

`mui/docs/English/MUI`

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Chapter 1

mui/docs/English/MUI

1.1 mui/docs/English/MUI.guide

MUI - MagicUserInterface

A system to create and maintain graphical user interfaces

Version 3.1

User Documentation

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- ShareWare -

Introduction...

Concept	What the hell is MUI?
System requirements	Which computers can MUI run on?
Installation	How do I install MUI?

Using MUI applications...

Windows	Size, position, iconifying.
Keyboard	Keyboard usage.
Cycle Gadgets	Cycle popup menus.
Commodities	Commodities interface.
ARexx	Built-in ARexx port.

The MUI preferences program...

Overview	Purpose of the prefs program.
Main window	Elements of the main window.
Basics	Some basic configuration concepts.
Local Settings	Different settings for programs.
Pages	Detailed description of pages.

The MUI public screen manager...

Main window	Elements of the main window.
-------------	------------------------------

Edit window

Elements of an edit window.

Other topics...

Registration

How to become a registered user.

Updates

Where to get updates.

Support

How to reach the author.

Acknowledgments

The author wishes to thank...

Discussion

Questions and Answers. (Q&A)

Distribution policies...

Disclaimer

Warranty? No warranty.

License

License agreement.

Installer

About the installer program.

1.2 MUI.guide/INTRO_CONCEPT

The concepts behind MUI

=====

MagicUserInterface (also known as MUI) is a complete system to create and maintain graphical user interfaces. The creating GUIs has been a big problem for a very long time. Mainly because the programmer got only a minuscule amount of support from the operating system. Beginning with Kickstart 2.0, the 'gadtools library' was a step in the right direction, however, even using this library to generate complex and flexible interfaces remained difficult and still required a great deal of patience.

Today there are tools available that make the use of 'gadtools library' much more simplified, but even these alternatives are not often satisfying.

The largest problem in existing tools for the creation of user interfaces is the inflexible output. Most of the programs are still using built-in fonts and window sizes, thus making the use of high resolution graphics hardware adaptors nearly unbearable. Its been said that Amiga users have had to live with such similar shortcomings all along. Even the preference programs on the Workbench are still only using the default font, topaz/8!

MUI corrects all these disadvantages! The central scheme behind MUI assumes that only the user (and not the programmer) of an application knows how the program he is using best fits his personal needs, and that of his computer system. Because MUI applications don't contain any absolute values for sizes or positions, the programmer instead only defines objects and groups of objects. Such objects are defined on run time by MUI according to the users settings.

Consequently, an MUI application gives the user *many* more important advantages:

- Font sensitivity

In MUI Its possible for the font to be set in every application. No more times where the A2024 users had to suffer from the programs that only used the tiny topaz/8 font. Even better, MUI gives the user no restrictions on which fonts he may use, especially proportional fonts! The proportional fonts make a program much more appealing and even reduces the space a program's window uses.

- Changeable window sizes

All MUI windows have a sizing gadget which allows users to change the window size until it suits their needs. The smaller a window becomes, the closer control items within the window come together. The larger the window, the more space that will be used for displaying information (e.g. in list-views). The size and position of every window can be saved, thus giving you your favorite setting every time you start the program.

- Flexibility

Almost all elements can be changed by the user regarding their own personal tastes. The user can define the thickness of borders, how the scroll-bars look, which images have to be used, and how much space should be inserted between the lines of a list-view. MUI gives the user a lot of options to change the look and feel of an MUI based application.

- Controlling by keyboard

Most of the time it is expected that graphical user interfaces (GUIs) and of course MUI applications as well, are controlled by the mouse. However, many users prefer the use of the keyboard for faster execution of operations, and because it can be more comfortable. Because of this, all MUI objects (e.g. string gadgets, radio buttons, or list-views) can be controlled by the keyboard as well as by the mouse! You can even put away your mouse completely if you wish! Its no longer needed!

- System integration

MUI applications cooperate with the operating system in many ways. Every program can be iconified and uniconified by pushing a gadget or by using the Commodities exchange program. Furthermore, every MUI application has an ARexx-Port that allows you full remote control (and more) over the user interface.

- Adjusting to its environment

It doesn't matter which screen or screen size your MUI applications run on. Workbench or public, 640x200 or 1280x1024 pixels, 4 or 256 colors, it doesn't matter! Every application can be made to open on any screen, and adapts itself to it's environment.

All of the MUI settings listed above (and more) can be changed by the user via the MUI preferences program. This can be set for every program in one setting (global) or can be set for each and every single

application.

1.3 MUI.guide/INTRO_SYSREQ

System Requirements

=====

MUI requires version 2.0 of the Amiga operating system or higher.

Kickstart 1.3 is **not** supported; this operating system has been considered to be obsolete.

The use of MUI on a harddisk is **highly** recommended, although floppy disk usage is still possible. Due to the modular concept behind MUI the first application startup may last "a little" longer.

MUI does not require a special processor, but of course the faster CPUs make life easier. Many complex calculations are needed for the management and layout of the objects, so a "base" 68000 based machine could be a tad slow.

MUI applications can run on machines only equipped with 512K of free RAM, but could become obsolete quite soon. One Megabyte (1024K) RAM should be sufficient even for the most complex MUI applications.

1.4 MUI.guide/INTRO_INSTALL

Installation

=====

MUI is distributed together with the Installer program from Commodore. Therefore making installation a breeze! Just double-click on an icon in the 'Install' directcory and the installation procedure is on it's way.

1.5 MUI.guide/USE_WINDOWS

Windows

=====

As mentioned previously, nearly all MUI windows are resizeable. This allows the user to determine if he wants his control items (i.e. buttons, list-views, a.s.o.) small and space saving, or bigger and easy to use. It would be very annoying to adjust the size and position every time an application appears, all MUI windows remember their size and positions and uses these values when the application appears again. This is true for the "normal" window position and size as well as for

the values of the window in a "zoomed" state. (after hitting the zoom gadget)

After rebooting the data for the windows are usually lost, if you have not saved them by hitting the 'Save' button in the preferences window. By doing so, all data regarding the windows are saved and are available even after a reset.

