

# **Medication**

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COLLABORATORS

	TITLE : Medication		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Richard Brooklyn	July 31, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# Medication

### 1.1 Welcome

Medication v1.0. A powerful and easy to use GUI for your Mediator.

Legal Disclaimer - Read this BEFORE using Medication.

Introduction	- What is it?
To Do	- And what it can't.
Known Bugs	- Things that go bump...
Installation	- How to install it.
Usage	- How to use.
Errors	- When things go wrong
F.A.Q	- Frequently Asked Questions.
History	- The versions.
Credits	- Who made this.

Other Software:

Picasso 96	- Please read this
MUI	- Magic User Interface

### 1.2 Legal Disclaimer

Medication is supplied "as is" without any guarantee of its performance. Or any other warranty of any kind.

In no event shall the author be held liable for any damage done by Medication, either to yourself or your computer or anything else.

The author reserves the right to halt the development of Medication at any time.

Medication is freely distributable. Give it to your friends and enemies. But make sure the archive has not been modified in any way.

Magazines are allowed to put this software on their CoverDisks, CD-ROMs or DVD-ROMs. They are also permitted to add one simple readme file, if required.

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Aminet has permission to put this archive on their CD-ROMs.

If this software is sold at a profit, then development will stop.

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## 1.3 Introduction

Medication is a powerful and easy to use GUI for users of the Mediator and any installed PCI devices.

Medication is designed with ease of use in mind. Each device has its own tab in the window, along with individual settings. Help text is given via the MUI bubble help system, and by an extensive AmigaGuide file. Online instructions can be found on the Amiga-Mediator support site (<http://www.amiga-mediator.co.uk>)

Medication makes setting up your devices much easier and quicker than ever before. Forget all those text editors and setting tooltypes manually, just start Medication and do it the easy way!

Features:

A easy to use MUI based GUI.

Full and easy to understand AmigaGuide manual.

Enhanced HTML documentation with inline images (external website)

Online support via a website and e-mail.

Fast, even on the slowest Amigas.

Has a "Default" option on nearly all settings - in case you are not sure.

The running requirements of Medication are fairly modest:

- An Amiga 1200
- Workbench 3.0+
- Mediator 1200
- MUI 3.8
- Mediator software correctly installed.
- At least one card installed on your Mediator (doesn't have to be supported)

To get the best out of Medication, you will need:

- A registered version of MUI 3.8
- One of the supported cards plugged into your Mediator with all of the software correctly installed.
- A graphics card running on (at least) a 640x480x8 screenmode.
- A faster CPU, the faster the better.
- Some FAST memory.

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## 1.4 To Do List

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This is the "To Do" list. Basically, things that are planned for Medication.

- Support for the A4000 Mediator board.
- Elbox endorsement would also be nice...

<< Back to Introduction Forwards to Known Bugs >>

## 1.5 Known Bugs

Medication is not perfect. And there are known bugs in this version. Here they are ↩  
:

- The "Configure Modes" button does not work on some systems
- If you have more than one of the same card installed (e.g. two Voodoo3s) then Medication will open a corrupt window and crash.
- The "Allow OverClock" menu is still present, even if you do not have a Voodoo3
- The "Uninstall" option on the installation script leaves the icon behind.
- Some versions of Exchange do not read the "state" of Medication correctly.
- There are a few spelling mistakes in this version.

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## 1.6 Installation

Installation of Medication is very easy. So easy in fact you could do it in your sleep (well, maybe not).

Just double click the icon with the name "Install Medication". A standard install script will be started. Just follow the on-screen instructions, it's that simple. And if you get stuck, press "Help" at any stage to see an explanation of what to do.

If you are one of those people who has to do things the hard way, there is a way of installing things by hand:

- Select the drawer named "Bin". (This contains the program files)
- Drag it to a destination of your choice (Such as Sys:Tools for example)
- Rename it to "Medication".
- Installation is now complete.

I do not recommend that you install Medication by hand at all. This is because the installer script performs checks on your system to see if it's able to accept Medication or not. The install script also gives you other configuration options for Medication, that are absent from the hand installation.

