

ScreenMaster

Nick Christie

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Chapter 1

ScreenMaster

1.1 ScreenMaster.guide

ScreenMaster V1.0 By Nick Christie 10th December 1995

A Warm Welcome.

Introduction. What it's all about. **About Public Screens.** Some background info. **Features.** The best bits about it. **Requirements.** What you need.

Legal Bumph.

Distribution. Some rules. **Copyrights.** It's mine, all mine! **Disclaimer.** But I'm not responsible. **Package Contents.** What's in the box.

The Important Bits

Installation. How to get started. **Using the Programs.** Finding your way around. **Starting and Quitting.** And they're off! **The ScreenMaster Window.** A tour of the gadgets. **ScreenMaster's Menu Items.** A tour of the menus. **Opening a New Public Screen.** The heart of the matter. **Tooltypes & Arguments.** Doing it your way. **ARexx Commands.** Hitting the "hardware".

Odds and Sods.

Bugs and Improvements. What could be better. **Version History.** In the beginning... **Credits.** I'd like to thank... **About MUI.** Stefan's GUI system. **About BGUI.** Jan's GUI system. **Author.** The person responsible.

1.2 ScreenMaster: Introduction

Introduction =====

Welcome to ScreenMaster!

I believe you'll find ScreenMaster to be one of the most comprehensive public screen management systems around.

If you're not clear on the subject of public screens, what they are and what they can do for you, read **About Public Screens.**

The heart of all this wizardry is actually not the ScreenMaster program at all, but the ARexx host ScreenDaemon. This provides a complete set of commands to control public screens via the ARexx language that comes with Workbench 2 and above. In fact, apart from the commodity interface, ARexx is the only way to communicate with ScreenDaemon; it does not open a window.

Mouse jockeys need not fear, however, for ScreenMaster will happily present you with a graphical interface for controlling the daemon. It will even help you automate the process of opening public screens by writing the ARexx scripts that will do this for you.

Not being one to leave anything wanting, I've added ScreenBacker to this package. ScreenBacker can add backdrop patterns and customized menus to public screens. The menus automatically include some screen management functions, plus an extensible

set of items that you can configure to run your favourite programs, just like the Workbench Tools menu. ScreenBacker, like ScreenDaemon, is an ARexx host and does not have a window of its own. It is also a commodity.

To make things even easier, ScreenMenuEd provides a graphical user interface that you can use to create and save the custom menu definitions that ScreenBacker reads.

1.3 ScreenMaster: About Public Screens

About Public Screens =====

The Workbench Screen and Custom Screens.

If you've used your Amiga at all you'll know it can display multiple screens. You'll have seen the Workbench screen that Workbench and most applications open their windows on, and custom screens opened by applications such as paint programs. By opening a custom screen, the program gains complete control over the number of colours available and the screen's size, amongst other things. However, you cannot generally share a custom screen between two applications.

Public Screens.

With the release of Workbench 2, Commodore introduced a third type of screen, the public screen. Programs can happily share a public screen that one of them, or the user, has opened. Programs for Workbench 2 and above often have some way for you to tell them which screen to open on, usually using tooltypes or on the Shell command line. And programs that open their own screens often have an option to make that screen public.

This opens up the possibility for the user to open his or her own public screen and direct applications to it, thus freeing up the Workbench screen from its usual clutter of windows. Unfortunately, Commodore in their wisdom did not include the requisite public screen manager, which is where ScreenMaster steps in. And by the way, no, you can't redirect Workbench itself on to a public screen.

The Default Public Screen.

At all times one public screen is special by being the default public screen. This is the screen that application windows open on when they haven't asked for a specific screen. Normally, the Workbench screen is the default, but you can change this with ScreenMaster. By opening a new public screen and making it the default, you can make most Workbench 2 aware programs open on that screen.

PopPubScreen and Shanghai.

PopPubScreen and Shanghai are flags, values that are either on or off. When PopPubScreen is on, any window opening on a public screen (called a visitor window) causes that screen to be "popped" to the front. This is very convenient most of the time, as you can direct a program to your brand new public screen and have it bring that screen to the front for you.

The Shanghai flag is provided for use with older programs that don't know about public screens. They always end up on the Workbench screen and have no option for you to tell them otherwise. By turning Shanghai on, you can force these programs to open on the current default public screen, which can, of course, be one you have opened yourself.

Uses of Public Screens.

To help let the idea settle in, I'll give some examples of why you might want to open your own public screen.

- To provide maximum screen space for a program, but still let you quickly get to your uncluttered Workbench to manipulate files and drawers.
- To open a program on a screen with fewer colours than your Workbench, so that it works faster (eg. a Shell window), or on a screen with more colours so that it looks better (eg. Amiga Mosaic).
- To run an old program on a simple, low resolution screen, either because it can't cope with your high resolution Workbench screen, or because it insists on using the Topaz 8 font, which is too small at high resolutions.