In addition to the depth and zoom gadget there is a third button in the title-bar of every MUI window. This button is used to iconify the whole application. All windows (and screens if available) in the application are closed and a little appicon appears on the Workbench or default screen. Double-clicking on this appicon makes the program open its window(s) (and screen) again.

1.6 MUI.guide/USE_KEYBOARD

Keyboard Control

=====

All control items in an MUI window can be controlled completely by the keyboard. All the known keyboard shortcuts (marked by an underscore character) are supported. However, this method is limited if used with list-views or cycle gadgets.

Because of this the 'TAB' cycling (up until now only used for string gadgets) has been made available for MUI applications. You can activate every object (not only string gadgets) by hitting the 'TAB' key. As soon as you activate an object it can then be controlled by the keyboard.

- Button gadgets

'Return' is the equivalent to clicking the gadget with the mouse button. Pressing and releasing a button is handled in a different way. If you push a knob and then wish you cancel this action, you may do so by additionally pushing 'Shift' before releasing the 'Return' key.

- Checkmark gadgets

An active checkmark gadget can be controlled by 'Space' or 'Return'. The value of this gadget is toggled every time you press the corresponding key.

- Slider gadgets

The value of the horizontal or vertical slider gadgets can be changed by using the four cursor keys. Using qualifier keys additionally allows you to change the increase/decrease amount of the sliders.

- Cycle gadgets

An active cycle gadget can be switched by using the cursor keys. The 'Return' key pops up a popup menu (as long as you did not disable this feature in the MUI preferences program).

- Radio-Buttons

Radio buttons are also controlled by the cursor keys.

- List-Views

In an activated list-view the cursor can be moved line by line using the cursor keys and together with the corresponding qualifier keys pagewise or even to the top or to the bottom. The 'Return' key simulates a double-click.

If multiselecting is allowed in a list-view, you can select the different items by using the 'Space' key.

- Windows

For applications opening several windows simultaneously you can switch from one window to another by using the 'Alt-Tab' key or the 'Shift-Alt-Tab' key respectively. If the window has a close gadget, you can hit the 'ESC' key to close the window.

All information refers to the default settings. With the preferences program, you can change all the keyboard combinations until the suit your needs.

1.7 MUI.guide/USE_CYCLE

Cycle gadgets

=====

Besides the MUI cycle gadgets supporting their "normal" function (next entry by clicking on them, previous entry by holding 'Shift' additionally), offers a menu feature. This popup menu appears as soon as the text section of the cycle gadget is hit, then allows a quick and easy selection of one of the listed entries.

The behaviour of the popup menus can be influenced within the listview section of the MUI preferences program.

1.8 MUI.guide/USE_COMMODITIES

Commodities Interface

=====

Every MUI application ties itself in the system as a commodity. This is nice in that the user can control any MUI application via the

'Commodities Exchange' program, i.e. MUI Applications can be iconified or canceled.

1.9 MUI.guide/USE_AREXX

ARexx Interface
=====

Every MUI application is able to receive commands via the built-in ARexx port. Here are some default commands which are understood by every program:

- QUIT

Ends the application.

- HIDE

Hides (iconifies) the application

- SHOW

Shows (pops up) an iconified application.

- INFO ITEM/A

According to the given parameter the result string is filled with the following contents:

- "title" Title of the application
- "author" Author of the application
- "copyright" Copyright message
- "description" Short description
- "version" Version string
- "base" Name of the ARexx port
- "screen" Name of the public screen

- HELP FILE/A

A list of all ARexx commands available for the application is written into the given file. In addition to the default commands an MUI application can (and of course should) support many application specific commands. The help list will contain these commands as well.

In case of an error, MUI returns the following values to the rexx script:

- -1

Wrong command definition in host program. Should never happen.

- -2

Out of memory.

- -3

Unknown ARexx command.

- -4

Syntax error.

Some example scripts can be found in the 'Rexx' drawer on the main directory of the distribution.

1.10 MUI.guide/PREFS_INTRO

Introduction

=====

With traditional applications, the user usually has no or only very limited possibilities to influence the look and feel of an user interface. With MUI, interfaces are a lot more flexible. The programmer only specifies very few things about the position of particular gadgets, what actually is displayed on screen depends on the users preferences setting.

To adjust these settings, MUI comes with a preferences program called 'MUI'. After installation, this tool can be found in the system's preferences drawer.

1.11 MUI.guide/PREFS_MAIN

Main Window

=====

The main part of the window is made up of several pages that contain all the possible configuration items. You can turn these pages by using the listview at the left side.

At the lower part window border are the 'Save', 'Use' and 'Cancel' buttons, already common in several of the system preference programs. Additionally you'll find a 'Test' gadget which can be considered to be the most useful function in the preferences program. It will be handy in the beginning to use the 'Test' options to play around with the different settings until you have found the configuration that best

fits your needs. Pushing the 'Test' button makes all currently running applications adopt their parameters from the new values. Thus making it possible to change the settings of a running application and immediately notice the consequences of your actions.

The 'Use'-Gadget saves the changes to the 'ENV:' drawer and then ends the preferences program. Please note that the 'ENV:' directory usually resides in the 'RAM DISK:' and a reset discards all the settings made. If you want your settings to be permanent, please use the 'Save'-Button. In addition to global and application specific settings, all window positions will be saved.

If you hit 'Cancel', all changes will be discarded. Applications that have already adjusted themselves to the new values because you hit 'Test' automatically return to their previous settings.

1.12 MUI.guide/PREFS_USAGE

The Preferences Program
=====

A lot of options are adjustable through clickable fields with popup windows. Those fields exist for

Frames
Images
Backgrounds
Colors

Furthermore, you are able to copy one field into another by using Drag&Drop. If you want to copy between different pages, use one of 'D&D Clipboards' below the pages listview.

MUI uses context sensitive popup menus for the well-known 'Reset to defaults', 'Last saved', 'Restore' and 'Preset' menus. This means that, if you hit the right mouse button over a single gadget, your choice will only affect this single gadget. If you hit it while being somewhere within a page, your choice will affect all the gadgets on that page. If you hit it over the pages listview, all pages will be affected.

