

ST_English

Michael Link

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COLLABORATORS

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Chapter 1

ST_English

1.1 ScreenTab Guide

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S C R E E N T A B

Version~3.2

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SHAREWARE

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Introduction

Description
Requirements
Installation

The commodity ...

Keyboard-Switch
Task-Bar
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1.2 Description

Description

The first version of ScreenTab was released about two years ago. It should emulate the well-known "Alt+Tab"-Feature of Windows on the Amiga.

In the meantime, many additional features were added and finally I released V2, which had a really nice Task-Bar like the one in Windows 95.

The last thing I wanted to add in ScreenTab was the Start-Button, which makes life easier with Win95 and should replace all existing program starters. I also defined an additional interface which can be used by so called Plug-Ins to extend the functionality of the Start-Menu.

I hope, I've achieved the goal :)

1.3 Requirements

Requirements

ScreenTab should run on every Amiga equipped with Kickstart / Workbench 2.04 or higher.

For the preferences, ScreenTab needs MUI 3 (Release 3.6 !). The commodity doesn't need MUI at all !

The localization features of Workbench 2.1+ are supported.

1.4 Installation

Installation

To start ScreenTab, you only have to doubleclick on its icon.

If you want to install ScreenTab, doubleclick on the "Install"-Icon.

1.5 Keyboard-Switch

Keyboard-Switch

I think, there isn't much to describe.

Just press one of the two key combinations, and choose the wished screen or window.

When you want to go back in the list, you must only press one of the Shift-Keys additionally.

If you press another than the switch key, the switch window will disappear without an effect.

1.6 Task-Bar

Task-Bar

Move the mouse cursor to the lower edge of the screen. After a short time, the task-bar appears. Now click on the screen you want to jump to.

The frontmost screen is marked with a special colour.

When you press the right mouse button or move the mouse pointer out of the task-bar area for a while, the task-bar disappears without any action.

If you don't want the task-bar to pop up, press one of the Shift-Keys when you are at the bottom of the screen.

1.7 Start-Button

Activating the Start-Menu

When the Task-Bar appears on the screen and the preferences option is active, you can see a small button on the left side, which doesn't represent a screen. This is the so called "Start-Button", because normally the word "Start" is in it.

If you press it with the left mouse button, a box appears which looks a little bit like the normal Amiga menus. It contains different entries (if specified with the preferences !). Entries can have sub-entries, which can also contain sub-entries and so on. If you rest on such an entry for a while, the next box opens.

If the mouse button is still pressed, you can release it if you have chosen the wished entry. If you've released it in the meantime, you must now press it again.

Now something will be done with the selected entry. Either a program is started or a PlugIn-Module will be called.

Closing of the Start-Menu

Apart from selecting an entry, you can handle the Start-Menu also with the right mouse button. That means if you

- single click then the last menu of the Start-Menu will be closed.
- double click the whole Start-Menu and Task-Bar disappears.

1.8 PlugIn-Modules

PlugIn-Modules

With PlugIn-Modules, you can extend the functionality of the Start-Button. A PlugIn is an external program (more exactly a shared-library), which communicates with ScreenTab over a defined interface.

You can use the PlugIns wherever and as often as you want, certainly as sub-entries in drawers, too.

Normal AmigaDOS-Parameterstrings are used to configure the PlugIns. Since V3.1 all PlugIns support an extended interface which makes the configuration much more comfortable. Please read the corresponding chapter Preferences.

The following PlugIn-Modules already exist (modules marked with a * are only available for registered users):

Commodities

DirWalker (*)

LoadEject (*)

Windows

SysTools

PasteClip

1.9 PlugIn-Module Commodities

PlugIn-Module Commodities

If you know the Exchange-Program of the Workbench, you also know, what this module does. You can control, quit or deactivate all running commodities with this PlugIn.

Parameters:

IMGFILE - With the contents of this file you can link images to the commodity entries. You've only to create a new file which contains lines in the following syntax:

<Pattern>;<Image>

The pattern can be the exact name of the commodity (i. e. "MagicMenu") or an AmigaOS-Pattern (i. e. "GOLDED.#?"). After the semicolon you simply enter the name of the image file. If you haven't set the tool-type IMAGEDIR you have to enter the complete path for each image.

Bsp.:


```
ACal;Clock
BlitzBlank;Flash
BlueEyes#?;Eyes
ScreenTab;SwapWin
TrashManager;Garbage
Magic Menu;Menu
```

1.10 PlugIn-Module DirWalker

PlugIn-Module DirWalker

With this module, you can easily navigate through the file tree of a drive or a directory. If the module gets to an entry which isn't a directory, the file will be examined and a defined function menu will be displayed for this file type.

