

WinControl

John Corigliano

COLLABORATORS

	<i>TITLE :</i> WinControl		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	John Corigliano	March 28, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	WinControl	1
1.1	WinControl	1
1.2	What is WinControl	1
1.3	How to use WinControl	2
1.4	Using the prefs program	3
1.5	Customizing the buttons	3
1.6	Setting the keyboard qualifiers	4

Chapter 1

WinControl

1.1 WinControl

MoppSoft's WinControl for StartMenu v2.0

by John Corigliano
jcorig@strauss.udel.edu
<http://www.del.net/users/mopp>

Contents

About	What is WinControl?
Usage	How to use it.
WC Prefs	Using the prefs program.

1.2 What is WinControl

WinControl is a program that gives you control over the windows on your Workbench screen. It is used in conjunction with the StartMenu program.

When a window opens on the Workbench screen, a button gets added to StartMenu's taskbar. It is through this button that you can manipulate the window.

There are two ways to handle these buttons:

1. Single-window-buttons : using this method, every window gets its own button. Though this method is the most straight forward, you may find that with too many windows open, the taskbar gets very cluttered. Even though the buttons dynamically resize themselves, eventually you might run out of room.
 2. Family-buttons : this method is best used if space on the taskbar is limited. Using this method, windows are grouped by a parent-child relationship. Only one button gets added to the taskbar for each family. When you press a family button, a menu pops up, and it is from this menu that you can access all members of the family.
-

For example...Suppose you open the "Work:" drawer - a button will get added to the taskbar for "Work:". Then, you open "Tools", which is a drawer in the "Work:" disk. A button WILL NOT be added for tools! Instead, the "Work:" button will get displayed in bold type to notify you that "Work:" has a child. If you were to click on the "Work:" button, a menu pops up that looks like this:

```

                +-----+
                | Work:  |
                | Tools  |
+-----+-----+-----+
| +-----+ +-----+ +-----+ |
| | Start | | Work:  | | 12:30 | |
| +-----+ +-----+ +-----+ |
+-----+-----+-----+

```

From this menu you can manipulate either the "Work:" or "Tools" window.

WinControl can perform these actions on most windows:

1. Iconify - use this with caution! Some programs do not like it when you mess around with their windows!
2. Activate - pop a window to front and activate it.
3. Close - close the windows. Does not work with all windows!

WinControl can use pattern matching with any window's title to determine what icon and color to use for any window. Use the "WCPrefs" program to set these options.

1.3 How to use WinControl

First, there are two (2) tooltypes to use with WinControl:

ICON=

i.e. ICON=TRUE or ICON=FALSE

This value should be either TRUE or FALSE. Use this to tell WinControl whether or not it should use icons in the buttons.

CHILDMENU=

i.e. CHILDMENU=TRUE or CHILDMENU=FALSE

This value should be either TRUE or FALSE. Use this to tell WinControl whether to give each window its own button (FALSE) or to group windows by family (TRUE).

The easiest way to start WinControl is from StartMenu's StartUp drawer - just drag "WinControl" into that drawer and it will automatically run whenever StartMenu runs.

Window operations are controlled via combination key strokes and mouse click. You can pick which keys do what using the "WCPrefs" program.

1.4 Using the prefs program

The "WCPrefs" program is used to customize WinControl.

You need to be familiar with AmigaDOS patterns to use the cutomizing features. WinControl mathces a pattern that you supply against a window's title to determine what text/colors/icon to use for that window.

There are two (2) main features of this program:

Patterns Customizing the look of the buttons.
Qualifiers Determining which keys do what.

1.5 Cusomizing the buttons

With this new version of WinControl, you can completely customize the buttons on the taskbar. You can control:

Text - The text that appears in the button.

Color - The colors of the button.

Icons - The icon used in the button.

To create a pattern, click the "New" button. Then fill in any required fields and click the "Record" button.

The fields are:

Name: The actual text to use in the button.
Pattern: The AmigaDOS pattern to match with a window title.
Icon: An icon to use instead of the default.
Text: The WB pen number used to draw the text of the button.
BG: The WB pen number used to draw the background of the button.
Offset: Which character of the window's title is to be considered the first character.

* For "Text" and "BG" use the value "-1" to get the default colors. The only required value is "Pattern".

For example: To make the button for any window who's pattern matches "Ram Disk#?" use the text "Ram Disk", have its button drawn in WB color #10, the button's text drawn in the default color, and use the icon "ENV:Sys/def_RAMdisk.info", enter these values:

Name: Ram Disk
Pattern: Ram Disk#?
Icon: ENV:Sys/def_RAMdisk

```
Text:    -1
BG:      10
Offset:  1
```

Example: The program AWeb places the current URL in the window title, but it always precedes the URL with "AWEB.1 - ". So, to get WinControl to ignore the first ten characters of these windows, use the "Offset" feature:

```
Name:
Pattern: AWEB.1#?
Icon:    AmiTCP:AWeb/AWeb
Text:    -1
BG:      -1
Offset:  10
```

Note, there is no "Name". So, if AWeb were to use the title "AWEB.1 - moppsoft.html", WinControl would only use the "moppsoft.html" part of the title in the button.

1.6 Setting the keyboard qualifiers

Each action must have one or more keyboard qualifiers associated with it. These qualifiers are used when clicking on the buttons.

Any combination can be used.

To use the qualifiers, simply hold down the key(s) while clicking a button on the taskbar.