To improve popup menu control, you should install an utility like 'MagicMenu'.

1.13 MUI.guide/PREFS_USAGE_FRAMES

Frames Popup Window

Select one of a few different frame types and their inner spacing

here. Note that you can also use Drag&Drop to copy to or from a Frames popup window.

1.14 MUI.guide/PREFS_USAGE_IMAGES

Images Popup Window

Select some kind of image.

1.15 MUI.guide/PREFS_USAGE_BACKGROUNDS

Hintergrund Popup-Fenster

Select a background from some object. Note that you can only use external graphics files if you own OS 3.0.

1.16 MUI.guide/PREFS_USAGE_COLORS

Color Popup Window.

Select a color in a few different ways.

1.17 MUI.guide/PREFS_LOCAL

Global and application specific settings

=====

Previous versions of MUI allowed to adjust application specific settings from the global preferences program. This is no longer the case, the preferences program is for global GUI settings only.

An applications local settings are now called directly from this application, either by a "Settings/MUI..." menu if the program is MUI 3 aware, or with a special gadget in the applications window border. You must enable this gadget before you can use it.

1.18 MUI.guide/PREFS_PAGE

Preferences Pages

=====

```
PREFS_PAGE_SYSTEM
PREFS_PAGE_WINDOW
PREFS_PAGE_BUTTON
PREFS_PAGE_STRING
PREFS_PAGE_GROUP
PREFS_PAGE_SCROLLBAR
PREFS_PAGE_SLIDER
PREFS_PAGE_LIST
PREFS_PAGE_CYCLE
PREFS_PAGE_NAVIGATION
PREFS_PAGE_SPECIAL
```

1.19 MUI.guide/PREFS_PAGE_SYSTEM

System Page

The system page affects MUI's interfaces to system functions.

```
PREFS_ITEMS_PublicScreen
PREFS_ITEMS_IconifyIcon
PREFS_ITEMS_IconifyMenu
PREFS_ITEMS_StartIconified
PREFS_ITEMS_UseRexx
PREFS_ITEMS_Hotkey
PREFS_ITEMS_FirstBubbleDelay
PREFS_ITEMS_NextBubbleDelay
PREFS_ITEMS_PopScreen
```

1.20 MUI.guide/PREFS_ITEMS_PublicScreen

PREFS_ITEMS_PublicScreen

.....

Whenever you start a MUI program, MUI tries to open its windows on this public screen. If it is not available, MUI checks if you have configured this screen with the Public Screen Inspector and opens it automatically.

1.21 MUI.guide/PREFS_ITEMS_IconifyIcon

PREFS_ITEMS_IconifyIcon
.....

If the 'Iconify-Gadget' checkmark is set, every window of the application gets an additional gadget in the upper window frame that makes the window iconify as soon as you hit it.

1.22 MUI.guide/PREFS_ITEMS_IconifyMenu

PREFS_ITEMS_IconifyMenu
.....

If the 'Iconify-Menu' checkmark is set, MUI adds an entry to the Workbenchs tools menu for iconified applications.

1.23 MUI.guide/PREFS_ITEMS_StartIconified

PREFS_ITEMS_StartIconified
.....

'Start Iconified' determines, if the application will be iconified at start-up. This will make sense, for example, if you place some tools into the 'WBStartup' drawer, to make them available via keystroke.

1.24 MUI.guide/PREFS_ITEMS_UseRexx

PREFS_ITEMS_UseRexx
.....

Switch the ARexx Interface of an application on or off.

1.25 MUI.guide/PREFS_ITEMS_Hotkey

PREFS_ITEMS_Hotkey
.....

The 'Iconify-Hotkey' allows you to enter a key combination that iconifys the application (and pops it up again). The format is the same as the one described for the input events of the 'commodities.library'.

1.26 MUI.guide/PREFS_ITEMS_FirstBubbleDelay

PREFS_ITEMS_FirstBubbleDelay
.....

Delay until the first help bubble appears. Move all the way left to switch of bubbles completly.

1.27 MUI.guide/PREFS_ITEMS_NextBubbleDelay

PREFS_ITEMS_NextBubbleDelay
.....

Delay until the next help bubble appears.

1.28 MUI.guide/PREFS_ITEMS_PopScreen

PREFS_ITEMS_PopScreen
.....

Automatically pop this screen to front when MUI windows are opened.

1.29 MUI.guide/PREFS_PAGE_WINDOW

Window Page

Window page holds a windows design, some control elements, and a few default settings like fonts.

PREFS_ITEMS_SpacingWindowLeft
PREFS_ITEMS_SpacingWindowRight
PREFS_ITEMS_SpacingWindowBottom
PREFS_ITEMS_SpacingWindowTop
PREFS_ITEMS_ImagesWindowBack
PREFS_ITEMS_ImagesRequesterBack
PREFS_ITEMS_NormalFont
PREFS_ITEMS_TinyFont
PREFS_ITEMS_BigFont
PREFS_ITEMS_FrameType
PREFS_ITEMS_OnExitWindows
PREFS_ITEMS_RefreshType
PREFS_ITEMS_RedrawType
PREFS_ITEMS_IconifyGadget
PREFS_ITEMS_JumpGadget

PREFS_ITEMS_SnapshotGadget
PREFS_ITEMS_PrefsGadget
PREFS_ITEMS_PopupGadget

1.30 MUI.guide/PREFS_ITEMS_SpacingWindowLeft

PREFS_ITEMS_SpacingWindowLeft
.....

1.31 MUI.guide/PREFS_ITEMS_SpacingWindowRight

PREFS_ITEMS_SpacingWindowRight
.....

1.32 MUI.guide/PREFS_ITEMS_SpacingWindowBottom

PREFS_ITEMS_SpacingWindowBottom
.....

1.33 MUI.guide/PREFS_ITEMS_SpacingWindowTop

PREFS_ITEMS_SpacingWindowTop
.....

1.34 MUI.guide/PREFS_ITEMS_ImagesWindowBack

PREFS_ITEMS_ImagesWindowBack
.....

