

MagicCX

COLLABORATORS

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Chapter 1

MagicCX

1.1 MagicCX.guide

MagicCX

THE definite commodity/system enhancer for the Amiga running OS 2.0 and up

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*** MagicCX is an SASG product ***

- Shareware -

Welcome to MagicCX v1.1. So you finally made it into the documentation. I hope you like this program as much as I do and many other users. For any requests and suggestions just contact me under the address given in that document.

Within this manual I will refer to the original program texts, that means not to the localized version of MagicCX.

I will explain all the steps necessary to install MagicCX and use it. So read on and read carefully.

Introduction

Welcome	Welcome to MagicCX
Features	A small feature list
Installation	How to install MagicCX and how to set it up
Quick Start	For those who just can't wait

A bit more serious

The concept	The concept behind MagicCX
Basic usage	Some notes about basic usage (Including mcxgui. ↩)
library)	
The Server Program	What about the server?
The Preferences Program	How to use the Preferences editor

Modules Manager	For users of OS 3.x and up
The Modules	Description of modules and their editors in the Preferences program

Miscellaneous

Legal things	Legal mumbo-jumbo
Registration	How to register
Updates	How to obtain updates
Bugreports	Where to send bugreports to?
Important addresses	The author's address and the registration sites
Internals	Some internals of MagicCX
Configuration requirements	Minimum Hard- and Software
Some hints	Hints for the users
Thanks-Credits	Whom I must say 'Thank you'

1.2 MagicCX.guide/Welcome

Welcome

Welcome to MagicCX. So you really managed it. You got into this documentation. Well, not that bad at all. I strongly recommend to read this manual carefully as it covers all the bits and pieces of MagicCX.

Please keep in mind that I did not write this manual just for fun. I know what the program does and how to use it. This manual is for you, the user. Read it and love it. It will aid you in understanding MagicCX and the way it is used.

Kai Iske

1.3 MagicCX.guide/Features

Features

Here is a small feature list of MagicCX. Some of the features mentioned might not sound that outstanding to you, while some others do. Read the list to have a quick overview what MagicCX offers.

- * Fully OS 2.0 compatible thus giving the Look and Feel
 - * Fully localized when running OS 2.1!
 - * MagicCX will install itself as a commodity, so you may use all the convenient things offered by commodities.
 - * All new concept. Complex module features. MagicCX is expandable
-

using modules. You can configure MagicCX to your needs. Only those features used will be loaded.

- * Modules required/used will be installed in a directory Modules. This is somewhat the same concept as Workbench uses it for device drivers, printers and such. If you want to use a module, move it to the appropriate directory. If not, move it to a storage directory.
- * Modular Blanker concept, with two internal blanker types. MagicCX's blankers are expandable, too.
- * For users of OS 3.0 and up there is a Modules Manager available to install/deinstall modules with ease. No need to use Workbench in order to move modules around.
- * MagicCX is split up into many different parts. The Server program, which serves as the main "control panel". It will utilize installed modules. The Preferences Editor, to set up MagicCX to your needs.
- * MagicCX utilizes a great gadget layout engine, written by Olaf 'Olsen' Barthel to give you the best in window layout. Fully font sensitive and shortcut driven windows are the result
- * Plenty of modules users may choose from in order to give them the best.

1.4 MagicCX.guide/Installation

Installing MagicCX

Here are some topics about the installation procedure

Installing with Installer	How to use the CBM Installer-Script
Using ToolTypes	How to use ToolTypes
Using Shell parameters	How to use Shell parameters
AppIcon and AppMenuItem	What about AppIcons/MenuItems ?
Setting up EnvVars	How to make MagicCX know where to find it's components?

1.5 MagicCX.guide/Installing with Installer

Installing with Installer

=====

First, simply double-click on one of the files located in the Install-MagicCX drawer, according to the language you want to use for

the installation procedure. There is not too much to say about how to install MagicCX using Installer. Simply follow the steps. Help is available almost everywhere.

After installation there should be a directory somewhere in your directory tree containing the following files (or even some of them according to your installation)

* Server

 This directory contains the Server program

* Prefs

 This directory contains the Preferences program

* libs

 Here you find mcx.library for normal MagicCX support functions and mcxgui.library the layout engine (This is a cut down version of Olaf Barthel's gtlayout.library).

* WBStartUp

 This drawer contains a project icon to use for your SYS:WBStartUp drawer. This icon may be used to launch MagicCX at boot time

* Rexx

 Contains the example ARexx Scripts for use with the Revision Control System

* Tools

 Contains the Registration program Register and the Modules Manager, as well as the RCS2HST program.

* Docs

 Contains the documentation for MagicCX

1.6 MagicCX.guide/Using ToolTypes

Using ToolTypes

=====

MagicCX's Server program knows some ToolTypes which can either be located within the .info file or may be issued on the command line. The syntax should be of the form ToolType=Value. If you start the program from a command line you can leave out the '=' and replace it by a space. These ToolTypes have to be placed in the Server program's icon, or in the WBStartUp default Project icon, depending on where you launch MagicCX from.

Here are the ToolTypes the program recognizes.

DONOTWAIT

This ToolType should be set for the WBStartUp Project icon, so that Workbench does not wait for MagicCX to return.

CX_PRIORITY=n

Sets the priority for the program's section which controls the HotKeys. If you issue a priority > 0 it may be that HotKeys initialized by other programs may not be reached anymore if MagicCX uses the same. Default: It's neutral 0.

CX_POPKEY=s

Lets you define a new HotKey for opening MagicCX's main window. Default: LCOMMAND HELP.

CX_POPUP=YES|NO

You can choose whether the main window should be opened on startup or not. Issuing YES will open the window whilst NO will keep it away. Default: YES.

PORTNAME=s

You can select a different name for the program's ARexx-Port. Please remember that this name's length should not exceed 16 chars and that the name is case-sensitive. Normally this will be MCX.

NOICON

This simple ToolType tells MagicCX not to generate the AppIcon on the Workbench. See AppIcon and AppMenuItem, for more information on AppIcons and AppMenuItems.

NOMENU

If you do not want to have the AppMenuItem, too, use this ToolType. (see AppIcon and AppMenuItem).

ICONX=n

Using this ToolType you may specify the AppIcon's X-Position. Default setting is that the Workbench should find a suitable location.

ICONY=n

Same as above, with only one exeception. This ToolType controls the AppIcon's Y-Position on the Workbench Screen.

For the Preferences Program there are two ToolTypes, which can not be issued from a Commandline. The program assumes that the settings are placed in the program's icon.

MAXLISTHEIGHT=n

This ToolType controls the maximum number of entries within the Preferences Program's Listview gadget and thus controls the maximum height of the window. The minimum number of entries within the Listview is 13 for a system running OS 2.x and 11 for a system running OS 3.x. If you specify a number smaller or equal to the minimum lines, the program will use the minimum number. If you set this ToolType to 0 or don't even specify it, the program will try to show as many entries as possible.

1.7 MagicCX.guide/Using Shell parameters

Using Shell parameters
=====

You can supply parameters to MagicCX's Server program when starting from a CLI/SHELL. The name and function of each parameter is the same as already described in the previous section (see Using ToolTypes).

1.8 MagicCX.guide/AppIcon and AppMenuItem

AppIcon and AppMenuItem
=====

If not chosen differently, when started, MagicCX will display an AppIcon on the Workbench screen. This icon does not have anything to do with normal Workbench icons. These stand for programs which can be started by a double-click on the corresponding icon which is defined within the program's .info file. An AppIcon is a so called Applications Icon. This type of icon is generated by programs from which the user may communicate with the program. For MagicCX the AppIcon only has one function: A double-click on the icon will open up the main window.

Furthermore MagicCX will generate an AppMenuItem which is appended to the Tools menu of the Workbench. Each program can add one (or more) entries to that menu. The method of selecting one of these entries is the same as for "normal" menus. MagicCX will add a menu entry called MCX Preferences from which you can open the program's main window.

1.9 MagicCX.guide/Setting up EnvVars

Setting up EnvVars
=====

If you didn't request a compact installation, ie. you didn't install MagicCX to a single directory, but spread all it's components far across your system, you have to set up/change some Environment variables if you change the location of some specific parts. If MagicCX was installed in "Compact" mode, you usually don't have to set up any variables, as MagicCX will access all it's components via an assign called "MagicCX:". If you prefer the "Spread" method, you have to set up the variables. This is done by the installer skript, but if you change the location of a component you have to update the variables.

Here's a list of variables used by MagicCX. They all reside in the directory ENV:MagicCX. For setting them via SetEnv you have to type

"SetEnv MagicCX/<name of variable>", where <name of variable> is the name of the variable you want to set.

MCXSERVERPATH

The path to the server program

MCXPREFSPATH

The path to the preferences program

MCXDOCSPATH

The path to the documentation

MCXMODULESPATH

The path to the directory where all modules/blankers reside in

MCXMODSTOREPATH

The path to the directory you want to use as storage place for modules/blankers

MCXMODMANPATH

The path to the ModulesManager program

MCXREGPATH

The path to the Register program

1.10 MagicCX.guide/Quick Start

Quick Start

After installing MagicCX you may either reboot your system in order to start MagicCX or simply double-click on the Server program's icon. MagicCX will then utilize the default settings, so you may go with MagicCX (see Installation).

If the Project icon has been installed to WBStartUp, MagicCX will be launched every time you boot your system. This behaviour can be changed by moving the Icon from WBStartUp to any other location.

Using the Preferences Program (see The Preferences Program) you may alter the settings of MagicCX and it's modules.

1.11 MagicCX.guide/The concept

The concept

MagicCX's main goal is to give the user the best in flexibility and configurability.

Flexibility is achieved through an all new modules mechanism first introduced by MagicCX to the world of commodities/system enhancers. These modules allow the user to select functions to use with MagicCX thus giving her the best available opportunity to create a commodity which suits her needs.

Configurability is achieved through an extremely user-friendly Preferences program, which does not lack any of the modern features any window oriented system should offer. Its font sensitive throughout any window. All gadgets are set with shortcuts. The clear and open design of all windows, gives the user all that he needs to configure the program with ease.

1.12 MagicCX.guide/Basic usage

Basic usage

- Concerning mcxgui.library there is one thing to say. Per default, the library will only be loaded when needed, ie. a module/program requires mcxgui.library, so it will load the library from disk, use it and when it is done, it will close the library again. If this module was the only one using the library, it will be removed from memory, thus reducing the amount of memory needed. If you want to have the library preloaded so that it won't be loaded every time it is needed, simply set an environment variable called MagicCX/MCXPRELOADGUI to something. It doesn't matter what you set for this variable, it's just that it must exist.
 - The file MagicCX within the directory MagicCX:WBStartUp can be moved to your SYS:WBStartUp directory in order to launch MagicCX on startup. This will only be available when having selected "Compact" installation.
 - If you want to use a module, move it to the Modules drawer. If you want to use a blanker module move it to the Modules/Blankers drawer. Modules/Blankers not used can be stored in the appropriate ModuleStorage or ModuleStorage/Blankers directories. Users of OS 3.x and up can use the file ModuleManager located in Tools to control modules/blankers (see Modules Manager, for more information).
 - All of MagicCX's windows may be closed using the ESC key
 - Some of MagicCX's Button gadgets have a second border drawn around them. These gadgets correspond to the RETURN key
 - Most of the negative choices with MagicCX's windows correspond to the ESC key, ie. negative gadgets can be controlled using ESC
 - All gadgets can be controlled through their shortcuts
 - You may leave String gadgets by pressing SHIFT RETURN
-

- For the Preferences program's main window: The Editors ListView can be controlled using the Cursor keys
- For other windows; Windows containing a single ListView: These ListViews can be controlled using the Cursor keys as well
- From within any of the Preferences Program's windows, you may retrieve Onlinehelp by pressing the HELP key. Only for the HotKeys windows it doesn't work as all the keys pressed should be designated to HotKeys, not to opening an Online help.

1.13 MagicCX.guide/The Server Program

The Server program

Well, there is not too much to say about the Server program. When launched, it will simply do nothing, except for watching/performing all the actions specified within the Preferences editor (see The Preferences Program, for more information about setting the prefs).

On demand MagicCX may also launch the Preferences editor either via HotKey, AppIcon or via the AppMenuItem (see AppIcon and AppMenuItem, for more about that).

NOTE to users of MagicMenu. Please make sure that you launch Magic Menu, before MagicCX! While starting it from WBStartUp you should set the STARTPRI ToolType to a somewhat higher value than that of MagicCX. This is because MagicMenu also patches the OpenScreen() functions, which would conflict with MagicCX's window-reactivation and screen cycling.

1.14 MagicCX.guide/The Preferences Program

The Preferences program

Assuming, that you used the default installation for installing MagicCX on your HardDisk/BootDisk I will now explain, how to use the Preferences program to set up MagicCX to your needs. This program may be started either by MagicCX or by simply double-clicking on it's icon. Per default the program is located within MagicCX:Prefs. This program is the main interface to MagicCX, as it controls all the settings.

Within the windows you will find gadgets (how come ?). All of the gadgets may be alternatively controlled via keyboard. To find out which key to use, simply take a look at the gadget's text. There is a character underlined, which is the shortcut to use.

The lower 4 gadgets are used to control MagicCX. These are:

* Use

Will store the current settings in ENV:MagicCX/MCX_prefs.iff

* Save

Will store the current settings in ENV:MagicCX/MCX_prefs.iff and ENVARC:MagicCX/MCX_prefs.iff for permanent storage.

* Hide

Will close the Preferences editor.

* Quit

Will quit the Preferences editor and the server program.

The main window has a menu attached.

* Call ModulesManager...

Will launch the ModulesManager for you (see Modules Manager).

* Hide

Same as the Hide gadget.

* About...

Will open the About-Requester. From within the About Requester you may launch the SASG Registration Program if you want to register for MagicCX or update.

* Quit

Same as the Quit gadget

At the left side of the main window you will find a ListView gadget containing all the pages for the various functions/installed modules.

To the right of the window there will be the settings page for the function/subsystem selected from the ListView.

1.15 MagicCX.guide/Modules Manager

Modules Manager

The modules manager will aid you in installing/deinstalling modules/blankers you would like to use. Simply launch the Modules Manager located in Tools.

Simply start the modules manager and it will scan your Modules and ModuleStorage drawers to check for used/unused modules. You may select the modules to install/uninstall by selecting the entry and either clicking on the Checkbox gadget to the left or by hitting the Space key. Using the "Module type" gadget you may switch between Modules and Blankers. Hitting "Ok" will start the installation/deinstallation procedure. If an error occurs during installation, the Modules Manager will report it, but tries to continue with it's work. Selecting "Cancel" will leave all modules/blankers untouched.

1.16 MagicCX.guide/The Modules

The Modules

This sections covers the description of all modules and their editor pages within the Preferences program.

