changed immediately., otherwise you can press the Preview button to update the system colors.

After you have created a custom scheme that you like, you should save it in the Color Schemes list using the Add Scheme button.   You should then make it your active color scheme by pressing the Save button.

Press the Restore button if you wish to restore the colors you started with.

Related Topics
Options Menu Commands
Depth of effects Menu Commands
Saving a Color Scheme
Selecting Existing Color Schemes
Removing Existing Color Schemes

Saving a Color Scheme

A custom color scheme can be saved by pressing the Add Scheme button.   A dialog box will appear that allows you to name the scheme with up to 32 characters.   After entering the name, press the OK button and the scheme will be entered into the Color Schemes list. Press the Cancel button to abort the save.

Related Topics
Changing a Color Scheme
Selecting Existing Color Schemes
Removing Existing Color Schemes

Selecting Existing Color Schemes

To select a color scheme, select one of the color schemes from the Color Schemes <u>drop-down list box</u>.   To see what the color scheme looks like, press the Preview button, and the colors will be shown using any open windows.   If you like the color scheme, push the Save button and the color scheme will become your active color scheme.   If you want to restore the previous colors, push the Restore button.

Changing a color scheme allows you to customize an existing color scheme to suit your taste.

Any schemes that were created using the Control Panel will have a <cp> in front of them. This allows you to import schemes created using the Control Panel.

Related Topics
<u>Changing a Color Scheme</u>
<u>Saving a Color Scheme</u>
<u>Removing Existing Color Schemes</u>

Removing Existing Color Schemes

Color Schemes created using OSFRAME or the Control Panel can be deleted.   Any schemes that were created using the Control Panel will have a <cp> in front of them.

To remove a color scheme, select the color schemes from the Color Schemes drop-down list box.   Choose Yes to confirm the deletion, or No to cancel.

The Windows Default scheme cannot be deleted.

Related Topics
Changing a Color Scheme
Saving a Color Scheme
Selecting Existing Color Schemes

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.

OSFrame License Agreement Information

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