1.35 MUI.guide/PREFS_ITEMS_ImagesRequesterBack

PREFS_ITEMS_ImagesRequesterBack
.....

1.36 MUI.guide/PREFS_ITEMS_NormalFont

PREFS_ITEMS_NormalFont
.....

1.37 MUI.guide/PREFS_ITEMS_TinyFont

PREFS_ITEMS_TinyFont
.....

1.38 MUI.guide/PREFS_ITEMS_BigFont

PREFS_ITEMS_BigFont
.....

1.39 MUI.guide/PREFS_ITEMS_FrameType

PREFS_ITEMS_FrameType
.....

1.40 MUI.guide/PREFS_ITEMS_OnExitWindows

PREFS_ITEMS_OnExitWindows
.....

MUI can remember window sizes and positions. This gadget controls what to do if an application exits. In addition to this gadget, you can also snapshot windows using the special Snapshot window border gadget.

1.41 MUI.guide/PREFS_ITEMS_RefreshType

PREFS_ITEMS_RefreshType
.....

1.42 MUI.guide/PREFS_ITEMS_RedrawType

PREFS_ITEMS_RedrawType
.....

1.43 MUI.guide/PREFS_ITEMS_IconifyGadget

PREFS_ITEMS_IconifyGadget
.....

1.44 MUI.guide/PREFS_ITEMS_JumpGadget

PREFS_ITEMS_JumpGadget
.....

1.45 MUI.guide/PREFS_ITEMS_SnapshotGadget

PREFS_ITEMS_SnapshotGadget
.....

Single click on this gadget in the window border snapshots the current position, double click unsnapshots.

1.46 MUI.guide/PREFS_ITEMS_PrefsGadget

PREFS_ITEMS_PrefsGadget
.....

Enable this gadget to call an applications local preferences.

1.47 MUI.guide/PREFS_ITEMS_PopupGadget

PREFS_ITEMS_PopupGadget
.....

1.48 MUI.guide/PREFS_PAGE_BUTTON

Button Page

Control all kinds of buttons.

```
PREFS_ITEMS_FramesButton
PREFS_ITEMS_FramesImageButton
PREFS_ITEMS_ImagesButtonBack
PREFS_ITEMS_ImagesSelectedBack
PREFS_ITEMS_ButtonFont
PREFS_ITEMS_ImagesRadioButton
PREFS_ITEMS_SpacingHRadio
PREFS_ITEMS_SpacingVRadio
PREFS_ITEMS_ImagesCheckMark
```

1.49 MUI.guide/PREFS_ITEMS_FramesButton

PREFS_ITEMS_FramesButton

.....

1.50 MUI.guide/PREFS_ITEMS_FramesImageButton

PREFS_ITEMS_FramesImageButton

.....

1.51 MUI.guide/PREFS_ITEMS_ImagesButtonBack

PREFS_ITEMS_ImagesButtonBack

.....

1.52 MUI.guide/PREFS_ITEMS_ImagesSelectedBack

PREFS_ITEMS_ImagesSelectedBack

.....

1.53 MUI.guide/PREFS_ITEMS_ButtonFont

PREFS_ITEMS_ButtonFont
.....

1.54 MUI.guide/PREFS_ITEMS_ImagesRadioButton

PREFS_ITEMS_ImagesRadioButton
.....

1.55 MUI.guide/PREFS_ITEMS_SpacingHRadio

PREFS_ITEMS_SpacingHRadio
.....

1.56 MUI.guide/PREFS_ITEMS_SpacingVRadio

PREFS_ITEMS_SpacingVRadio
.....

1.57 MUI.guide/PREFS_ITEMS_ImagesCheckMark

PREFS_ITEMS_ImagesCheckMark
.....

1.58 MUI.guide/PREFS_PAGE_STRING

String Page

Control string gadgets.

PREFS_ITEMS_FramesString
PREFS_ITEMS_StringBack
PREFS_ITEMS_StringColor
PREFS_ITEMS_StringActiveBack
PREFS_ITEMS_StringActiveColor
PREFS_ITEMS_ImagesPopUp

```
PREFS_ITEMS_ImagesPopFile  
PREFS_ITEMS_ImagesPopDrawer
```

1.59 MUI.guide/PREFS_ITEMS_FramesString

```
PREFS_ITEMS_FramesString  
.....
```

1.60 MUI.guide/PREFS_ITEMS_StringBack

```
PREFS_ITEMS_StringBack  
.....
```

1.61 MUI.guide/PREFS_ITEMS_StringColor

```
PREFS_ITEMS_StringColor  
.....
```

1.62 MUI.guide/PREFS_ITEMS_StringActiveBack

```
PREFS_ITEMS_StringActiveBack  
.....
```

1.63 MUI.guide/PREFS_ITEMS_StringActiveColor

```
PREFS_ITEMS_StringActiveColor  
.....
```

1.64 MUI.guide/PREFS_ITEMS_ImagesPopUp

```
PREFS_ITEMS_ImagesPopUp  
.....
```

1.65 MUI.guide/PREFS_ITEMS_ImagesPopFile

PREFS_ITEMS_ImagesPopFile
.....

1.66 MUI.guide/PREFS_ITEMS_ImagesPopDrawer

PREFS_ITEMS_ImagesPopDrawer
.....

1.67 MUI.guide/PREFS_PAGE_GROUP

Groups Page

You can control a groups outfit here.

PREFS_ITEMS_GroupTitlePos
PREFS_ITEMS_GroupTitleColor
PREFS_ITEMS_TitleFont
PREFS_ITEMS_GroupSpacingHoriz
PREFS_ITEMS_GroupSpacingVert
PREFS_ITEMS_FramesGroup
PREFS_ITEMS_ImagesGroupBack
PREFS_ITEMS_ImagesRegisterBack
PREFS_ITEMS_ImagesPageBack
PREFS_ITEMS_FramesVirtual

1.68 MUI.guide/PREFS_ITEMS_GroupTitlePos

PREFS_ITEMS_GroupTitlePos
.....

1.69 MUI.guide/PREFS_ITEMS_GroupTitleColor

PREFS_ITEMS_GroupTitleColor
.....

