

MUIScreenMode

COLLABORATORS

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Chapter 1

MUIScreenMode

1.1 The MUIScreenMode Preference Editor

MUIScreenMode v1.4 - © 1995 Cyril DEBLE

A screenmode preference replacement using MUI.

This document describes how to use the MUIScreenMode preferences editor. Please select an item from the table of contents listed below:

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1.2 MUISrenMode Features

Description of MUIScreenMode

This program is a replacement of the Commodore ScreenMode preferences. It does the same things as Commodore's screenmode prefs but also features:

- Nice font sensitive GUI (**MUI**).
 - Fully compatible with system 3.0 screenmode.
 - **Rescan** of system screenmode list without quitting.
 - Supports **HAM** mode !
 - Display mode ID in **Mode Properties Listview**.
 - Open on specified pubscreen.
 - Use sys/prefs.catalog (No new catalog to add).
 - Use ENV:Def_Prefs.info **icon** for preset (No more build in icon).
 - On-line **help**.
 - And **more...**
-

1.3 Requirements of MUIScreenMode

Requirements

For running MUIScreenMode you need the following software :

- AmigaOS version 3.0 or better.
- **MUI** version 2.3 or better.

1.4 Installation of MUIScreenMode

Installation

To install MUIScreenMode you can use the installer script by double-clicking on its icon.

If you want to install it manually it's also very easy, simply drag the MUIScreenMode icon to the prefs drawer. If you want to you can delete the old screenmode preference and rename MUIScreenMode as ScreenMode.

If you want the on-line **help** the docs drawer should be copied to the HELP: drawer. If you want to use the **icon** option you have to copy the icon in the env/ drawer to the ENV:Sys and ENVARC:Sys drawers or simply put one of yours.

1.5 Usage of MUIScreenMode

Usage

To use the preference editor, either double-click on its icon in Workbench, or run it from a shell. You should see the main editing **window** pop up.

MUIScreenMode support :

Running From Workbench

Running From CLI

Running From a Preset icon

1.6 Running from Workbench

Running from Workbench

When running from Workbench you can use TOOLTYPES. They are used for setting the values of options given by the program, so you don't have to reset these values every time you start the program.

These tooltypes are:

- PUBSCREEN:

This tooltype allows to specify the public screen where the **GUI** should open.

Example: PUBSCREEN=DOPUS.1

- CREATEICONS:

Set this tooltype to YES if you want MUIScreenMode to add an **icon** when saving a preference file.

Example: CREATEICONS=YES

- FLUSHLIBS:

Set this tooltype to YES if you want MUIScreenMode to flush MUI library when quitting. Nice for those low on memory.

Example: FLUSHLIBS=YES

1.7 Running from CLI

Running from CLI

When running from CLI you can use following options:

- FILE:

This is the name of the preference file to load. Simply type its name as the argument.

Example: MUIScreenMode SYS:Prefs/Presets/Default.screenmode

- PUBSCREEN:

This is the name of the public screen where MUIScreenMode will open its **GUI**. Type the name of the screen just after the PUBSCREEN keyword.

Example: MUIScreenMode PUBSCREEN DOPUS.1

- EDIT:

The previously specified preference file will be edited in the **GUI**. (In fact this switch is always specified except when either the USE or the SAVE switch is specified).

- USE:

The previously specified preference file will be saved to ENV:. Thus the Workbench will be updated. Same as the **Use Button** without opening the **GUI**.

- SAVE:

The previously specified preference file will be saved to ENV: and ENVARC: making the change permanent. Workbench will be also updated. Same as **Save Button** without opening the **GUI**.

1.8 Running from a Preset Icon

Running from a Preset Icon

When you save a preference file with an icon you can set the tooltype ACTION with the following arguments :

- EDIT :

The preference file will be edited in the **GUI**.

Example: ACTION=EDIT

- USE :

The preference file will be saved to ENV:. Thus the Workbench will be updated. Same as the **Use Button** without opening the **GUI**. (This is the default argument when saving with an icon)

Example: ACTION=USE

- SAVE :

The preference file will be saved to ENV: and ENVARC: making the change permanent. Workbench will also be updated. Same as the **Save Button** without opening the **GUI**.

Example: ACTION=SAVE

1.9 The GUI of MUIScreenMode

The GUI of MUIScreenMode

In the Borders of the window there are the usual gadgets you can find in nearly every application. First there are the close, the depth, the 2-Sizes and, at the bottom-right, the Sizing-Gadget.

Additionally there's an Iconify-Gadget for iconifying the window. When using this button, the window will disappear and an AppIcon will appear in the root of the workbench.

The GUI supports the standard set of preference **menu** and on-line **help**.