Configurable modules

Alarm	The alarm facility (external)
Analog Clock	Special analog clock (external)
Blanking	The internal blanking system
Calendar	A special calendar (external)
Clock	The titlebar/window clock
Cycle to menu	Turn Cycle gadgets into popup menus (external)
Exploding Windows	Explode/Implode windows (external)
Formatter	Disk watcher with auto formatting capability (external)
Function keys	Define your own Function keys (external)
Grabber	Grab/Print active screen/window (external)
HotKey definitions	Defining MagicCX's Hotkeys
Hunt windows	Hunt windows feature
Key Cycling	Key window/screen cycling
Lock windows external)	Exclude windows from MagicCX's window activation (←
Miscellaneous 1	Miscellaneous page 1
Miscellaneous 2	Miscellaneous page 2
Mouse Cycling	Mouse window/screen cycling
Mouse related	Mouse related features
MoveSizer	Size/Move windows with any click (external)
NewString	Better EditHooks for String gadgets (external)
PointerPatch	Promote those lores pointers to anything (external)
Select Screen	Select a screen/window easily (external)
Special Cycling	Special window cycling
TagScreens	Force old type screens to new ones (external)
Telephone Bill	Calculate telephone costs (external)
ToolAlias	Substitute Default Projects (external)
WBGauge	Get device-full gauges in Workbench windows (external)
Window related	Window related features

Non configurable modules

ARexx	The ARexx Port (including RCS module) (external)
AssignWedge	Better "Please insert..." requesters (external)
UnixDirs	Use "../" on your system (external)

1.17 MagicCX.guide/Alarm

The alarm facility
=====

MagicCX may alarm you at a given time with a given sound and text. It may even alarm at full hours/quarters or halves of an hour. From within the Alarm page you may get to two more windows for setting up the alarm.

Configure alarm	Configure the timed alarm
Configure by hour	Configure by hour alarm

1.18 MagicCX.guide/Configure alarm

Configuring the timed alarm

This window will be used to set the timed alarm. You may use the following gadgets to configure the alarm.

* Alarm active

If set MagicCX will check the system time for the alarmtime and alarm you if necessary. MagicCX will then DisplayBeep() or play the specified sample. Furthermore it may show a requester with a user definable text.

* Alarm time

Use this gadget to set the alarmtime

* Show Requester

If set, MagicCX will show a requester with the user supplied text.

* Requester text

Enter the text to display here. A special character string '\n' is used to set a linefeed, ie. if you want to seperate lines, simply enter '\n'

* Alarm mode

This gadget will determine the sound mode for the alarm. If set to

'DisplayBeep()' MagicCX will simply beep and use the system preferences for the beep. If set to '8SVX-Sound', you may choose a sample to be played.

* Alarm sample

Simply enter the name of the sample to be played on an alarm. Please enter the complete path!

* Sample volume

Set the volume for the sample to be played on an alarm. '0' is the lowest volume, while '64' is the highest

* Test sample

Will play the sample for you with the given volume.

1.19 MagicCX.guide/Configure by hour

Configuring the by hour alarm

This window will be used to set the "by hour" alarm. If set, MagicCX will alarm every full hour, or, if specified, every quarter or half an hour as well. Using the following gadgets you may configure the "by hour" alarm.

* Every hour

If set the "by hour" alarm is active.

* Period

Using this gadget you may configure MagicCX when to alarm.

- Hour

Single sound with full hours

- Hour + Halfs

Single sound with half of hours, double sound with full hours

- Hour + Quarters

Single sound with quarter of hours, double sound with full hours

* Hour mode

This gadget will be used to set the mode for the "by hour" sound. If set to 'DisplayBeep()' the system beep will be used. If set to '8SVX-Sound' MagicCX will play the specified sample.

- * Hour sample

Specify the sample to be played. Please include the complete path.

- * Sample volume

Set the volume for the sample to be played on an alarm. '0' is the lowest volume, while '64' is the highest

- * Test sample

Test the specified sample with the given volume.

1.20 MagicCX.guide/Analog Clock

Special analog clock

=====

This is a great looking analog clock with plenty of possibilities. If active, MagicCX will open a window you can drag around your Workbench. In the upper left corner of the window there is a standard close gadget. In the lower right corner of the window you will find a sizing gadget for sizing the window. Clicking in the center of the window will enable you to drag around the window. Even though these gadgets are not visible, they are there.

The gadgets on this page either configure the clock or lead to other windows with more gadgets for configuring the clock.

- * Analog clock active

If set, the analog clock will be displayed on the default public screen

- * Settings

Will bring you to the settings window for the analog clock. See Settings.

- * Hand colors

Will bring you to a window from which you may define the colors of the clock's hands. See Hand colors.

- * Background colors

Will bring you to a window from which you may define the background colors of the analog clock. See Background colors.

- * Pattern type

You may choose from four different background pattern types:

- Solid

A single color pattern

- 4x4 Pattern

A Pattern set up by four different colors

- ILBM Picture

This one is only available under OS 3.x. It gives you the possibility to select a picture to be used as background of the analog clock.

- ILBM Picture remapped

This one is only available under OS 3.x. It gives you the possibility to select a picture to be used as background of the analog clock. The only difference to the options above is that the colors of the background image will be remapped to the screen's colors to give you best results

- * Pattern colors

Only available if either 'Solid' or '4x4 Pattern' is set. Will bring you to a window from which you may define the pattern colors. See Pattern colors.

- * Picture name

Only available under OS 3.x. You may select the name of a picture to be used as background for the analog clock

1.21 MagicCX.guide/Analog clock settings

Analog clock settings

Control various settings of the analog clock using these gadgets.

- * Window always in front

Will cause MagicCX to bring the analog clock to front as soon as another window is placed in front of the window and overlaps it.

- * Show seconds

Show seconds hand

- * Oval

Show oval marks on background

- * High noon same size

Per default the 0/12 hour mark will be drawn slightly bigger than the quarter marks. Using this gadget you may tell MagicCX to draw the mark the same size as the other marks

* Show

Let's you specify which marks to show

- Minutes

Show all marks including minutes

- Hours

Show only hour marks

- Quarters

Show only quarter marks

- One

Only high noon mark will be drawn

- None

No marks will be drawn at all

* Hand style

This gadget determines the style of the minute/hour hands. You may select from :

Line, Triangle, Rhombus, and Rectangle

* Hand size

This gadget determines the size of the minute/hour hands. Sizes supported are:

Very thin, Thin, Normal, Thick, Very thick

* Draw shadow

Draw a shadow below minute/hour hands

* Border style

The window may either have "None", a "Single" border or a "Double" border

* Border hires/Border interlace

Using these gadgets you may determine the size of a "Double" border

1.22 MagicCX.guide/Analog clock Hand colors

Analog clock hand colors

This window contains the entries for the analog clock's hand colors.

* Seconds

The color for the seconds hand

* Minute

The minute hand's color

* Minute border

The minute hand's border color

* Hour

The hour hand's color

* Hour border

The hour hand's border color

* Shadow

The shadow color for minute/hour hands

1.23 MagicCX.guide/Analog clock Background colors

Analog clock background colors

From within this window you may set the colors to use for the marks and borders.

* High noon

Set the color for the high noon mark

* Quarter

Set the color for quarter marks

* Hours

Set the color for hour marks

* Minutes

Set the color for minute marks

- * Border fill inactive

Set the color of the "double" border when window is inactive

- * Border shine

Set the shine color for the window's border

- * Border shadow

Set the shadow color for the window's border

- * Border fill active

Set the color of the "double" border when window is active

1.24 MagicCX.guide/Analog clock Pattern colors

Analog clock pattern colors

This window is used for setting the colors of "Solid" and "4x4 Pattern" type patterns. For the "Solid" type, there will be only the first entry of the ones mentioned below.

Pattern1-Pattern4 will set the colors for each color entry of the pattern

1.25 MagicCX.guide/Blanking

The internal blanking system

=====

MagicCX offers a screen/mouse blanker system with several features. The Blanking page shows all the main settings for the blanking system

- * Screen blanker

If set, MagicCX will blank the screen after "Screen time"

- * Screen time

Set the timeout for the screen blanking.

- * Unblank with

Using this gadget you may tell MagicCX which actions trigger an unblanking of a screen. Per default you may use the Mouse,

Keyboard, Joystick, or insert-a-disk in order to unblank the screen. Select one of the combinations listed.

* Password

If you specify a password for the Blanker/Dimmer, each time the Blanker is to unblank, a window will pop up asking for the Password. You can't see the password as you are typing so be careful. If the password entered isn't the one specified here, the blanker will restart. No password request will occur if you set the Password entry to an empty string. Note that the password entered will be checked case-sensitively.

* Blank corners

Will bring you to the blanker corners window, from which you may specify special screen corners according to blanker actions. See Blanker corners.

* Advanced

Will bring you to another window with advanced screen blanking settings. See Advanced Blanking.

* Mouse blanker

If set, MagicCX will blank the mouse after "Mouse time". It will be unblanked as soon as you move your mouse.

* Mouse time

Set the timeout for the mouse blanking

* Blank on keystroke

If you want to blank the mouse with a keystroke, check this gadget. As soon as you hit a key on your keyboard the mouse will be blanked.

1.26 MagicCX.guide/Blanker corners

Blanker corners

You may have two special screen corners, which react, if touched by the mouse. The "blank" corner will cause MagicCX to immediately blank the screen, while the "no blank" corner will cause it to never blank the screen.

* Use corners

Tells MagicCX to monitor mouse position as to how to react.

* Blank corner/No blank corner

Set the corners for immediate blanking or the corner, the mouse must reside in, so that MagicCX won't blank.

1.27 MagicCX.guide/Advanced Blanking

Advanced screen blanking

From within this window you may set advanced topics of the screen blanker, including the external blanker modules.

* Eat first char

Setting this option will cause MagicCX not to discard the key hit used for unblanking the screen.

* No blank with carrier

Tells MagicCX not to blank the screen while having a carrier, ie. while being connected to a mailbox using a Modem or such, regardless of the screen timeout set for the screen blanker. This option is only available when the PhoneBill.mcxmod module is installed.

* Blanker type

Choose a blanker type.

- Blanker

Standard internal blanker. Will simply blank the screen

- Dimmer

Standard internal dimmer. Will darken visible screens by the percentage specified for the dimmer.

- External module

Will enable the remaining gadgets, so you may specify/configure an external blanker module. For a list of external modules refer to Blanker Modules.

- External module at random

Will grab a blanker module (if installed) randomly and use it, every time the screen should be blanked

* Reselect time

Time after which to select a new blanker module. This is only available when selecting "External module at random". The current blanker will be stopped and a new one will be selected.

* Dimming

Set the dimming factor for the internal screen dimmer. This is a percentage for the amount of dimming the screencolors.

* External module

Select a new external blanker module from the modules installed.

* Blanker task priority

Sets the priority for an external blanker

* Screen Mode

Some blankers open their own screens. You may choose a screen mode for such modules using this gadget

* Configure mode

If a blanker module offers the possibility to be configured by the user, this gadget will open the module's preferences window. As the preferences offered for a Blanker module aren't too complex, I won't explain every editor in detail here. They are somehow self-explanatory. Play around with the Blanker's settings.

1.28 MagicCX.guide/Blanker Modules

The Blanker Modules

These are the blanker modules of MagicCX. If a blanker module was taken from a different archive and simply ported to MagicCX, I will give credits to the original authors.

* ASwarm

Bees hunting Wasps on the screen.

(Taken from GarshneBlanker; ported by Kai Iske; Original port by Alexander Kneer and Michael D. Bayne; They ported it from SuperDark which in turn was ported from Markus Illenseer and Matthias Scheler)

* Clock

Draws the current time moving around a screen

(Taken from GarshneBlanker; ported by Kai Iske; Original work done by Michael D. Bayne)

* Dragon

Draws an iterated fractal on the screen

(Taken from GarshneBlanker; ported by Kai Iske; Original port done by Alexander Kneer and Michael D. Bayne; They ported it from SuperDark)

* Executor

Executes external programs and may send Kill message to a program in order to quit the external program.

Exp:

Startup = FJpeg FOREVER DELAY=5 SYS:Images/#?.jpg Kill =
SYS:Bin/Kill SYS:Utilities/FJpeg

or

Startup = SYS:Rexxc/RX Startup.rexx Kill = SYS:Rexxc/RX Kill.rexx

(Taken from GarshneBlanker; ported by Kai Iske; Original work done by Michael D. Bayne)

* Flying Toasters

Toasters flying around a screen

(Taken from GarshneBlanker; ported by Kai Iske; Original work done by Gernot Reisinger; ported to GarshneBlanker by Michael D. Bayne)

* Fractals

This module will draw fractals on the screen.

(Taken from GarshneBlanker; ported by Frank Mariak; Original Port by Olaf Seibert and Alexander Kneer; Original work done by Olaf Barthel for his FracBlank)

* Goats

Goats and herders running around a new screen or the top screen.

(Taken from GarshneBlanker; ported by Kai Iske; Original work done by Steve Akers)

* Interference

This module will draw interference shapes and will color cycle them.

(Taken from GarshneBlanker; ported by Frank Mariak; Original Port by Alexander Kneer and some work done by Michael D. Bayne; They ported it from SuperDark)

* Life

A simple module, which will "play" the game of Life.

(Taken from GarshneBlanker; ported by Frank Mariak; Written by Michael D. Bayne)

* Lightning

Lightning on your Screen

(Taken from GarshneBlanker; ported by Kai Iske, Written by Michael D. Bayne)

* LineDawn

Will take the frontmost screen and clear it by drawing lines.

(Taken from ???; ported by Frank Mariak; Originator unknown)

* Maze

Draws a maze on your screen the then tries to solve it.

(Taken from GarshneBlanker; ported by Kai Iske; Written by Michael D. Bayne)

* Plasma

This module will draw Plasma style backgrounds and color cycle them.

(Taken from GarshneBlanker; ported by Frank Mariak; Original Port by Alexander Kneer and Michael D. Bayne; They ported it from SuperDark)

* Puzzle

Will take the frontmost screen and shift pieces as with a puzzle.

(Taken from GarshneBlanker; ported by Frank Mariak; Original work done by Michael D. Bayne)

* Species

Interesting cellular automanton

(Taken from GarshneBlanker; ported by Kai Iske; Original work done by Michael D. Bayne)

* Spider

Little spiders creeping around your Workbench screen

(Written by Michael 'Ghandi' Herold)

* Spliner

Many lines flying around your screen

(Taken from GarshneBlanker (Moire); ported by Kai Iske; Original work done by Michael D. Bayne)

* Stars

Stars coming out of your monitor.

(Taken from GarshneBlanker; ported by Frank Mariak; Original work done by Alexander Kneer and Michael D. Bayne)

* Text

Moves a line of text around your screen

(Taken from GarshneBlanker; ported by Kai Iske; Original work done by Michael D. Bayne)

* Worms

Will take the frontmost screen and start drawing "worms" on it, which eat up the background.

(Taken from GarshneBlanker; ported by Frank Mariak; Original work done by Michael D. Bayne)

1.29 MagicCX.guide/Calendar

A special calendar
=====

This is a fancy looking calendar with plenty of possibilities. If active, MagicCX will open a window you can drag around your Workbench. In the upper left corner of the window there is a standard close gadget. In the lower right corner of the window you will find a sizing gadget for sizing the window. Clicking in the center of the window will enable you to drag around the window. Even though these gadgets are not visible, they are there.

* Calendar active

Tell MagicCX whether to display the calendar or not

* Settings

Enter the advanced settings for the calendar. See Calendar settings.

* Colors

Enter the color settings window for the calendar. See Calendar colors.