To recognize the file types, the FileID-Library is used. In an external file, you define the actions for a special file type (i. e. extracting an archiv or displaying a picture ...).

Parameters:

ROOT - With this parameter you specify the place where the DirWalker starts. This can be a physical or logical drive or a directory.

Examples: HD0:, Workbench:, C:, Workbench:Libs ...

ACTIONPREFS - The file specified with this option, is used for the action definitions of the different file types. If you register, you will also get an exact description how to write such a file.

IGNOREINFO - If you specify this option, all icon files (.info) will be ignored.

ADDMISCMENU - If this option is active then the default menu will be added to each action menu as a sub-entry.

USEIMAGES - If you activate this option then every file will be linked to an image (you have to define this in the ActionPrefs-file)

1.11 PlugIn-Module LoadEject

PlugIn-Module LoadEject

Some devices (i. e. CD-ROM drives) have the possibility to eject and/or load a medium by program instruction.

Parameter:

DEVICE - device which will get the message
Examples: cdrom.device, telmexatapi.device ...

UNIT - unit of the device

ONLYEJECT - if this option is specified, the PlugIn only sends "Eject"-
 Messages to the device.

1.12 PlugIn-Module Windows

PlugIn-Module Windows

If you want even more possibilities to switch screens or windows, use this module.

Parameters:

SHOWSCREENS - If you specify this option, all screens will be displayed
 as drawers with their windows as sub-entries.

EMPTYTITLES - windows with empty titles will be displayed, too

SENDCLOSEWINDOW - A "Close"-Message will be sent to the selected window.
 ATTENTION: ScreenTab doesn't close the window by itself,
 it only sends a message to the program owning the window !

1.13 PlugIn-Module SysTools

PlugIn-Module SysTools

This module adds some useful system functions to the Start-Button.
Proposals for more functions are welcome !

Parameter:

RESET - resets the Amiga

CONFIRM - asks for confirmation of a RESET

FLUSH - flushes the system memory; that means all unused data like
 libraries and fonts will be deleted from memory. This has the
 same effect as the Shell-Command "avail flush".

1.14 PlugIn-Module PasteClip

PlugIn-Module PasteClip

If you select this PlugIn then it writes the actual contents of the clipboard to the keyboard stream (if the clipboard contents standard ANSI-Text). So you can add clipboard support to almost any application.

Parameter:

UNIT - The clipboard device supports different units (like most
 devices do). Normally, most applications only use unit 0, but
 there are programs (i.e. GoldED) which support different

units.

With this option you specify the unit you want to read from.

If you don't enter a unit, it defaults to 0.

STOPATCR - The insertion aborts after the first carriage return.

1.15 Description of the preferences

Description of the preferences

- > Applications
- > Start-Button
- > Options

ScreenTab can be configured to a large extent by the external preferences program (PP).

You can only start the PP when the commodity is running !

With the buttons at the bottom of the window, you can save the changed preferences, use them only without saving or quit the preferences without changing anything.

Project-Menu

- Save:

The preferences are saved in the prefs-file.

- Laden:

The last saved preferences will be reloaded. So you can do some kind of "undo" to cancel all changes to the preferences since the last save.

- About:

Version number of the program and other information.

- About MUI ...:

Some informations about the great MUI (Magic User Interface).

- Use:

The actual preferences will be used for ScreenTab, but are not saved on your (hard)disk.

- Quit:

Quits the preferences program without changing anything.

1.16 Important notes

Important notes

Workbench-Screen

ScreenTab identifies the Workbench-Screen by reading a special flag. So all you have to enter as the pattern in the application definition is the string "Workbench".

Tool-Type IMAGEDIR

Since V3.1 ScreenTab supports a tool-type called IMAGEDIR. With this tool-type you can specify the directory which contains the images you want to use. So you needn't enter the complete paths for images anymore; only the file name is necessary. This is very helpful with the configuration of the PlugIns (DirWalker, Commodities).

Workbench-Image

If you start ScreenTab in the WBStartup-Drawer and the option for displaying images is active, you must enter the full path to the image file of the Workbench. Don't use ASSIGNS, especially not the one created by the installer, because the Workbench is started before UserStartup is executed. So ScreenTab will start before the ASSIGN was added and thus needs the complete path to the Workbench-Image (like "Workbench:Prefs/STImages/YinYang.bsh").