1.4 ScreenMaster: Features

Features =====

- Works with AmigaOS 2.04 and above, takes advantage of OS3 if present.
- Complete control over the specification of new public screens.
- Can add backdrop patterns/pictures to public screens.
- Can add menus to public screens, with screen management functions, plus user-defined Tools menu for launching applications.
- Option to AutoClose screen when all visitor windows have left.
- Control over open public screens: close screen, make default, move to front/back, display screen attributes.
- Control over system public screen flags: PopPubScreen and Shanghai.
- ARexx host provides comprehensive public screen management facilities for your ARexx scripts.
- Save screen specification from the GUI to an automatically generated ARexx script, just double click to open the screen again.
- Can be started from Workbench or Shell.
- Commodity option, with user-definable popup hotkey.
- Font-sensitive gadget layout in resizable windows using either **BGUI** or **MUI** systems.
- Opens on the default public screen, optionally on a named one.
- All gadgets have keyboard shortcuts.
- AmigaGuide documentation, available on-line.
- Installer script included.
- Locale support for presenting all text and messages in the user's preferred language, plus the option to override and specify the language.

1.5 ScreenMaster: Requirements

Requirements =====

If you wish to use ScreenDaemon or ScreenBacker without ScreenMaster, see the appropriate guide for the specific requirements of those components.

ScreenMaster requires:

- AmigaOS 2.04 / Kickstart V37 or higher. · ARexxMast to be running. (inter-process communication)

The BGUI version requires:

- bgui.library V38 or higher. (windows, gadgets, etc)

The MUI version requires:

- MUI V2.3 or higher. (windows, gadgets, etc)

ScreenMaster also requires that ScreenDaemon be running in order to open and close public screens and that ScreenBacker be running if you wish to add backdrops or menus to public screens. It will launch those programs automatically if needed, however, you may need to tell it where to find them if they are not in its search path: see the **DAEMON** and **BACKER** tooltypes.

The following disk-based Commodore libraries are required, but are part of AmigaOS 2.04 (and later releases) anyway:

- asl.library V37 or higher. (requesters) · rexxsyslib.library V36 or higher. (ARexx support) · commodities.library V37 or higher. (commodity support)

The following disk-based libraries are optional, but their absence will limit the functionality of ScreenMaster:

- locale.library V38 or higher. (localization) · diskfont.library V36 or higher. (custom font support) · iffparse.library V37 or higher. (backdrop patterns, etc) · amigaguide.library V33 or higher. (on-line help)

Additionally, ScreenDaemon and ScreenBacker will use the ReqTools library (V38 or higher) for their requesters, if it's available.

Neither BGUI nor MUI are included. Both are available from AmiNet (directories dev/gui and util/libs), or any good PD supplier. ReqTools is also not included, but is optional anyway.

1.6 ScreenMaster: Distribution

Distribution =====

- ScreenMaster is Copyright ©1995 by [Nick Christie](#). All rights are reserved.
- ScreenMaster is "freeware" so no donation is required. It is not in the public domain.
- ScreenMaster may be freely distributed provided all the files listed in [Contents](#) remain unaltered and are included in the distribution. They may, however, be archived to conserve space.
- No profit is to be made by selling this software. You may only charge enough to cover reasonable production and distribution costs.
- This software may not be included in a commercial package, or on a magazine coverdisk, without the author's written permission.
- This software may not be uploaded onto any BBS that claims copyright on uploaded material.
- If you use ScreenMaster, I would enjoy receiving a postcard or email from you. See my [addresses](#).

1.7 ScreenMaster: Copyrights

Copyrights =====

[MUI](#) (MagicUserInterface) is Copyright ©1993-4 Stefan Stuntz

The [BGUI](#) library is Copyright ©1993-4 Jaba Development/Jan van den Baard.

The ReqTools library is Copyright ©1991-4 Nico François.

ARexx is Copyright ©1987 William S. Hawes

Amiga, AmigaDOS, AmigaGuide, Workbench and Kickstart are registered trademarks of Amiga Technology GmbH.

1.8 ScreenMaster: Disclaimer

Disclaimer =====

This program is provided "as is" without warranty of any kind, either expressed or implied, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the quality and performance of this program is with you. In no event can I be liable to you for damages of any kind arising out of the use of this program, or the inability to use it.

1.9 ScreenMaster: Package Contents

Package Contents =====

This package consists of:

ScreenMaster GUI for ScreenDaemon. ScreenMaster.info 8 colour icon for above.

ScreenDaemon PublicScreen Manager ARexx Host. ScreenDaemon.info 8 colour icon for above.

ScreenBacker Adds Menus & Patterns to PubScreens. ScreenBacker.info 8 colour icon for above.

ScreenMenuEd GUI Menu Editor. ScreenMenuEd.info 8 colour icon for above.

ScreenMaster.readme Package overview in text format. ScreenMaster.readme.info 8 colour icon for above.

ScreenMaster.guide Documentation for ScreenMaster. ScreenMaster.guide.info 8 colour icon for above.