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## 1.7 Usage

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Medication has been designed with ease of use in mind. When you start up, you will be greeted with a window that shows all of the PCI devices installed on your system.

Each device can be accessed by clicking on the "Tabs" at the top of the main window. ↵

These tabs will vary from system to system. Depending on what cards you have installed.

Each device has its own unique display. If the device is not supported, then you will get a display like this one:

Card Name Goes Here

This PCI Device is not currently supported by Medication

If however, you have a card that is supported, then you will see a display like this:

-----[Name of card here]:-----

This box will contain  
buttons so you can  
change the cards settings

As well as the tabs with PCI Devices names on, you may also find a few extra ones. These are tabs which contain certain options that can apply to more than one card, hence the reason for these being separate.

The display will, of course vary depending on what card you have selected. Below is a list of the supported PCI devices. Click on the name of one of them to [← see](#) what you should be seeing on your screen and to learn how to change the settings.

S3 Incorporated: ViRGE  
3dfx Interactive Inc: Voodoo x (any voodoo)

Non-card tabs:

P96 (Picasso96)

Medication also has several menus. These do not change and will be present regardless of the cards installed.

The menus are laid out as follows:

Project:

```
|
|-- About
|-- About MUI
--- Quit
```

Settings:

```
|
|-- Allow OverClocking
|-- Exact Model Detection --|-- Automatic
|-- Save Settings          |
|-- ~~~~~                  --- Manual
--- MUI Settings...
```

The "About" menu item will open a small window showing the Medication logo, version number and copyright details. It also shows the website address of the Amiga Mediator website. While the about window is open, you can't use the main window at all. Trying to do so will give you a "busy" mouse pointer and you will not be able to click the buttons or resize the window. So to use the main window again, you must make sure that the about window is closed.

The "About MUI" menu item opens a window showing the version of MUI in use, and a list of all the custom classes installed, along with their versions, dates, and copyright information. You can still use Medication while this window is open, but if you quit Medication then the "About MUI" window will close.

The "Quit" menu item will cause Medication to shut down. If you have made changes without saving them, they will be lost.

The "Allow OverClocking" tick menu allows you to tell Medication if you want to be able to OverClock your cards. If this is ticked, then you will be able to OverClock your cards. This option is only available on one card at the moment (Voodoo3). Medication will ignore this setting on other cards. At this point I must mention that this option is designed for experts only. You can cause damage to your card if you set this too high without installing a fan. I do not recommend that anyone uses this feature unless they know exactly what they are doing.

The "Exact Model Detection" menu should be on "Automatic" for most people. Setting this to "Automatic" will cause Medication to ask questions if it needs to (if two cards have the same ID for example), and then save the answers. "Manual" will cause Medication to ask questions if required, but it will not save the answers.

The "Save Settings" menu item will save the state of the "Allow OverClocking" menu item. This is useful for some, so that they don't have to keep selecting it every time that Medication is started.

The "MUI Settings..." menu item will bring up the user interface settings for Medication. From here you can customise the look of the GUI system that Medication uses. The explanation of this window is beyond the scope of this document. If you want to learn more, you should read the instructions that came with MUI.

Medication can also be controlled by Exchange. To do this, start Medication, now select the workbench menu item "Execute Command...". In the window that now appears, type in "Exchange" and press return. You will now be presented with a new window. Select "Medication" from the list on the left (you might have to scroll up or down to see it). A brief description of Medication will appear at



the top of the window, with buttons below it. Clicking "Hide Interface" will cause Medication to close all of its windows and turn into an appicon on the Workbench screen (double clicking this appicon will cause Medication to re-appear). Clicking "Show Interface" will cause Medication to re-appear. Changing the state gadget (the "Active/Inactive" thing) to inactive will cause Medication to go into an inactive and unusable state. Putting it back to "Active" will cause Medication to go back to an active state, making it usable. Clicking "Remove" will cause Medication to shut down, losing all unsaved data.

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## 1.8 Errors

Sometimes, in every piece of software, things can go wrong. This page is here so that in case things go wrong for you, you can fix it easily (hopefully!)