All gadgets of the window are explained below:

DisplayMode Listview

Update Button

Properties Listview

Colour Slider

Size String Gadgets

Default Gadgets

Autoscroll CheckMark

HAM CheckMark

Save Button

Use Button

Cancel Button

1.10 MUIScreenMode Menu

Menu

MUIScreenMode's menus are the same as those in Commodore's screenmode. Various items are:

Project Menu

- Open :

Open a requester where you can choose a screenmode preset file previously saved.

- Save as :

Save current screenmode settings to a preset file. An icon will be appended depending on the Create Icon option. (See below)

- About :

Open the about requester.

- Quit :

Leave the program without changing anything.

Edit Menu

- Reset To Defaults :

Reset screenmode gadgets to their default value. (PAL mode with default sizes)

- Last Saved :

Load previously saved prefs file. (The file in ENVARC:)

- Restore Settings :

Load the prefs file in ENV: thus resetting gadgets to the value used when MUIScreenMode was loaded.

Options Menu

- Create Icons ? :

If checked the program will create an icon when saving the preference file.

- Flushlibs :

If checked the program will flush the MUI library when quitting.

1.11 On-line help

On-line help

To use the on line help simply place the mouse over the gadget you need help on and press the help key.

1.12 Display Mode Listview

Display Mode Listview

Display modes available to the system are displayed in this listview. You can scan the list to discover available display modes. Every display mode shown reflects the presence of a driver in Devs/Monitors.

To select a screen mode you can click on it with the mouse. The listview can be controlled using standard MUI keys or with the scrollbar. When a mode is selected the corresponding properties are updated in the **Mode Properties** listview.

You can also double-click on an entry to use it directly. (Same as the **use button**)

1.13 Update Button

Update Button

This button allows to rescan system screen mode. Thus you can add new screen mode from Storage/Monitors without quitting MUIScreenMode.

1.14 Mode Properties Listview

Mode Properties Listview

This listview shows various information about the selected screenmode. The first line shows display name followed by display ID between brackets.

Other informations are:

- Visible size :

Size with overscan of the selected display mode. This size can be edited with overscan preferences.

- Minimum size :

This is the minimum size supported by the selected display mode.

- Maximum size :

This is the maximum size supported by the selected display mode. These values may change due to low chip memory.

- Maximum colors :

This is the maximum colours supported by the selected display mode.

Other properties may or may not appear depending on the selected screenmode :

- Requires ECS :

The selected display mode is available if you have the ECS chipset.

- Interlaced :

The selected display mode is interlaced.

- Supports genlock :

The selected display supports video peripherals like genlocks.

- Draggable :

The selected display mode supports dragging with the mouse. To drag the screen you have to click on the screen bar with left mouse button and pull up and down. This is useful to show other screens behind.

- Frequencies :

The last two numbers are the horizontal and vertical frequency.

The listview can be controlled using standard MUI keys or using the scrollbar. At startup the properties list may be blank, it's because you have removed a driver from the system and thus there is no more information on this mode. Nevertheless you can select another mode and have the corresponding information.

1.15 Colour Slider

Colour Slider

This slider allow you to choose number of color displayed in the workbench screen. The more colours you have the slower the refresh speed of the Workbench screen and the more chip memory is used.

The maximum value of the slider matches the maximum number of colours allowed by the selected screen mode. When you select HAM mode the slider can only take one or two value. This value is the HAM base palette colors: 16 for HAM6 and 64 for HAM8. If you don't have the AGA chipset only HAM6 will be available.

1.16 Size String Gadgets

Size String Gadgets

With those strings labeled Height and Width you can customise the display size of the workbench. You can write directly in string gadgets if the checkmark **Default** is not checked. The value entered must be between minimum and maximum values showed in Mode Properties Listview. Once a value is entered it is unchanged whatever the display mode you select and until you checked the Default gadget.

If you introduce a value under or beyond the permitted range, the string gadget will be reset to the minimum or maximum value.

Almost every mode allow you to use values beyond the visible size of the screen. This virtual Workbench screen allows you to open more windows. The only limit of the virtual screen size is available chip memory.

1.17 Default Checkmark

Default Checkmark

The checkmark Default on the right of the **Size String Gadget** allows you to directly select the default value for the height and width of the current selected display mode. These default values are in fact the visible size of the screen.

1.18 AutoScroll Checkmark

AutoScroll Checkmark

When this checkmark is selected the Workbench screen can be scrolled when the mouse reaches the border of the screen. This is useful if you have specified screen size greater than the visible size of the screen.

1.19 HAM Checkmark

HAM Checkmark

When this checkmark is selected the Workbench screen will be opened in HAM mode. You can select base color palette with the **colour slider** (16 colors for HAM6 or 64 colors for HAM8).