ScreenDaemon.guide Documentation for ScreenDaemon. ScreenDaemon.guide.info 8 colour icon for above.

ScreenBacker.guide Documentation for ScreenBacker. ScreenBacker.guide.info 8 colour icon for above.

ScreenMenuEd.guide Documentation for ScreenMenuEd. ScreenMenuEd.guide.info 8 colour icon for above.

ScreenMaster.pi Product-Info file for databases.

ScreenMaster.install Installation script. ScreenMaster.install.info 8 colour icon for above.

def_ScreenMaster.info 8 colour icon for ScreenMaster projects.

def_ScreenMenuEd.info 8 colour icon for ScreenMenuEd projects.

Catalogs/... Catalog generation files.

1.10 Installation

Installation =====

A script for Commodore's Installer utility is provided, just double click on the install icon. If you don't already have a copy of Installer, it's available from AmiNet (in directory util/misc) or from Fish Disk #870.

If you prefer to perform the installation by hand:

- Decide whether you would prefer to use the BGUI or MUI versions of ScreenMaster and ScreenMenuEd, make sure you have the requisite libraries already installed;
- copy ScreenMaster, ScreenDaemon, ScreenBacker and ScreenMenuEd (or the subset you want to use) anywhere you like;
- (optional) copy def_ScreenMaster.info to the same directory as ScreenMaster;
- (optional) copy the guides to somewhere in AmigaGuide's search path;
- (optional) copy the catalog file for your preferred language to "LOCALE:Catalogs/<language>/ScreenMaster.catalog". NB: There are currently no catalog files available: translations would be greatly appreciated; please send them to me [here](#).

The recommended setup is to put ScreenDaemon (and ScreenBacker if you want backdrops or menus) in your WBStartup drawer, ScreenMaster in SYS:Tools or SYS:Utilities, and then add ScreenMaster to your Workbench Tools menu or ToolManager dock window.

Remember to check that the DONOTWAIT tooltype is present if you put any icons in WBStartup. In addition, if you put ScreenMaster in WBStartup, set its CX_POPUP tooltype to FALSE, so that it doesn't open its window every time you boot up.

1.11 ScreenMaster: Using the Programs

Using the Programs =====

Starting and Quitting. Getting things going. **The ScreenMaster Window.** A description of the gadgets. **ScreenMaster's Menu Items.** A description of the menus. **Opening a New Public Screen.** The Open Screen window explained. **Tooltypes and Shell Arguments.** Configuring the programs. **ScreenMaster's ARexx Commands.** Controlling ScreenMaster from ARexx. Screen-Daemon's ARexx Commands. Talking to ScreenDaemon directly. ScreenBacker's ARexx Commands. Talking to ScreenBacker directly.

1.12 ScreenMaster: Starting and Quitting

Starting and Quitting =====

To start any of the programs, double click on the program's icon, or run the program from a Shell. As both ScreenDaemon and ScreenBacker work in the background, it makes sense to use "Run >NIL:" when starting them from a Shell.

All of the programs except the BGUI version of ScreenMenuEd are commodities, so you can quit them using the Exchange program. If the program opens a window, you can also select the 'Quit' button or menu item.

Alternatively, you can stop either of the daemons, and the BGUI versions of ScreenMaster and ScreenMenuEd, by sending them a Control-C signal using the AmigaDOS "Break" command.

Note that neither ScreenDaemon nor ScreenBacker will be able to quit if they are still in charge of a public screen.

1.13 ScreenMaster: The ScreenMaster Window

The ScreenMaster Window =====

When ScreenMaster starts up it opens a small window listing all the available public screens. The system default public screen is indicated in bold, public screens which are currently private are listed in italics.

The gadgets in ScreenMaster's window are:

Open ----

To open a new public screen. The **Open New Public Screen** window will open with gadgets for specifying the properties of the new screen.

Close ----

Closes the selected public screen. This will not be possible if the screen is currently private, or if the screen has visitor windows open on it. The ScreenMaster window does not count as a visitor in this case.

Jump ----

Moves ScreenMaster's window to the selected screen.

Info ----

Displays, in a requester, a summary of the properties of the selected screen.

Refresh -----

Refreshes ScreenMaster's list of public screens. This is necessary if another application opens or closes a public screen, independantly of ScreenMaster.

Default -----

Makes the selected screen the system default public screen.

PopPub -----

When this is checked, visitor windows opening on a public screen will cause that screen to be 'popped' to the front.

Shanghai -----

When this is checked, Intuition will force older programs that try to open windows on the Workbench screen onto the default public screen.

Hide ----

MUI: Iconifies ScreenMaster on the Workbench screen. Double click the icon, or select "Show" in the Exchange program to uniconify it. Alternatively, you can define an iconify hotkey in the MUI Preferences program and use that.

BGUI: Closes ScreenMaster's window but keeps it in memory as a commodity. Reopen the window by selecting "Show" in the Exchange program, or using the hotkey you defined with the CX_POPKEY tooltype.