* Pattern type

You may choose from four different background pattern types:

- Solid

A single color pattern

- 4x4 Pattern

A Pattern set up by four different colors

- ILBM Picture

This one is only available under OS 3.x. It gives you the possibility to select a picture to be used as background of the calendar.

- ILBM Picture remapped

This one is only available under OS 3.x. It gives you the possibility to select a picture to be used as background of the analog clock. The only difference to the options above is that the colors of the background image will be remapped to the screen's colors to give you best results

- * Pattern colors

Only available if either 'Solid' or '4x4 Pattern' is set. Will bring you to a window from which you may define the pattern colors. See Calendar pattern colors.

- * Picture name

Only available under OS 3.x. You may select the name of a picture to be used as background for the calendar

1.30 MagicCX.guide/Calendar Settings

Calendar settings

From within this window you may configure the look and "taste" of the calendar. There are plenty of settings you might already know from the Analog Clock.

- * Window always in front

Will cause MagicCX to bring the calendar to front as soon as another window is placed in front of the window and overlaps it.

- * Display mode

You may choose from three different draw modes for the calendar. The default mode is "2D" and will only display a single sheet with the month/day information on. The "3D" mode is somewhat more

distinguished as it shows a calendar with styled papers behind and the first paper is somewhat bend. "Plain" is the simplest of all. It will simply display the information surrounded by a rectangle.

* Border size

Set the size of the 3D Border (paper) depth

* Day/Month information

You can tell MagicCX which information to display on the calendar. You may either have "Day + Month", only "Day", only "Month" or even "None"

* Border style

The window may either have "None", a "Single" border or a "Double" border

* Border hires/Border interlace

Using these gadgets you may determine the size of a "Double" border

* Digit font/Text font

Select the fonts to use for the digit and month texts

1.31 MagicCX.guide/Calendar colors

Calendar colors

Using this window, you may configure the colors used by the calendar.

* Paper color

The color used for rendering the paper, the digits will be drawn on.

* Digit color

The color for rendering the digit text

* Day color

Color for rendering day informations

* Month color

Color for rendering month informations

* Paper border color

The color used for rendering the lower right corner of the "2D"

calendar and the color for rendering the trim bar of the "3D" calendar. Furthermore, this color will be used to draw the "Plain" rectangle.

* Border fill inactive

Set the color of the "double" border when window is inactive

* Border shine

Set the shine color for the window's border

* Border shadow

Set the shadow color for the window's border

* Border fill active

Set the color of the "double" border when window is active

1.32 MagicCX.guide/Calendar Pattern colors

Calendar pattern colors

This window is used for setting the colors of "Solid" and "4x4 Pattern" type patterns. For the "Solid" type, there will be only the first entry of the ones mentioned below.

Pattern1-Pattern4 will set the colors for each color entry of the pattern

1.33 MagicCX.guide/Clock

The titlebar/window clock
=====

MagicCX can render time/memory and other informations in the upper right corner of a screen, ie. the right side of a screen's titlebar. Several modes and settings are available. Furthermore you may choose from several default pages (predefined combinations) to be displayed. The time/memory display may alternatively be displayed in a window which will open up on the default public screen. You may drag around this window to any place you like.

The clock supports several different pages with different formats. There are 7 pages available on any system. Starting with OS 2.1 and locale.library you may even have eight different pages. You can flip through those pages using a HotKey (see HotKey definitions).

- Time

Display time information only

- Time + memory

Display time information and memory free information together. Memory information is split up into Chip and Fast memory shown in KBytes.

- Time + gauge

Display time information and a memory gauge, graphically showing free memory.

- ChipMem and FastMem

Display free Chip and Fast memory in Bytes.

- Complete memory

Display complete free memory in Bytes

- Gauge memory

Only display memory gauge

- Connect time

Display information about current connect. (This is for the Telephone bill module, See Telephone Bill.)

- User definable page

Starting with OS 2.1 and locale.library you may have a user definable page. Setable through a String gadget using tokens and such.

The main page of the clock editor consists of the following gadgets

- * Display clock

This is the "main" gadget. If set, the clock will be displayed according to user settings.

- * Display time

Tells MagicCX to render the current system time

- * Display secs

If you want to have the seconds displayed with the current system time, check this gadget

- * Display date

To have the system date rendered to the time/memory display, check

this gadget

* Set ENV vars

This might be of use for applications able to read ENV variables or for Shell users. MagicCX may write the current Time, Date and Day informations to environment variables. If this gadget is set, variables with the names of "TIME", "DAY", "DATE" will be generated, containing the according information

* Virtual memory

If present, MagicCX will display the available amount of free virtual memory in one of the memory display pages

* 12-Hour mode

To have MagicCX display the current time in 12-Hour mode rather than 24-Hour mode, check this gadget in order to have "am/pm" appended to the system time

* Display in window

If you don't want to have the information rendered into the screen's titlebar, but into a window, check this gadget and a window will pop up

* Display day

If you want to have the day name displayed, check this gadget

* Short dayname

If you prefer to have short (3 characters long) day names rather than the long daynames the system might produce, check this gadget

* Show mouse coords

This might be usefull for positioning items on Workbench or any other screen. If set, MagicCX will report mouse coordinates relative to the active screen

* Follow to screen

This causes MagicCX to let the clock pop up on the frontmost/active screen, ie. if you flip through screens, the clock will follow.

* Only on PubScreens

This is an addition to "Follow to screen". It tells MagicCX to let the clock only follow to screens of type Public.

* Edit default and pages

This gadget will bring you to another window, where you can specify more settings for the clock. See Clock pages.

1.34 MagicCX.guide/Clock Editor

Clock pages

From within this window you may configure some more of the clock, including a user definable page (which is available starting with OS 2.1 and locale.library).

* Date format

You may choose from 6 different date formats, which are

MM-DD-YY, DD-MM-YY, MM.DD.YY, DD.MM.YY, DD-MMM-YY, DD.MMM.YY

* Gauge width

For pages including the memory gauge you may set the size of the gauge relative to the clock screen's width, ie. you specify a certain percentage the gauge should require to be rendered.

* User format

This string will only be available when running OS 2.1 with an installed locale.library. Using this String gadget, you may create your very own page with all the information you want to have (except for the gauge). The string is set up using tokens which identify several entries available for the page. Programmers might already know some of them as they are original locale.library tokens. Furthermore there are several others, unique to MagicCX.

The tokens supported by locale.library

```
%a - abbreviated weekday name
%A - weekday name
%b - abbreviated month name
%B - month name
%c - same as "%a %b %d %H:%M:%S %Y"
%C - same as "%a %b %e %T %Z %Y"
%d - day number with leading 0s
%D - same as "%m/%d/%y"
%e - day number with leading spaces
%h - abbreviated month name
%H - hour using 24-hour style with leading 0s
%I - hour using 12-hour style with leading 0s
%j - julian date
%m - month number with leading 0s
%M - the number of minutes with leading 0s
%n - insert a linefeed
%p - AM or PM strings
%q - hour using 24-hour style
%Q - hour using 12-hour style
```

```

%r - same as "%I:%M:%S %p"
%R - same as "%H:%M"
%S - number of seconds with leadings 0s
%t - insert a tab character
%T - same as "%H:%M:%S"
%U - week number, taking Sunday as first day of week
%w - weekday number
%W - week number, taking Monday as first day of week
%x - same as "%m/%d/%y"
%X - same as "%H:%M:%S"
%y - year using two digits with leading 0s
%Y - year using four digits with leading 0s

```

Furthermore there are those tokens introduced by MagicCX and only supported by MagicCX

```

&c - Display free CHIP memory in Bytes
&C - Display free CHIP memory in KBytes
&f - Display free FAST memory in Bytes
&F - Display free FAST memory in KBytes
&m - Display free CHIP+FAST memory in Bytes
&M - Display free CHIP+FAST memory in KBytes
&o - Display current connect information
&O - Display current connect information;
      if there is no connect available, nothing
      will be inserted.
&x - Display Mouse X position
&y - Display Mouse Y position
&v - Display available virtual memory in Bytes
&V - Display available virtual memory in KBytes

```

Any characters/combinations not matching one of the above tokens will be displayed as entered.

* Exclusion Page

If you don't want to have all pages available or if you don't want to cycle through all available pages while looking for a specific page, you may exclude pages from being taken into consideration. Using this gadget you can select the page to exclude

* Exlude

If set will exclude the selected page from being displayed

1.35 MagicCX.guide/Cycle to menu

Turn Cycle gadgets into popup menus

=====

You definitely know Cycle gadgets. Isn't it a pain to click through more than 4 entries? Using this module you have the opportunity to have cycle gadgets, which pop up menus you may select entries from. Those menus can be configured to your needs and tastes.

If you click in the text box of a Cycle gadget it will pop up a menu. If you click on the Cycle gadget's imagery to the left of the gadget, it will act as if it was a normal Cycle gadget.

* Sticky menus

If set, the PopUp menu will stay until a selection or cancel action has been placed, ie. you do not have to keep the left button pressed in order to make the menu stay

* Popup level

This level determines the minimum amount of entries a Cycle gadget should have in order to make it pop up a menu, ie. if you specify 3 for the "Popup level" and the Cycle gadget only offers 2 choices, it will not pop up a menu, but rather act like a normal gadget

* Zoom time

Popup menus may slowly grow to their size or simply pop up. If you specify a "Zoom time" greater than zero, the menu will slowly zoom/unzoom.

* Zoom mode

If a zoom time is specified you may tell MagicCX which actions should be zoomed.

- Create + Remove

Zoom when opening the menu; unzoom when closing it

- Create

Only zoom when opening the menu

- Remove

Only unzoom when closing the menu

* Popup type

Using this gadget you may set the menu's position. Selection "Below container" will always open the menu below the gadget's container box. "Over active" will open the menu over the gadget's container, with the active entry centered over the container box. In either case, the menu will be repositioned if it can't be displayed in full height/size.

* Menu layout

This gadget will open the Cycle2Menu Layout window (see Cycle2Menu Layout)

1.36 MagicCX.guide/Cycle2Menu Layout

Cycle2Menu Layout

Here you will find various settings for the look and layout of the PopUp menu.

* Use Screen Font

If set, the gadget tries to use the screen's font, if the gadget is using "topaz" font. The gadget will refuse to use the screen's font, if the entries of the gadget are too wide to fit into the container when using this font. It will then fall back to the gadget's font.

* Draw seperator

In "Over active" mode, the menu would normally cover the seperator bar between the gadget's imagery and the text box. If this gadget is set, the seperator bar will be drawn

* Menu type

You may select the menu's look

- Menu-like

Old style (OS 2.x like) menus, with a black background and a complement active entry.

- Menu-like (NewLook)

New style (OS 3.x like) menus, with a white background and a black complement active entry.

- Gadget-like

A Gadget-like display with various settings.

* Frame type

This is for "Gadget-like" menus only. Set the frame of the Popup menu's border. You may either have "Normal", "Recessed", or "Double" borders.

* Hilite Box

This is for "Gadget-like" menus only. Set the hilitening box for active entries in the Popup menu. "None", only draw a bar. "Raised", draw blue bar surrounded by a raised box. "Recessed", same as "Raised" except for the box, that will be drawn recessed

1.37 MagicCX.guide/Exploding Windows

Explode/Implode windows

=====

This is a special feature for opening/closing/sizing/moving windows. As soon as a window is opened/closed/sized/moved, frames will be drawn from a specified location to the window's new location, in order to visualize the motion of the window. There are various settings for Exploding Windows, each motion can be disabled/enabled seperately.

You may set the number of frames to draw for each motion, so that you may find a suitable combination of all four, usefull for your system.

* Exploding Windows

Tells MagicCX to use Exploding Windows

* Explode/Implode

For Moving/Sizing it's sure where to get source and destination positions from, ie. MagicCX knows where to draw the frames from/to. For Exploding/Imploding you have the opportunity to specify locations where to go from/to.

- Center

Will Explode/Implode from/to Center of the window's screen

- Mouse

Will Explode/Implode from/to the current mouse position, relative to the window's screen

- Center->Mouse

Will Explode from the center of the window's screen and Implode to the current mouse position, relative to the window's screen

- Mouse->Center

Will Explode from the current mouse position relative to the window's screen and implode to the center of the window's screen

* Explode

Turn on exploding feature

* Explode frames

Specify the frames to draw for the explode motion

* Implode

Turn on imploding feature

- * Implode frames

Specify the frames to draw for the implode motion

- * Sizing

Turn on sizing feature

- * Sizing frames

Specify the frames to draw for the sizing motion

- * Moving

Turn on moving feature

- * Moving frames

Specify the frames to draw for the moving motion

1.38 MagicCX.guide/Formatter

Disk watcher with auto formatting capability

=====

Well, you certainly know a formatter, but all the standard formatting programs can't guess, whether to format an unformatted disk or not. Using this module, MagicCX will monitor all inserted disks as to format them or not. As soon as there will be an unformatted disk in one of the monitored drives, MagicCX will pop up a requester asking whether to format the disk or not. If you have plenty of unformatted disks to be formatted, MagicCX offers an "auto-labeling" mechanism for easily uniquely labeling the disks formatted. The formatter window (see Formatter Window), can also be opened when not invoked through MagicCX as of an unformatted disk, you may even open it up yourself to format a disk.

Note for users of MSDOS filesystems: The formatter has been designed to recognize MSDOS disks inserted in a PC?: drive of CrossDOS. Thus you will not be requested, as the disk however isn't alien. This will only work if your MSDOS devices are named PC0: to PC3:. It might not work with other filing systems.

See Formatter window, for more information on the Formatter Window.

- * Formatter active

Tells MagicCX to monitor those drives, specified with DF0:-DF3:, ie. if this gadget isn't set, MagicCX will ignore unformatted disks inserted in any of your disk drives

* DF0:-DF3:

Check those gadgets if you want to monitor the corresponding disk drive.

* Auto label

If this gadget is set, MagicCX will automatically increment an internal counter after every format. This way you can create successive formats with unique labels for all the disks inserted. The label for the disks will be somewhat of the form "Empty_%ld", where "%ld" is the number of the disk.

* Highest label

Will set the highest possible label number for auto labeling. If the format counter exceeds this number, it will restart with "1"

* Formatter

MagicCX doesn't have a Formatter routine built in, it rather utilizes an external Formatter like that of your Workbench. It even supports Olaf 'Olsen' Barthel's Formatter (1). Simply enter the complete path and name of the formatter to use

* Label

This string gadget determines the default name of disks being formatted. If "Auto label" is turned on, the number will be appended to the name entered here.

----- Footnotes -----

(1) The latest version of this formatter can be found on Fish Disk
535

1.39 MagicCX.guide/Formatter Window

The Formatter's window

This window contains all the gadgets needed to configure the formatter for the next formatting job. It consists of many Checkmark gadgets, some of which are only applicable to the Formatter by Olaf 'Olsen' Barthel. These gadgets are marked as such.

* Drive

Let's you select a drive to format. You can choose from the drives connected

* Name

Set's the label of disk to be formatted. If "Auto label" is turned

on for the Formatter, a new label will be placed here all the time the Formatter is invoked.