1.70 MUI.guide/PREFS_ITEMS_TitleFont

PREFS_ITEMS_TitleFont
.....

1.71 MUI.guide/PREFS_ITEMS_GroupSpacingHoriz

PREFS_ITEMS_GroupSpacingHoriz
.....

1.72 MUI.guide/PREFS_ITEMS_GroupSpacingVert

PREFS_ITEMS_GroupSpacingVert
.....

1.73 MUI.guide/PREFS_ITEMS_FramesGroup

PREFS_ITEMS_FramesGroup
.....

1.74 MUI.guide/PREFS_ITEMS_ImagesGroupBack

PREFS_ITEMS_ImagesGroupBack
.....

1.75 MUI.guide/PREFS_ITEMS_ImagesRegisterBack

PREFS_ITEMS_ImagesRegisterBack
.....

1.76 MUI.guide/PREFS_ITEMS_ImagesPageBack

PREFS_ITEMS_ImagesPageBack
.....

1.77 MUI.guide/PREFS_ITEMS_FramesVirtual

PREFS_ITEMS_FramesVirtual
.....

1.78 MUI.guide/PREFS_PAGE_SCROLLBAR

Scrollbars Page

Control scrollbars.

PREFS_ITEMS_ImagesArrowUp
PREFS_ITEMS_ImagesArrowDown
PREFS_ITEMS_ImagesArrowLeft
PREFS_ITEMS_ImagesArrowRight
PREFS_ITEMS_ScrollbarType
PREFS_ITEMS_ImagesPropKnob
PREFS_ITEMS_ImagesPropBack
PREFS_ITEMS_FramesProp
PREFS_ITEMS_PropType

1.79 MUI.guide/PREFS_ITEMS_ImagesArrowUp

PREFS_ITEMS_ImagesArrowUp
.....

1.80 MUI.guide/PREFS_ITEMS_ImagesArrowDown

PREFS_ITEMS_ImagesArrowDown
.....

1.81 MUI.guide/PREFS_ITEMS_ImagesArrowLeft

PREFS_ITEMS_ImagesArrowLeft
.....

1.82 MUI.guide/PREFS_ITEMS_ImagesArrowRight

PREFS_ITEMS_ImagesArrowRight
.....

1.83 MUI.guide/PREFS_ITEMS_ScrollbarType

PREFS_ITEMS_ScrollbarType
.....

1.84 MUI.guide/PREFS_ITEMS_ImagesPropKnob

PREFS_ITEMS_ImagesPropKnob
.....

1.85 MUI.guide/PREFS_ITEMS_ImagesPropBack

PREFS_ITEMS_ImagesPropBack
.....

1.86 MUI.guide/PREFS_ITEMS_FramesProp

PREFS_ITEMS_FramesProp
.....

1.87 MUI.guide/PREFS_ITEMS_PropType

PREFS_ITEMS_PropType
.....

1.88 MUI.guide/PREFS_PAGE_SLIDER

Slider Page

Sliders are used to adjust numeric values.

```
PREFS_ITEMS_ImagesSliderBack
PREFS_ITEMS_FramesSlider
PREFS_ITEMS_SliderFont
PREFS_ITEMS_ImagesSliderKnob
PREFS_ITEMS_SliderKnobFrame
```

1.89 MUI.guide/PREFS_ITEMS_ImagesSliderBack

```
PREFS_ITEMS_ImagesSliderBack
.....
```

1.90 MUI.guide/PREFS_ITEMS_FramesSlider

```
PREFS_ITEMS_FramesSlider
.....
```

1.91 MUI.guide/PREFS_ITEMS_SliderFont

```
PREFS_ITEMS_SliderFont
.....
```

1.92 MUI.guide/PREFS_ITEMS_ImagesSliderKnob

```
PREFS_ITEMS_ImagesSliderKnob
.....
```

1.93 MUI.guide/PREFS_ITEMS_SliderKnobFrame

```
PREFS_ITEMS_SliderKnobFrame
.....
```

1.94 MUI.guide/PREFS_PAGE_LIST

Listview Page

Control listviews.

PREFS_ITEMS_ListFont
PREFS_ITEMS_FixedFont
PREFS_ITEMS_ListRefreshType
PREFS_ITEMS_ListviewStretch
PREFS_ITEMS_ListviewSmooth
PREFS_ITEMS_MultiSelType
PREFS_ITEMS_ListPixelized
PREFS_ITEMS_FramesReadList
PREFS_ITEMS_FramesInputList
PREFS_ITEMS_ImagesListBack
PREFS_ITEMS_ImagesReadListBack
PREFS_ITEMS_ImagesListCursor
PREFS_ITEMS_ImagesListSelect
PREFS_ITEMS_ImagesListSelCur

1.95 MUI.guide/PREFS_ITEMS_ListFont

PREFS_ITEMS_ListFont

.....

1.96 MUI.guide/PREFS_ITEMS_FixedFont

PREFS_ITEMS_FixedFont

.....

1.97 MUI.guide/PREFS_ITEMS_ListRefreshType

PREFS_ITEMS_ListRefreshType

.....

1.98 MUI.guide/PREFS_ITEMS_ListviewStretch

PREFS_ITEMS_ListviewStretch

.....

1.99 MUI.guide/PREFS_ITEMS_ListviewSmooth

PREFS_ITEMS_ListviewSmooth
.....

1.100 MUI.guide/PREFS_ITEMS_MultiSelType

PREFS_ITEMS_MultiSelType
.....

1.101 MUI.guide/PREFS_ITEMS_ListPixelized

PREFS_ITEMS_ListPixelized
.....

1.102 MUI.guide/PREFS_ITEMS_FramesReadList

PREFS_ITEMS_FramesReadList
.....

1.103 MUI.guide/PREFS_ITEMS_FramesInputList

PREFS_ITEMS_FramesInputList
.....

1.104 MUI.guide/PREFS_ITEMS_ImagesListBack

PREFS_ITEMS_ImagesListBack
.....