Quit ----

Closes ScreenMaster's window and removes it from memory. Both ScreenDaemon and ScreenBacker will continue running if they have been launched.

1.14 ScreenMaster: ScreenMaster's Menu Items

ScreenMaster's Menu Items =====

ScreenMaster has only one menu, titled "Project" and these are the items in it:

Open... -----

To open a new public screen. The **Open New Public Screen** window will open with gadgets for specifying the properties of the new screen.

Default -----

Makes the selected screen the system default public screen.

Close ----

Closes the selected public screen. This will not be possible if the screen is currently private, or if the screen has visitor windows open on it. The ScreenMaster window does not count as a visitor in this case.

Jump ----

Moves ScreenMaster's window to the selected screen.

Info... -----

Displays, in a requester, a summary of the properties of the selected screen.

Refresh -----

Refreshes ScreenMaster's list of public screens. This is necessary if another application opens or closes a public screen, independantly of ScreenMaster.

Help... -----

Opens ScreenMaster's AmigaGuide documentation. If the guide is not in AmigaGuide's search path, tell ScreenMaster where to find it using the GUIDENAME tooltype.

About... -----

Opens a requester showing information about ScreenMaster.

Hide ----

MUI: Iconifies ScreenMaster on the Workbench screen. Double click the icon, or select "Show" in the Exchange program to uniconify it. Alternatively, you can define an iconify hotkey in the MUI Preferences program and use that.

BGUI: Closes ScreenMaster's window but keeps it in memory as a commodity. Reopen the window by selecting "Show" in the Exchange program, or using the hotkey you defined with the CX_POPKEY tooltype.

Quit ----

Closes ScreenMaster's window and removes it from memory. Both ScreenDaemon and ScreenBacker will continue running if they have been launched.

1.15 Opening a New Public Screen

Opening a New Public Screen =====

When you select the Open button gadget in ScreenMaster's window the Open New Public Screen window appears, allowing you to set the characteristics of the new public screen. This window has two pages of gadgets: the Screen page and the Options page.

The Screen Page. The Options Page.

Always present underneath these pages are these three buttons:

Open ----

Opens a new public screen with the properties specified. ScreenDaemon will be launched if it is not already running, and ScreenBacker as well, if you have asked for a backdrop or menu. If it opens successfully, ScreenMaster will move its window to the new screen.

Save As -----

With this button you can save the specification of the screen as an ARexx script. ScreenMaster will open a file requester for you to specify the name of the script, and will also save a project icon for it.

The project icon used by default is "def_ScreenMaster" but you can override this with the AREXXICON tooltype. The default tool property of the icon, if blank, is set to "SYS:Rexxc/RX", so you can simply double click on the icon to start the script and open the screen.

Cancel -----

Abandons the opening of a new public screen and closes the window.

1.16 ScreenMaster: Open New Public Screen: Screen Page

Open New Public Screen: Screen Page =====

These are the gadgets on the Screen page of the Open New Public Screen window:

Name ----

Supply a name for the new public screen. This must be unique. Bear in mind that with most operations, the name is case-sensitive: there is a difference between lower and upper case. Although not necessary, it is recommended that you avoid using spaces in the name.

Title -----

The screen title. If omitted, the public screen name will be used.

Display Mode -----

Select a display mode from the list. Only Workbench-compatible modes available on your system are listed. BGUI: You can use the up/down cursor keys to select from this list.

All Modes -----

If you select this checkbox, the display modes list will include all Workbench-compatible modes regardless of whether they are actually obtainable with your hardware. Trying to open a screen in a mode not available with your system will simply elicit an error message.

Colours -----

Set the slider to the desired number of colours for the new public screen. BGUI: You can control this slider with the left/right cursor keys, as well.

Width and Height -----

Generally you would accept the default width and height for a given mode, but if you deselect the appropriate Default checkbox, you can override this and enter your desired value for the width or height in one of the integer gadgets supplied. You may need to make appropriate selections for Overscan and AutoScroll on the Options page.

See also: [The Options Page](#)

1.17 ScreenMaster: Open New Public Screen: Options Page

Open New Public Screen: Options Page =====

These are the gadgets on the Options page of the Open New Public Screen window:

Overscan -----

Select an overscan setting for the new screen. The first two options, Text and Graphics, are those set by you using the Overscan preferences program. Alternatively, you can select Custom and then enter your own coordinates into the DisplayClip gadget below.

DispClip -----

This gadget is only enabled if you choose Custom overscan. Enter four integers, separated by commas, as the coordinates of the visible area of the screen, in the order MinX, MinY, MaxX and MaxY. For example, "-8,-4,655,519". You will probably want to specify a non-standard width and height for the screen as well - see the [Screen](#) page.

WARNING! Be careful with this facility! I'm not sure how much error checking the AmigaOS does on these values, but you just might be able to damage your Amiga and/or your monitor by using out of range values!