1.17 Options

Options

ScreenTab can be adjusted to the users needs. Therefore, there exist different options, some are global, some are influencing only one of the switch functions or the Start-Button.

Global

Keyboard-Switch

Task-Bar

Start-Button

1.18 Global options

Global options

- Time-Out:

Some applications can cause so called "deadlocks" under special circumstances. In this case, ScreenTab and Intuition are waiting for each other until the end of time. ScreenTab unlocks this situation automatically after a defined time (default : 10 sec.). You can adjust this to your own needs by entering your timeout value in seconds.

- Use only public-screen:

If all actions should happen on the (default) public-screen, activate this option.

- Disable dynamic image-loading:

By default ScreenTab loads the images when they are needed. So the startup time of ScreenTab is very short. You will only notice a delay when you open the Start-Menu (or it's sub-menus) for the first time. If you activate this option all images will be loaded on startup.

- Enable blocking mode:

If this option is active then ScreenTab uses the "old" technique which locks the screen for other applications until ScreenTab releases it. This option is interesting for users with slower Amigas because the performance is better. On the other hand you might encounter problems with concurrent programs.

- Small font:

If ScreenTab calculates the window size, it checks if the screen borders are exceeded. In this case, ScreenTab does a new calculation with the font you enter in this gadget. You should choose a very narrow proportional font here (e. g. XHelvetica/11). If the window is still too wide, ScreenTab switches to the next screen without displaying anything.

This procedure is also done with the task-bar. If both attempts fail, the frontmost screen flashes up.

- Default-Image:

This image will be used when ScreenTab recognizes an unknown screen. If no default image is defined, ScreenTab uses the built-in question mark.

1.19 Keyboard-Switch

Keyboard-Switch

- Switch-Keys:

Enter here the key combinations for screen and window switching. Don't enter combinations containing one or both of the Shift-Keys, because these are used for the switching back.

- Remember last application:

Often, there are several applications running at the same time. If you only want to switch between two of them (e. g. the ray-tracer is running in the background), you had to go over all other screens. When you activate this option, ScreenTab remembers the last application and shows it at first on the the next switching.

- Use border pattern:

The border of the ScreenTab window will be filled with a pattern.

- Drop shadow

The ScreenTab window drops a nice shadow.

- Use images:

Only when this option is activated, ScreenTab shows the images in front of the application titles. Otherwise it appears in its "old" look.

- Font:

Normally, ScreenTab uses the screen font for switching. If you want to use the same font on every screen, choose it here.

1.20 Task-Bar

Task-Bar"

- Task-Bar enabled:

The task-bar only appears if this switch is on.

- Clock:

The actual time (or date) is displayed at the right edge of the task-bar.

- Use images:

Only when this option is activated, ScreenTab shows the images in front of the application titles in the task-bar.

- Popup-Time (in 1/10 sec.):

The mouse pointer must stay at the bottom of the screen for a while until the task-bar pops up. The higher this value is the longer you have to wait.

- ShutDown-Time (in 1/10 sec.):

If you move the mouse pointer out of the area of the task-bar, the task-bar closes automatically after this time.

- Clock-Format:

This strings defines the look of the clock which appears in the task-bar (OS 2.1+ only). The following variables are supported:

%a - abbreviated weekday name
%A - weekday name
%b - abbreviated month name
%B - month name
%c - same as "%a %b %d %H:%M:%S %Y"
%C - same as "%a %b %e %T %Z %Y"
%d - day number with leading 0s
%D - same as "%m/%d/%y"
%e - day number with leading spaces
%h - abbreviated month name
%H - hour using 24-hour style with leading 0s
%I - hour using 12-hour style with leading 0s
%j - julian date
%m - month number with leading 0s
%M - the number of minutes with leading 0s
%n - insert a linefeed
%p - AM or PM strings
%q - hour using 24-hour style
%Q - hour using 12-hour style
%r - same as "%I:%M:%S %p"
%R - same as "%H:%M"
%S - number of seconds with leadings 0s
%t - insert a tab character
%T - same as "%H:%M:%S"
%U - week number, taking Sunday as first day of week
%w - weekday number
%W - week number, taking Monday as first day of week
%x - same as "%m/%d/%y"
%X - same as "%H:%M:%S"
%y - year using two digits with leading 0s
%Y - year using four digits with leading 0s

Example: '%q:%M, %e. %b. %y'

- Font:

Normally, ScreenTab uses the screen font for switching. If you want to use the same font on every screen, choose it here.