* Trashcan

Create a Trashcan on the disk

* Quick

Do a quick format. Only of use for already formatted disks

* FFS

Create a FastFileSystem on the new Disk. This filing system can only be used under OS 2.x and up

* Directory Cache

Only for OS 3.x and up and in conjunction with the original Workbench Formatter. Formats the disk with Directory Caching turned on.

* International

Only for OS 3.x and up and in conjunction with the original Workbench Formatter. Formats the disk in International mode

* No Verify

Only of use in conjunction with Olaf Barthel's Formatter. Tells the formatter not to verify the format

* Install

Only of use in conjunction with Olaf Barthel's Formatter. Will cause the formatter to install the disk after a format, ie. you may boot from this disk.

* Eject

Only of use in conjunction with Olaf Barthel's Formatter. Some drives accept an Eject command which causes them to eject a disk. If used, the Formatter will force the drive to eject a disk after a format

1.40 MagicCX.guide/Function keys

Define your own Function keys

=====

Using MagicCX you may bind strings/commands to your function keys. These strings can be bound to the Function Key itself or can be used in conjunction with one of four qualifiers, ie. you can have up to 5 different settings for a single function key, thus leading to 50

different settings for all the function keys. The strings of function keys will be directly fed into the normal input stream. They will be treated as if the strings were entered using the keyboard.

Note: Grabbing a SIMPLEREFRESH window (like Shell windows) will only work, if the window isn't covered by other windows.

* FKeys active

Tells MagicCX to check all hits to a function key and act respectively.

* Qualifier

Sets the qualifier to be hit in conjunction with a function key in order to get the string bound to it. The settings entries F1-F10 below will change context accordingly

* Shown

On the Function Keys page there will be only 5 Function Keys shown. Using this gadget you may toggle between pages

* F1-F5, F6-F10

Those gadgets are used to set the strings/commands for a function key and it's qualifier. Simply enter the string/command to your willing. If the "Mode" field for a gadget is set to "String", you may enter pure strings with the following special characters:

- ANSI - Any ANSI sequences may be entered.
- Special codes starting with \
 1. \n - Return
 2. \r - Return
 3. \t - TAB
 4. \ - \-Code
- % for pausing x seconds Specify '%xxx' where 'xxx' is the amount of seconds to wait. If you issue '%' not followed by any digit, will print the '%' otherwise it will be skipped, including the following digits.
- Keydefinition between <> An example:

abc<alt f1>\nHello. This would insert the definition of ALT + F1 between abc and \n. As you can see these definitions are the same as presented in Defining a HotKey.

If "Mode" is set to "CMD" you may use one of internal commands, which are:

- MINWIN The window underneath the mouse pointer will be changed to minimum size and moved to the upper left corner of

the screen.

- MAXWIN The window underneath the mouse pointer will be brought to maximum size and moved to the upper left corner of the screen.
- PROGRAM Will launch the program followed by the identifier. If you specify 'PROGRAM=DirectoryOpus', MagicCX would launch DOpus for you. If MagicCX doesn't launch the program, try it again with the complete path. You may leave out the '=' between the identifier and the program name.
- ZIPWIN Windows equipped with a Zoom Gadget can be handled using this command. The window underneath the mouse pointer will zip to it's alternative size/position.

* Mode a-e

Those gadgets are used to set the mode for a function key. Refer to the description of the String gadgets above, in order to find out what they are good for.

1.41 MagicCX.guide/Grabber

Grab/Print active screen/window
=====

Using MagicCX you may grab an active screen/window and either save it to an IFF-ILBM file or print it to a graphics capable printer. Grabbing is accomplished through one of MagicCX's internal HotKeys. The grabber offers plenty of possibilities on how to handle a grab. Those ILBM files saved by the grabber can be loaded and manipulated by any ILBM aware graphics software.

* Save to clipboard

If you save an active screen/window, it will be stored in Clipboard unit 0, so you may directly reinsert it into a Clipboard supporting application

* Default directory

If "Save to clipboard" is turned off, you may set a default directory for ILBM files created by the grabber. All files will be stored to this directory and automatically labeled like this "Image_%ld", where "%ld" is the number of the image. Warning: When restarting MagicCX, the internal counter will be set to "0", thus old images will be overwritten, if they match the name of a new grab.

* Ask for filename

If you don't like the automatic save feature, check this gadget in order to have MagicCX open up a FileRequester. This way you can

tell MagicCX where to store the Image and how to name it.

* Create .info

Tells MagicCX to create an .info file along with the grabbed image.

* Notification

MagicCX offers the possibility to notify you after a successful grab. This can either be "None", "DisplayBeep()", or "8SVX-Sound". "None" will not notify you, "DisplayBeep()" will use the system's beep facility and "8SVX-Sound" will play the sample, specified below.

* Soundname

If using "8SVX-Sound" notification, you may enter the path/name of a sample to play.

* Volume

Set the volume for the sample to play

* Test sample

Test the sample with the given volume

1.42 MagicCX.guide/HotKey definitions

HotKey definitions

=====

From within this window you may alter MagicCX's commodities-like HotKeys. HotKeys may be turned on and off as to your willing. Redefine the HotKey definition for a HotKey as you like.

Simply select a HotKey from the "HotKeys" list and act on it. The "HotKey active" gadget tells MagicCX whether to use the HotKey or not. The "Description field" shows a small explanation of what the HotKey is supposed to do. Below you will find the definition for that particular HotKey.

To alter the definition of a HotKey simply double click on the HotKey in the list, or click on the Picker gadget to the left of the HotKey Definition. A new window will pop up giving you the opportunity to simply set the HotKey by pressing the appropriate keys. If you somehow fail to specify the HotKey you want, click on the "Manually..." gadget and enter the HotKey Definition yourself. Refer to Defining a HotKey, to find out more about the supported qualifiers and flags.

Here is a list of HotKeys supported by MagicCX

* Page

This is the HotKey to flip through the clock's display pages

* Blank

Immediately blank the screen without waiting for the screen timeout.

* UserShell

Will call the defined command for creating a new shell (see Miscellaneous 2).

* Memory Snapshot

This is a special feature of MagicCX not mentioned anywhere else. It serves as a memory watcher between two subsequent calls. If you first hit the HotKey DisplayBeep() will report that MagicCX remembered the amount of free memory. A second hit on the HotKey will flip to a new page of the titlebar clock. It will now display the amount of memory consumed/freed between the two calls. Positive values show memory freed, negative values show memory used up. The display is split up into two parts "C:" for Chip memory and "F:" for Fast memory. To return to the normal display page, simply hit the Page HotKey or restart a new memory snapshot

* Center Screen

Horizontally center the active screen

* HuntWindows

Hunt for active window and move screen to show the new active window

* Formatter

Open the Formatter window (see Formatter Window).

* Upper PubScreen

Turn the frontmost screen into the default Public Screen, as long as it is a Public Screen in public state. All windows not requesting a particular screen will now open on that screen.

* Open/Close all

This might be useful if you are using some or even all of the module's windows. This HotKey will toggle the state of some of the windows supported by MagicCX. If you hit the HotKey the first time, the following windows will be closed. If you hit the HotKey again, all windows opened the time you hit the HotKey the first time, will be reopened.

- Bill Window

- Clock Window/Titlebar

- Analog Clock
 - Calendar
 - * Clock on/off
Turn titlebar clock on/off
 - * Analog clock on/off
Turn analog clock on/off
 - * Calendar on/off
Turn calendar on/off
 - * FKeys on/off
Turn function key definitions on/off, ie. no more mapping of function keys will be performed if turned off.
 - * SunMouse on/off
Turn SunMouse feature on/off (see Window related).
 - * Map Umlauts on/off
Turn mapping of Umlauts on/off (see Miscellaneous 1).
 - * Display mouse on/off
Turn mouse coordinates on/off (see Clock).
 - * Mouse acceleration on/off
Turn mouse acceleration on/off (see Mouse related).
 - * Screen Select
Open Screen Select window (see Select Screen).
 - * Bill
Open Bill window (see Telephone Bill).
 - * Character table
Opens a window containing a list of all 256 characters available on your system. The first column show the ASCII code for the character, which can be found in the second column of the list. You may now select an entry by either double-clicking on it, or by pressing RETURN. The character will then be sent to the window which was the active one, before you opened the Character table window.
 - * Cycle connect
-

Cycle to next available connect in bill window (see Telephone Bill).

* Build connect

Build a manual connect (see Telephone Bill).

* Save screen

Save active screen to an IFF-ILBM file

* Save window

Save active window to an IFF-ILBM file

* Print screen

Print active screen to a printer

* Print window

Print active screen to a printer

1.43 MagicCX.guide/Manual HotKey Definition

Defining a HotKey

To ease the definition of a HotKey here is a list of key-descriptions the system "knows".

Here is a list of qualifiers.

ALT

Any Alt key.

RALT

Only the right Alt key.

LALT

Only the left Alt key.

SHIFT

Either Shift key.

RSHIFT

The right Shift key.

LSHIFT

Only the left Shift Key.

CAPSLOCK

Capslock must be pressed.

LCOMMAND

Left Amiga key.

RCOMMAND

Right Amiga key.

CONTROL

Control Key.

NUMERICPAD

Keys of the Numeric Keypad are accepted.

RBUTTON

Right mousebutton.

MIDBUTTON

Middle mousebutton.

LEFTBUTTON

Left mousebutton.

NEWPREFS

Preferences have been changed. Maybe a new font was selected.

DISKREMOVED

A disk was removed from a drive.

DISKINSERTED

A disk was inserted into a drive.

These are the qualifiers you can use in almost every combination.
Now we come to the descriptions of "normal" keys.

A - Z, 0 - 9, etc.pp.

Normal keys, as you see them on the keyboard.

F1 - F10

The ten function keys.

UP, DOWN, LEFT, RIGHT

The cursor keys up, down, left, and right.

HELP

The Help key.

DEL

Delete key (beside HELP).

BACKSPACE

Backspace key

RETURN

Return key.

ENTER

Enter on Numeric Keyboard (only, if NUMERICPAD was specified).

ESC

Escape key.

SPACE

Space.

COMMA

A comma.

UPSTROKE

The apostroph (to the left of the l).

You can use as many qualifiers as you wish, but only one key per description. This is the syntax for a HotKey definition:

```
[QUALIFIER [QUALIFIER ...]] KEY
```

As you can see the qualifiers can be totally left out, but in how far this is usefull depends on you.

1.44 MagicCX.guide/Hunt windows

Hunt windows feature

=====

You probably know oversized autoscroll screens. If a window opens up in the invisible part of an oversized screen, you normally have to move around the screen in order to find the window. Using Hunt Windows, this is something of the past. It will move the screen to show the currently active window on it's screen.

* Hunt windows

Turn on/off Hunt Windows feature

* Bring to front

Tell MagicCX to automatically bring to front the active window

* Adjust X/Adjust Y

How to adjust the screen in order to show the window, split up in X and Y directions. If either of those is turned off, the screen will only be moved in the direction of the active adjustment.

* X Adjustment/Y Adjustment

How to adjust the screen. "Left", bring screen to a position, the window's left border touches the monitor's left border, "Right" opposite direction, "Center" tries to center the window. "Top", "Bottom" respectively for the Y adjustment. If the Screen can not be moved as far as needed, the window might not end up at the positions requested.

1.45 MagicCX.guide/Key Cycling

Key window/screen cycling

=====

Using this feature you may cycle through screens/windows using your keyboard with predefined key combinations. Refer to HotKey definitions, to find out how to alter the definition of a HotKey

- * Screen to front/Screen to front key

Activate screen to front hotkey. If the "Screen to front key" is hit, the backmost screen will be brought to front

- * Screen to back/Screen to back key

Activate screen to back hotkey. If the "Screen to back key" is hit, the frontmost screen will be brought to back

- * Window to front/Window to front key

Activate window to front hotkey. If the "Window to front key" is hit, the backmost window on the active screen will be brought to front

- * Window to back/Window to back key

Activate window to back hotkey. If the "Window to back key" is hit, the frontmost window on the active screen will be brought to back

1.46 MagicCX.guide/Lock windows

Exclude windows from MagicCX's window activation

=====

This module is an extension to MagicCX's window activation facility (see Window related). Normally all windows will be activated according to mouse positions. This might be confusing or annoying sometimes. Say you have a Shell open and want to type in something, but the Mouse pointer isn't located over the Shell window. So you start to type, but all characters entered end up somewhere else. Wouldn't it be nice to have MagicCX exclude several windows from being deactivated through its window activation feature?

Simply specify Names/Patterns of window titles/window owner task names of windows not to be automatically deactivated. This is accomplished through a list of entries representing the windows to be locked. All entries are case insensitive and all AmigaDOS wildcards are

supported.

* Entry type

Determines the type of entries found in the Listview. If "Windows" is selected all entries will be treated as window titles, ie. the window title of a window not to be deactivated should match one of the patterns specified here. if "Tasks" is specified the entries are treated as the names of programs owning the window(s) to be locked.

* Entries

The list of entries for the specified type

* Entry name

The name/pattern for the current entry. Select the Picker gadget to the right to open a window with all available windows/tasks, listed/sorted by name. You may then select an entry from the list for the active Lock Windows entry.

* New

Will create a new entry for the current list

* Remove

Will remove the active entry from the current list

1.47 MagicCX.guide/Miscellaneous 1

Miscellaneous page 1

=====

Within this page there are several gadgets for smaller functions supported by MagicCX.

* MMB Shift

If turned on, the middle mouse button of three button mice will act just like any SHIFT key, ie. you may use the middle mouse button for multi selections on Workbench or any other application supporting SHIFT selection of items

* MMB Shift+Left

Is an extension to the function just mentioned. If turned on, the middle mouse button will act as if you hit SHIFT in conjunction with the left mouse button.

* No drive click

Turns off drive clicking of floppy drives

* No DisplayBeep()

Will disable the usage of Intuition's function DisplayBeep(), thus no application will beep anymore including MagicCX.

* Wild Star

Will turn on the '*' as Wildcard/Joker for Shells.

* Upper PubScreen

Will automatically set the frontmost Public Screen to the default Public Screen, as long as this screen is in public state. All windows not requesting a specific screen will open on that screen now.

* Map Umlauts

This might be of use for German users or people writing german texts. Map Umlauts will convert any of the German Umlauts "ae", "oe", "ue", "ss" into the normal character pendants. This might be of use if writing news in a german (non Umlauts supporting) newsgroup.

* Mouse to menu

Will alter the behaviour of the mouse when opening a menu. If you press your right mouse button with "Mouse to menu" turned on, the mouse will jump to the menu bar, so that you may immediately start selecting items from the menu. If you let go your right mouse button, the mouse will jump back to the position it resided on before you hit the right mouse button

* Menu wrap

If you check this gadget, the mouse will be held within the menu's bounds, ie. if you try to move the mouse past the left/right edges of the menu, it will reappear on the opposite side.

* String to menu

This feature will enable Menu selection from within String gadgets. If you are typing in some text in a String gadget and want to reach a menu item by using it's shortcut, simply hit your right AMIGA key and the shortcut to select the menu. Except for the standard editing keys RIGHT-AMIGA 'q', RIGHT-AMIGA 'x', all other keys are supported.

* System wild star

Is an extension to "Wild Star". This one allows the usage of '*' as a joker throughout the system.