Right, first up, some error requesters you might encounter:

### Startup Errors

"Mediator not detected!"

This should only show if you do not have a Mediator installed, or if the Elbox software is missing or not installed correctly. I would recommend re-installing all of the Elbox software.

"There were no devices detected on the Mediator. Medication will now quit"  
Happens if there are no devices. Medication will quit because it is useless without any devices installed.

"Unable to load logo graphic!" -

The logo.iff file is missing, Medication will run without it, but without the logo ←

,  
the about window looks ugly. You should re-install Medication. Just install over the top of the current version, there is no need to un-install. You will not lose any settings, unless you tell the script to write over them.

"Unable to read the monitor settings for the [card name here]"

The monitor icon for the mentioned card is missing. Medication will look in "Devs:Monitors/" to find the cards, and will look for the default name that the cards monitor icon should have. If a monitor icon is not found, then a lot of options will not be available to you

Card monitor icons should be named as follows:

ALL Voodoo cards - "Voodoo"

ALL ViRGE cards - "Virge"

"Medication was unable to detect which RTG system you have installed.

Please select which works with the [card name]"

Happens if Medication is unable to detect which RTG system you have.

Clicking P96 will bring up the usual tabs. CGX is not supported yet, so it's not really worth while clicking that.

NOTE: Only two things make this requester appear: 1) If the icon was not even found, meaning that you will get another error requester, like the one in the previous paragraph. 2) If the "BoardType" tooltype was missing, this should never happen, and would show that the software is not installed correctly.

"Which Voodoo is yours?"

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The Voodoo 4 and 5 both have the same Device ID, confusing Medication. You must answer this question correctly. If you keep on getting this annoying requester, then set the menu 'Settings/Exact Model Detection' to 'Automatic' and select the menu 'Settings/Save Settings'.

"Which Voodoo3 is yours?"

This is vital and must be answered correctly. If you keep on getting this annoying requester, then set the menu 'Settings/Exact Model Detection' to 'Automatic' and select the menu 'Settings/Save Settings'.

#### Runtime Errors

"Unable to read the monitor settings for the [card name here]"

OR "Unable to find the [card name] monitor driver!"

The monitor icon for the mentioned card is missing. Medication will look in "Devs:Monitors/" to find the cards, and will look for the default name that the cards monitor icon should have. If a monitor icon is not found, then a lot of options will not be available to you.

Card monitor icons should be named as follows:

ALL Voodoo cards - "Voodoo"

ALL ViRGE cards - "Virge"

"Failed to write the ToolType [tooltype]"

Followed by:

"Check your [card name] monitor driver icon!"

This would show that the monitor driver icon is of the wrong type. Or that it is protected from being written to.

"Medication was unable to save all of the generic settings...."

Seems to me like you are running low on HD space. Or that the ENV: and ENVARC: assigns are not set correctly.

"Medication has been started twice...."

This happens when Medication is started, but there is already another task running. You can override this, by setting the ToolType "FORCEDOUBLESTART=TRUE". But there really isn't much point.

There are also other requesters present in Medication, but these are information only and are not error requesters.

Other problems you may encounter:

"Medication doesn't even start"

This will usually happen due to low memory. Try freeing some up.

If that doesn't solve the problem, then contact the author

"Medication crashes on startup"

Should never happen!! Contact the author

"Medication just gives me a 'busy' mouse pointer. I can't do anything!!"

Medication will set its mouse pointer to 'busy' when the About window is open.

Or when its state is set to 'Inactive' by exchange.

So, firstly, check that the about window is not open. And if it is, close it.

If that doesn't help, start exchange. Select the Medication task, and make sure it is set to 'Active'. There is a bug in Exchange, it will sometimes show a task as being 'Active' or 'Inactive' when in fact it is not. So, re-select 'Active' even if it is showing as 'Active'.

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## 1.9 Frequently Asked Questions

This page is a list of frequently asked questions, and the answers that I usually give. If you are planning on asking the author a question, then make sure that you read this list. If your question still isn't answered, then you may ask away!

Question "Medication keeps asking which type of Voodoo3 card I have. This is ←  
annoying,  
can I make Medication save the settings?"

