

MCP1.05

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COLLABORATORS

	<i>TITLE :</i> MCP1.05		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

MCP1.05

1.1 MCP V1.05beta Guide 29-06-95

A L i E N D E S i G N

presents

MCP Version 1.05beta

The Master Control Program!

by

Stefan Sommerfeld & Michael KnokeStefan (Guide by Trevor Morris)

QuickStart For those of you who never read the docs...

What is MCP?	Bugs/Recommendations
System Requirements...	Hey Developers!
Installation...	Editing the config-file
MCPPrefs	RECENT History of MCP
F R E E Registration!	Distribution
Still To Come...	Liability
Authors	Thanks to...

What is PatchControl?

This archive is freely distributable, HOWEVER please have the courtesy to distribute this archive with all of its files and documentation in tact, as they are intended to help those who obtain this piece of software. Thanx!

1.2 For those of you who never read the docs...

QuickStart

- Use the Install program.
- Double click on the stuff you want on in MCPPrefs.
- Then read the doc.
- Use It And Never Lose It!

1.3 What is MCP?

What is MCP?

In July 1994 a new project was started: the aim was to create a self-contained multifunction commodity which would replace many single function commodities while maximizing user-friendliness (both to the user and the OS). First only a few features were included, but then new features were added - features which no one has ever implimented before like Format Protect, No ChipMemory, Move full Windows, 16 Color Mouse Pointer, and many more.

Sorry OS1.x users, but we decided from the intial design stages that only OS2.x and up would be supported (since this is what most serious Amiga users have anyway).

Attention MagicCX users - MCP has the following advantages:

- It is FREEWARE!
- It does not use as much memory, yet it provides more functionality.
- MCP has many extraordinary features which are not available in MagicCX.

The ALiEN DESiGN Team would be happy if MCP is used a lot and we believe that you will find that MCP will unburden your startup-sequence and generally improve your Amiga enviornment.

As is the case with any software, there are bound to be bugs, so should you find any bugs, feel free to mail us. We promise that MCP will be a continuously developed product and all mail will be answered.

1.4 System Requirements

System Requirements

To run MCP, we recommend the following:

- An Amiga (the most powerful machine around! A6000/060 OS6.12 1GB RAM ;)
- Kickstart V2.04 or higher.
- A MC68000/MC68010 (or at least a MC68020 for the 020 version).
- MUI 2.1 or higher (for MCPPrefs).

And to fill out the free registration info.

1.5 Installation

Installation

The easiest way to install MCP is with the included Installer-Script! The script was written so that nothing is overwritten (trust us)! Please remove all programs which preform (nearly) the same function as MCP, since they may cause problems. After a successful installation you need only to add MCP to your Startup-Sequence. Place MCP as close to the start as possible but following the ENV: assign:

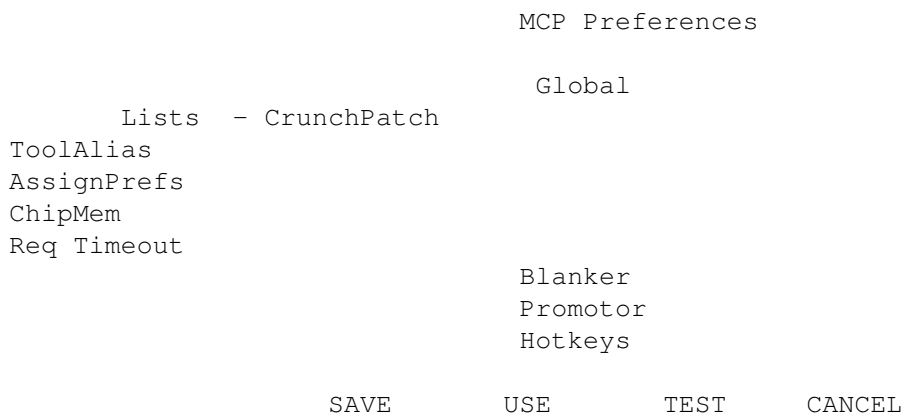
Example Startup-Sequence:

```
C:SetPatch QUIET
C:PatchControl          (included since V1.02)
C:MakeDir RAM:ENV
C:Assign ENV: RAM:ENV
C:Copy ENVARC: ENV: ALL QUIET NOREQ
C:MCP
:
:
```

Use the Prefs-program for configuration. Please note that many of the options have settings which are only seen by double-clicking the checkmarks (so turn each check off, then on [or vice versa] to set the prefs).

Also, DO NOT change the Hunks in MCP! (eg. with Imploder's Hunkmerge option).

1.6 MCP Preferences



1.7 Global - Page 1, Page 2, Page 3

Global - Page 1

```
ScreenBlanker
ScreenDimmer
PointerBlanker
Promotor
CrunchPatch
```


ToolAlias
AssignPrefs
No ChipMemory
Hotkeys
Processor
Requester Timeout

Global - Page 2

AssignWedge
AppChange
Library Search
Active on WBTitle
Drive-NOClick
Set DRIPens
PatchRGB32
ScreenActivate
Reqtools Patch
WildStar
Font Search
Move full Windows
NoTopaz
AlertHistory
QuietTD
Size full Windows
Change WBTitle
BorderBlank
CopyMemQuick
No Guru

Global - Page 3

MouseSpeeder
PointerPatch
No CapsLock
Hotkey Commands
ToolTypes
CacheFont
ScreenMenu
Format Protect
DefPubScreen
WB-Clock
QuickLayers
Sun Options
PatchOpenWB
Center Screens
Force NewLook
OneReq

1.8 Registration

Registration

Why Registration if it's FreeWare!? Well, if you register, you will always receive the latest version of MCP when it is available (via email only ;). All

you have to do is fill in the following information and send via email to knoke@cs.tu-berlin.de or zero.com@cs.tu-berlin.de:

```

- - - - - snip - - - - -
M C P - R e g i s t r a t i o n

Name      :
E-Mail    :
Phone     :
Computer  :
Kickstart :
Processor :
Memory    :
GraphicsCard :
Comments  :

```

I agreed that the members of ALiENDESIGN have my express promise to test their programs including any new features of M C P on my Computer.

```

- - - - - snip - - - - -

```

(a copy of this registration form is also included in the archive as ASCII).