1.21 Start-Button

Start-Button

- Start-Button enabled:

If this option is selected, the Start-Button appears in the task-bar.

- Button-Text:

This text will be displayed in the Start-Button.

- PopUp-Zeit:

If the mouse pointer is on a drawer entry, ScreenTab will wait this time until the drawers opens.

- Gap:

This value adjusts the gap between two entries of the Start-Menu. If you use a low resolution adjust it to '1 pixel' else use 2 or 3.

- Images:

* Start-Button:

This image is displayed in the Start-Button

* Default-Drawer:

This image is used with all drawer entries which have no especially defined image.

* Next drawer:

This image is displayed at the right border of drawer entries. Normally, this is an arrow pointing to the right.

1.22 Applications

Applications

> Application definition

With this part of the preferences, you can create new, change or copy existing or delete application definitions.

Just click on one of the buttons and the window for the definition of an application opens.

Application definitions - why ?

The main advantage of ScreenTab compared with other "Screen-Switchers" is the feature to create application definitions.

When a program opens its screen, ScreenTab searches an internal application list for a matching definition and, if the search was successful, uses the name, the image and the options of the found definition with the new screen.

Advantages of this procedure:

1. Many screen-titles are rather long (e. g. "SuperDuperED © 1994 by H. Schneider (unregistered Shareware-Version, 23-09-94) ...". Sometimes they are even longer. Such titles aren't a problem for ScreenTab, but they look quite ugly. So you can define a name for the screen, which will appear instead of the normal title. You could use the name "SuperDuperED" for the abovementioned example.
2. Some programs, especially painting programs like PPaint or DPaint, don't give any names to their screens. So only the string "<No title>" would appear in the switching-window of ScreenTab. You can now use the name of the task, which opened the screen, for your application definition.
3. You can assign a nice image to a screen. If ScreenTab doesn't find a matching definition, only a question mark is displayed.
4. Sometimes, especially on AutoScroll-Screens, it's useful to suppress the task-bar, or to open the window on the public-screen. These options can also be changed in the application definition.

1.23 Application definition

Application definition

Application name

This text will be displayed in the switch-window and in the task-bar. It replaces the normal screen title.

Pattern

ScreenTab compares the screen- or task-name with this pattern, which must correspond to the conventions of Amiga-DOS.

Example: If you want ScreenTab to recognise all screens of DirOpus, the pattern could be "DOPUS.#?", because DirOpus 4.x numbers all of its screens like DOPUS.1, DOPUS.2

Normally, the screen-title is all you need. You can use the Popup-Gadget to get the titles of all existing screens. Screens without title won't be displayed here.

Use screen title / Use task name

Some programs don't give any title to their screens (especially painting programs like PPaint ...). But there isn't a pattern that matches an empty string. So you can switch this option to "Use task name", which makes ScreenTab use the task name for pattern matching.

You can also use the Popup-Gadget of the "Pattern" section in conjunction with the task name.

Image-File

Since version 2.0 it's possible to display little images in front of the application names in the ScreenTab-Window. In this gadget you have to input the path of the wished image-file.

You can also drag the icon of an image file in the window. Then the path to this file will appear in the string gadget.

Include in list

If a screen shall not appear during switching, deactivate this option.

Switch to public-screen

Some programs don't use the functions of Amiga-OS to manipulate their screen. They directly write to chip memory. This is might be faster and less complicated, but it isn't conforming to the rules of Amiga programming.

With this programs, all locking mechanisms of ScreenTab are useless. Thus display errors can occur.

To avoid this, you can activate this option. ScreenTab then switches to the default public-screen (normally the Workbench) for displaying its windows.

Show empty window titles

Normally, windows with empty titles won't be displayed in the ScreenTab window. If you activate this option, these windows will also be displayed with the standard-string "< No title >".

No task-bar

Sometimes the task-bar can be annoying, especially on Autoscroll-Screens. When this option is ON, no task-bar will be displayed on this screen.

OK

The application definition will be saved in the internal list.

Cancel

The application list remains unchanged.

1.24 Entries in the Start-Menu

Entries in the Start-Menü

> StartupNode-Definition

With this part of the preferences program you can define the entries of the Start-Menu, which appears when you press the Start-Button.

You can easily arrange the entries or put them into drawers with Drag & Drop. You can also drag an icon onto the list. A new entry will then automatically be created.