NOTE:

This is not a hack and the HAM flag is REALLY saved in the pref file, but some programs (as multiview with guide file) witch clone the Workbench for their own screen use wrong colors when workbench is in HAM. You can avoid this by opening such programs in the workbench. In this case colors are fine but the program think he is on a NO HAM screen thus pictures are not displayed in HAM. :-(

1.20 Save Button

Save Button

This button is used to permanently save the preference to the system. The pref file will be saved to ENV: and ENVARC: and the program will quit. If you have opened applications on the workbench screen, the workbench may ask you to close them.

1.21 Use Button

Use Button

This button is used to temporarily save the preference to the system. The pref file will be saved to ENV: and the program will quit. If you have opened applications on workbench screen, the workbench may ask you to close them.

1.22 Cancel Button

Cancel Button

Simply use this button to leave the program without updating anything.

1.23 Author

Author

I am 23-year-old french student in electronics engineering at ENSEA in Cergy (Ecole Nationale superieure de Electronique et ses Applications).

My current Amiga config is :

- A1200 (A4000 soon) :)))
- GVP A1230 (68030/40 Mhz + 68882/40 Mhz + 4 Megs)
- Commodore 1942
- Overdrive CD
- GVP DSS8+ Sampler

MUIScreenMode is my first distributed program, I make it in C language and compiled it with SAS C v6.55. I try to be as system friendly as possible with MUIScreenMode but the only docs I have are the Commodore autodocs thus I want to know about these few points :

- Does it works on graphics cards ?
-

- What program do not work with a HAM workbench ?

I plan in the future to do all Commodore's prefs with MUI. Are you interested?

If you have any suggestions, comments, bug reports about MUIScreenMode, you can reach me at the following addresses:

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Thanks to

- Commodore

For this wonderful machine : The AMIGA.

- Eric Totel

For his nice program MUIBuilder.

- Stefan Stuntz

For his Magic User Interface.

- Christophe "Oscar" Vallée

For Visual; a nice thumbnails manager. (Look on aminet)

- All other PD authors

From witch I learned and borrowed a lot.

- Chritoph Granz

For German docs.

- Johan Sundstrom

For peering and correcting my English doc. And for is swedish docs and his icon.

1.24 Copyright & Disclaimer

Copyright

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MUIScreenMode has to be distributed as it comes. The Package must not be changed in any way. You must not do any profit by selling this Package ! For distributing it you can use every usual media, like floppy-disks, CD, hard-disks, networks etc.

MUIScreenMode is MAILWARE, if you use this program after testing it a few days, you can send me a message to tell me your opinion about MUIScreenMode.

My EMail address is [here](#).

Disclaimer

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1.25 MUIScreenMode History

History

Version 1.0 (21/3/95)

- First public release

Version 1.1 (5/4/95)

- RelVerify flag for USE,SAVE and CANCEL button was not set.
- Display monitor frequencies in Display info listview.
- Restricted HAM mode to 6 or 8 bitplanes.
- Now check if HAM is available for the selected screenmode if not -> ghost HAM gadget.
- Works now with ECS and OLD chipsets.
- Corrected min size, now 640x200 for all except for A2024 (1024x1024).
- ScreenModes are now sorted in the screenmode listview.
- Selected mode is shown in the mode list at startup.
- French docs.
- Installer Script.

Version 1.2 (3/5/95)

- Doubleclick on a mode to use it.(No more about requester) ;-)
- When you click on a mode with less color than the current color value this one is saved. (Load A2024 monitor and scan all the screenmode to see this feature)
- Size of height and width string gadget are fixed, values are now never hidden.
- The screenmode listview can be controlled with the keyboard at startup.
- Installer script was not installing the Def_Prefs icon.

version 1.3 (11/5/95)

- Little bugfixes.
- German docs.

version 1.4 (8/6/95)

- Corrected English and French docs.
- When saving with a icon, tooltip is set to the program name ie MUIScreenMode. (Was always Screenmode before)
- Clever hotkeys for buttons. Now it use the first letter of the button string instead of a fixed letter, and if this hotkey is already used then the second letter is used and so on...
- A file preset icon is not overwritten if it already exist. (Allow to keep tooltips to their current value)
- Changed locale string for load button. Now it use "Update" from workbench.catalog.
- FLUSHLIBS tooltip and menu added.
- About requester is back in the menu. About menu string is localised with workbench.catalog.
- Tooltips in some archive icon was wrong.
- One string was not localised in the iff parser.
- Load requester was reseting gadgets values when cancelled.

Version 1.5 (20/6/95)

- Swedish docs.
- Changed a bit the overall look of the docs (wordwrap,underline,bold...)

Coming soon

- MUITime prefs ! (Almost 90% complete now) :-)

1.26 MUI Legalities

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 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.

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