Once we receive your registration information, you will get a registration number and the newest version of MCP 8)

1.9 ToDo

Things still to do to MCP...

- Busypointer Anim
- Formatter (start Format Program if you insert a Non Dos disk)
- Exploding Windows
- CycletoMenu
- HuntWindows (jump to the part of screen where the window was opened, for autoscroll screens)
- MMB Shift
- Menu Wrap (press RightMouse and the pointer will jump to the menuline)
- KeyClick
- HoldX/Y
- Lefty Mouse
- WindowSize (like Unix)
- AnalogClock
- SysiHack (Some help needed. If someone can help contact the Authors)
- Snap (Help would be nice)
- SmartWB
- ForceIcon
- DoCMB (Doubleclick on MiddleMouseButton)
- BootPicture (without jumping)
- MagicMenu (but a BETTER look)
- MFMount
- FullBench
- UnixDirs
- HD-Floppy fix (that you can use two HD-Floppies at the same time)
- Powermanagement while blanking
- Garshneblanker & Blitzblanker support

- Hotkey for Shiftkey (Carsten Gellert)
- Random Screenblankers
- WBRandomPicture (Chris Foote)
- Exploding Windows
- Try to check for a faked 'Screentitle' to use also View80 (Michele Bianchi)
- NewEdit (Martin Rix)
- All Reqchange features (Shortcuts for Gadgets) (Andre Jonsson)
- Change the scrollbar while sizing the window (Andre Jonsson)
- Start to count the delay for SunMouse if the Mouse stops (Andre Jonsson)
- Force-NewLook-Menu (Andre Jonsson)
- INSTALL: Update a new MCP version (J.T.Vermeulen)
- QuietSCSI also for GVP-Boards (freeze the scsi-task) (Volker Remuss)
- HDSleep
- WaitValidate
- WBGauge (Michael Gollmick)
- ReKeyIt (Michael Gollmick)
- MapRom, FastRom
- SysIHack
- Alt-key and Numeric-keypad to make ascii-values
- ForceIcon
- Dimm all screens when dragging (Richard P. Harrison)
- More Hotkeys then 10
- Hotkey to insert something in the input-stream
- PREFS: Scan-option
- Support Caches on 68060 (Thomas Frensch)
- SavePatch in Crunchpatch
- NewIcons
- MagicWBDAemon
- Graphical Chipmem, Fastmem (Volker Eickhoff)
- WindowDaemon to close all windows if a new was opened (Karlheinz Agsteiner)
- XLoadSeg

Errors:

- INSTALL: Help button available, but no helptext (J.T.Vermeulen)
 - INSTALL: If you don't want PatchControl it asks if you want to put it in your startup-sequence (J.T.Vermeulen)
 - INSTALL: The install 1.5 script has cut a very long line in my startup-sequence (it was longer than 200 chars) during installation. (Richard Baud)
 - Move/Size Window don't works with 'simulated' left mousebutton (Andre Jonsson)
 - The CenterScreen does not seem to center normal screens with overscan prefs (Richard Baud)
 - Better check for real gurus in the guru-history
 - No blank if Carrier detect (Carsten Gellert)
 - Netter Pointerblanker (Jani Kannosto)
 - MCP doesn't work with AmiTCP (Cléo Saulnier)
 - Cose ShellWindows with the Hotkey 'CloseActiveWindow'
 - ! FastReset don't works, ResetA1200 works
 - Notify crashes on 68060 (Thomas Frensch)
 - ScreenDimmerbug on Picasso (not change the Background color)
 - ! Remember Requester by CycleScreens
 - If a requester appears while blanking, the black screen goes back and will
-

never been closed (Claus Koch)

Impossible:

- ClickToBack didn't work correctly with RightMousebutton
(sometimes you must doubleclick) (Jaco Schoonen & Jeff Crawford)

This is a very long list. Updates guaranteed!

1.10 Authors

Authors

How to contact the Authors of MCP:

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This guide file was written by Trevor Morris.

For those who have no email-address, you may get the latest version of MCP via modem from the EViL MoON support-BBS:

EViL MoON ! +49-[0]33222-08768 (USR V.everything) SYSOP: FoX

You may also post your registration and suggestions here.

To get access to the MCP-support-page, enter YES at the beginning. After that, you will be prompted for your address and type of machine. Next enter UPDATE. A special menu will appear where you may upload, download, post a bugreport, etc. The next time you call EViL MoON you will be able to simply logon.

1.11 Trevor Morris

Trevor Morris

Trevor Morris
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RR#1 Oromocto, NB
E2V 2G2 Canada
email: a3nb@unb.ca

Also the Author of:

For lots of pix, icons, and stuff to go with MagicWB, grab up MagicWBStuff3.lha from aminet in pix/icon!

Check out Ent1701D.lha in gfx/3dobj on Aminet for a gorgeous Imagine model and preview of the StarShip Enterprise!

A must have for every DOpus5 user - MWB_DOpus54.lha in pix/icon on Aminet! It is full of invaluable stuff for the new Directory Opus including some excellent Hints & Tips!