SysPens -----

You can specify the colour pens that Intuition should use for screen items like text, highlight, background, etc. Select a pen type from the cycle gadget and enter the pen number in the integer gadget. For a custom pen selection take effect, you must leave the cycle gadget on an option other than "Use Default".

Font Type -----

Three options are provided for the screen font. "System" uses the system default monospace font and "Screen" selects the system preferred font. The actual font used for both of these can be set with the Font preferences program.

Alternatively, select the "Custom" option and pick your own font using the Pick Font gadget below.

Pick Font -----

This gadget is only enabled when Font Type, above, is set to "Custom". Type in the name and size of your preferred font, using the format "fontname/size", for example "Times/15". Alternatively, clicking on the button to the right of this gadget opens a font requester for you to make your choice with.

Palette -----

Type in the name of an IFF ILBM picture file or Workbench palette preferences file with the desired palette. You can press the button to the right to pick one using a file requester. If the Palette gadget is blank, the new screen will get the Workbench colour palette, as set with the Palette preferences program. Note that ScreenMaster will extract the palette information from a Workbench 3 preferences file, but not the system pen assignments.

Pattern -----

If you wish the new screen to have a backdrop pattern, enter the name of the Workbench pattern file or IFF ILBM picture. Pressing the button to the right elicits a file requester for making your choice. You may also need to change the settings of the PatternTile and Pat.Centre gadgets. ScreenMaster doesn't do any fancy pen remapping, so you should make sure the screen's palette is suitable for the backdrop. Note that, if given a Workbench 3 pattern preferences file, ScreenMaster will use only the screen pattern recorded in it (ie. not the Workbench window or drawer window patterns).

Menu ----

If you would like to add a custom menu definition to the new public screen, type its name in here, or press the button to the right to get a file requester that you can pick one with. The Add Menu checkbox must be selected for this gadget to be enabled.

AutoScroll -----

Normally you would leave this checked, so that screens larger than the visible display area scroll automatically when you move the mouse pointer to the edge. Deselect this checkbox if for some reason you don't want this behaviour.

Interleaved -----

Available only under AmigaOS V39 and higher, selecting this checkbox causes the new screen to open with an interleaved bitmap, if possible. This reduces flicker on screens with many colours.

SharePens -----

Available only under AmigaOS V39 and higher, selecting this checkbox asks Intuition to leave the non-system pens of the new screen unallocated. This gives applications that open on this screen more freedom to manipulate the screen's colours.

OpenBehind -----

If this checkbox is selected, the new screen will open behind all other screens. This can be useful within ARexx scripts, where you can send the TOFRONT command to ScreenDaemon when you want the screen brought to the front. If this checkbox is selected, ScreenMaster will not jump to the new screen when it's opened.

AutoClose -----

If this checkbox is selected, the new screen will close as soon as all visitor windows on it have closed. Be aware that the ScreenMaster window is counted as a visitor in this case, so you might need to use the OpenBehind option as well.

PatternTile -----

If you want the backdrop pattern specified by the pattern gadget to be repeated across and down the screen, select this checkbox.

Pat.Centre -----

If you want the backdrop pattern specified by the pattern gadget to be centred in the middle of the screen, select this checkbox.

Add Menu -----

If this checkbox is selected, ScreenMaster will ask ScreenBacker to attach a menu to the new screen. This menu has a few screen management functions in it, but you can extend it with a custom menu definition file, created by hand or with ScreenMenuEd. To use a custom menu, select this checkbox and put the name of the menu definition file in the Menu gadget to the left.

See also: [The Screen Page](#)

1.18 ScreenMaster: Tooltypes and Shell Arguments

Tooltypes and Shell Arguments =====

All the programs in the ScreenMaster suite can be configured using tooltypes or Shell arguments. The tooltypes of ScreenMaster itself are described here; see the appropriate sections of the other guides for the tooltypes of the other programs:

ScreenDaemon Tooltypes

ScreenBacker Tooltypes ScreenMenuEd Tooltypes

ScreenMaster Tooltypes -----

The tooltypes ScreenMaster looks for in its program icon are described below. The arguments used from a Shell are identical, except where stated otherwise. The full Shell template (with abbreviations) is:

BGUI: PS=PUBSCREEN/K, AI=AREXXICON/K, GN=GUIDENAME/K, LA=LANGUAGE/K, DA=DAEMON/K, BA=BACKER/K, RI=READICON/S, PU=CX_POPUP/S, PK=CX_POPKEY/K, PR=CX_PRIORITY/K/N, SW=SAVEWINSIZE/S, WF=WINDOWFON
ML=MINLIST/K/N

MUI: PS=PUBSCREEN/K, AI=AREXXICON/K, GN=GUIDENAME/K, LA=LANGUAGE/K, DA=DAEMON/K, BA=BACKER/K, RI=READICON/S

ScreenMaster's tooltypes consist of three kinds:

String - You must supply a string of some kind; a filename, public screen name, etc. For example, "LANGUAGE=deutsch".

Integer - You must supply a numeric value (a whole number). For example, "MINLIST=5".

