

M2IOnLine

COLLABORATORS

	<i>TITLE :</i> M2IOnLine		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

M2IOnLine

1.1 M2I version V / Help

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M2I version V / Online Help

    Copyright (C) 1991-1998 par Thomas PIMMEL

English Version : Thomas PIMMEL

Using M2I Gadgets      MAJ 5.76
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SOMMARY

Drawer and Tool Edition

Add / Edit Drawer

Add / Edit Tool

Prefs Windows

The Display Prefs

The Pen Prefs

The Sound Prefs

The Misc. Prefs

1.2 Add / Edit Drawer

Add / Edit a Drawer

This window allows you to create or modify
a drawer.

Gadgets :

Icon Label
Icon Name
Icon Loading Mode
Display Mode
Icons Set Up
Icon position
Lines / Columns Number
AutoScan Drawer

OK Button
Cancel Button

1.3 Add / Edit Tool

Add / Edit a Tool

This window allows you to create or modify a tool.

Gadgets :

Icon Label
Exec. Mode
Hotkey
Icon Name
Tool
Arguments
Default Path
Input / Output
StackSize
Pri
Sound Play.

OK Button
Cancel Button

1.4 Display Prefs

Display Prefs

Gadgets :

Icon Font
Select Font
Def. Font
Text
Bkg. Pattern
Image Precision
Default Icons
Window Width & Height

Window Margin
Transparency

Save Prefs
Use Prefs
Cancel Prefs

1.5 Pen Prefs

Pen Prefs

Gadgets :

Color Setting

Save Prefs
Use Prefs
Cancel Prefs

1.6 Sound Prefs

Sound Prefs

Gadgets :

Buffer Size
Def. Period
Delay
Volumes
Pri
Sound Queue
Filter
Dsp. Errors
Break When Quit
Sound Edited
Clear
Sound Played

Save Prefs
Use Prefs
Cancel Prefs

1.7 Misc. Prefs

Misc. Prefs

Gadgets :

Click and Close
Click Twice Menu

Auto-Active
Make .bak
Display Flush
Save Icons
Execute Tool
Iconification
Public Screen
Pub. Screen Name
Default CON:
Hotkey
RexxMast
Extension

Save Prefs
Use Prefs
Cancel Prefs

1.8 Icon Label

Icon Label

This is the text that will be written under the icon. It's not an obligation to give a label.

Arexx users, try to avoid the "*" "?" "/" characters and if you can the space character. They will create problems with the Arexx commands.

1.9 OK Button

OK Button

Select OK to validate your changes (immediately effective).

1.10 Cancel Button

Cancel Button

Select Cancel to come back to the original parameters.

1.11 Icon Name

Icon Name

Name and complete path of the displayed icon, nothing if you want the deficon. "Choose" opens a file requester.

NOTE : You don't have to add the ".info" extension.

1.12 Icons Loading Mode

Icons Loading Mode

Load On First Use : icons will be loaded in memory at the first time you'll open the window.
(default option)

Load at Start : load the icons when you run m2I.
It's not very economical for the memory use but you'll not have to wait (may be good for a floppy use of M2I).

Load Every Time : Icons are flushed from memory when you close the window. It's the most economical choice and if your HD's speed is good it's OK.

1.13 Display Mode

Display Mode

Icons : you will see icons in the window.

Buttons : you will see buttons in the window, which represent tools or drawers.

Texts : no icon in the windows, only labels
(don't forget to give a label to each icon).

1.14 Icons Set Up

Icons Set Up

Horizontal : icons are put horizontally in the window (see icons positions)

Vertical : icons are put vertically and centered in the window.

1.15 Icon position

Icon position (only for horizontal lists)

Centered : icon are centered (default value).

Top : The top of each icon is displayed at the top of the window.

Bottom : the bottom of each icon is displayed at the bottom of the window. (useful for windows with different size icons and labels)

1.16 Lines / Columns Number

Lines / Columns Number

You can choose the number of lines or columns used to display the icons, the buttons or the texts.