1.12 Bugs/Recommendations

Bug Reports

Since we are not perfect, it is likely that the first few versions of MCP (and each time we add a new feature) are bound to be bugs! However, the best way for us to find out about bugs is from you! We would like to have MCP running bug-free on all systems, but we need your suggestions/comments/criticisms! Before you send us a bug-report, however, we need the following information:

- Was MCP installed using the install-script?
- Have ALL the system requirements been adhered to?
- Have you removed ALL programs which preform (nearly) the same function as MCP?
- Was the MCP-config file changed only with the Prefs-Program (ie. not edited by a text editor - could be deadly!)?

If you can answer simply YES to all of the above then you may tell us what the bug is. A highly exact description of the bug is very important (the more detail we get, the easier it is to find out what is causing it). For anyone who is not already registered, you should submit your registration along with the bug-report, and the version of MCP which you are running. All bugs should be sent to one of the authors.

NOTE: ALL mail will be answered!

Recommendations

If anybody has a suggestion as to a new feature which could be added to MCP (which is not already on the To Do List), then send it to us and we will consider it for a future release of MCP.

1.13 Hey Developers!

Hey Developers!

If anyone would like to support MCP (eg. with a Pointer-Prefs-Program or Prefs-Program programmed in GUI), you should contact us!. We will send you all the information you need/want about MCP.

1.14 MCP Configuration file

MCP Configuration file

Introduction:

Warning!! Incorrect editing of the MCP config file could result in your computer crashing!! Please note that the keywords MCP-CONFIG and END-CONFIG, which appear at top and end of the config file are necessary - Do not forget them!! Also all features of MCP have an associated keyword (eg. RTPATCH= for the Regtools Patch feature) followed by an ON or OFF (and sometimes additional prefs for other features). All keywords must be in CAPITAL letters. Please do not comment the lines or add spaces between the additional prefs. Also note that YES implies ON and NO implies OFF.

NOTE: If someone would like to code a prefsprogram, then please inform us and start coding. All languages and GUI's are welcome!

The following is a brief explanation of the config file:

[illegible]

```
UNITS=15                                ;bits 0 to 3 for the drives:
                                         ;e.g. %0101=5 : drive DF0 and DF2

MOUSESPEEDER=ON
THRESHOLD=2                            ;Threshold of the mousespeeder
ACCELERATION=2                          ;Acceleration of the mouse

NOTOPAZ=ON
FONT="NoImitations.font"               ;Fontname in quotes
                                         ;only 8x8 fonts are allowed

BLANKER=ON
TIME=360                               ;Timeout
TYPE=1                                 ;0=internal Blank, 1=Swazblanker
FILENAME="SYS:blankers/Gravity"         ;Swazblankername in quotes
                                         ; ignored with TYPE=0

DIMMER=ON
TIME=180                               ;Timeout
DEPTH=100                             ;how depth the screendimmer dimms
STEP=1                                 ;how fast
DELAY=0                                ;delay between steps

POINTERBLANKER=ON
TIME=0                                 ;timeout, 0=no timeout
KEYBLANKER=YES                         ;blank when key was pressed

POINTERPATCH=ON
16COLOR=YES                           ;16 Colorpointer
POINTERCHECK=05A0B900                 ;PointerChecksum (will be created by
                                         ;the PrefProg

BUSYCHECK=B4E17A00                    ;sames as above for Busypointer
BUSYANIM=NO                           ;not included yet

MOVEWINDOW=ON
SIZE=200000                           ;maximum size (width * height)
WBWINDOWS=YES                         ;only WBWindows
SIMPLEREFRESH=YES                     ;only SimpleRefresh windows

SIZEWINDOW=ON
WBWINDOWS=YES                         ;same as MOVEWINDOW
SIMPLEREFRESH=YES

QUIETTD=ON
RETRIES=1                             ;number of retries

FORMATPROTECT=ON
DEV=scsi.device                       ;devicename without quotes

NEWWBTITLE=ON
TITLE=AmigaOS V%os...                 ;the new WBTitle without quotes

PROCESSOR=OFF
VBR=YES                               ;look into the doc
COPYBACK=NO
ICACHE=YES
DCACHE=YES
```

```

IBURST=YES
DBURST=YES
SPEEDRAMSEY=NO
FASTGARY=YES

CRUNCHPATCH=ON
TASK="#?playsid#?" ;the taskname in quotes
TASK="dopus_view" P ;auditional flags after every task:
                    ;don't decrunch: X= XPK, I=Imploder,
                    ;P=PowerPacker, S=StoneCracker,
                    ;C=Crunchmania
                    ;Wildcard are supported

TOOLALIAS=ON
TOOL="#?IconX" "C:IconX" ;old tool in quotes + space + new
                        ;tool in quotes. Wildcards are
                        ;supported for the old tool.

ASSIGNPREFS=ON ;4 different modes:
LOCK="T" "ram:t"
PATH="Sources" "sys:sources"
LATE="LOCALE" "sys:locale"
ADD="libs" "sys:classes"

FASTMEM=OFF
TASK="asm-one" ;Taskname in quotes
               ;Wildcards are supported

HOTKEYS=ON ;3 modes :
MOUSE="rawmouse mbutton" 10 ;mouse buttons
KEY="rawkey alt a" 11 ;key
KEYMOUSE="rawkey lalt" "rawmouse lbutton" 13 ;both key + mouse
;the number is the number of
;function, similar to the line in
;the listview of the PrefProg

HOTCMDS=ON
WINDOW= ;the default window
        ;the keyword can be omit
        ;the path of the command
        ;10 commands are supported

CMD=c:flushlibs
CMD=
CMD=
CMD=
CMD=
CMD=
CMD=
CMD=
CMD=
CMD=

WBCLOCK=ON
TITLE= %dh:%dm.%ds ;formatstring without quotes
POSX=30 ;position x
POSY=1 ;position y
FONT=shockprop.font/8 ;fontname/fontsize
WBONLY=YES ;only on WBScreen
RIGHTJUST=YES ;position is relative to right edge
               ;of the screen?