* Double X

This is for AGA users only. It will enable mode promotion of

NTSC/PAL screens to DBLNTSC/DBLPAL.

1.48 MagicCX.guide/Miscellaneous 2

Miscellaneous page 2

=====

On this page you will find some more miscellaneous features of MagicCX, which somehow require more settings than just on/off.

* UserShell

Specify the command for opening a new shell. This shell will be opened using the "UserShell" HotKey (see HotKey definitions).

* KeyClick

Turn clicking of keys on off. You probably know a clicking sound from other keyboards. As soon as you hit a key a click is heard. This feature is simulated through MagicCX.

* All keys

Let all keys click, not only printable characters

* Repeat

Let the keys click, even when in repeat state

* Click sound

You may either use the "Internal" sound produced by MagicCX or utilize an external "8SVX-Sound" for producing the click

* Click sample

Specify the sample to use for the click. Please specify the complete path

* Click volume

The volume for the click

* Enter ASCII

This is a feature borrowed from PCs. Hit the predefined "ASCII key" and enter a character's ASCII value using your numeric keypad. If you let go the "ASCII key" or finish the code with the third digit, the character will be inserted into the main input stream

* ASCII key

Specify the qualifier to hit in order to enter the ASCII value of a

character using your numeric keypad.

1.49 MagicCX.guide/Mouse Cycling

Mouse window/screen cycling
=====

Using MagicCX you can cycle through screens and windows using your mouse. MagicCX even supports the middle mouse button to cycle through screens.

- * Cycle front/Front clicks/Front key

Enable window/screen cycling to front. Specify the number of clicks that have to be placed ("Front clicks") in order to trigger the action. If you hit the specified "Front key" and hit it "Front clicks" times, MagicCX will determine how to act. If the mouse is placed over a window, which is non-backdrop and has a depth gadget attached, it will be brought to front. Otherwise the window's screen will be brought to front. This will of course happen, too, if you click on the screen itself with no window underneath the mouse.

- * Cycle screens/Screen clicks/Screen key

This is for screen cycling. Per default this is set to the middle button of a mouse. If you hit the "Screen key" "Screen clicks" times, the frontmost screen will be brought to back.

- * Cycle back/Back clicks/Back key

Same as for "Cycle front" with the exception that windows/screens will be brought to back according to the rules mentioned under "Cycle front". If there's only one window open on the screen you're acting on, the screen will be brought to back.

1.50 MagicCX.guide/Mouse related

Mouse related features
=====

On this page you will find some mouse related features.

- * Lefty mouse

Will swap left and right button of your mouse, ie. if you hit the right button it will act like the left and vice versa

- * Mouse Acceleration

Turns on/off mouse acceleration. The mouse will be accelerated according to "Acceleration" and "Threshold" settings

* Rel. to Screen-width

This option tells MagicCX to accelerate the mouse relative to the screen's width. This way the mouse will move slower on low resolution screens and faster on high resolution ones.

* Acceleration

Specifies the amount of acceleration for the mouse.

* Threshold

Specifies the amount of threshold for mouse acceleration. The lower, the earlier the mouse will be accelerated.

* Hold mouse

Using this feature you may restrict mouse movements to certain directions, using the "Hold X" and "Hold Y" keys.

* Hold X

Specifies the key to hit in order to restrict the mouse to vertical movements

* Hold Y

Specifies the key to hit in order to restrict the mouse to horizontal movements

1.51 MagicCX.guide/MoveSizer

Size/Move windows with any click
=====

Using this module you may drag around windows by a click to any place within the window or even size a window in any direction by clicking on the appropriate borders. If you click on a single border the window can be sized in that direction. If you click on a corner of the window, the window can be sized in both directions the corner points to.

You may even size windows without sizing gadget, even though this is not that nice.

* Move window/Move key

Turns on/off the move window feature. If you hit the "Move key", you may drag around the current window by a click to any location within the window. This feature is restricted to non-backdrop windows which contain a drag bar, ie. it should be a window which

can be dragged around normally, too.

* Drag nondraggable

This is for window moving. If turned on, it will allow you to drag a window which doesn't necessarily has to have a dragbar.

* Size window/Size key

Turns on/off the size window feature. If you hit the "Size key" on the borders of a non-backdrop window, you may size the window in that direction the border faces, ie. if you grab the upper border you may size the window vertically while keeping the lower end of the window at it's original position. If you grab a corner of the window, you may size the window in two directions simultaneously. If you grab the lower left corner you may size it horizontally and vertically while keeping the right and upper edges at their original positions.

* Size nonsizeable

Only applies to Window sizing. If turned on it will allow you to size a window which doesn't has to have a sizing gadget.

* Border size/Corner size

Determines the sensitive parts of a window. Border size will set the number of pixels from a border of a window, which will react on a single direction sizing operation. Corner size determines the size of the four corners of a window. Corners are checked for first

* Info window

Will display a small window in the middle of the screen, showing information about window position/size

1.52 MagicCX.guide/NewString

Better EditHooks for StringGadgets

=====

Using this module you may increase the power of String/Integer gadgets. All String/Integer gadgets will receive a new EditHook, which will give you some more editing facilities. All user EditHooks, set up by an application will remain intact.

Note: This module might not work on some V2.x versions of the OS due to problems with an OS function

* Move word

You may jump wordwise within a gadget by holding down either ALT key and pressing either cursor LEFT or cursor RIGHT in order to move to the word left to the cursor or to the right.

- * Delete word

You may delete the word to the left of the cursor or the word underneath the cursor by holding down either ALT key and pressing either BACKSPACE or DELETE

- * Exit using ESC

By pressing ESC you may exit a String/Integer gadget as with the RETURN key

- * Cursor move

In addition to TAB/SHIFT-TAB, you may cycle through String/Integer gadgets by holding RIGHT ALT and pressing cursor UP or DOWN

- * Clip support

You may even have clipboard support from within String/Integer gadgets. When pressing RCOMMAND V the current contents of clipboard unit 0 will be inserted at the current cursor position. If you hit RCOMMAND C the contents of the String/Integer gadget will be copied to clipboard unit 0

1.53 MagicCX.guide/PointerPatch

Promote those lores pointers to anything
=====

Starting with V39 and AGA, Sprites may have other resolutions than lores, but when using the SetPointer() function for changing a window's mouse pointer, the pointer will always be lores. Furthermore you may even alter the image of the System's Busy pointer. Before V39 each application was forced to use it's own Busy pointer, which, for most applications, was the standard watch.

The PointerPatch module may promote lores Pointers to some other resolution and may even force the usage of the System's Busy pointer, rather than the hardcoded one.

- * Patch BusyPointer

If set, all applications trying to set the default Busy pointer as supposed by Commodore, will receive the System's Busy pointer set with the preferences editor.

- * Patch other pointers

If set, you may alter all pointers set through SetPointer(). You may tell MagicCX which resolution to use for the Pointers.

- * X Resolution

Sets the X resolution for the pointer. This can be "Acc. to screen" which means that the sprite's resolution will be sort of the Screen's resolution. "HiRes" will result in a HighRes mouse pointer

* Y Resolution

Sets the Y resolution for the pointer. Both options known from "X Resolution" are available here and two more. These are: "Acc. to screen; keep aspect" which will result in a pointer with the same aspect ratio as defined by the application according to the Screen's resolution. "HiRes; keep aspect" results in a HighRes pointer with the aspect ration kept.

1.54 MagicCX.guide/Select Screen

Select a screen/window easily

=====

This module offfers possibilities to easily select a screen which should be brought to front. Alternatively you may even select windows from within the Screen Select window (see Screen Select Window), whose screens should be brought to front. The windows then, of course, will be brought to front, too, and will be activated then. You may even have a special menu to choose screens from.

* Select menu

If enabled, the depth gadget of screens will get a new meaning. If you click on a screen's depth gadget with your right mouse button, MagicCX will present a menu underneath the mouse, from which you may select a screen or a screen's window. The menu is set up as follows:

The main items within the menu contain the screen names known to the system. If a screen is public there will be a "<PUB>" indicator in front of it's public name. If it isn't public there will be a "<SCR>" indicator with the screen's title (if any). The menu item's subitems contain the screen identifier itself as first entry and all the windows for that screen as following entries. Simply select an entry from the subitem list and the Screen and window (if you have selected a window) will be brought to front and the window will be activated.

* Only screens

This applies to the screen select menu, described above. If you set this gadget, only screens will be listed in the menu, no submenus containing windows.

* Smart depth active/Smart depth key

If you click on the depth gadget with your left mouse button while holding down the "Smart depth key" and having selected "Smart

depth active", MagicCX will pop up the Screen Select Window (see Screen Select Window).

1.55 MagicCX.guide/Screen Select Window

The Screen Select Window

The Screen Select Window contains a list of available screens and their windows (if selected). Simply select an entry and act on it. You may grab/print an entry just like with the Grabber (see Grabber), or simply activate/bring to front the entry. For Public Screens, you may even declare a screen entry as default Public Screen.

* Screens/Windows

Contains the list of screens/window. Screens will be prefixed with "<PUB>" if they are public or by "<SCR>" if they are normal custom screens. The screen's windows, will be indented and prefixed by "-" to show which screen they reside on.

* Number of Screens/Default Pub screen

Shows information about the number of available screens and the name of the default Public Screen

* Grab

Will save the active entry according to the Grabber settings (see Grabber).

* Show windows

Turns on/off window entry displaying

* Print

Will print the active entry according to the Grabber settings (see Grabber).

* Activate

Will bring to front/activate the active entry

* Renew list

Will update the list

* Set as default

Only available for Public Screens: Will declare the active entry to the new default public screen

* Cancel

Will cancel the Screen Select Window

1.56 MagicCX.guide/Special Cycling

Special window cycling
=====

This is a special form of window cycling, restricted to windows whose titles match one of the patterns specified. This way you may cycle through special windows you have to cope with a lot (eg. Shell windows).

Simply enter a pattern for the title of the window(s) and go for it. If MagicCX encounters a window matching a pattern, it will be brought to front/activated.

All AmigaDOS wildcards are supported, names are treated case-insensitive

- * Special cycling/Special key

Turns on/off special cycling. If you hit the "Special key", MagicCX tries to find the next matching window on the active screen. It will then be brought to front/activated

- * Window names

The list of names/patterns to look for

- * Name

The entry name. You may use the Picker gadget to the right to select the name of a window from the list of known windows

- * New/Clone/Remove

Will create a new entry, clone an entry, remove the active entry from the list

1.57 MagicCX.guide/TagScreens

Force old type screens to new ones
=====

The TagScreens module is a sophisticated system for promoting screens to other screens or enhancing screens. It offers the possibility to have a global tag, which serves as a master configuration for all entries not included in the list of TagScreens entries. It can be configured the same way as all the other entries as

well.

Furthermore you may alter specific screens bei their names or force all screens generated by an application to new styles/types. This is accomplished by two seperate lists with entries which are set up by patterns.

You may even protect screens from being manipulated through the global settings by marking them.

All AmigaDOS wildcards are supported and all names are treated case insensitively.

Using a special ModeID scheme you may even tell MagicCX which ModeIDs to intercept. If a ModeID is requested, which should be intercepted, MagicCX will ask what to do. You may change the ScreenMode temporarily, permanently, refuse to change or simply use the global tag on that screen.

For users of Picasso Graphics Cards there are two settings, which enable private features of these Graphics Cards.

Warning: TagScreens is somewhat highly sophisticated and should only be used by people who know what they are doing. Otherwise crashes are predefined.

- * TagScreens active

Turns on/off the TagScreens module

- * Edit tags...

Will bring you to the Tag settings window. See Edit Tags, for more information.

- * Edit interceptions...

Will bring you to the Modes settings window, from which you may define the ModeIDs to intercept. See Edit Modes.

1.58 MagicCX.guide/Edit Tags

Edit TagScreen Tags

From within this window you may alter the global Tag and the specific Tags for TagScreens.

- * Use global/Global settings

Enables the global tag. Using "Global settings" you may configure the global tag using the Edit entry window (see Edit TagScreens Entry).

* Type

Specifies the type of list to be displayed in the ListView gadget. Entries can either be "Screennames", ie. the entries should be patterns matching the Screen titles, or "Tasknames", which means that you should use the names of an application. All screens created by this application will receive the settings made for the entry.

* Entries

The entry list itself. It will either contain the screens' names or the tasks' names.

* Entry name

The name of the active entry currently being edited. Using the Picker gadget to the right you may select a screen name or task name from a list of known screens/tasks. If you want to protect this entry from being manipulated by the global settings, simply precede it with a "-".

* New/Edit/Clone/Remove

Create a new entry, edit the active entry, clone the active entry, or remove the active entry from the currently displayed list.

1.59 MagicCX.guide/Edit Modes

Edit TagScreen Modes

Using this window, you may set the ModeIDs MagicCX should intercept. If an application requests a ModeID listed here, and that application isn't listed in the "Screens" or "Tasks" lists of TagScreens, a requester will pop up asking what to do.

You may set the ScreenMode "This time", "Always" (which will result in a copy of the task's/screen's name in one of the TagScreens' lists), "Never" (which will result in an exception entry in one of the TagScreen's lists and not change the ScreenMode), or simply let the global tag act on it. If you select "This time" or "Use global", the requester will pop up again if that application tries to request the ScreenMode again.

* Interception active

If set, MagicCX will check every ScreenMode requested against those listed here. If an application, not listed in one of TagScreen's lists, requests a ModeID listed here, the requester will pop up.

* ModeIDs

The list of ModeIDs to intercept

* ModeID

Let's you select the ModeID for the current entry

* New/Remove

Create new entry or remove active entry

1.60 MagicCX.guide/Edit TagScreens Entry

Edit a TagScreens entry

Entries of a TagScreens list will be edited here. You have plenty of options you may choose from.

* Hard Patch

This is for OS 2.x aware applications, which already use so-called TagLists to create their screens. Normally MagicCX refuses to alter a screen created using TagLists (except for some, which are marked accordingly). If you set "Hard Patch", MagicCX will also alter screens using Tags.

* AutoScroll

Will enable AutoScroll feature for screens being too large to fit on the monitor

* BlackBorder

Removes the white border from screens and replaces it by a black border. This can be used with or without "Hard Patch" turned on, no matter which way the screen is opened.

* AutoCenter

Will horizontally center the screen if it is too small to fill the whole montior. Can be used with any type of screen, no matter if "Hard Patch" is turned on.

* Interleaved

Will create Interleaved BitMaps for better performance. This feature is only available under OS 3.x and up.

* SAPens

Will set the Pen array to use for rendering gadgets and windows on the screen. This is of use for old OS 1.3 style screens

* LikeWB

Will create a screen just the same type like the Workbench screen. This feature is only available under OS 3.x and up.

* SA-System-Pens

Normally MagicCX will use the OS 2.x like pens for setting the pen array. If you specify "SA-System-Pens", MagicCX will try to find the correct pens according to the version of OS you are running.

* Picasso Planar

This is for use with a Picasso Graphics Card only. If set, it will create a planar Picasso display rather than a chunky display.

* Set ScreenMode/ModeID

Will give you the opportunity to alter the screenmode of a screen. Simply select the new ScreenMode from the list of Modes using the ScreenModeRequester. If you are not running asl.library V38, reqtools.library V38 will be used. reqtool.library V38 is part of the MagicCX distribution. The default dimensions for the selected ModeID will be copied to the Width/Height gadgets.