Horizontal setup : number of lines

Verticale setup : number of columns

1.17 AutoScan Drawer

AUTOSCAN DRAWER

- Drawer Type (new 5.70)

Simple or AutoScan

- File Sorting

No, Alphabetical order, by Type (Drawer at the end), Type and Alphabetical order.

- Files, added to AutoScan Menu

Icons : Only files with an icon will be added

All : All files will be added

Ignore : Icons will be ignored, and all files will be added (quick method)

- Filter, for the files (see note)

- Directory to scan

- WB, force tools in Workbench Mode

- Default tool, used when a file doesn't have an icon or when a project icon doesn't have a tool. You can write "%s" in this line (Ex: Multiview %s).
- Force, the default tool must be used in every case

NOTE : FILTER

In this gadget, you can type any valid AmigaDos pattern (for example: #?.iff). You can also type more complicated commands after the pattern.

\pattern the amigados pattern (you can also type only the pattern without the \pattern command)

\nodrw no drawer will be created

\drw all drawers will be created, even if they don't follow the pattern or the date

\after <date> M2I will only select files that have been created after or at this date. The date is in the AmigaDos format (jj-mmm-aa, for example 7-nov-97)

\before <date> M2I will only select files that have been created before or at this date

\today The today files

\day <xx> Files created for xx days max

\week <xx> The same for weeks

\month <xx> The same for months

\year <xx> The same for years

Abréviations for the dates (AmigaDos format) :

Jan, Feb, Mar, Apr, May, Jun, Jul, Aug, Sep, Oct, Nov, Dec

1.18 Exec. Mode

Exec. Mode

SHELL : runs a program as if you runned it from a shell. Every program should runs by this way.

WBench : runs a program as if you add run it from the WorkBench, the TOOLTYPES defined in

the icon of the program will be used.

AREXX : runs the Arexx program set in the "Tool" line. You don't have to use the RX command. if Arexx is not running, M2I will try to run the program defined in the MISC. prefs. (It should be RexxMast)
The default file extension is ".rexx" but you can change it in the MISC. prefs

1.19 Icon Name

Icon Name

Name et full path of the displayed icon, or nothing if you want to display the default icon. "Select" opens a file requester.

Press return to validate a new icon or press the TAB key to jump to the next string gadget.

NOTE : M2I uses the parameters of the icon you select (Tool, arguments, Stack...)

1.20 Hotkey

Hotkey

It's the hotkey to run the program if you're in a window of M2I (in use mode).

You can use the next qualifiers:

CTRL / LSHIFT / RSHIFT
LCOMMAND / RCOMMAND
LALT / RALT,

followed by a character or a function key (F1-F10).

Or a combination of multiple qualifiers.

Example : LALT CTRL F9

NOTE: if the hotkey is already used, M2I offers you to delete it in the other tool.

checkbox "Super-hotkey"

By checking this box, this hotkey is active even if no M2I window is selected (check for conflicts with other applications).

1.21 Tool

Tool

Internal command, program or Arexx script to run.
If you want to have the list of the internal commands type @ in this string gadget, validate and read the error message.

If you use space characters in this gadget, M2I will place the following strings in the Arguments gadget.

1.22 Arguments

Argument Line

Arguments to send to a program or an Arexx script.
With the WBench mode you only have one argument, and it must be a file name.

THE KEY WORDS

You can use some key words for more interactivity.
This option is available in Shell mode only.

For the moment there are 4 Key words

%reqf "file" (or "") is replaced by a file
selected by the user (You !)
with a file requester.

%reqm "path" (or "") is replaced by many files
selected by the user (still you !)
with a file requester.

%dir "path" (or "") is replaced by a path
selected by the user
with a requester.

%str "Message" is replaced by a string typed
in a string requester.

You can use as many Key Words as you want. "" (blank string)
is the last file or path selected by the user.

If the user select the cancel gadget, the tool is not launched.

1.23 Default Path

Default Path (Shell only)

It's the "CD" of the program. The default value is the path of the program, but you can select another path (for a text editor you can for example select the path where the text files are). Be careful, some programs don't run if they are not in their path.