```

```

RTPATCH=ON
INT=YES ;Patch Intuition.library
ASL=YES ;Patch Asl.library
ARP=YES ;Patch Arp.library
REQ=YES ;Patch Req.library
DEFSIZE=YES ;Use the sizes of Reqtoolsprefs
ARQMODE=NO ;ARQ Mode

SUNOPTS=OFF
SUNMOUSE=NO ;is selfexplained
DELAY=2
SUNPOPTOFRONT=NO
DELAY=4
SUNKEYS=NO
SUNRMB=NO

REQTIMEOUT=ON
REQ="#?" "#?Shareware" "Ok#?Cancel#?" 1 0 ;The first Arg is the Titlepattern,
;the second is the Bodytextpattern
;and the third is the Gadgetpattern.
;The first number is the 'DelayTime'
;and the second is the Gadgetnumber

PROMOTOR=ON
TASK="View80#?" 00069024 A ;Taskname in quotes followed by one
;space and the DisplayID in hex
;If you want some auditional flags:
;A=Autoscroll, W=WbColors,
;I=Interleaved, T=TakeSize
;Wildcards are supported
NAME="Textread" 00069024 W ;same as TASK for screennames
NODI="dpaint" ;don't promote the task with this
;name. Wildcards are supported
SIZE=640 400 00069024 ;promote screensize widthxheight to
;a DisplayID in hex
DISP=00021000 000A1000 ;promote a DisplayID to an other one

END-CONFIG ;End keyword

```

1.15 The RECENT History of MCP & Affiliated Programs

Recent History

NOTE: This is ONLY the RECENT History of MCP - the whole history is found in the archive in ASCII format.

The coders: {z}: Zerocom, {o}: Oxygene, {f}: Fox
(This implies that not every coder fixes only their own routines!)

>>USER<< is the name of the user who found the bug.

FIXED = Fixed
ADDED = Added

REMOV = Removed
REWRI = Rewritten
OVERW = Overworked

MCP V1.05

(29-May-95)

- {o} FIXED ScreensMenu sometimes crashes

(23-May-95)

- {z} FIXED Crunchpatch. Sometimes it was always on.

(22-May-95)

- {f} ADDED ForceNewLook-Menus
- {z} FIXED versioncheck. If the prefsfile isn't the right version a requester pops up, but now the prefs will be used.

(21-May-95)

- {z} FIXED bug in Requester-Timeout
- {f} FIXED CrunchPatch-Crunchmania. A \$000f was written to \$df180 into the Chipram. Some computers could crash in low memory situations.
- {z} FIXED little bug in CenterScreens

MCPPrefs V1.05

(24-May-95)

- {z} FIXED all bugs in AssignPrefs list

(22-May-95)

- {z} FIXED All problems with non-disabled gadgets with a workaround MUI bugs

(21-May-95)

- {z} FIXED PointerChecksum generation. Tried to allocate more than 1 gigabyte memory.
- {z} FIXED Enforcer-hit on Kickstart V2.x computers

1.16 Distribution

Distribution

MCP is FreeWare & MailWare! It's a really great program, but it's not released as ShareWare. We do this in the hopes that many people will use MCP, and also to help us eliminate all the bugs as quickly as possible. We hope to get lots of (e)mail (all of which will be answered).

Everyone is welcome to register MCP - registration is FREE and all registered users will receive the latest version of MCP via email (including the beta releases). If you do not have an email address, then please register via post mail, as we like to keep a record of all users.

Please fill in the City and Country locations on the registration form - we are keeping track of all users on a large map which will be included digitally in a later release of MCP.

1.17 Disclaimer

Disclaimer

With the usage of MCP you agree to the following announcement/declaration:

THERE IS NO LIABILITY TO THIS PROGRAM-PACKAGE, IN REFERENCE TO THE ASSERTED LAWS. THE COPYRIGHT OWNERS AND/OR A THIRD PARTY PLACE THIS PROGRAM PACKAGE AT YOUR DISPOSAL "AS IS" (EXCEPT THIS IS FIXED ANYWHERE ELSE IN A WRITTEN WAY) WITHOUT ANY GUARANTEE IN ANY FORM (INDIRECT OR DIRECT FORM). THE FULL RISK OF QUALITY AND FUNCTIONALITY OF THIS PROGRAM IS AT YOURS. IF THE PROGRAM HAS A BUG, YOU HAVE TO PAY ALL COSTS OF THE NECESSARY SERVICE-WORKS AND REPAIR FOR YOURSELF.

UNDER NO CIRCUMSTANCES, THE COPYRIGHT OWNERS OR A THIRD PARTY, DISTRIBUTING THIS PROGRAM PACKAGE AS ALLOWED JUST BEFORE, CAN BE HOLD RESPONSIBLE FOR ANY DAMAGE, CAUSED IN A USUAL, SPECIAL, ACCIDENTAL WAY OR BY THE PROGRAM PACKAGE (SURROUNDING BUT NOT RESTRICTED ARE THE LOSS OF DATA OR NOT CORRECT DISPLAYED DATA OR LOSSES, CAUSED BY YOU OR A THIRD PARTY OR BY A FAULTY WORK OF THIS PROGRAM PACKAGE WITH OTHER PROGRAMS), ALSO IF THE OWNER OR A THIRD PARTY HAS BEEN POINTED AT SUCH POSSIBILITIES OF DAMAGE.