Boolean - In tooltypes you must supply one of the following: YES, NO, TRUE or FALSE. For example, "CX_POPUP=YES". You can also omit the value entirely, which indicates the YES or TRUE state. On a Shell command line, just state the keyword without a value to get the TRUE state, omit the keyword for FALSE.

BGUI and MUI:

Tooltype Type Short Description ----- **PUBSCREEN** STR Name of public screen to open on. **AREXXICON** STR Project icon for ARexx scripts. **GUIDENAME** STR Where to find ScreenMaster.guide. **LANGUAGE** STR Specify language catalog. **DAEMON** STR Location of ScreenDaemon. **BACKER** STR Location of ScreenBacker. **READICON** BOOL Read config. from tooltypes (Shell).

BGUI only:

Tooltype Type Short Description ----- **CX_POPUP** BOOL Whether to open window on start up. **CX_POPKEY** STR Commodities popup hotkey definition. **CX_PRIORITY** INT Priority of hotkey among commodities. **SAVEWINSIZE** BOOL Save window size/position on exit. **WINDOWFONT** STR Font to use in window. **MINLIST** INT Minimum entries in public screen list.

In the MUI version, options equivalent to CX_POPUP, CX_POPKEY and WINDOWFONT can be set using the MUI Preferences program. The other options are either not applicable, or unavailable.

If you put ScreenMaster in your WBStartUp drawer, you should add the tooltype "DONOTWAIT" so Workbench won't wait for ScreenMaster to quit before continuing with its start up.

1.19 ScreenMaster: PUBSCREEN Keyword

PUBSCREEN =====

Versions: BGUI and MUI Type: String Default: <system default> Shell: PS=PUBSCREEN/K Tooltype: PUBSCREEN

The name of the public screen that ScreenMaster should initially open its window on. If omitted, ScreenMaster opens on the default public screen, which is normally Workbench, or in the case of the MUI version, on the screen specified using the MUI Preferences program. Be aware that public screen names are case-sensitive, ie. "MyScreen" is not the same as "MYSCREEN".

1.20 ScreenMaster: AREXXICON Keyword

AREXXICON =====

Versions: BGUI and MUI Type: String Default: def_ScreenMaster Shell: AI=AREXXICON/K Tooltype: AREXXICON

Use this tooltype to tell ScreenMaster what project icon to use when saving screen specifications as ARexx scripts. If the default tool of this icon is blank, ScreenMaster will set it to "SYS:Rexxc/RX" for all icons it saves.

If you set AREXXICON to the special value "NONE", no project icon will be saved with ARexx scripts.

1.21 ScreenMaster: GUIDENAME Keyword

GUIDENAME =====

Versions: BGUI and MUI Type: String Default: ScreenMaster.guide Shell: GN=GUIDENAME/K Tooltype: GUIDENAME

If ScreenMaster.guide is not on AmigaGuide's search path, set this tooltype to the pathname of this guide so that on-line help is available.

1.22 ScreenMaster: LANGUAGE Keyword

LANGUAGE =====

Versions: BGUI and MUI Type: String Default: <system default> Shell: LA=LANGUAGE/K Tooltype: LANGUAGE

ScreenMaster supports the locale library of AmigaOS 2.1 and above, allowing it to display text and messages in your preferred language. You would normally specify the language with the Locale Preferences program; this tooltype allows you to override that setting if necessary.

1.23 ScreenMaster: DAEMON Keyword

DAEMON =====

Versions: BGUI and MUI Type: String Default: ScreenDaemon Shell: DA=DAEMON/K Tooltype: DAEMON

If ScreenDaemon isn't running when you ask ScreenMaster to open a public screen, ScreenMaster will try to launch the daemon automatically. If the daemon is in ScreenMaster's search path this will work, otherwise use this tooltype to tell ScreenMaster where to find it.

I recommend you add the READICON keyword as well, so that the daemon when started, reads its configuration from its tooltypes. For example: "DAEMON=Work:Things/ScreenDaemon READICON".

1.24 ScreenMaster: BACKER Keyword

BACKER =====

Versions: BGUI and MUI Type: String Default: ScreenBacker Shell: BA=BACKER/K Tooltype: BACKER

If ScreenBacker isn't running when you ask ScreenMaster to open a public screen with a backdrop or menu, ScreenMaster will try to launch ScreenBacker automatically. If ScreenBacker is in ScreenMaster's search path this will work, otherwise use this tooltype to tell ScreenMaster where to find it.

I recommend you add the READICON keyword as well so that ScreenBacker, when started, reads its configuration from its tooltypes. For example: "BACKER=Work:Things/ScreenBacker READICON".

1.25 ScreenMaster: READICON Keyword

READICON =====

Versions: BGUI and MUI Type: Boolean Default: FALSE Shell: RI=READICON/S Tooltype: <not applicable>

This keyword is only available from the Shell command line. It makes ScreenMaster read its configuration from its icon's tooltypes rather than the command line. This is useful in conjunction with program launchers that run programs as if from a Shell. Ordinarily you would have to duplicate all your preferred ScreenMaster configuration arguments in the command that you supply to the launcher, but by specifying READICON, you can keep your settings in the icon.