1.105 MUI.guide/PREFS_ITEMS_ImagesReadListBack

PREFS_ITEMS_ImagesReadListBack
.....

1.106 MUI.guide/PREFS_ITEMS_ImagesListCursor

PREFS_ITEMS_ImagesListCursor
.....

1.107 MUI.guide/PREFS_ITEMS_ImagesListSelect

PREFS_ITEMS_ImagesListSelect
.....

1.108 MUI.guide/PREFS_ITEMS_ImagesListSelCur

PREFS_ITEMS_ImagesListSelCur
.....

1.109 MUI.guide/PREFS_PAGE_CYCLE

Cycle Gadget Page

Control cycle gadget and their popup menus.

PREFS_ITEMS_MinPop
PREFS_ITEMS_PopPosition
PREFS_ITEMS_FramesPopUp
PREFS_ITEMS_ImagesPopupBack
PREFS_ITEMS_PopupRecessed
PREFS_ITEMS_PopupSpeed
PREFS_ITEMS_ImagesCycle

1.110 MUI.guide/PREFS_ITEMS_MinPop

PREFS_ITEMS_MinPop
.....

1.111 MUI.guide/PREFS_ITEMS_PopPosition

PREFS_ITEMS_PopPosition
.....

1.112 MUI.guide/PREFS_ITEMS_FramesPopUp

PREFS_ITEMS_FramesPopUp
.....

1.113 MUI.guide/PREFS_ITEMS_ImagesPopupBack

PREFS_ITEMS_ImagesPopupBack
.....

1.114 MUI.guide/PREFS_ITEMS_PopupRecessed

PREFS_ITEMS_PopupRecessed
.....

1.115 MUI.guide/PREFS_ITEMS_PopupSpeed

PREFS_ITEMS_PopupSpeed
.....

1.116 MUI.guide/PREFS_ITEMS_ImagesCycle

PREFS_ITEMS_ImagesCycle
.....

1.117 MUI.guide/PREFS_PAGE_NAVIGATION

Navigation Page

Adjust settings concerning keyboard control and drag&drop.

PREFS_ITEMS_KeysPRESS
PREFS_ITEMS_KeysTOGGLE
PREFS_ITEMS_KeysUP
PREFS_ITEMS_KeysDOWN
PREFS_ITEMS_KeysPAGEUP
PREFS_ITEMS_KeysPAGEDOWN

```
PREFS_ITEMS_KeysTOP
PREFS_ITEMS_KeysBOTTOM
PREFS_ITEMS_KeysLEFT
PREFS_ITEMS_KeysRIGHT
PREFS_ITEMS_KeysWORDLEFT
PREFS_ITEMS_KeysWORDRIGHT
PREFS_ITEMS_KeysLINESTART
PREFS_ITEMS_KeysLINEEND
PREFS_ITEMS_KeysGADGET_NEXT
PREFS_ITEMS_KeysGADGET_PREV
PREFS_ITEMS_KeysGADGET_OFF
PREFS_ITEMS_KeysWINDOW_CLOSE
PREFS_ITEMS_KeysWINDOW_NEXT
PREFS_ITEMS_KeysWINDOW_PREV
PREFS_ITEMS_KeysHELP
PREFS_ITEMS_KeysPOPUP
PREFS_ITEMS_ActiveObjectPen
PREFS_ITEMS_DragFrame
PREFS_ITEMS_DragShineThrough
PREFS_ITEMS_DragLMB
PREFS_ITEMS_DragMMB
PREFS_ITEMS_DragQualiLMB
PREFS_ITEMS_DragQualiMMB
PREFS_ITEMS_DragAuto
PREFS_ITEMS_DragAutoPixel
PREFS_ITEMS_BalancingLook
```

1.118 MUI.guide/PREFS_ITEMS_KeysPRESS

```
PREFS_ITEMS_KeysPRESS
.....
```

1.119 MUI.guide/PREFS_ITEMS_KeysTOGGLE

```
PREFS_ITEMS_KeysTOGGLE
.....
```

1.120 MUI.guide/PREFS_ITEMS_KeysUP

```
PREFS_ITEMS_KeysUP
.....
```

1.121 MUI.guide/PREFS_ITEMS_KeysDOWN

PREFS_ITEMS_KeysDOWN
.....

1.122 MUI.guide/PREFS_ITEMS_KeysPAGEUP

PREFS_ITEMS_KeysPAGEUP
.....

1.123 MUI.guide/PREFS_ITEMS_KeysPAGEDOWN

PREFS_ITEMS_KeysPAGEDOWN
.....

1.124 MUI.guide/PREFS_ITEMS_KeysTOP

PREFS_ITEMS_KeysTOP
.....

1.125 MUI.guide/PREFS_ITEMS_KeysBOTTOM

PREFS_ITEMS_KeysBOTTOM
.....

1.126 MUI.guide/PREFS_ITEMS_KeysLEFT

PREFS_ITEMS_KeysLEFT
.....

1.127 MUI.guide/PREFS_ITEMS_KeysRIGHT

PREFS_ITEMS_KeysRIGHT
.....

1.128 MUI.guide/PREFS_ITEMS_KeysWORDLEFT

PREFS_ITEMS_KeysWORDLEFT
.....

1.129 MUI.guide/PREFS_ITEMS_KeysWORDRIGHT

PREFS_ITEMS_KeysWORDRIGHT
.....

1.130 MUI.guide/PREFS_ITEMS_KeysLINESTART

PREFS_ITEMS_KeysLINESTART
.....

1.131 MUI.guide/PREFS_ITEMS_KeysLINEEND

PREFS_ITEMS_KeysLINEEND
.....

1.132 MUI.guide/PREFS_ITEMS_KeysGADGET_NEXT

PREFS_ITEMS_KeysGADGET_NEXT
.....

1.133 MUI.guide/PREFS_ITEMS_KeysGADGET_PREV

PREFS_ITEMS_KeysGADGET_PREV
.....

1.134 MUI.guide/PREFS_ITEMS_KeysGADGET_OFF

PREFS_ITEMS_KeysGADGET_OFF
.....