1.18 Thanks to the following people!

Thanks to the following people!

- Torsten Bach (LSI) for BetaTesting, new ideas, the icons and the new German documentation!
 - ION for the WB-Clock.
 - Trevor Morris for the English guidefile.
 - All Betatesters of the MCP.
 - All registered users.
 - All people who sent us bug-reports and new proposals.
 - Eric Totel for his wonderful MUI-Builder.
 - Nico François for his cool ReqTools.library.
-

- T.F.A for the ASM-One (where is the new version?!).
- Stefan Stunz for MUI (useful for programming, but difficult to learn the C-Structures).
- Commodore for:

```
=====
t h e   b e s t   c o m p u t e r   e v e r   b u i l t   -   A M I G A   !
=====
```

and hopefully we get some new models pretty soon!

... Have Fun with the MCP !!

The ALiENDESiGN Team

1.19 Drive-NOClick

Drive-NOClick

This function turns off the annoying floppy click. To activate the prefs for this option simply click on this options check mark twice (a prefs window will open).

NOTE: This feature will not work on very old drives!

1.20 Set DRIPens

Set DRIPens

Have you ever ran a program which has screens and/or windows which look flat? Maybe even with a one color backpage gadget? This function changes the behaviour of these programs and should always be activated. This function does not change the look of the window, it just makes sure that the pens are set correctly. SetDRI pens should also be used enabled when running screen-hacks such as SysIHack, since they generally do not set the pens correctly.

NOTE: This, of course, only works if the screen has at least four colours.

1.21 AssignWedge

AssignWedge

Don't you hate that when you install a new piece of software, run it and get the dreaded message: "Please insert volume ??? into any drive." Until now you always had to open a CLI and type in an assign or mount the required drive and then go run the program again! Not any more! AssignWedge enhances the volume requester with the following options:

Assign: Brings up a file-requester in which you choose a directory to add to the system assign list.

Mount : Tries to mount the requested device.

Deny : Suppresses the volume requester everytime a call is to the same device.

NOTE: If you are constantly using the Assign button for the same call, you should add it to your Lists - AssignPrefs. Also, this extended requester does not currently support Locale at this time.

1.22 ScreenActivate

ScreenActivate

Have you ever been annoyed when you brought a new screen to the front and tried to pull a menu down or started typing in a nonactive CLI. This happens because the screen is not active. This function always activates the front-most screen automatically.

NOTE: MCP remembers the last active window on every screen and when a screen returns as front-most, MCP reactivates that window. This feature should always be on.

1.23 AppChange

AppChange

AppChange allows you change the application icon created by a program. Unfortunately some programs create ugly 4-colour icons, which annoys most MagicWB users (NewIcons etc). Using this patch you can specify your own appicon for any program. MCP will search the ENV:Sys/ directory for an icon with the name def_AppName.info and replace the old AppIcon with yours.

EXAMPLE: If you start PowerPlayer, MCP will look for def_Powerplayer.info in ENV:Sys/ to use for the AppIcon.

1.24 AlertHistory

AlertHistory

If AlertHistory is turned on, MCP will write every crash to S:GuruHistory. Sometimes it is interesting to know which programs crashed and why? GuruHistory is an ASCII file and records the following information:

Date : Date and time of the crash.

Task : Which Task caused the crash (including the task-address).

Error : the alert which appeared.

By : Main group of alert.

Cause : A more exact description of the error.

NOTE: To get more detailed information about a crash after it has occurred, you must activate the No Guru function (Global - Page2 - see this function

for more details). If the NoGuru function is switched off, all crashes will be recorded to the GuruHistory file after rebooting the system.

1.25 Reqtools Patch

Reqtools Patch

This function changes the system vectors so that all system messages and requesters will open using the reqtools.library - it is a 100% replacement for RTPatch and ReqChange. As well, some minor bugs (mostly in RTPatch) have been removed. The AssignWedge function of ReqChange is also implemented in MCP!

As with any configurable MCP patch, you must turn Reqtools Patch on then off (or vice versa) and a config window will be display. You may choose between Intuition, Asl, Arp and Req libraries. You can also specify the default dimentions of a requesters in Reqtools Preferences (ARQ mode allows you to use ReqToolsPatch and ARQ together).

1.26 Wildstar

Wildstar

Enables you to use the "*" wildcard instead of "#?".

1.27 PatchRGB32

PatchRGB32

This patch is only useful if you have a Gfx-Board, Kickstart 3.x and NO AGA Chipset (eg. A2000 with Kickstart 3.x & PicassoII). This feature patches Kickstart 3.x so that it always uses a 24-bit palette.

NOTE: Enabling this function on machines not matching the above mentioned configuration could result in a false palette.

1.28 Active on WBTitle

Active on WBTitle

If you open a lot of windows on the Workbench, sometimes you may not be able to activate the WB screen (which you need to do to access the WB menus) without iconifying or moving a window. However, this patch allows you to activate the Workbench by clicking on it's TitleBar.

NOTE: This function is very useful if you use the ToolsDaemon.

1.29 Library Search

Library Search

Unfortunately some programs require their own library directory and therefore only try to load their libraries from there. With this patch you may move all libraries to the LIBS: directory, helping to prevent having two of the same library wasting space on your HD.

NOTE: A launched program (if it is one which requires it's own LIBS: dir) would first try to load it's library from it's own LIBS: dir and if it can not find it MCP tells it to look in the system's LIBS: directory.

1.30 Font Search

Font Search

This function is similar to Library Search, except it works for fonts.