Answer "Yes you can. Once Medication has started, make sure the menu option  
'Settings/Exact Model Detection' is set to 'automatic'. Now select the  
menu 'Settings/Save Settings'. Medication will never bother you again.

Question "Medication keeps asking if I have a Voodoo 4 or Voodoo 5 Installed. Can  
I make Medication save the settings?"

Answer "Indeed, just look at the answer to the previous question, as the actions  
are identical"

Question "But why does Medication ask what card I have, isn't it obvious?"

Answer "Well, most of the time, yes it is. But some cards are very different, yet  
they have the same Device ID. Things like the Voodoo 3 2000 and the  
Voodoo3 3000 both have the same Device ID. Hence, Medication has to ask"

Question "Is there going to be support for Warp3D on the Voodoo3?"

Answer: "Yes, once the Voodoo3 drivers are available, Medication will support them ←  
."

Question "What about SoundCards?"

Answer: "It depends. I honestly do not know what form the Soundcard drivers will  
take. If there are enough options that could be added to Medication,  
then yes. But I think it's a case of wait and see."

Question: "Why isn't there support for the MediatorNET.device and the Ethernet  
cards that it uses?"

Answer: "Because support for these in Medication would be useless. There are no ←  
options  
that can be set outside of the TCP stack."

Question: "Why isn't x card supported?"

Answer: "There are HUNDREDS of PCI cards out there, only a few actually have  
Amiga drivers. If the card has Amiga drivers, then check the To Do list  
and see if the card appears there. If not, then you may moan at me!"

Got this far? Your question still not answered? Contact the Author.

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## 1.10 History of Medication

This page is not really important; it only shows how Medication has been developed over time. You can ignore this if you want.

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Version 1.0 (20/May/2001)

First public release.

Finished writing this documentation.

Finished writing installation script.

Sam finished writing the HTML version of this guide. You can view it at <http://www.amiga-mediator.co.uk>

Fixed the "Configure Modes" bug (not tested).

Fixed bug where Medication would sometimes name the Voodoo incorrectly.

This version was uploaded to Aminet.

This version was shown at the KickStart show on the Mediator stand.

Version 0.5a (special beta) (17/May/2001)

Version made for Richard Mulder (TechRat) only.

Fixed bug when writing tooltypes. Missing tooltypes no longer get replaced with "Big Sprite", but the correct value this time.

Added visual debug code to help make the "Configure Modes" button work on Richard's system!

Fixed spelling mistake in one of the help bubbles.

Version 0.5 (beta) (16/May/2001)

First version compiled with code optimisations: Faster and smaller program.

Added OverClocking for the Voodoo3 only (more cards next version)

Added the Picasso 96 generic settings tab for P96 cards.

Added a clickable OpenURL link to the unofficial Amiga-Mediator homepage.

Added a "Configure Modes" button for all P96 cards.

Added detection for P96 and CGX cards. CGX cards are not supported.

Removed the MMU and non-MMU menus and related code.

Improved support for the Virge. Now both the 2MB and 4MB versions are supported.

Improved support for Voodoo4 and Voodoo5: Now Medication will only ask for the ← card

once and then save the settings.

Improved the GUI creation code (again). Now things are a bit quicker.

Fixed bug where Medication would open a corrupt window and (usually) crash when there are five or more devices.

Fixed bug where Medication would save the tooltype "BigSprite" many times at the end if some tooltypes were missing.

The (still unfinished) documentation was sent to Sam Thomas for HTML conversion.

Version 0.4 (beta) (20/April/2001)

Improved support for the Virge.

Added lame support for the Voodoo4 and Voodoo5.

Added a "test mode" (for the beta testers only).

Added MUI help bubbles.

Added the option to select between MMU and non-MMU versions (this was deactivated because it wasn't ready in time. But the code is there).

Added more error checking.