1.26 ScreenMaster: CX_POPUP Keyword

CX_POPUP =====

Versions: BGUI only Type: Boolean Default: FALSE Shell: PU=CX_POPUP/S Tooltype: CX_POPUP

ScreenMaster's default behaviour is to start without opening its window. You can then use the Exchange program, or a suitably defined popup hotkey (see the **CX_POPKEY** tooltype), to wake it up. This makes sense if you put ScreenMaster in your WBStartup drawer.

If you set this tooltype to TRUE, however, it will open its window immediately, which is more sensible for interactive use.

MUI: The "Start Iconified" option in the MUI Preferences program has a similar function to this option.

1.27 ScreenMaster: CX_POPKEY Keyword

CX_POPKEY =====

Versions: BGUI only Type: String Default: <none> Shell: PK=CX_POPKEY/K Tooltype: CX_POPKEY

If you would like to be able to re-open ScreenMaster's window with a key combination when it is hidden, set this tooltype to a valid hotkey definition. See your Amiga manuals for the syntax of these.

Note that ScreenMaster always registers itself as a commodity anyway, so can always be re-opened using the Exchange program.

MUI: The "Iconify Hotkey" option in the MUI Preferences program has a similar function to this option.

1.28 ScreenMaster: CX_PRIORITY Keyword

CX_PRIORITY =====

Versions: BGUI only Type: Integer Default: 0 Shell: PR=CX_PRIORITY/K/N Tooltype: CX_PRIORITY

Use this tooltype to set ScreenMaster's priority relative to the other commodities running. Normally there is no need to change this.

MUI: This option is unavailable.

1.29 ScreenMaster: SAVEWINSIZE Keyword

SAVEWINSIZE =====

Versions: BGUI only Type: Boolean Default: FALSE Shell: SW=SAVEWINSIZE/S Tooltype: SAVEWINSIZE

ScreenMaster normally opens its window centred under the mouse pointer. If, however, you would like the window to open with a particular size and position each time, set the SAVEWINSIZE tooltype to TRUE.

This will cause ScreenMaster to save the window co-ordinates to a small file called "ScreenMaster.win" in the ENV: directory each time the program quits. Every time you start ScreenMaster, it will read and re-use this window definition.

Once you have positioned the window as you like it, quit ScreenMaster, unset the SAVEWINSIZE tooltype, and copy the "ScreenMaster.win" file from ENV: to ENVARC:. It will then be copied back to ENV: by the standard Startup-Sequence each time you boot your Amiga.

However, if ScreenMaster's window opens on a screen with a larger font, the window will expand to fit it, regardless of any saved settings.

MUI: The MUI system automatically remembers the window's size and position.

1.30 ScreenMaster: WINDOWFONT Keyword

WINDOWFONT =====

Versions: BGUI only Type: String Default: <screen default> Shell: WF=WINDOWFONT/K Tooltype: WINDOWFONT

ScreenMaster normally uses the default font of the screen it opens on. If you wish to override this setting, specify the font with this tooltype, using the following format: "example.font/12", where the 12 indicates the desired point size.

MUI: The "Fonts" page in the MUI Preferences program provides a facility similar to this option.

1.31 ScreenMaster: MINLIST Keyword

MINLIST =====

Versions: BGUI only Type: Integer Default: 3 Shell: ML=MINLIST/K/N Tooltype: MINLIST

The minimum number of entries shown in ScreenMaster's list of public screens is normally 3; you can't size the window any smaller. By giving this tooltype a higher value, you can increase the minimum number of entries shown at all times, though this will make the window taller.

MUI: This option is unavailable.

1.32 ScreenMaster: ARexx Commands

ScreenMaster ARexx Commands =====

For details of the ARexx commands provided by ScreenDaemon and ScreenBacker, see the appropriate section of their guides.

ScreenMaster has an ARexx port called "SCREENMASTER". It understands the following commands:

JUMP <psname> -----

Moves ScreenMaster's window to the named public screen, bringing that screen to the front and activating the window. If the window is closed when this command is given, it will be opened on that screen.

REFRESH -----

Makes ScreenMaster refresh its list of public screens as well as the state of the PopPub and Shanghai checkboxes. Effective even when ScreenMaster's window is closed, but does not cause the window to open.

SHOW ----

BGUI: Opens ScreenMaster's window on the screen it was last on, if possible. If the window is already open, moves it to the front and activates it.

MUI: Uniconifies ScreenMaster, opening its window on the screen it was last on, if possible. If the window is already open, moves it to the front and activates it.

HIDE ----

BGUI: Closes ScreenMaster's window. Has no effect if the window is already closed.

MUI: Iconifies ScreenMaster's window. Has no effect if ScreenMaster is already iconified.

QUIT ----

Quits ScreenMaster. ScreenDaemon and ScreenBacker continue to run, if launched.