NOTE: Only standard fonts (#?.font) will be considered (ie. no PS-Fonts).

1.31 BorderBlank

BorderBlank

This just turns the border from Grey to Black.

NOTE: Works only on Kickstart 3.x and AGA machines!

1.32 Copymemquick

Copymemquick

This patch replaces the system functions CopyMem and CopyMemQuick by a highly optimized Movem or Move16-Copyloop (if possible).

NOTE: Should ALWAYS be switched on for maximum RAM performance!

1.33 No Guru

No Guru

This function enhances the system-crash-requester to offer the following options when a program crashes:

Guru Information:

Task : Address and name of the crashed task.
 Error : Which GURU has occurred.
 By : Main group of alert.
 Cause : More detailed description of the GURU.
 PC : Address of the ProgramCounter.
 D0-D7 : Content of the data register.
 A0-A7 : Content of the address register.

Button Options:

Continue : Continue execution of the program.
 Suspend : Program will be frozen (but stays in memory).
 Remove : Program will be removed from memory, and all windows and screens belonging to the program will be removed as well.
 Change PC : Address of ProgramCounter can be changed.
 Jump to RTS : Jumps to a RTS op-code.
 Reboot : Resets the system.

If the Guru is to be saved, you can enter a delay to prevent a crash while writing to the GuruHistory. The delay is the time which will be waited between writing and displaying the guru-requester (configuration available by toggling the checkmark on-off/off-on). You may also choose to not save guru details.

NOTE: If the function AlertHistory is active, all Gurus will be written into the GuruHistory file.

1.34 Mousespeeder

Mousespeeder

This feature accelerates the mouse pointer. To alter the prefs (de)activate the checkmark and then (re)activate it: a window should appear with the following preferences:

Threshold : This is the resolution of the MouseSpeeder (ie. if you enter 2, the mouse must move at least 2 pixels before it's accelerated).
 Acceleration: This is the acceleration factor.

1.35 ScreenBlanker

ScreenBlanker

This function enables the usage of a screensaver. Currently all (and only) Swaz-Blanker modules are supported. There is, however, a simple internal Blanker (just a black-screen screen-blanker).

MCPPrefs also has a Blanker Preferences Page which you may use to set up the Blanker (however for an external Blanker such as Swaz-Blankers modules you must set up the preferences in it's own Prefs Editor). All of the Swaz-Blanker prefs are loaded when MCP is launched, however, due to the number of bit plains used by each module, the modules have to be reloaded every time blanking occurs (unfortunately this is not avoidable).

COMMENT: Future versions will support all known ScreenBlankers!

1.36 ScreenDimmer

ScreenDimmer

This enables a dimmer to be evoked - a soft dimming of the front-most screen which occurs when you do not move the mouse or press any keys within the configured time. This feature is especially attractive on AGA machines when used before blanking. The Dimmer also has the advantage of being able to control various system functions (such as Error-Requesters).

For changing the adjustments of the Dimmer you should read the information on the Blanker Page.

Remark: Only WB-Modes are dimmed (ie. no 24-Bit-Modes ;).

1.37 Pointerblanker

Pointerblanker

This turns the mouse pointer off after an entered time limit or (optionally) by pressing a key (KeyBlank). The mouse pointer reappears when you move the mouse. Anyone who writes a lot of text knows how useful this feature is!

The Preferences are set on the Blanker Page.

KNOWN BUG: It doesn't work right on some GFX-Board WBEmlationss (e.g. RetinaZ2)
We are working on a better solution!

1.38 NoTopaz

NoTopaz

With this function, the standard Topaz font will be exchanged by a user-defined one. To change the font, you have to deactivate (if active) it's checkmark, and then reactivate it. You will be provided a config window in which you can select a font.

NOTE: The font must be an 8 point font (and no proportional fonts allowed).

1.39 Move full Windows

Move full Windows

It is possible (fully system-friendly) to move the windows as solid objects.

However, the speed of moving is proportional to the following:

- Size of the window.
- Number of windows laying over one another.
- The blitter and processor-speed.

The prefs for this function may be obtained by toggling it's checkmark on and then off (or vice versa). The config window will contain the following:

Max. Surfacesize : Here you can enter the maximum size of the window which will be moved using this feature. If the window is larger than this value it will move normally. This size value is the windows pixel area (eg. 200 x 100 = 20000).

Only WB-Windows : Only Workbench windows (with icons inside) will be moved filled. All other windows will be moved normally.

Only Simple Refresh: Only Simple-Refresh windows will be moved filled. Other windows would look ugly anyway.

NOTE: On systems with fast Gfx-Boards (eg. Cybervision64) the windows will move virtually in realtime!

1.40 QuietTD

QuietTD

This function allows you to specify the maximum number of retries if a Read/Write Error occurs (system default is 10). This option is very useful if you use MS-DOS disks often. If you mount devices like PC0: you can set the number of retries to one and the disk will be identified much faster. The config window is found by (de)activating the option's checkmark and then (re)activating it.

1.41 Format Protect

Format Protect

Any devices entered into the config for this function will be protected from deletion. This feature also protects you from some viruses which format devices. To change the device you have to (de)activate the option's checkmark and then (re)activate it. A config window will open and you can enter the device name (this adjustment is case sensitive!).

NOTE: You should decide carefully which devices you want to protect, since only one device can be protected.

WARNING: A Fast-Format WILL still work, because it does not call the device program, it only writes a few blocks.

1.42 Pointerpatch

Pointerpatch

This function is another extraordinary feature of the MCP! Now for the first time, it is possible to use a 16-colour mouse arrow on the Amiga! To change the current pointer, (de)activate this option's checkmark and then (re)activate it: a config window will open. You generate a 16-color pointer by choosing a 16-color IFF picture and pressing the Generate gadget (once for the normal mouse pointer and again for the busy pointer).