1.24 Input / Output

Input/Output

(NIL: by default)

Output of the program. If you give an interactive output (CON: by example), this path will be the input path too. For example, if you execute the FORMAT Dos command it will ask you to press return if your output is interactive, and it will ask nothing if not.

If you type "con:", M2I will write the complete default output you set in the Default CON: MISC. Prefs

There's no output in Wbench mode.

1.25 StackSize

StackSize

(Minima 4000)

It's where you can find the reason of a lot of bugs. The stack size must be a multiple of 4 (M2I sets it).

(ARexx script doesn't need Stack)

1.26 Pri

Pri (-128 to +127, default 0)

It takes the place of the "PRI" ToolType.

1.27 Sound Play.

Sound Played

Sound to play when you launch the program or the command.

"Select" for selecting a file.

1.28 Save Prefs

Save Prefs

Select "Save" to save your prefs on the disk (Prefs drawer).

1.29 Use Prefs

Use Prefs

Select "Use" to try your prefs (Prefs are not saved!)

1.30 Cancel Prefs

Cancel Prefs

Select "Cancel" to forget your changes.

1.31 Icon Font

Icon Font

Font used to write icon labels, but also in requesters and preferences.

1.32 Select Font

Select Font

Use the "Select font" gadget to select a font for the icon label.

1.33 Def. Font

Def. Font

Use the "Def. font" gadget to select the system default font.

1.34 Text

Text Only / Text & Field

if you want to have the background color behind the icon label (for the windows with pattern or ghost).

1.35 Bkg. Pattern

Bkg. Pattern

You can choose between :

- Image

Select the IFF image file to fill your windows

- Clear

Background color in the windows.

- Ghost

grey pattern color : one pixel grey
and one pixel of the color.

NOTE : The picture palette doesn't need to be compatible with the Workbench one any more (new 5.64).

M2I displays the picture you have selected with the "Choose..." gadget so you can have an idea of the final windows aspect. Click "OK" in the requester that will open.

IMPORTANT : M2I allows you to see your brush. But don't forget that the previous picture pens are still locked. They will be freed when you will use or save the new prefs. So, the new brush will be reloaded, and the colors remapped.

1.36 Image Precision

Image Precision

You are concerned if you use a brush in your M2I windows.

In this case, you can ask M2I to remap the picture colors, by allocating new pens if needed.

According to the option you choose, this function will be more or less successful.

With precision "None", the brush is displayed as it is.

From precision "Interface" to "Exact", your picture will be better displayed. The more precision you have, the more pens are allocated in the Workbench.

1.37 Default Icons

Default Icons

The default icons are used to display a tool or a drawer if no icon is set for this tool or drawer.

- Def. Icon Drawer
- Def. Icon Tool
- Def. Icon Error

NOTE : if M2I cannot find your "Def. Icon Error" it will search for Deficons/defererror.info

1.38 Window Width & Height

Window Width & Height

- Max. Width
Maximal Width of a window set in percentage of the visible screen.
- Max. Height
Maximal Height of a window set in percentage of the visible screen.

NOTE : M2I will arrange your icons in rows or columns if the size of the window becomes greater than the Max.

1.39 Window Margin

Window Margin

Margin in number of pixels around the icons.

1.40 Transparency

Transparency

You are concerned if you use a brush in your M2I windows.

- Icons

In this case, the icons background color becomes transparent.

The icons display is a little bit slower.

- Texts

In this case, the texts background color becomes transparent.

- Buttons

In this case, the buttons background color becomes transparent.

1.41 Buffer Size

Buffer Size (kilo-bytes)

Size of the buffer allocated to play a sound. The sound task requires 2 buffers, one for loading, the other for playing, and it requires 2,5 buffers for the Fibonacci compressed samples.

Suggested value : 10

NOTE : the memory is dynamically allocated, only when M2I plays a sample.

1.42 Def. Period

Default Period

Period used to play the RAW samples.

(300 is a good value)

1.43 Delay

Delay (/50 second)

Delay before the task starts to play the sample.

1.44 Volumes

Sound Volumes

Left and Right volume settings, from 0 to 64.