* Change width/Change height/Width/Height

Using these gadgets you may alter the dimensions of the screen. Simply set the width/height for the screen

* Change depth/Depth

You may even alter the depth (number of colors) of the screen.

* Make screen public/Public name

If the screen you want to alter isn't a Public Screen, you may force the screen to being public using these gadgets. Simply enter the name for the Public Screen.

* Set Font/Font

Alter the font to use for the screen to open. Select a font from the FontRequester opened by clicking on the Picker gadget to the right of the gadget.

* Picasso Refresh/Rate

Will allow you to set the Refresh Rate for a Picasso Mode. This is only of use when trying to open a Picasso screen. Simply set the refresh rate using the "Rate" gadget

* Ok/Cancel

"OK" will copy the settings to entry being edited, while "CANCEL" and the Window's Closegadget will leave the entry's settings untouched.

1.61 MagicCX.guide/Telephone Bill

Calculate telephone costs

=====

The Telephone Bill module is the most complex of all. It allows you to automatically store informations about incoming and outgoing phone calls with ease. It monitors connects on selected serial devices and tries to determine the number you have called. From a list of areacodes it then even tries to determine the timezone to use so that all costs calculated are authentic. From a rates panel you may specify special days and dates when to use other settings as the default ones.

You may even build a manual connect, say if you are placing a phone call and want to store informations about that call, too.

The Telephone Bill module is able to control an unlimited number of connects (only restricted to the amount of free memory). You may cycle through the running connects from either the Bill window (see Bill window, or by using a HotKey (see HotKey definitions).

- * Configure bill

This button will lead you to the configuration window, for the bill window. See Configure Bill, for more information.

- * Edit rates

Will open the most complex editor of MagicCX. You may alter day/date rates for all supported timezones here. See Edit rates, for more.

- * Edit AreaCodes

Set up the AreaCodes MagicCX should determine the timezones from. See Edit AreaCodes, for more information.

- * Edit devices

The devices/units to monitor for connects. See Edit devices, for more.

- * Show log

Either dump the contents of the log file to a window showing all informations, or dump the same information to a file for later use.

- * Delete log

Will delete the logfile and reset the "Full costs" indicator.

- * Logname

Specifies the name of the logfile, informations will be written to

- * Full costs

All accumulated costs

1.62 MagicCX.guide/Bill Window

The Bill Window

The Bill Window shows information for the current connect or for a connect you selected. It will display the following informations:

In zoomed state, the window title will show a reduced set of informations concerning the active entry. It shows something like this:

```
"X: C:CC:CC/R:RR:RR-VVV-T-S"
|   |   |   |   |
|   |   |   |   | Save/Ignore connect (Don't save)
|   |   |   |   |
|   |   |   |   | Timezone
|   |   |   |   |
|   |   |   |   | Costs
|   |   |   |   |
|   |   |   |   | Remaining time for the current unit
|   |   |   |   |
|   |   |   |   | Connect time for this connect
|   |   |   |   |
Connect number
```

* Connecttime

The connecttime for this connect and the remaining time for the unit

* Cost

This costs for the current connect and the full costs including previous and all other running connects

* Dialed

The dialed number. If MagicCX wasn't able to determine the number dialed or if the connect was set up manually it will show
"--Manual Connect--"

Using the following gadgets, you may configure the current connect or retrieve further information.

* Save to log

Save information about this connect to the logfile.

* Timezone

Specify a timezone for the connect with different unit/cost options

* Costs/hour

The costs per hour for the running connect according to the connect settings.

The lower four gadgets aid in controlling connects.

* Previous

Will bring you to the previous connect in the list of connects

* Connect

Will launch a manual connect which can be interrupted using "Disconnect"

* Disconnect

Will interrupt the current manual connect. Connects built by a modem can not be interrupted manually.

* Next

Will bring you to the next connect in the list of connects.

1.63 MagicCX.guide/Edit Bill Window

Configure the Bill Window

From within this window you may configure the Bill Window.

* Open bill window

Open the bill window if a connect was detected on one of the monitored devices/units

* Bill active on popup

Activate the bill window when opening

* Bill zoomed

When opening the Bill window zip to alternate position, ie. small window.

* Popup delay

If a connect has been detected on one of the devices/units and the Bill window isn't open yet, wait x seconds before opening

* Connectime

Approximate time for your modem to set up a connect. This is useful for having the Telephone Bill module working with realistic values.

* Public Screens

Names of Public Screens the Bill Window should open on. Simply enter the Public Names of Public Screens separated by semicolons, commas or spaces, or select a name from the list using the Picker gadget.

1.64 MagicCX.guide/Edit Rates

Configure rates for timezones

This is the most complex window of all. You may configure special days/dates for each timezone. Each entry of the days/dates may have it's own list of times where special units/costs apply. Each timezone has a special entry "Standard settings". This entry can not be deleted from the list as every timezone needs some information about how to handle units, duration of units, costs of units etc.pp. Exceptions may be added to the list of days/dates where other settings apply in contradiction to the ones set up for the "Standard settings". Defaults for this window are the three timezones of Germany, including Weekends with reduced costs.

For each "Days/Dates" entry you have to specify time entries (or a single entry). These entries determine ranges for which the Unit fields apply.

An example: Standard settings for a normal workday in Germany are (Timezone 1):

8:00	- A unit lasts 360 seconds and costs 23 Pfennige These settings last until 18:00 the same workday
18:00	- A unit lasts 720 seconds and costs 23 Pfennige These settings last until 8:00 the next workday

So you simply set times for an entry to what you want. Enter the start time for a new range and set the Unit fields accordingly. Times entered/alterd will be sorted by "smallest-first", so that ranges don't overlap.

At weekends, we have reduced costs for phone calls, so we add an exception to the list of "Days/Dates" which is a "Days" entry. We set the exception to Sunday and Saturday, and specify times for that entry. As there is only one time range for weekends, we set the first and only time to "0:00", so that this time range will be used with the beginning of a weekend

0:00 - A unit lasts 720 seconds and costs 23 Pfennige

The "First Unit" fields correspond to the very first unit passed, while the "Following Units" corresponds to all units following the very first.

* Time zone

Select the timezone whose entries you want to alter. The "Days/Dates" gadget will now contain all the entries for the specified timezone. The first entry will be selected and the "Time" Gadget will contain the time(s) for that entry. The "First Unit"/"Following Units" will be set according to the settings of the first "Time" entry.

* Days and Dates

This ListView gadget contains the "Standard settings" and exceptions for the current timezone. Simply select an entry to alter it's times or alter an exception.

* Time

This is the list of times for the selected "Days/Dates" entry. There must be at least one entry for that list. Select the time you want to edit and alter it's start time and/or Unit fields.

* First Unit/Following Units

These fields are used to set the costs for an unit and it's duration for the active time entry. You have to enter the smallest amount of your currency in the "Cents/Unit" fields, ie. Pfennige, Cents....

* Add time

Add a new time to the list of times for the selected "Days/Dates" entry. The list will be sorted then.

* Remove time

Remove a time entry from the list of times of the selected "Days/Dates" entry. The last entry in the list can not be deleted

* Edit time

Edit a time entry. The list will be resorted then

* Add date

Add a date exception to the "Days/Dates" list of the current timezone. A window will open up giving you the opportunity to select the date. Please keep in mind that no date exceptions like the 31. of April will be handled. You should know what you are doing. Enter a comment like "Christmas" and hit "Ok". Now set the times for the new entry.

* Add day

Add a day(s) exception to the "Days/Dates" list of the current timezone. You may select any weekday from this window and enter a comment for the "Days/Dates" entry. Now set the times for the new entry.

* Edit entry

Will let you edit an exception entry from the "Days/Dates" list of the current timezone. The "Standard settings" entry can not be edited.

* Clone entry

Will clone the active "Days/Dates" entry. "Standard settings" can not be cloned

* Remove entry

Will remove the active "Days/Dates" entry. "Standard settings" can not be cloned

1.65 MagicCX.guide/Edit AreaCodes

Configure AreaCodes for Telephone Bill

Using this window you may enter AreaCodes, MagicCX should use to determine specific timezones. If MagicCX is successfull in filtering the telephone number you've called it tries to determine the timezone from this list of AreaCodes.

Simply enter patterns or the first digits of an AreaCode and set the timezone for this AreaCode.

For example: If you call someone who's AreaCode starts with "061" and this would mean timezone 2 for you, enter "061" or "061#?" and set the timezone to 2.

From within this window you may set the default timezone, which is to be used whenever MagicCX wasn't able to determine the timezone.

* Default TimeZone

Using this gadget you may set the default TimeZone.

* AreaCodes

List of area codes

* AreaCode

The current areacode you are editing. Enter the first digits or

digits containing a pattern for the area code.

* TimeZone

The timezone for the current AreaCode.

* New/Clone/Remove

Create a new AreaCode, Clone the active AreaCode, Remove the active AreaCode

1.66 MagicCX.guide/Edit Devices

Configure devices for Telephone Bill

Using this window you may set the devices/units to monitor and check for connects. If you want to monitor "serial.device" unit "0" (default port for modem connections), you would simply enter "serial.device" and set unit "0" for it.

* Devices

The list of devices monitored by MagicCX. The list will not display the trailing ".device" part of a device name, even though you have to enter it.

* Device active

This gadget determines whether MagicCX should monitor carriers on that specific device. If turned off, MagicCX will never recognize a carrier detect on that device.

* Device name

The name of the selected device. To select a device from a list, click on the Picker Gadget to the right of the gadget.

* Unit number

The unit number of the device to monitor. If you want to monitor multiple units of the same device, you have to create multiple instances of the device and set the unit number accordingly.

* New/Clone/Remove

Create new entry, Clone active entry, Remove active entry

1.67 MagicCX.guide/ToolAlias

Substitute Default Projects

=====

This is a rather small feature of MagicCX, but it might be helpful for (eg) users of CDRoms or users who frequently take a look at FD disks/CDs.

You probably know this: You get a new program and it's documentation, you double click on the Doc's icon and the system requests some text viewer, you don't like/own. Wouldn't it be nice if some default projects would be "mapped"/"redirected" to different tools? Simple, use ToolAlias. Enter path/programs and the substitute for that program. That's it.

If Workbench tries to load/cache a Tool, which can't be found on your system, or which isn't known by MagicCX, you may have MagicCX pop up a requester to add an replacement for that tool.

* ToolAlias active

Turns on/off ToolAlias

* Intercept unknown

Tells MagicCX to present a Requester as soon as a Tool is about to be used which can't be found on your system. You may then specify an alternative tool for that Workbench tried to load.

* Tools

The list of tools to be mapped including the destination programs. The left side of an entry is the old program, while the right is the new one.

* Old name

Enter the name/pattern of the old program. You don't actually have to enter the path if you are using a pattern.

* New name

The new program to use in place of the old one. Simply enter the name/path of the program to use. You can use the Picker gadget to select a program from a FileRequester.

* New/Clone/Remove

Create a new pair, Clone the active pair, Remove the active pair from the list

1.68 MagicCX.guide/WBGauge

Get device-full gauges in Workbench windows (external)

=====

You probably know those gauges from OS 1.3 type Workbench windows. The Device window always had a gauge showing how much the device was filled up. This will be re-introduced by WBGauge module.

* Gauge look

Specify the look of the gauge:

- OS 2.x type

The gauge will look like an OS 2.x type Proportional gadget found in Workbench windows

- OS 3.x type

The gauge will look like an OS 3.x type Proportional gadget found in Workbench windows

- Plain raised

A raised box will be drawn and the gauge will be inserted with a shining color.

- 3D raised

A recessed box will be drawn and the gauge will be inserted with a raised box.

* Truncate title

Under OS 1.3 the title of a device's window only showed the name of the device, nothing else. Using this option you may truncate the title back to OS 1.3 style.

* Only RAM:

This will cause MagicCX to only apply a gauge to RAM:

1.69 MagicCX.guide/Window related

Window related features

=====

On this page you will find window related features of MagicCX.

* Mid button activate

Will cause MagicCX to activate the window, the middle mouse button was pressed over.

* Right button activate

Will cause MagicCX to activate the window, the right mouse button was pressed over. This way you won't have to activate the window by pressing the left button, before you may select a menu item from the window's menu.

* Window activate

Turns on window activation using the specified "Sun mouse" mode. Please refer to Lock windows, for more information about window activation.

* Sun mouse

Specifies the mode of window activation. If "Sun mouse" is set, every window touched by the mouse will be activated. If turned off, every window underneath the mouse will be activated, as soon as you hit a key.

* Sun mouse delay

This is for "Sun mouse" window activation. If delay is set to "0", every window touched by the mouse will be activated, regardless of mouse speed. If you set delay to somewhat different than "0", MagicCX will activate the window underneath the mouse after x ticks and only if the mouse isn't moved anymore.

* Bring to front

Bring to front the activated window.

* Window reactivation

MagicCX may remember an active window on a screen. As soon as you switch to a different screen, MagicCX will reactivate the previously active window on the screen.

* Close window by key/Close key

If a window has a Close gadget attached, you normally have to click on the gadget in order to close the window. If you use "Close window by key" and "Close key", you may simulate the Close gadget click by hitting the "Close key"

1.70 MagicCX.guide/ARexx

The ARexx Port (including RCS module)

=====

Per default MagicCX doesn't offer an ARexx Port. If you use this module, MagicCX will be extended and can then be controlled through ARexx. Furthermore, you may retrieve settings from the ARexx module.

If you have installed the RCS.mcxrmod module, you may even use the Revision Control System from within ARexx (see Revision Control System,

for more information),

Here is a list of available ARexx commands

ACTIVATE
AUTOLABEL
BILLPOPUP
BUMPREV
DIRCACHE
DISABLE
DRIVE
EJECT
ENABLE
ESCCLOSE
FFS
FKEYS
FORMAT
INSTALL
INTERNATIONAL
LABEL
LOGCALL
MAPUMLAUT
MENUWRAP
MOUSEBLANKER
MOUSETIME
NEXTCONNECT
NEXTPAGE
NOVERIFY
QUICK
REVISE
SCREENBLANKER
SCREENTIME
SETENV
SUNMOUSE
TIMEZONE
TRASHCAN
WATCHDISKS

1.71 MagicCX.guide/ACTIVATE

The ACTIVATE Command

Syntax:

ACTIVATE [ON] [OFF]

Argument template:

ON/S, OFF/S

Function:

Turn on/off Window activation in any form. This will enable/disable keystroke activation or SunMouse activation

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.72 MagicCX.guide/AUTOLABEL

The AUTOLABEL Command

Syntax:

AUTOLABEL [ON] [OFF]

Argument template:

ON/S, OFF/S

Function:

Turn Auto Labeling facility for Formatter on or off. If turned on, labels will be automatically numbered according to the number of formats done and to the highest possible auto label.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.73 MagicCX.guide/BILLPOPUP

The BILLPOPUP Command

Syntax:

BILLPOPUP [ON] [OFF]

Argument template:

ON/S,OFF/S

Function:

Make the Bill Window popup if a new connect is encountered. If turned off, the Bill Window will only open up on demand.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.74 MagicCX.guide/BUMPREV

The BUMPREV Command

=====

Syntax:

BUMPREV <FILE <string>> <MODE <string>>

Argument template:

FILE/K/A,MODE/K/A

Function:

This function will simply take the supplied file and will update the information contained in the RevisionControlSystem header of that file. Author, Date, and Revisionnumbers are updated.

