

Key Strings

- **General Information**

- Key Strings is a shareware and is copyrighted by J.P.McLain Jr.
 - Who am I

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- What do I want from you
 - Well, if you use this product
 - **I would like \$20.00** of your money for my effort in **creating it**

- What does Key Strings do

- Allows you to assign strings of character to any key on the Mac Keyboard
- Allows you to change the Mac Keyboard layout (move characters around)
- Allows you to have FKEY's assigned to any key on the keyboard

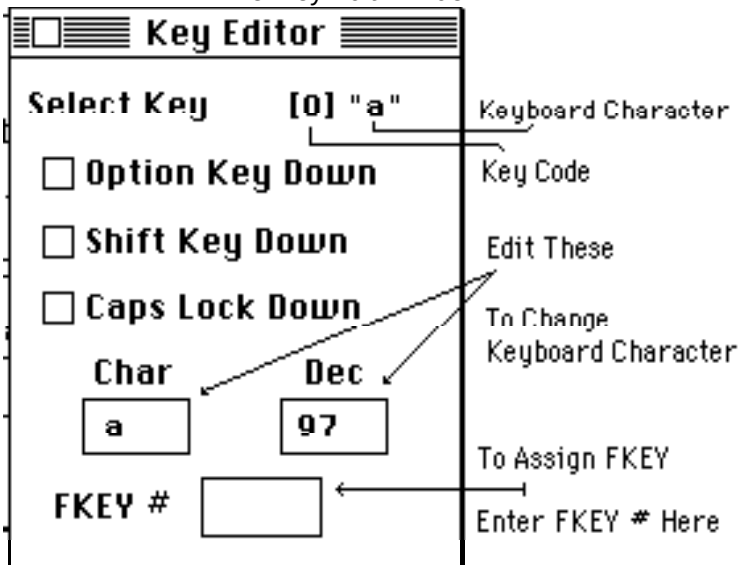
- Installing Key Strings

- Place the file **Key Str Boot** in your System Folder
 - When you restart the computer Key Strings will be operating
- Using **Font/DA Mover** add the following DA's to your system file
 - **Key Edit**
 - used to change the character generated by a specific keys
 - used to assign FKEY 's to any key on the keyboard
 - **Key Strings**
 - used to assign strings of characters to a single key on the keyboard

- **The Key Strings Desk Accessories**

- Key Edit

- The 'Key Edit' Window



- 'Select Key'

- Click here to select a key to edit
- Option/Shift/Caps Down
 - Indicates if current key has these attributes
- Char
 - character value of current key
 - **you may edit this value**
- Dec
 - ascii (decimal) value of current key
 - **you may edit this value**
- FKEY #
 - decimal number of FKEY activated when this key pressed
 - FKEY range is [0..255]
 - **you may edit this value**
 - should be blank for **NO** FKEY association
- The 'Key Edit' Menu

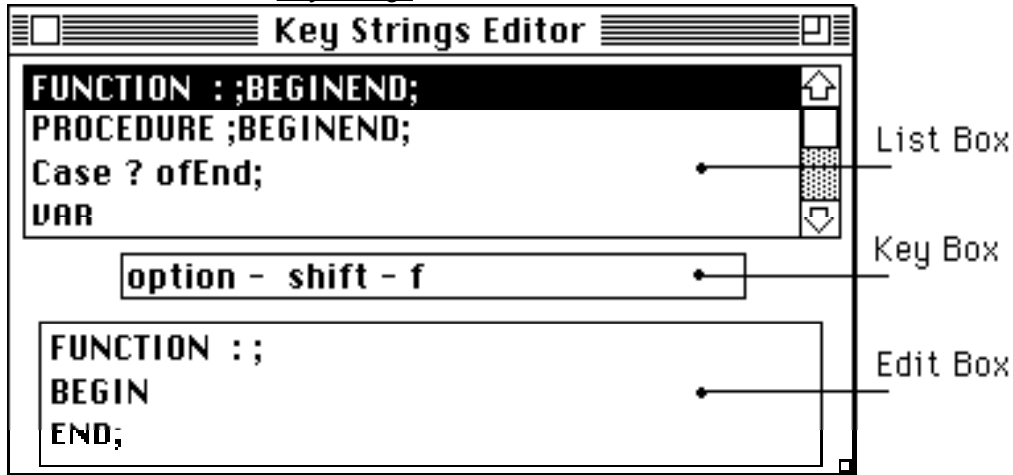
Key Edit	
Select	⌘S
Replace Selected Key	⌘R
Load From File	⌘L
Save To File	⌘F
About Key Edit	

- Select
 - Select key to edit (may also click 'Select Key' in window)
 - Command equiv = Cmd-S
 - **You will be prompted to type key to edit**
- Replace Selected Key
 - Only works if a key has been selected
 - Command equiv = Cmd-R
 - **IF** A Key has been selected **AND**
 - You have modified which character you wish associated with it
 - You have (perhaps) assigned an FKEY to this key sequence
 - **THEN** use this option to save the changes to memory
 - **Note:** **This Is Not** UNDOABLE
- Load From File
 - Loads keyboard table from a file
 - **Note:**
 - while it is possible for you to edit this file, you should not do so.
- Save To File
 - Saves current keyboard configuration to a file
 - **Note:**
 - while it is possible for you to edit this file, you should not do so.
- About Key Edit
 - begin for dollars
- Notes
 - option / shift/ caps modes supported for regular keyboard
 - no modifier keys down
 - shift down
 - caps down
 - caps + shift down

- option key down
- option + shift down
- option + caps down
- option + caps + shift down
- option / shift/ caps modes supported for numeric keypad
 - no modifier keys down
 - shift down