The first entry is called "Start-Menu". You can't change or delete it. It's the root of the whole thing. If you want to add a new node, select the destination drawer (or Start-Menu for a root node). If the selected entry isn't a drawer, the new node will be added under the active entry.

Now click on the button "New" (or "Edit" if you want to edit an existing) and the window for the Start-Node definition opens.

1.25 StartupNode-Definition

Definition of a StartupNode

Each node has a name which is displayed in the Start-Menu. Also, you can specify an image file, which will be shown in front of the name.

The easiest way to enter a path of an image file is to drag the icon of the image onto the string gadget. The path will be automatically inserted.

For the different node types, there are other additional options to specify:

1. Drawer

None, lucky one !

2. Program

ScreenTab has to know the path to the program which shall be started with this node.

With the hot-key you can enter a key combination which will also start the program without opening the Start-Button.

Also important is the information if the program shall be started via Workbench (WB) or CLI or if it's an ARexx source. Normally, the default values for stack and priority are sufficient (if they are needed actually).

If the program doesn't open its own screen, it is useful to switch the WB-Screen (or the default public-screen) to the front.

HINT: If you are lazy (every user should be lazy :) you can drag the program icon on the string gadget of the program path. The values will then be adjusted automatically.

3. PlugIn

Like with a program, you must enter the path of the PlugIn-Module. If you've done this, you can press the "Info"-Button to get more information about the PlugIn and its parameters.

Since V3.1 a new interface is available for the configuration of PlugIn-Modules. You can open it by pressing the popup-gadget at the right side of the parameter gadget. The parameter string will then be generated out of the entered values.

You can certainly still configure the module by hand. Here is a short example for the LoadEject-PlugIn:

Parameter-String: DEVICE/A,UNIT/N,ONLYEJECT/S

The letters after the slashes define the type of the option. /A stands for a mandatory option, /N is a decimal number and /S is a switch option. You don't need to use the keywords if you enter the arguments in the right order. The string is not case-sensitive, just enter the keywords and arguments as you want. The parameter string for the upperstanding example could look like that:

```
"cdrom.device 1 onlyeject"
or    "DEVICE cdrom.device UNIT 1"
or    "device=cdrom.device unit=1"
```

There are certainly more variations. If you want more informations about that topic, read Amiga manuals or magazines.

1.26 Tool-Types

Tool-Types

Although most of the tool-types can be configured by the preferences program, you can certainly change them by hand, too.

CX_PRIORITY [Default-Value: 10]

With CX_PRIORITY you can influence the message hierarchy of the running commodities. If this value is high, ScreenTab gets the incoming messages (like mouse clicks, pressed keys ...) at first.

TOOLPRI [5]

If ScreenTab doesn't react at once, other programs might have higher task priorities. Increase this value in this case.

The system isn't burdened by a high task priority, because ScreenTab hardly needs CPU time.

IMAGEDIR

Here you specify the directory which contains the images.

IMAGE_MAXWIDTH [32]

IMAGE_MAXHEIGHT [32]

IMAGE_MAXDEPTH [3]

With these tool-types you can change the limits for the usage of images. I. e. if you want to use images with more colors then just change the value of IMAGE_MAXDEPTH (max. 5 = 32 colours).

Please read also the Notes about image-files.

SWITCHKEY [LCommand Tab]

WINSWITCHKEY [LCommand `]

Enter here the key combinations for screen and window switching. Don't enter combinations containing one or both of the Shift-Keys, because these are used for back-cycling.

TIMEOUT [10]

Some applications can cause so called "deadlocks" under special circumstances. In this case, ScreenTab and Intuition are waiting for each other until the end of time. ScreenTab unlocks this situation automatically after a defined time (default : 10 sec.). You can adjust this to your own needs by entering your timeout value in seconds.

TASKBARPOPUPTIME [4]

The mouse pointer must stay at the bottom of the screen for a while until the task-bar pops up. The higher this value is the longer you have to wait.

TASKBARSHUTDOWNTIME

If you move the mouse pointer out of the area of the task-bar, the task-bar closes automatically after this time.

CLOCKFORMAT

Format string for the clock which appears in the task-bar.

DEFFONT

If ScreenTab calculates the window size, it checks if the screen borders are exceeded. In this case, ScreenTab does a new calculation with the font you enter in this gadget. You should choose a very narrow proportional font here (e. g. XHelvetica/11). If the window is still too wide, ScreenTab switches to the next screen without displaying anything.

This procedure is also done with the task-bar. If both attempts fail, the frontmost screen flashes up.