1.135 MUI.guide/PREFS_ITEMS_KeysWINDOW_CLOSE

PREFS_ITEMS_KeysWINDOW_CLOSE
.....

1.136 MUI.guide/PREFS_ITEMS_KeysWINDOW_NEXT

PREFS_ITEMS_KeysWINDOW_NEXT
.....

1.137 MUI.guide/PREFS_ITEMS_KeysWINDOW_PREV

PREFS_ITEMS_KeysWINDOW_PREV
.....

1.138 MUI.guide/PREFS_ITEMS_KeysHELP

PREFS_ITEMS_KeysHELP
.....

1.139 MUI.guide/PREFS_ITEMS_KeysPOPUP

PREFS_ITEMS_KeysPOPUP
.....

1.140 MUI.guide/PREFS_ITEMS_ActiveObjectPen

PREFS_ITEMS_ActiveObjectPen
.....

1.141 MUI.guide/PREFS_ITEMS_DragFrame

PREFS_ITEMS_DragFrame
.....

1.142 MUI.guide/PREFS_ITEMS_DragShineThrough

PREFS_ITEMS_DragShineThrough
.....

1.143 MUI.guide/PREFS_ITEMS_DragLMB

PREFS_ITEMS_DragLMB
.....

1.144 MUI.guide/PREFS_ITEMS_DragMMB

PREFS_ITEMS_DragMMB
.....

1.145 MUI.guide/PREFS_ITEMS_DragQualiLMB

PREFS_ITEMS_DragQualiLMB
.....

1.146 MUI.guide/PREFS_ITEMS_DragQualiMMB

PREFS_ITEMS_DragQualiMMB
.....

1.147 MUI.guide/PREFS_ITEMS_DragAuto

PREFS_ITEMS_DragAuto
.....

1.148 MUI.guide/PREFS_ITEMS_DragAutoPixel

PREFS_ITEMS_DragAutoPixel
.....

1.149 MUI.guide/PREFS_ITEMS_BalancingLook

PREFS_ITEMS_BalancingLook
.....

1.150 MUI.guide/PREFS_PAGE_SPECIAL

Special Page

Some miscellaneous options.

PREFS_ITEMS_ImagesDrawer
PREFS_ITEMS_ImagesHardDisk
PREFS_ITEMS_ImagesDisk
PREFS_ITEMS_ImagesChip
PREFS_ITEMS_ImagesVolume
PREFS_ITEMS_ImagesNetwork
PREFS_ITEMS_ImagesAssign
PREFS_ITEMS_ImagesTapePlay
PREFS_ITEMS_ImagesTapePlayBack
PREFS_ITEMS_ImagesTapePause
PREFS_ITEMS_ImagesTapeStop
PREFS_ITEMS_ImagesTapeRecord
PREFS_ITEMS_ImagesTapeUp
PREFS_ITEMS_ImagesTapeDown
PREFS_ITEMS_FramesText
PREFS_ITEMS_ImagesTextBack
PREFS_ITEMS_FramesGauge

1.151 MUI.guide/PREFS_ITEMS_ImagesDrawer

PREFS_ITEMS_ImagesDrawer
.....

1.152 MUI.guide/PREFS_ITEMS_ImagesHardDisk

PREFS_ITEMS_ImagesHardDisk
.....

1.153 MUI.guide/PREFS_ITEMS_ImagesDisk

PREFS_ITEMS_ImagesDisk
.....

1.154 MUI.guide/PREFS_ITEMS_ImagesChip

PREFS_ITEMS_ImagesChip
.....

1.155 MUI.guide/PREFS_ITEMS_ImagesVolume

PREFS_ITEMS_ImagesVolume
.....

1.156 MUI.guide/PREFS_ITEMS_ImagesNetwork

PREFS_ITEMS_ImagesNetwork
.....

1.157 MUI.guide/PREFS_ITEMS_ImagesAssign

PREFS_ITEMS_ImagesAssign
.....

1.158 MUI.guide/PREFS_ITEMS_ImagesTapePlay

PREFS_ITEMS_ImagesTapePlay
.....

1.159 MUI.guide/PREFS_ITEMS_ImagesTapePlayBack

PREFS_ITEMS_ImagesTapePlayBack
.....

1.160 MUI.guide/PREFS_ITEMS_ImagesTapePause

PREFS_ITEMS_ImagesTapePause
.....

1.161 MUI.guide/PREFS_ITEMS_ImagesTapeStop

PREFS_ITEMS_ImagesTapeStop
.....

1.162 MUI.guide/PREFS_ITEMS_ImagesTapeRecord

PREFS_ITEMS_ImagesTapeRecord
.....

1.163 MUI.guide/PREFS_ITEMS_ImagesTapeUp

PREFS_ITEMS_ImagesTapeUp
.....

1.164 MUI.guide/PREFS_ITEMS_ImagesTapeDown

PREFS_ITEMS_ImagesTapeDown
.....

1.165 MUI.guide/PREFS_ITEMS_FramesText

PREFS_ITEMS_FramesText
.....

1.166 MUI.guide/PREFS_ITEMS_ImagesTextBack

PREFS_ITEMS_ImagesTextBack
.....

1.167 MUI.guide/PREFS_ITEMS_FramesGauge

PREFS_ITEMS_FramesGauge
.....

1.168 MUI.guide/PSI_MAINWINDOW

Main Window
=====

If an application is started, MUI looks for the configured public screen. When none is found, it checks the list of preconfigured screens from the builtin screen manager and if successfull, opens the screen with the specified properties.

After startup, PSI shows a list that contains the configured public screens. You can create/delete/copy/etc. in this list with the button row below.

1.169 MUI.guide/PSI_EDITWINDOW

Edit Window
=====

The screen managers window is divided into four pages. On the 'Attributes' page, you will find four string gadgets that allow configuration of a screens public name, his title, the default font and a background picture. The background picture can be any picture file as long as a matching datatype is installed in your system. This feature is only available under Kickstart 3.0 and above.

Besides these essential values, the screen can have the following features:

- 'Auto Scroll'

If the screen was set larger than the visible part was defined, it will be scrolled automatically as soon as the mouse touches the screen border.