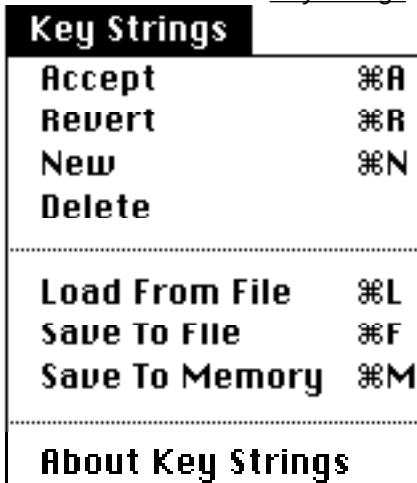
- **Key Strings**

- The Key Strings Window



- List Box
 - Click on item to select any previously defined string
- Key Box
 - Click here to change the key associated with the selected string
 - **You will be prompted for the key**
- Edit Box
 - Edit the string here
 - 255 chars maximum
 - <return> may be entered in the text
 - currently no sub string nesting or calling
 - ie. one key string can not invoke another

- The Key Strings Menu



- Accept
 - Use to save string to Key String Buffer

- Command equiv = Cmd-A
- Revert
 - Aborts editing of string and throws away changes
 - Command equiv = Cmd-R
- New
 - Use this to create a new string
 - Command equiv = Cmd-N
- Delete
 - removes currently selected string from buffer
 - note: NOT NORMAL buffer
 - **this can not be UNDONE**
- Load From File
 - Load strings from file
 - Command equiv = Cmd-L
 - It is possible to edit this file, DON'T do it!
- Save To File
 - Save strings to file
 - Command equiv = Cmd-F
 - It is possible to edit this file after it is saved, DON'T do it!
- Save To Memory
 - Saves current string buffer to default memory buffer
 - Command equiv = Cmd-M
 - This buffer is used when the Key Strings DA is **NOT active**
 - This default buffer is currently 2000 characters in length
 - this is current maximum size
- About Key Strings
 - begging for dollars
- Important Note About Key Strings
 - the **Key Strings DA** maintains its own string buffer while active
 - **Key Strings** Buffer is DIFFERANT from normal buffer
 - **Key Strings** Buffer is a copy of normal buffer
 - normal buffer copied when Key Strings is run from apple menu
 - **Key Strings** Buffer MAY be SAVED INTO normal buffer
 - Save To Memory in menu
 - **Key Strings** Buffer may be loaded from file
 - Load From File in menu
 - **Key Strings** Buffer may be saved to file
 - Save To File in menu
- **Commanding Key Strings From The Keyboard**
 - Notation:
 - Keyboard driver
 - Software that decides what each key on the keyboard should do
 - Keyboard processing
 - refers to the 2 possible states the Keyboard driver may be it
 - if **ON** it allows the Key Strings functions to operate
 - a key stroke may produce a string of characters, etc.
 - if **OFF** it processes characters as characters only
 - no character strings from a single key, etc.
 - Commands You May Send Directly To The Keyboard driver
 - Command/Option '1'
 - this turns keyboard processing **ON**
 - Command/Option '2'

- this turns keyboard processing **OFF**
- note: when processing is off, Key Strings will still look for the Command/Option '1' command
- Command/Option '3'
 - if keyboard processing is on, this command will output a version string
- Command '.' (period)
 - this will abort any string that is currently being output

• Using Apples Key Caps DA with Key Strings

Key Caps, the desk accessory supplied by Apple Computer was not written with *Key Strings* in mind. Due to the nature of what *Key Strings* does, it is not fully compatible with **Key Caps**. Specifically, when **Key Caps** goes looking for multi keystroke keyboard sequences, it triggers macro keys (you see part of a macro key printed out in the **Key Caps** window); there is no way to avoid this .

To get around this problem, you should turn the *Key Strings* keyboard driver **OFF** before choosing **Key Caps** from the Apple Menu. You do this by typing **Option Command 2**. You will still be able to edit keys with **Key Edit DA**, or strings with **Key Strings DA**; you will not, however, be able to generate macro strings from the keyboard. When you are done using **Key Caps** (having clicked its close box, thereby banishing it from the desk top), you should type **Option Command 1**, which will turn the *Key Strings* keyboard driver **ON**, and everything will go back to normal.

• The Key Str Boot Builder Program

Key Str Boot Builder is a program designed to allow the user of *Key Strings* to save the macro strings and keyboard they use most often to a file that replaces the **Key_Str_Boot** file supplied with the *Key Strings* package. Once you have created a new file and placed it in the System Folder of your boot disk, the next time you start your computer, the keyboard you want, and the macro strings you want will be ready for you to use, they will NOT have to be loaded from a separate file. The way your keyboard, and macro strings buffer is set up at the time you choose to create this file will be the default values in the new file.

<< need example >>

If *Key Strings* is not running (**Key_Str_Boot** was not in your System Folder when you started your Mac), **Key Str Boot Builder** will save the current keyboard configuration, and a zero length macro strings. You can use this feature to 'capture' a keyboard configuration (be sure not to boot with **Key_Str_Boot**). Note that this will be helpful if you do not wish to use the U.S. keyboard layout, which is supplied in **Key_Str_Boot**. Please note as well, that *Key Strings* may have a problem with certain non U.S. keyboard layouts, solutions for these problems are being looked in to.

• The Future

- Chaining key strings
 - String may call for the inclusion of another string
- Run Desk Accessories by naming them in a special key string
 - When this string is invoked, the DA will be run.
- Possibles
 -    Open 1 or more DA's each time a new application starts up ??
 -    Assign DA's to an application, run each time that app starts up ??

- Key strings and CMD key
 - Allow characters within a key string to be flagged as having CMD key down
 - would allow Command Keys to be imbedded in a key string
- Run FKEY from within key a string
 - ?? parameter passing for special FKEY's ??