STFONT

This font will be used on every screen on keyboard switching.

TBFONT

This font will be used on every screen on taskbar switching.

STARTBUTTONTEXT [Start]

This string is displayed in the Start-Button.

STARTBUTTONPOPUPTIME [4]

Time until a drawer node opens.

STARTBUTTONPOPUPTIME [2]

Gap in pixel between entries of the Start-Menu.

STARTBUTTONIMAGE

This image is used in the Start-Button.

DEFAULTDRAWERIMAGE

This image is used with all drawer entries which have no especially defined image.

NEXTDRAWERIMAGE

This image is displayed at the right border of drawer entries. Normally, this is an arrow pointing to the right.

COLOURMAPPING [ON]

ScreenTab uses a technique called "Colour-Mapping" to paint the images on the screen with the best matching colours.

This procedure can be rather time consuming, especially when you are using a relatively slow Amiga (< 68030/50) in conjunction with graphic boards and screen depths > 6. With this tool-type set to OFF, you turn off the colour-mapping routine and the images will be painted in "raw" mode.

1.27 Used libraries

ScreenNotify-Library

ScreenTab uses the ScreenNotify-Library (which was written by Stefan "ToolManager" Becker) to recognize changes of the Workbench resolution.

WARNING: If the ScreenNotify-Library isn't installed or deactivated, your system can crash when you change the resolution of the Workbench.

The complete archive "ScreenNotify1_0.lha" includes source and documentation of the library and is available on the Aminet in the directory "util/libs".

WBStart-Library and WBStart-Handler

ScreenTab uses the WBStart-Library (OS 3.x) or the WBStart-Handler (OS 2.x), also by Stefan Becker, to emulate the program start by the Workbench.

The complete archive "WBStartx_x.lha" is available on Aminet in the directory "util/libs".

1.28 About MUI ...

About MUI ...

This application uses

MUI - MagicUserInterface

(c) Copyright 1992-97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY

Support and online registration is available at

<http://www.sasg.com/>

1.29 Notes about image-files

Notes about image-files

Since version 2.0, it's possible to display nice images in front of the application name. I have added a whole bunch of images to this archive, but you can certainly create your own ones.

Specifications

The limits for image files can be adjusted to (almost) any value. Use the tool-types IMAGE_MAX... for that. If you don't enter tool-types then the following limits are used:

Width: max. 32 pixel
Height: max. 32 pixel

Depth: max. 3 (= 8 colours)

The maximum limits (the values which also can't be exceeded by the IMAGE_MAX... tool-types) are:

Width: max. 200 pixel

Height: max. 100 pixel

Depth: max. 5 (= 32 colours)

If the format of the image exceeds one of these values or another error occurs, the image won't be loaded and only the default image is displayed.

1.30 Author

Author

If you want to register or send me

- your self-painted images
- bug-reports
- criticism, improvement proposals or questions
- CT-Files for other languages
- postcards, greetings, gifts ...

here are my addresses:

E-Mail: link@userwst2.fh-reutlingen.de (valid until Feb. 98)

SnailMail: Michael Link
 Krummenackerstrasse 171
 73733 Esslingen
 Germany

My configuration:

- A1200 with 120 MB HD
- Blizzard 1230 IV + 8 MB FastRAM
- Microvitec 1438
- EasyCDROM at PCMCIA-Port (GoldStar 2x)

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Version: 2.6.3i

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CO64ee+z3Q==
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1.31 I wanna thank ...

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1.32 Disclaimer

Disclaimer

This software is subject to the Standard Amiga FD-Software Copyright Note. It is SHAREWARE as defined in paragraph 4s.

I've invested much time and work in ScreenTab and I really think it's worth using. So I've decided to demand something from the users. If you register, you will get the other PlugIn-Modules.

If PlugIns will be released in the future (I'm already working on some of them), you will get them by EMail without any costs or by disk (with a stamped and self-addressed envelope).

So if you like this program, send me 10 DEM (German Marks) or 10 US-Dollars. If you want to get the additional PlugIns by disk, add 5 DEM (5 US-Dollars) for p&p and the disk.

IMPORTANT:

- * I need your complete home address
- * if you pay cash, don't send coins, because I can't exchange them here.
- * if you want the modules by EMail, you MUST send me your public PGP-Key !

Following payment methods are accepted:

- Cash (preferred)
 - Bank drafts (only in Germany)
 - National cheque (only in Germany)
 - Eurocheque
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