1.45 Pri

Priority

of the sound task. You'd better use a high priority, the CPU time of the task is ridiculous but it has to run immediately, in the contrary the sample will no be played correctly.

Suggested value : 50 minima

1.46 Sound Queue

Sound Queue

It defines the way how M2I handles a new sound if a sound is already playing and not finished...

Ignore New
Break Old
Wait Queue

1.47 Filter

Filter

Digital Filter yes or no

1.48 Dsp. Errors

Display Errors

M2I always displays errors of the sound task if the sound could'nt be find.

M2I displays no error message if the audio chanel have already been allocated.

If you set this flag, M2I displays a message error if the sound task can't allocate enough memory for its buffers.

1.49 Break When Quit

Break When Quit

If this flag is set, the sound task will be quit if you quit M2I. If the flag is not set, the sound task will be quit when it will have finished to play a sample.

NOTE : If this flag is set, don't add a 'bye bye" sound.

1.50 Sound Edited

Sound Edited (Startup / Bye bye / Information / Error)

This allow you to play a special sound for each of this 4 event.

1.51 Clear

Clear : Clear Sound Edited

1.52 Sound Played

Sound Played

Select a sample.

1.53 Click and Close

Click and Close

If you set this flag, when you'll select an opened drawer, it will close it.

1.54 Click Twice Menu

Click Twice Menu

If you set this flag, once you press the RMB, you can depress it, and then you can move trough the differents menus, they will open without needing to press the RMB again. Click again onthe RMB to execute a command.

1.55 Auto-Active

Auto-Active

If an M2I window is active, M2I will select automatically the next M2I window when you'll move to this window, it's very useful.

1.56 Make .bak

Make ".bak"

Saves a ".bak" of your menu.

1.57 Display Flush

Display Flush

When you use the "FLUSH" internal command, or the "Flush" menu, M2I will display a message to tell you how much memory was saved.

1.58 Save Icons

Save Icons

If you set this flag, M2I saves icons with your menu and your prefs.

1.59 Execute Tool

Execute Tool

You can execute tools with a double-click or a simple-click, on an icon or a text.

Double-Click : click twice on an icon or a text to execute tool

Simple-Click : one click is enough

1.60 Iconification

Iconification

Setting for the iconify windows gadget, for the windows with a border.

1.61 Public Screen

Public Screen

You can open M2I windows on an other screen than the workbench screen. In that case, you'll not be able to move icons with your mouse. Watch the Arexx possibilities, it's very useful.

If you set this flag, M2I will open on a public screen.

1.62 Pub. Screen Name

Pub. Screen Name

Give the name of the Public Screen or if you don't write anything, it will open on the default public screen.

NOTE : M2I will open on the Workbench screen if it cannot find the Public Screen given.

: If you use "NewIcons", the news icons won't be changed using the palette.

1.63 Default CON:

Default CON:

When you edit a tool, if you write "CON:" in the "Input/Output" field, it will write the values of the "Default CON:" you set in this field.

NOTE : You can modify this field, it will not modify the already edited tools.

1.64 Hotkey

Hotkey

Hotkey used to make M2I windows coming front of the others windows.

NOTE : For the moment, the Hotkey doesn't work if there's no opened M2I windows.

1.65 REXxMast

RExxMast

Write in this field the full path and name of the REXxmast program, this is useful if you want to use the Arexx possibilities of M2I .

Example : "sys:system/rexxmast"

1.66 Extension

Extension

In this field, you can write the extension of your M2I Arexx scripts, the default value is REXX, you can for example set it to "M2I" your scripts will so have to be named : xxxx.M2I You'll not have to add the extension in the "Tool" field of the "Tool Edition". If you want to launch other kind of Arexx scripts, you'll just have to give the full name.

1.67 Color Setting

Colors Setting

You can choose the color :

- For requesters and prefs (colors used for "ghost" backgrounds too)

Texts color
Background color

- For icons labels

Icons labels color
Fields color

- For buttons

Texts color
Background color

- For text menus

Texts color
Background color

- For selection (buttons and texts).

Texts color
Background color