You should consider the following:

- If you have an OCS/ECS machine the arrow can not be greater than 16pts wide and 24pts tall.
- If you have an AGA machine the arrow can not be greater than 32pts wide and 48pts tall.

Larger sizes are not supported by the system! If the picture is larger than the maximum resolution, MCP will crop the left upper corner to suit the machine.

NOTE: In Kickstart 2.x the arrow should be 16x16 pts, as the 16-colour arrow does not work with the VGAOnly Monitor. Only one sprite can be displayed with VGAOnly. Nevertheless, if you want to use it with VGAOnly, you should use our Monitor-Package. This patch does not work with a Gfx-Board, however, since all known Gfx-Boards only use one 3-color sprite.

REMARK: We would love to receive some nice mouse pointers so we could include them in future releases of MCP!

1.43 Change WBTitle

Change WBTitle

With this function it is possible to configure/extend your WBTitleBar to suit your preference! To configure Change WBTitle, activate the function and then deactivate it (or vice versa) and you will be presented with a configuration window. The amount of information which can be displayed on the titlebar is proportional to your default font size and the width of your screen.

The following options are available:

```
%os = Kickstart version (eg. 3.0)
%wb = Workbench version (eg. 3.0)
%ov = exact Kickstart version (eg. 39.106)
%wv = exact Workbench version (eg. 39.29)
%pr = type of processor
%cp = type of co-processor
%cs = type of GfxChipSet
%ft = total free memory
%fc = free ChipMemory
%ff = free FastMemory
%Ft = total free memory (in KBytes)
%Fc = free ChipMemory (in KBytes)
```

```

%Ff = free FastMemory      (in KBytes)
%FT = total free memory    (in MBytes)
%FC = free ChipMemory      (in MBytes)
%FF = free FastMemory      (in MBytes)
%fr = free RetinaRam
%Fr = free RetinaRam       (in KBytes)
%FR = free RetinaRam       (in MBytes)
%fv = free VMMRam
%Fv = free VMMRam          (in KBytes)
%FV = free VMMRam          (in MBytes)
%pt = percentage of total free memory
%pc = percentage of free ChipMemory
%pf = percentage of free Fast Memory
%PT = percentage of total memory used
%PC = percentage of ChipMemory used
%PF = percentage of Fast Memory used
%lt = largest free block of total memory
%lf = largest free block of FastMemory
%lc = largest free block of ChipMemory
%rc = percentage fragmentation of ChipMemory
%rf = percentage fragmentation of FastMemory
%nt = number of running tasks
%nl = number of open libraries
%ns = number of open screens
%np = number of open ports
%nd = number of open devices

```

The above parameters may be separated by any keyboard character. For example:

```
AmigaOS V%os %pr/%cp/%cs Chip:%fc(%pc) Fast:%ff(%pf) T:%nt S:%ns
```

As shown here, you should insert enough spaces between values so as not to confuse them.

NOTE: MCP identifies the old WBTitleBar by searching for the word Amiga at the beginning of the ScreenTitle - if this fails the function has no effect.

1.44 ToolAlias

ToolAlias

Have you ever been annoyed by, for example, not being able to view a document by clicking on its icon because the path in the Default Tool does not match your system? This function allows the user to change the default tool in icons to suit the preferences they set in the Lists Page - ToolAlias (eg. #?more -> C:PPMore). The Default Tool is only changed virtually when a program reads the ToolType. The original Default Tool remains in the icon, however, the modified Default Tool will be used if a program is started from it's icon or if the icon is shown via WBInfo, Swazinfo,...

Detailed information can be found in Lists Page - ToolAlias.

1.45 Crunchpatch

Crunchpatch

This function makes it possible to decrunch the packed files listed in the Lists Page - CrunchPatch. This idea stemmed from the fact, that many programs do not support crunched files (or they only support some specific packers).

MCP supports the following crunchers: PowerPacker (no encrypted files)
XPK (no encrypted files)
StoneCracker
Imploder
Crunchmania

If some of these packers are supported by the application of interest, you may wish to turn them off for all tasks (since leaving the option on would result in decrunching each file twice - wasting CPU and time).

More detailed information can be found in Lists - CrunchPatch.

NOTE: for supporting the a specific packer, you must have it's associated library in the libs: dir (eg. powerpacker.library).

1.46 Assignprefs

Assignprefs

Checking this option invokes the AssignManager. AssignPrefs allows you to enter all of your system assigns into MCP (into the Lists - AssignPrefs), freeing up all assigns (except ENV:) from your Startup/User-Sequence. If you are a former user of AssignManager or AssignPrefs, your Assigns may be converted upon installation by the included converter program and automatically entered into the MCP's config-file.

One interesting feature of AssignPrefs is the AssignLate option. If you have a lot of programs on your HD, you are bound to get a lot of Assigns. AssignLate only invokes an assign when it is used (ie. it is not an assign until it is used at least once and then it remains active) - this feature is directly supported by the system and should be used often.

More information may be found in the Lists Page - AssignPrefs.

NOTE: MCP should really be installed according to Installation, since some assigns are made before IPrefs is started, therefor you should start MCP early.

1.47 No ChipMemory

No ChipMemory

This function is ONLY FOR OWNERS OF GFX-BOARDS! IN NO CASE should you activate this function on an Amiga which has no Gfx-Board!

No ChipMemory patches the system functions AllocMem and AllocVec so that each time ChipRAM is called, FastRAM is used instead. This works fine, since the graphic-chips of Gfx-Boards have no problem handling FastRAM.