Argument description:

* FILE <string>

* MODE <string>

Results:

-

Note:

-

Example:

-

1.75 MagicCX.guide/DIRCACHE

The DIRCACHE Command

Syntax:

DIRCACHE [ON] [OFF]

Argument template:

ON/S,OFF/S

Function:

Turns on/off Directory Caching for the Formatter.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.76 MagicCX.guide/DISABLE

The DISABLE Command

Syntax:

DISABLE

Argument template:

,

Function:

Will disable MagicCX. Except for the clock(s) nothing more will work. MagicCX can be reactivated using CxExchange or the Enable ARexx command.

Argument description:

-

Results:

-

Note:

-

Example:

-

1.77 MagicCX.guide/DRIVE

The DRIVE Command

Syntax:

DRIVE [NUMBER] <figure>

Argument template:

NUMBER/N/A

Function:

Set the drive a disk should be formatted in. Please specify the number of the drive you would like to use for the format. Numbers correspond to the drives connected to your Amiga, ie 0 for DF0:, 1 for DF1:, 2 for DF2:, and 3 for DF3:

Argument description:

* NUMBER <figure>

Results:

-

Note:

-

Example:

-

1.78 MagicCX.guide/EJECT

The EJECT Command

Syntax:

EJECT [ON] [OFF]

Argument template:

ON/S,OFF/S

Function:

Turns on/off the Eject feature of the Formatter. This one is available for Olaf Barthel's formatter only.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.79 MagicCX.guide/ENABLE

The ENABLE Command

Syntax:

ENABLE

Argument template:

,

Function:

Is the opposite to the DISABLE command. It will reenable all inactive features of MagicCX. All HotKeys and functions will be available again. This is the same as changing MagicCX's state from within Commodities Exchange.

Argument description:

-

Results:

-

Note:

-

Example:

-

1.80 MagicCX.guide/ESCCLOSE

The ESCCLOSE Command

Syntax:

ESCCLOSE [ON] [OFF]

Argument template:

ON/S,OFF/S

Function:

Turns on/off MagicCX window-close-by-key feature.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.81 MagicCX.guide/FFS

The FFS Command

Syntax:

FFS [ON] [OFF]

Argument template:

ON/S, OFF/S

Function:

Turns on/off FastFileSystem formatting for the Formatter.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.82 MagicCX.guide/FKEYS

The FKEYS Command

Syntax:

FKEYS [ON] [OFF]

Argument template:

ON/S,OFF/S

Function:

Turns on/off Function Keys mapping of MagicCX. If turned on, you may use all of the defined Function Keys. If turned off the Function Keys will not be mapped by MagicCX.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.83 MagicCX.guide/FORMAT

The FORMAT Command

Syntax:

FORMAT

Argument template:

,

Function:

Start the Formatter without opening MagicCX's Formatting window. All settings for the Formatter made through previous calls of ARexx commands or from within the Formatter window will be used.

Argument description:

-

Results:

-

Note:

-

Example:

-

1.84 MagicCX.guide/INSTALL

The INSTALL Command

Syntax:

INSTALL [ON] [OFF]

Argument template:

ON/S,OFF/S

Function:

Turns on/off the Install feature of the Formatter. This one is available for Olaf Barthel's formatter only.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.85 MagicCX.guide/INTERNATIONAL

The INTERNATIONAL Command

Syntax:

INTERNATIONAL [ON] [OFF]

Argument template:

ON/S,OFF/S

Function:

Turns on/off the International mode for the Formatter. This mode is only available under OS 3.x and up.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.86 MagicCX.guide/LABEL

The LABEL Command

Syntax:

LABEL [STRING] <string>

Argument template:

STRING/A

Function:

Set the label for the following disk(s) to be formatted.

Argument description:

* STRING <string>

Results:

-

Note:

-

Example:

-

1.87 MagicCX.guide/LOGCALL

The LOGCALL Command

Syntax:

LOGCALL [ON] [OFF]

Argument template:

ON/S,OFF/S

Function:

For the active connect, set the Save Log gadget. If turned off, no information about the connect will be saved to disk.

Argument description:

* ON

* OFF

Results:

—

Note:

—

Example:

—

1.88 MagicCX.guide/MAPUMLAUT

The MAPUMLAUT Command

Syntax:

MAPUMLAUT [ON] [OFF]

Argument template:

ON/S, OFF/S

Function:

Turns on/off the Map Umlauts feature of MagicCX.

Argument description:

* ON

* OFF

Results:

—

Note:

—

Example:

—

1.89 MagicCX.guide/MENUWRAP

The MENUWRAP Command

Syntax:

MENUWRAP [ON] [OFF]

Argument template:

ON/S,OFF/S

Function:

Turns on/off the MenuWrap feature of MagicCX.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.90 MagicCX.guide/MOUSEBLANKER

The MOUSEBLANKER Command

=====

Syntax:

MOUSEBLANKER [ON] [OFF]

Argument template:

ON/S,OFF/S

Function:

Turns mouseblanking on/off

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.91 MagicCX.guide/MOUSETIME

The MOUSETIME Command

Syntax:

MOUSETIME [TIME] <figure>

Argument template:

TIME/N/A

Function:

For the mouse blanker. This command will set the timeout for the mouse blanker.

Argument description:

* TIME <figure>

Can be in the range from 1 (second) to 120 (seconds)

Results:

-

Note:

-

Example:

-

1.92 MagicCX.guide/NEXTCONNECT

The NEXTCONNECT Command

Syntax:

NEXTCONNECT

Argument template:

,

Function:

If there is more than one connect monitored by the PhoneBill module, this command will cause MagicCX to cycle to the next connect or restart in the list of connects.

Argument description:

-

Results:

-

Note:

-

Example:

-

1.93 MagicCX.guide/NEXTPAGE

The NEXTPAGE Command

Syntax:

NEXTPAGE

Argument template:

,

Function:

This is for the clock page. Will cycle to the next (not excluded) page.

Argument description:

-

Results:

-

Note:

-

Example:

-

1.94 MagicCX.guide/NOVERIFY

The NOVERIFY Command

Syntax:

NOVERIFY [ON] [OFF]

Argument template:

ON/S,OFF/S

Function:

Turns on/off No Verify for the Formatter. This one is available for Olaf Barthel's formatter only.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.95 MagicCX.guide/QUICK

The QUICK Command

Syntax:

QUICK [ON] [OFF]

Argument template:

ON/S, OFF/S

Function:

Turns on/off the Quick option for the formatter.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.96 MagicCX.guide/REVISE

The REVISE Command

Syntax:

REVISE <FILE <string>> <MODE <string>> [PUBSCREEN <string>]
[INITIALVER <figure>] [INITIALREV <figure>] [INSERTBEFORE
<string>] [INSERTAFTER <string>]

Argument template:

FILE/K/A, MODE/K/A, PUBSCREEN/K, INITIALVER/K/N,
INITIALREV/K/N, INSERTBEFORE/K, INSERTAFTER/K

Function:

Invokes the Revision Control System. See the corresponding paragraphs for more information (see Revision Control System).

Argument description:

* FILE <string>

The file name of the file to be revised.

* MODE <string>

Which mode to use. Can be 'ASM', 'BAS', 'C' or 'PAS'

* PUBSCREEN <string>

The Public Screen's name to open the window on

* INITIALVER <figure>

Initial version number. Only applicable for the initial revision

* INITIALREV <figure>

Initial revision number. Only applicable for the initial revision

* INSERTBEFORE <string>

File to insert before the header. Only applicable for the initial revision.

* INSERTAFTER <string>

File to insert after the header. Only applicable for the initial revision.

Results:

-

Note:

-

Example:

-

1.97 MagicCX.guide/SCREENBLANKER

The SCREENBLANKER Command

=====

Syntax:

SCREENBLANKER [ON] [OFF]

Argument template:

ON/S,OFF/S

Function:

Turns screenblanking on/off

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.98 MagicCX.guide/SCREENTIME

The SCREENTIME Command

Syntax:

SCREENTIME [TIME] <figure>

Argument template:

TIME/N/A

Function:

For the screen blanker. Will set the screen blanker's timeout.

Argument description:

* TIME <figure>

Can be in the range of 1 (second) to 3600 (seconds)

Results:

-

Note:

-

Example:

-

1.99 MagicCX.guide/SETENV

The SETENV Command

Syntax:

SETENV [ON] [OFF]

Argument template:

ON/S,OFF/S

Function:

Turns on/off the clock's Set ENV Vars feature.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.100 MagicCX.guide/SUNMOUSE

The SUNMOUSE Command

Syntax:

SUNMOUSE [ON] [OFF]

Argument template:

ON/S,OFF/S

Function:

Turns on/off the window activators SunMouse feature.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.101 MagicCX.guide/TIMEZONE

The TIMEZONE Command

Syntax:

TIMEZONE [<zone>]

Argument template:

ZONE/N

Function:

For the current connect, set the timezone.

Argument description:

* ZONE

Can be in the range of 1 to 5

Results:

-

Note:

-

Example:

-

1.102 MagicCX.guide/TRASHCAN

The TRASHCAN Command

Syntax:

TRASHCAN [ON] [OFF]

Argument template:

ON/S,OFF/S

Function:

Turn on/off the Formatter's Trashcan option.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.103 MagicCX.guide/WATCHDISKS

The WATCHDISKS Command

Syntax:

WATCHDISKS [ON] [OFF]

Argument template:

ON/S, OFF/S

Function:

Tell MagicCX whether to monitor disks inserted into the drives. If turned ON, will cause MagicCX to monitor every disk inserted whether to format the disk, or not.

Argument description:

* ON

* OFF

Results:

-

Note:

-

Example:

-

1.104 MagicCX.guide/AssignWedge

Better "Please insert..." requesters

=====

You definitely know those requesters: "Please insert volume <xyz> in any drive". Whoops, forgot to assign a directory? You would normally have to enter a Shell to do the assignment. Using this module you may either, Assign a directory, Mount a Device or even deny the process to get it's assignment.

There are two versions available of this module, from which you chose one during installation. The first one uses standard Intuition

Requesters for prompting. The second utilizes ReqTools Requesters in order to give you shortcuts during selecting an option.

If the system tries to open up a "Please..." requester, it is replaced by a new one with three more gadgets, which are:

* Assign...

Open a DirectoryRequester asking for a directory to assign the requested volume to

* Mount

Try to mount the specified device from DEVS:Mountlist

* Deny

Deny the request. As long as MagicCX is running, the requesting application will not be satisfied to get the requested volume. No more requesters will be shown if the running application tries to access the volume again.

1.105 MagicCX.guide/UnixDirs

Use "../" on your system
=====

Using this module you may use "." and ".." in a shell, just the way you probably know it from Unix systems.

If you specify "." it refers to the current directory.

".." refers to the directory one level above the current one, so "../.." will get you two levels up.

The "/" identifier which should bring you to the root level is not supported as it would conflict with AmigaDOS' own identifier.

1.106 MagicCX.guide/RCS

The Revision Control System
=====

This really is a fine feature. It might be interesting for the programmers of you, which are working on bigger, or even on smaller, projects. While working on a program it might be nice to see which changes were made to a program from this to that version. Inserting this data by hand is not quite that what I call simple. This is where MagicCX's Revision Control System gets to work. This feature aids you in inserting good looking Revision headers directly into your

sourcecode. All you have to do is to tell MagicCX the program's name to be revised, what kind of sourcecode it is and what information MagicCX should insert into the Revision header. For the type of sourcecode you can choose between Assembler, Basic, 'C', and Pascal/Modula. The main layout of the header is kept but only adjusted to perfectly fit into the desired type of sourcecode.

The special thing about the function is the way it is called. The Revision Control System can only be called via ARexx. That is why I present the syntax for that call now:

```
REVISE FILE=Filename MODE=ASM|BAS|C|PAS PUBSCREEN=<NAME>
```

```
INITIALVER=N INITIALREV=N INSERTBEFORE=<FILE> INSERTAFTER=<FILE>
```

As you can see all you have to do is to feed the function with the filename and an identifier for the type of sourcecode. The other options are optional and do not apply to every revision. Having started the Revision Control System MagicCX will first search the sourcecode whether there already is a Revision header inserted in the specified language. There is no need to position the header at the first line of the source. MagicCX will search within the following lines to find the header, giving you the possibility to add specific directives in front of the header. So it is possible to insert text in front of the header(1). No matter if there already is a header this search will always be made when the Revision Control System is called. From now on MagicCX will go different paths in manipulating the source, depending on the existence of a header.

MagicCX comes with several ARexx scripts for use with the supported languages and for the CygnusED, TurboText, and GoldED editors.

Using the "PUBSCREEN" keyword you may tell MagicCX on which Public Screen to open the RCS window on. If the screen can not be found, MagicCX will fall back to the default Public Screen.

Make sure that the logical directory T: is accessible, because MagicCX needs that directory to temporarily store it's work. To be secure I advise you to make a backup of your sourcecode before you start the Revision Control System. (One can never know)

After a Revision the RCS will either return 'TRUE' for success or 'FALSE' for failure. These return codes are strings, so check your RESULT codes accordingly.

If you want the program to store your name and the name of your 'firm' within the header you will have to set two environment variables.

- * AUTHOR Set this variable to your name.
- * COMPANY Enter your firm's name here.

Now following is a small example for setting these variables:

```
SETENV AUTHOR "Kai Iske"
```

```
SETENV COMPANY Gunthersoft
```

As you can see parameters which contain spaces have to be enclosed by quotes. Insert these settings within your s:User-StartUp file to have the variables available on every bootup.

First revision	How to invoke the RCS the first time
Following revisions	Work on an already revised sourcecode
Special features	Special features and an example
Automatted revision update	Simply increasing version/revision numbers
Using RCS2HST	Using the RCS2HST program

----- Footnotes -----

(1) Some Assemblers require special information within the first line of the source.

1.107 MagicCX.guide/FirstRev

First revision of a sourcecode with the Revision Control System

Assuming this situation I will now point out the actions MagicCX performs when first used on a non-revised sourcecode. A window will be opened with the following title:

Enter a Purpose Message

As the title says you are now to enter a purpose for the sourcecode you want to revise. You have the possibility to enter 5 lines and 60 chars per line. When you are done with the purpose message you can enter some more specific data. You can tell MagicCX which version number to use for the first revision. This input is made within the integer gadgets at the bottom of the window.

The "INITIALVER" and "INITIALREV" keywords for the RCS command are used to set the default Version/Revision for a new revision. Use these to preset the Integer gadgets.

If you want to insert a header in front of the new header use the "INSERTBEFORE" keyword to specify the file to insert. To insert a header after the new header use the "INSERTAFTER" keyword and specify a file to insert.

The integer gadget on the left is used to enter the version number. Into the right gadget you can enter the revision number. Using the 'Create macros' switch you may determine whether to create macros or not. The gadgets OK and CANCEL are self-explanatory. Whilst OK starts the revision CANCEL is used to abort.