- 'Draggable'

If the screen doesn't have this attribute, it can't be dragged.

- 'Exclusive'

The screen cannot share its display with other screens; it will be displayed separately (Kick 3.x only).

- 'Interleaved'

This attribute reduces - if set - the flicker, that appears especially during the scrolling of lists on colorful screens (Kick 3.x only).

- 'Open Behind'

The screen will be opened behind all other screens.

- 'System Default'

The screen is declared to be the system default screen. All windows that are opened on the system's default screen (e.g. shell windows), are automatically routed here.

Size and resolution of the new screen are adjustable on the 'Display Mode' page. It offers gadgets similar to the system screen mode preferences program and shouldn't need further explanation.

The 'Color' page controls the system pens, it uses popup colorfields which work best with OS 3.x and a few available colors for sharing. If your workbench doesn't have enough colors available, you should consider putting PSI on a more colorful screen.

MUI doesn't use system pens directly for rendering but uses the pens from the 'MUI Pens' page instead. Adjust them here.

You can use 'PSI' either to create new public screens or to adjust the pens MUI should use when opening on existing public screen (i.e. the Workbench). For the latter case, use the checkmark gadget at the right top of the window. If you configure these foreign public screens, all options except the name and the MUI Pens page are disabled. The 'Name' gadget accepts wildcards, you can e.g. use "#?" here and MUI will use these pen settings on any foreign public screen.

1.170 MUI.guide/MISC_REGISTER

Registration

=====

"MagicUserInterface" is a rather complex product that has always consumed and will continue to consume a large amount of my time. It was a lot of work to finish, but I hope this work will be appreciated and that a lot of MUI based applications with nice and flexible user interfaces will be available soon.

For I cannot afford just working for fun, I decided to release MUI as shareware. The unregistered version is not able to save some of the configuration items of the preferences program. Of course these restrictions won't affect the operation of MUI applications, all important values (window positions, screens, system configs) are usable without registering. Other items will contain reasonable default values. Even with these default values, MUI applications will be more attractive and usable as most other programs.

If you plan to use the full set of MUI's possibilities (different fonts, frames, images, background pattern, ...) with all applications, or if you just feel that MUI is good and should be supported, you should register.

Registered users will be shipped a disk with the newest public release of MUI, along with a personalized, so-called "keyfile" that enables loading and saving of the complete configuration data.

MUI is an SASG (Standardized Amiga Shareware Group) product. To register, please start the program "Registration" in the main drawer of this distribution. All important topics about prices and payment methods are discussed there.

Thank you for supporting Shareware!

1.171 MUI.guide/MISC_UPDATES

Updates
=====

Whenever a new release of MUI gets released, I will post some information in the appropriate newsgroups of some electronic networks. The new archive will soon be available on many bulletin boards and on all 'aminet' FTP servers. Major releases will also come with some PD disks, especially on Fred Fish's collection.

As mentioned above, registered users will neither need a new keyfile nor a special personalized program version. They can use all new features immediately.

Of course, every MUI update will be completely compatible to all previously released versions. All applications will continue to run and automatically benefit from possible enhancements in user interface design.

1.172 MUI.guide/MISC_SUPPORT

Support
=====

If you have some questions, comments, suggestions or even flames, please feel free to contact me at one of the following addresses. If you send your letter via e-mail, there's a good chance for getting a quick reply.

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1.173 MUI.guide/MISC_ACKS

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=====

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- Stefan Becker

... he seemed to have very few time but nevertheless gave some valuable hints. Parts of his 'ToolManager' source code were a great help during MUI's development.

- Robert Blayzor ... reworked the english manual.

- Walter Dörwald ... painted some beautiful MagicWB stylish icons.

... for additional beta-testing and for translating parts of this documentation.

- Dirk Federlein

... for additional beta-testing and for translating parts of this documentation.

- Georg "gucky" Heßmann

... for reporting some bugs and for his demo program 'DVIprint'.

- Martin Horneffer and Albert Weinert

... for creating the Oberon language interface.

- Martin "XEN" Huttenloher

... has drawn many of the supplied images and also significantly cooperated in other parts of the MUI-Design. Furthermore he contributed the amazing image drawers, which are a small extract of his 'MagicWB 2.0' package. Friends of an impressive and plastic Workbench should definitely take a closer look at 'MagicWB'!

- Kai "KCommodity" Iske

... wrote one of the several MUI calculators and reported lots of bugs.

- Oliver "Mr.Coffee" Kilian

... for testing MUI on good old (and slow) 68000.

- Klaus "kmel" Melchior

... for the two sample tools 'WbMan' and 'MUI-Exchange' and for endless lists of bug reports. He also painted the demo programs icons and supplied some BOOPSI images.

- Wouter van Oortmerssen

... for the Amige-E interface.

- Armin Sander

... for giving me my first ideas about object oriented GUI design. He told me a lot about classes and objects and made me start with MUI.

- Matthias "tron" Scheler und Markus "corwin" Stipp

... for writing the first real MUI application, a message editor for the 'Universal Mail System (UMS)'. Look out for 'IntuiNews'! Additionally, Matthias wrote the sample program 'Font'.

- Andreas "goonie" Schildbach

... significantly influenced the design and functionality of MUI and is currently working on a MUI application, a phone and answer machine for ISDN. He made me think of some other things during our endless phone calls.

- Wolfgang Schildbach

... for his text formatting code.

- Christian Scholz and Olaf Peters

... for the Modula interface.

- Ibrahim "radi" Solmaz

... who also prevented me from working with many phone calls but nevertheless was a valuable help sometimes.

- Henri Veistera

... for the assembler interface.

- Oliver Wagner

... for writing some really cool MUI Internet applications.

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Discussion

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- "Why don't MUI's string gadgets support the clipboard?"

There is a utility called 'NewEdit' that adds clipboard support to all system string gadgets. Of course MUI string gadgets work with this utility too. You can find this thing on aminet or on some PD disks.

1.175 MUI.guide/POL_DISCLAIMER

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Installer
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Along with MUI comes the 'Installer' from Commodore:

Installer and Installer project icon
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