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Improved memory usage (now uses less).  
Improved object creation routines.  
Fixed bug where Medication would not center the text on non-supported devices and the about window.  
Fixed bug where Medication always relied on the S:Vendors.txt file.  
Fixed bug where the Virge window would look slightly corrupt.  
Fixed bug for when Medication is very low on memory - It now quits \*and\* attempts to free any memory already taken.  
Fixed bug: Medication now can tell the difference between a missing Mediator and a lack of PCI devices.  
Changed frame around logo to the right type.  
Only one Medication task can be started (unless a tootype is set).  
Removed some driver options that are not used by the Elbox drivers.  
Reduced the logo down to 32 colours.  
Continued to write documentation (still not finished).

#### Version 0.3 (beta) (13/April/2001)

Internal code re-write of the detection and object creation routines.  
Added some lame Virge support (asks the user how much memory the card has).  
Added support for the Voodoo Banshee.  
Began writing documentation.  
Fixed the Exchange "State bug". Where Medication would sometimes stay in an "Inactive" state, even when changed to "Active".

#### Version 0.2 (beta) (11/April/2001)

First Beta version.  
Fixed the bug in the About window; where the logo would sometimes be corrupt.  
Added the code to support the "save" button on the Voodoo3.  
This version was sent to the beta testers.

#### Version 0.1 (alpha)

Only the Alpha tester (Sam Thomas) and myself had access to this version.  
First version.  
Voodoo3 supported.

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## 1.11 Credits

This shows who made Medication, and who did what:

Original Concept; Programming; Documentation; and Installation Script:  
Richard Brooklyn ("Ribz")  
(medication@amiga-mediator.co.uk)

Additional GUI design; Logo; Alpha Tester; E-Mail Address; and General Whiner:  
Sam Thomas ("Stom")

French Translation of the Installation Script:  
Pascal Hardyn

Beta Testing:  
Matthew Allat ("GhostBuster")  
Michael Bérengué  
Nick Darley-Jones ("GAG")

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John Davis  
Chris Emmins  
Sebastian Haby ("zeppo")  
Pascal Hardyn  
Philippe Muhlheim  
Richard Mulder ("TechRat")  
Javier Ospina  
Robert Reiswig  
Sam Thomas ("Stom")

Spelling:  
Samuel Byford ("Bifford")  
Richard Mulder ("Techrat")

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## 1.12 Picasso96

For some cards. Medication uses the Picasso 96 RTG system. Without Picasso96, these cards would not work and Medication would not exist. The current list of cards that use Picasso96 (version 2.0) are:

Virge  
Voodoo Banshee  
Voodoo 3  
Voodoo 4  
Voodoo 5

However, you must remember that Picasso96 is a shareware product, and you should register it as soon as you can. This software is fairly cheap when you consider what it does. If you do not register, then you can kiss further updates goodbye.

For registration information. Please consult the Picasso96 users guide.

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## 1.13 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 customise the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing

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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/>

## 1.14 The GUI for the Voodoo

Your Voodoo GUI layout should look something like this (click for your card):

Voodoo Banshee  
Voodoo 3  
Voodoo 4  
Voodoo 5

Phew! That's a lot of buttons! But, it really is very easy to use.

Except "VBlank", all of the cycle gadgets allow you to change the settings of the voodoo monitor driver. You can turn the feature on, off or change it to the default. If you are not sure what to set each setting to, then put it to "Default". When it is on "Default" Medication will save out the default setting, which will usually work. The explanation for each setting can be found in the Picasso96 Instruction guide. If you hold the mouse pointer above each cycle gadget for a few seconds, you will see a help bubble, which will help you to decide what to set each cycle gadget to.

The "VBlank" cycle gadget is different to the others. It controls the "Vertical Blank Interrupts". Turning them on or off. You don't have to worry what they are exactly, just if you should have them turned on or not. By default they are switched off. Your system will be faster if you have them switched on, but it doesn't work for everyone. If, after turning them on, you find your system crashes or locks up a lot more often. Then switch them off.

The "Settings File" string gadget shows the file where your Picasso 96 Settings file is found. For most people, this can stay as "Sys:Devs/Picasso96Settings".

Voodoo 3 users only:

The "Memory Clock" slider allows you to change the speed at which the Voodoo operates. This option is only available if you select the menu item

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"Settings/Allow OverClock". I do not recommend you use this unless you are an expert that has a massive fan blowing on their Voodoo.