1.33 ScreenMaster: Bugs and Improvements

Bugs and Improvements =====

Known Bugs and Limitations:

· None.

Suggested improvements in no particular order:

- Master/Daemon: Reading system pen assignments in V39+ palette prefs files.
- Master/Backer: Choice of which pattern to use from a V39+ pattern file.
- Backer: Colour remapping and pen acquisition for backdrops under V39+ - use datatypes to load backdrop images.
- Master: Copy default screen attributes when opening the Open New Public Screen window.
- Master: Option for timed, automatic refresh of public screens list and flags.
- Master/Daemon: Option to close Workbench screen.
- Daemon/Backer: Return error messages or codes as secondary ARexx results.
- Daemon/Backer: Put requesters up using a separate thread, so that ARexx commands can still be processed.
- Master/Daemon: Support for OS3 "SA_LikeWorkbench" tag.
- Daemon: ARexx commands to get info like lists of public screens, attributes of a named screen, etc.
- Master/MenuEd: Make AmigaGuide on-line help asynchronous.
- General: A new utility, ScreenDirector, that patches OpenWindow() and redirects user-specified applications onto pre-defined public screens.

- General: Use OS3 memory pools.
- General: Some catalogs!

Please send bug reports or further suggestions to [me](#). Enforcer testing would be particularly valuable, as I have no MMU.

Bug reports must include the following information:

- Your Amiga model and processor; · Kickstart and Workbench versions; · Chip and Fast memory sizes; · ScreenMaster version;
- BGUI or MUI version; · Whether the bug is consistent (happens every time) or intermittent (just once in a while); · A clear explanation of what is required to reproduce the problem, and its effects (Guru meditation numbers, Enforcer hit reports, etc); · Whether the problem appears when booting without patches, other commodities, etc.

1.34 ScreenMaster: Version History

Version History =====

0.1 (25.9.95) -----

First beta release.

1.0 (10.12.95) -----

First AmiNet release.

1.35 ScreenMaster: Credits

Credits =====

Thanks go to:

Jan van den Baard for bgui.library and his excellent support for it. Stefan Stuntz, for MUI. Dan, for being such a great friend.

This program was developed with the following equipment:

Amiga B2000rev6 Kickstart V37.175, Workbench V37.67 (later upgraded to Kick V40.63, WB V40.42) ECS 1MB Agnus, OCS Denise GVP G-Force EC030/882 @ 40MHz 10MB Fast RAM, 1MB Chip RAM 340MB SCSI HD (Fujitsu 2682S) 150MB Tapestreamer (TEAC MT-2ST/N50) Philips CM8833 monitor (flicker, flicker...)

Software:

CygnusEdPro (Bruce Dawson, CygnusSoft) SAS/C (The SAS Institute) FlexCat (Jochen Wiedman) BadLinks (Roger Nedel) CSh (Urban Müller and Andreas M. Kirchwitz) Yak (Gaël Marziou and Philippe Bastiani) Xoper (Werner Günther and Gunther Nikl)

1.36 ScreenMaster: About MUI (MagicUserInterface)

About MUI =====

ScreenMaster 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.-

to

Stefan Stuntz Eduard-Spranger-Straße 7 80935 München GERMANY

1.37 ScreenMaster: About BGUI

About BGUI =====

ScreenMaster uses

BGUI (C) Copyright 1993-1994 Jaba Development (C) Copyright 1993-1994 Jan van den Baard Written using DICE v3.0 by

SNail: Jan van den Baard Bakkerstraat 176 3082 HE Rotterdam Holland

Fido: 2:286/407.53 (Jan van.den.Baard) EMail: jaba@grafix.wlink.nl

EMail is preferred. If you must use snail mail then please make it clear when you absolutely need an answer and (don't forget this) include enough return postage.

BGUI is a BOOPSI based shared library containing a number of BOOPSI classes. It allows for easy creation and managing of font sensitive and size adjustable GUI's on the Amiga.

BGUI is a single library which can be removed as easily as it can be installed. It provides an easy way to create and control GUI's without becoming excessive in what it does.

BGUI is GiftWare for people writing freely distributable software. This means that if you want to use the programs you are morally obligated to reward the author with a gift that, you think, matches his efforts. If you cannot think of a gift (come on! be creative ;), a small financial donation will always be gladly accepted.

ShareWare and/or commercial usage is not allowed without:

1) Prior written permission from the author. 2) A small financial donation of US\$ 20,-, DM 30,- or HFL 30,-. 3) A free and registered copy of the product including free updates that still make use of the library.

1.38 ScreenMaster: About the Author

About the Author =====

I prefer to be reached at:

nick.christie@oucs.ox.ac.uk

but if you must use snail mail:

Nick Christie 39 St Georges Drive Bransgore BH23 8EZ Great Britain

Response to email is generally assured and rapid; response to snail mail is pretty haphazard.

You're welcome at my home page:

<http://sable.ox.ac.uk/~nick>