Assuming that you have made all the input and started the Revision Control System I will now describe the actions MagicCX will perform for building the header. At first a part of the standard header will be built. The production will be made within T:. If the environment

variables are set the author's and the 'firm's' name will be stored within the header. If MagicCX was not able to find one variable, or even both of them, the corresponding fields will be set to '--- Unknown ---'. Furthermore the filename and the actual system date will be inserted. The current revision will be set to the value you specified or to the value MagicCX automatically uses. Now the 'purpose' text will be inserted and finally a 'log message' for the current revision will be appended to the header. This log message will be set to '--- Initial release ---' for the first revision, because it is assumable that no changes have been made. Behind the log message MagicCX will insert six macros, which reflect date of the revision, time of the revision, name of the author, who made the revision, the current revision number of the sourcecode and version/revision numbers. Please have a look at The revision header's special features, for further information. The Revision header will be created at the start of the sourcecode, so you will have to insert lines which have to be in front of the header, after you revised the source.

1.108 MagicCX.guide/AgainRev

Revision of an already revised sourcecode

If there already was a header within the sourcecode MagicCX will now go the second way. Again a window will be opened which does not visually differ from the Purpose window. The window's title is:

Enter a Log Message

You can enter a descriptive text for all changes made to the source since the last release (Log message) here. The two integer gadgets at the bottom of the window can be used to set the new revision number MagicCX should continue with. MagicCX will automatically increment the revision of the sourcecode. MagicCX will set the integer gadgets to the next revision. Say if the current revision is "1.1", the gadgets will read "1.2". You can now change the revision in case you want to skip several evolutionary steps. Selecting OK you tell MagicCX to continue whilst CANCEL aborts the procedure.

For additional revisions the "Only text" gadget is available. This gadget tells MagicCX to add the Log message to an already existing Log message, that means only text will be added, but no changes will be made to the revision number. Only the revision date will be changed.

Did you tell MagicCX to continue (using "Ok") only important entries will be changed within the header. The actual revision number will be set to the new value and the log message will be inserted before the previously entered. The log message's header gives you information about the author of the revision and when the changes were made. Finally the macros behind the header will be recreated. For further information have a look at The revision header's special features. The header's position within the source will be kept unchanged but the source's length will slightly increase. If the first of the six macros could not be found right after the header, MagicCX assumes that you no

longer want the program to rebuild the macros and so it does not make a refresh. So if you insert a blank line between header and macros no more changes will be made to them.

1.109 MagicCX.guide/RevSpec

The revision header's special features

Here is a small example for the look of the header in Assembler.

```

;
; Header inserted or normal texts manually entered
;
;* $Revision Header built automatically ***** (do not edit) *
;*
;* © Copyright by <COMPANY>
;*
;* File           : test
;* Created on      : Monday, 22.02.93  17:50:35
;* Created by      : <AUTHOR>
;* Current revision : V2.5
;*
;*
;* Purpose
;* -----
;*   - This is a test
;*
;* Revision V2.5
;* -----
;* created on Monday, 22.02.93  17:50:41  by <AUTHOR>.  LogMessage :
;*   *- changed on Monday, 22.02.93  17:50:57 by <AUTHOR>. LogMessage :
;*   - Additional text for revision 2.5
;*   *- created on Monday, 22.02.93  17:50:41 by <AUTHOR>. LogMessage :
;*   - The next revision. This will be 2.5
;*
;* Revision V1.0
;* -----
;* created on Monday, 22.02.93  17:50:35  by <AUTHOR>.  LogMessage :
;*   --- Initial release ---
;*
;*****
REVISION  MACRO
           dc.b "2.5"
           ENDM
REVDATE   MACRO
           dc.b "22.02.93"
           ENDM
REVTIME   MACRO
           dc.b "17:50:57"
           ENDM
AUTHOR     MACRO
           dc.b "<AUTHOR>"
           ENDM

```

```

VERNUM      EQU    2
REVNUM      EQU    5
;
; The "after" header and beginning of your sourcecode
;

```

This is the header of an Assembler sourcecode which was revised once after it was created. The field <COMPANY> will be filled with the name of the company (if present). The <AUTHOR> fields will be filled with the name of the author as long as the environment variable could be found. At the end of the header you find six macros. These macros reflect the actual revision number, date of revision, time of revision, the name of the author having done the revision and version/revision number. You can use these macros within your sourcecode, so that you can tell the user something about the program's "evolution" during runtime.

The Basic, 'C' and Pascal/Modula pendants take the same names as in Assembler. The 'C' type macros will be set as #defines into the sourcecode. As you might believe the Basic "versions" are string variables which have a \$ postpended.

There is one thing to remember while using the Pascal/Modula macros: To make these macros available within sourcecodes I chose the possibility to declare the macros as CONSTants. Therefore the CONST symbol will immediatly follow the header and then following are the macros. So you will have to add any other constant declarations after MagicCX's.

1.110 MagicCX.guide/AutoRev

Automatted revision updating

The RevisionControlSystem offers a possibility to automatically update the date, author, and revision informations contained in a source code/header file. This function will simply update those informations without opening a windows, thus it is very suited for being placed in a MakeFile, so that revision numbers are increased on every compile run.

As well as the RevisionControlSystem itself, the BumpRev function is invoked through ARexx.

```
BUMPREV FILE=Filename MODE=ASM|BAS|C|PAS
```

All you have to do is simply supply the name of the file containing the header and the type of header placed in that particular file. If no header was found in the file specified, or if the file itself couldn't be found, the command will not do anything.

Here's an example for a line you could put in your MakeFile:

```
RX "/**/ address 'MCX' BUMPREV FILE 'T:Dummy.c' MODE C"
```

That's just about it. This command will update the file Dummy.c with header mode 'C'.

1.111 MagicCX.guide/Using RCS2HST

Using the RCS2HST program

Normally, you will insert your revision headers directly into one or all of your source files. If you want to distribute a History or Changes file with you application, you normally have to cut out the header and place it in a seperate file, edit it and style it a bit to suit your needs.

If you simply want to extract the revision information and write it to a simple changes file you may use the RCS2HST utility.

When running RCS2HST from a Shell, simply supply the name of the file containing the header and the name of the file you want to write the changes to. This file will always be recreated when using RCS2HST again on the changes file.

From Workbench, simply double-click on it's icon. RCS2HST will then ask for the input file using a FileRequester and then for the output file, again using the FileRequester.

Any errors during conversion will be reported.

1.112 MagicCX.guide/Legal things

Legal things

Licence
Warranty
Copyright

1.113 MagicCX.guide/Licence

Licence

=====

1. This licence applies to the product called MagicCX, a package for the AMIGA computer, published by Kai Iske under the concepts of

Shareware. The terms "Package", "MagicCX" and "Archive" refer to this product. The licensee is addressed as "you". This license does not apply to third party supplied programs, found e.g. in the c or libs drawer of the original distribution archive.

2. You may use MagicCX for a period of up to 21 days for evaluation. After that, you have to register.
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 6. Some files may be modified for your personal use:
 - * The AREXX scripts

The example AREXX scripts which can be found in the Rexx drawer of the original distribution may be modified and/or enhanced.

 - * The LOCALE files

If you adopt the catalog translation files (extension .ct), you will be able to translate all program texts of MagicCX into your native language.

If you do such changes, you may do so for your personal use; redistribution of modified files is not allowed. (Nevertheless the author would be happy, if you'd sent him your modified files, so that they may serve as a basis for an inclusion into future versions of MagicCX)
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1.114 MagicCX.guide/Warranty

Warranty

=====

This software is provided as is without warranty of any kind, either expressed or implied. By using MagicCX, you agree to accept the entire risk as to the quality and performance of this package.

In no event (unless required by applicable law or agreed to in writing) will any copyright holder, or any other party who may redistribute this package as permitted above, be liable to you for damages, including any general, special, incidental or consequential damages arising out of the use or inability to use this package (including but not limited to loss of data or data being rendered inaccurate or losses sustained by you or third parties), even if such holder or other party has been advised of the possibility of such damages.

Of course, MagicCX has been tested rather extensively before it was released. In case you find any bugs in MagicCX I please you to send me a bug report. See Bugreports.

1.115 MagicCX.guide/Copyright

Copyright

=====

MagicCX is (C) Copyright 1994 Kai Iske, ShareWare

The MagicWB icons are (C) Copyright 1993-94 Martin Huttenloher

Amiga is copyrighted by Commodore Business Machines

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1.116 MagicCX.guide/Registration

Registration

Since Version 1.0 of MagicCX has been finished, it is a product with the SASG quality brand.

The advantages, which grow out of this can be looked up within the Registration/Information program.

Information about registration sites, the SASG, the shareware fee, payment methods etc. can be found there as well.

The registration program can be started either seperately or directly out of the about requester of MagicCX.

Before you register, you have the opportunity to test MagicCX in great detail. However, when using the unregistered version you can't save the preferences (this feature is disabled); all changes you perform using the MagicCX Preferences program stay active only until you reboot your computer.

In spite of all this restrictions it should be possible to see if MagicCX is what you expect. As soon as you use MagicCX regularly, however not later than after 21 days, you have to register!

You'll get your personal keyfile and an AMIGAGUIDE manual (German and English).

For major updates, you will have to update in order to get a new keyfile which unlocks the new features of the new version. Major updates will be marked as such so for normal (minor) updates you do not have to update/pay. All features of minor updates will be unlocked through your old key. Please don't think that I will release major updates every month or so. Major updates will only show up once or (maximum) twice a year, depending on development, ie. it might be that there won't be any major update which, of course, means you don't have to pay. I will, again of course, continue developing MagicCX which will result in some minor updates, depending on the need of users.

All registrations and updates will be mailed with appropriate postage

You'll find my address below, See Important addresses.

1.117 MagicCX.guide/Updates

Updates

I'm continuously working on MagicCX and I'll publish small updates from time to time. These updates will be fed into the following electronic nets:

- * ADS Filenet
- * AmiNet FTP Servers
- * FRAS Net (only available in Germany)

If you have access to such an electronic net, you can get the latest version of MagicCX quickly and cheaply. Many electronic mailboxes supply the latest version of MagicCX as well, e.g.

Publisher's Treff
SASG Support BBS - All SASG products available
63739 Aschaffenburg
Tel.: Germany-(0) 6021-93435
Fido: 2:244/6302.0

You may get the latest version of MagicCX off from that BBS via FileRequest. The magic for the FileRequest is MCX. Any other SASG product may be requested as well.

Alternatively you may order your update directly from me. Please use the registration program for this purpose - as you've already done when you've registered.

Fred Fish will get MagicCX to include it in his library. However, it will last a few weeks until MagicCX finds its way on these floppy or compact disks respectively.

1.118 MagicCX.guide/Bugreports

Bugreports

I ask you to report any bugs you discover. If you have any ideas what should be improved in future versions of MagicCX, please feel free to write, (mail or email, doesn't matter) giving me any suggestions.

Bug reports can be sent by ordinary or electronic mail. The address can be found in Important addresses.

1.119 MagicCX.guide/Important addresses

Important addresses

For more information about the registration sites, please take a look at the Registration program. Simply select the registration site in question and press the Information button to the right.

The author's address
Frank Mariak's address
Registration Site Australia
Registration Site Belgium
Registration Site England
Registration Site France
Registration Site Germany
Registration Site USA

1.120 MagicCX.guide/The author's address

The author's address

=====

If you have any questions, suggestions, bug reports or anything else you want to tell me, you can contact me under one of the addresses.

Either use normal snail mail:

Kai Iske
Brucknerstrasse 18
63452 Hanau
Germany
Tel.: +49-(0) 6181-850181

or reach me using electronical mail

INTERNET: iske@informatik.uni-frankfurt.de
COMPUSERVE: Kai Iske, 100524,1201
FIDO: Kai Iske, 2:244/6302.11
ZNET: KAI@SWEET.RHEIN-MAIN.DE

My bankconnection:

Sparkasse Hanau
Account: 108023540
Bank-ID: 506 500 23

1.121 MagicCX.guide/Frank Mariak`s address

Frank Mariak`s address
=====

Frank ported some of the blanker modules from GarshneBlanker to MagicCX. If you have any bugreportes, suggestions regarding the blanker modules please contact him!

Either use normal snail mail:

Frank Mariak
Eyller Straße 180
47475 Kamp-Lintfort
Germany
Tel.: +49-(0) 2842-7270

or reach him using electronical mail

INTERNET: hl936ma@unidui.uni-duisburg.de (This is addresse might change soon)

1.122 MagicCX.guide/Registration Site Australia

Registration Site Australia
=====

Continental Drift BBS
PO Box 259
Newport Beach NSW 2106
Australia

E-Mail:
UUCP: swreg@drift.apana.org.au

1.123 MagicCX.guide/Registration Site Belgium

Registration Site Belgium
=====

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1.124 MagicCX.guide/Registration Site England

Registration Site England

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1.125 MagicCX.guide/Registration Site France

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1.126 MagicCX.guide/Registration Site Germany

Registration Site Germany

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1.127 MagicCX.guide/Registration Site USA

Registration Site USA

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E-Mail
UUCP: die@lsd.org

1.128 MagicCX.guide/Internals

Internals

With MagicCX you get the program's locale source files. If you like to create new program texts in a different language, please use the files located in MagicCX:Locale/LocaleSource.lha. There you will find the source files for all the catalogs.

If you have created a new catalog file for a language not yet supported, please let me know and I will incorporate it in MagicCX's distribution.

1.129 MagicCX.guide/Configuration requirements

Configuration requirements

The minimum configuration for the usage of MagicCX consists of any AMIGA computer that runs at least AMIGA-OS 2.0 and 1 MB RAM.

As the modules are completely kept in RAM, when loaded, as more you have the better it is.

A harddisk is not needed, but recommended.

If you run version 3.x of the operating system, you can enjoy some additional (mostly optical) features of this OS version, including the Modules Manager (see Modules Manager).

1.130 MagicCX.guide/Some hints

Some hints for usage...

Question:

After I restarted the computer, MagicCX has "forgotten" all settings I'd adjusted before - why?

Answer:

To save the settings, you have to save the MagicCX preferences.
This can be done by selecting the appropriate gadget of the
Preferences program.

Please remember that the settings and as a consequence of this the
window positions as well, can only be saved in the registered
version of MagicCX (see Registration, for details).

1.131 MagicCX.guide/Thanks-Credits

Thanks must go to...

I would like to thank the following people

* My betatester

Dirk Federlein, Stefan Stuntz, Martin 'XEN' Huttenloher, Bernhard
Moellemann, Martin Korndoerfer, Klaus 'kmel' Melchior, Andreas
'Goonie' Schildbach, Michael 'Mick' Hohmann, Fionn Behrens, Lars
Eilebrecht, Henning Schmiedehausen, Frank Mariak, Andreas Goiczky,
Andreas Otte, Ralf Deifel, and some more

* Frank Mariak

For betateesting and some blanker modules

* Michael 'Ghandi' Herold)

For writing blanker modules

* Olaf Barthel

Who answered some questions and helped me with some problems.
Furthermore many thanks for the layout engine.

* Christoph Reichert

My FIDO-Boss for the support

* The translators

Flemming Lindeblad, Lars Kristensen

...and all the others I forgot