The "Frame Buffer" setting allows you to change the frame buffer setting of the Voodoo. For most people "0" will be fine. You can increase this setting if you want. But I recommend that the setting is not too higher, otherwise the AmigaOS will not have access to enough memory, and performance will suffer.

"Free Memory" varies according to the "Frame Buffer" setting. "Free Memory" is the memory on the Voodoo which is not used as a frame buffer. Make sure that this value doesn't fall too low. Otherwise you might find a big slow down, especially if you have more than one screen open.

The "Configure Modes" button starts the Picasso96Modes program. It allows you to configure the screenmodes that your Voodoo uses. See the Picasso96 instructions for help with this program.

The "Undo" button resets everything to the last saved settings. This is here in case you change things, and you want to go back and try again.

The "Default" button is there to set everything to its default setting. If you find that you have changed the settings, and that your system is now a lot slower or unstable, then you should use this button.

The "Save" button saves the settings. If you quit Medication without using this button, then your changes will be lost.

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## 1.15 ViRGE instructions

Your Virge GUI layout should look something like this:

Click for screenshot

Phew! That's a lot of buttons! But it really is very easy to use.

Except for "VBlank", all of the cycle gadgets allow you to change the settings of the Virge monitor driver. You can turn the feature on, off or change it to the default. If you are not sure what to set each setting to, then put it to "Default". When it is on "Default" Medication will save out the default setting, which will usually work. The explanation for each setting can be found in the Picasso96 Instruction guide. If you hold the mouse pointer above each cycle gadget for a few seconds, you will see a help bubble, which will help you to decide what to set each cycle gadget to.

The "VBlank" cycle gadget is different to the others. It controls the "Vertical Blank Interrupts". Turning them on or off. You don't have to worry what they are exactly, just if you should have them turned on or not. By default they are switched off. Your system will be faster if you have them switched on, but it doesn't work for everyone. If, after turning them on, you find your system crashes or locks up a lot more often, then switch them off.

The "Settings File" string gadget shows the file where your Picasso96Settings file is found. For most people this can stay as "Sys:Devs/Picasso96Settings".

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The "Frame Buffer" setting allows you to change the frame buffer setting of the Virge. For most people "0" will be fine. You can increase this setting if you want but I recommend that the setting is not too high, otherwise the AmigaOS will not have access to enough memory, and performance will suffer.

"Free Memory" varies according to the "Frame Buffer" setting. "Free Memory" is the memory on the Virge which is not used as a frame buffer. Make sure that this value doesn't fall too low. Otherwise you might find a big slow down, especially if you have more than one screen open.

The "Configure Modes" button starts the Picasso96Modes program. It allows you to configure the screenmodes that your Virge uses. See the Picasso96 instructions for help with this program.

The "Undo" button resets everything to the last saved settings. This is here in case you change things, and you want to go back and try again.

The "Default" button is there to set everything to its default setting. If you find that you have changed the settings, and that your system is now a lot slower or unstable, then you should use this button.

The "Save" button saves the settings. If you quit Medication without using this button then your changes will be lost.

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## 1.16 Picasso96 Generic Settings

Click for screenshot

The "Picasso 96" tab is not an actual card. It is added when a P96 card is detected. It is part of a separate tab in case you have more than one P96 card. Therefore there is less clutter and the GUI is a lot nicer to use.

The Picasso 96 space is similar to the format of all the other cards. Each cycle gadget has its own help bubble. Just keep the mouse still for a few seconds above it, and you will get a brief description of what you should set each setting to.

There are also three buttons along the bottom:

The "Undo" button resets everything to the last saved settings. This is here in case you change things, and you want to go back and try again.

The "Default" button is there to set everything to its default setting. If you find that you have changed the settings, and that your system is now a lot slower or unstable, then you should use this button.

The "Save" button saves the settings. If you quit Medication without using this button then your changes will be lost.

These settings will apply to all P96 cards. You can read the Picasso96 documentation to get a better idea of what each cycle gadget does.

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## 1.17 Index

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Still to be written...