This patch also provides the following advantages:

- You may open large 256-col-screens, even if you are low on ChipRAM (512K or 1MB).
- It increases the system speed (eg. you need processor time if the User-Programs of EaglePlayer are situated in FastRAM)

It is impressive how well a Gfx-Board WB-Emulation works without ChipRAM. Please note that if you use this patch, you must observe the following:

- All Screens which should run on an AmigaScreen have to be entered in the List Page - ChipMem.
- If you wish to have a mouse arrow on those Amiga screens (usually yes), you must add the task IPrefs to the List Page.
- All programs which use the sound hardware (eg. soundplayers) must be added.
- You should promote all Amiga screens automatically to graphic screens with the Promotor function (to prevent useless grey screens).

NOTE: This patch does not work on Retina Z2, as it's emulation fully depends on ChipRAM. Unfortunately (at present) this patch does not work with the CyberGFX emulation, as (due to features of the board) it doesn't function without ChipRAM (however maybe Frank Mariak (@ CyberGFX) will change this in the future). To date the only emulation tested was the original PicassoII emulation (Monitor >V2.51). We would be interested to know what other Gfx-Boards this works with!

1.48 No Capslock

No Capslock

Disables the CapsLock Key: if you hit it by accident, it will still light up but will not work. You can continue typing as normal.

1.49 Cachefont

CacheFont

If you have a large fonts: directory and want to pick a font from a font requester it could take a long time. But with MCP's CacheFont, you can create a list of fonts which can be called everytime a program calls the AvailFonts system function. CacheFont is a 100% replacement for AvailFonts! To generate the fontlist, you have to (de)activate this feature's checkmark and then (re)activate it: a window will open and ask if you wish to create a fontlist.

NOTE: If new fonts are copied into fonts: or you delete some old ones, a new fontlist has to be created (otherwise those fonts will (not) appear the next time AvailFonts is called).

1.50 Hotkey Commands

Hotkey Commands

With this it is possible to start programs by predefined key combinations. To change the prefs, simply (de)activate and then (re)activate the checkmark and a config window should appear.

More detailed information is available under the Hotkeys Page.

NOTE: If no window is configured, the standard output window will be used.

1.51 ToolTypes

ToolTypes

This function is particularly useful if you want to start games or demos directly from Workbench, since some games will not run under some system configurations! You can enter the following Tooltypes to the icons:

```
MCPNOVBR      : sets the VBR to 0.
MCPNOICACHE   : switches off the InstructionCache of the CPU.
MCPNODCACHE   : switches off the DataCache of the CPU.
MCPNOIBURST   : switches off the InstructionBurst mode of the CPU.
MCPNODBURST   : switches off the DataBurst mode of the CPU.
MCPNOCOPYBACK : switches off the CopyBack mode of 68040/60 CPU.
MCPNOCYBER    : switches the CyberVision64 GfxBoard to AmigaScreen.
MCPNOAGA      : switches the AGA-ChipSet to OCS-Mode (KillAGA).
```

The system can be switched back to it's original state by pressing the System-Restore-Hotkey.

NOTE: We got lots of mail telling us that Ambermoon would not work with MCP. But it was not MCP's fault, it was the VBR in FastRAM. With that game (and many others), you should enter MCPNOVBR into the icon, or switch it off manually.

1.52 Hotkeys

Hotkeys

This function enables the internal HotKeys (eg. ClickToFront, ...).

More detailed information about configuring HotKeys is provided in the HotKeys section.

1.53 Processor

Processor

Checking this option activates the Processor options - individually the options are:

```
VBR to FastMemory: moves the VectorBaseRegister ins FastRAM (010+)
Instruction Cache: switches the CPU InstructionCache (020+)
Data Cache       : switches the CPU DataCache (030+)
Copyback        : switches the 040/060 CopybackMode (040+)
Instruction Burst: switches the CPU Instruction BurstMode (030only)
Data Burst       : switches the CPU Data BurstMode (030only)
```

(for 040/060 Burst is not available, since it not envokable via software)

Speed Ramsey: Switches the Ramsey-Chip (A3000,A4000 only) to the 60ns RAM-Mode. Only works if the RAM-Chips are good enough.

NOTE: If the computer crashes after starting MCP, then the RAM speed isn't high enough and this function must be disabled.

FastGary : Switches off the waiting period after the occurence of a BUS-Error (A4000/030 only). A BUS-Error occurs if the processor makes an illegal memory call (Enforcer-Hit).

MapROM : Forces MCP to load an external Kickstart-File and reset the computer. Works only on Computers with a MMU (or A4000/040).

FastROM : Copies the ROM - Kickstart into FastRAM. Usual only required on older Amigas with 16-Bit ROMs (ie. A500,600,1000,2000). (MMU needed)

NOTE: The functions MapROM and FastROM are in the development phase and can not be toggled.

1.54 Promotor

Promotor

Checking this option switched on/off a very complex Promotor (which hopefully leaves nothing open). It's main purpose is to be used with Gfx-Boards (and was successfully tested on a PicassoII - forget the buggy ChangeScreen!).

The Promotor supports not only various tasks, but display-modes may be entered as well (eg. NTSC Hires Laced -> Euro72). Single screens may be promoted according to screen-name, or you may promote screen-modes and exclude single tasks from being promoted (since by default all tasks would be promoted). A Task which should be excluded from the Promotor are the Overscan-Preferences (since you may wish to change a specific screen-mode but you would really be altering the promoted screen-mode).

More information is supplied in the Promotor Page section.

1.55 DefaultPubScreen

DefaultPubScreen

This function makes the front-most screen the Default Public Screen. All requesters will appear on this screen and not on the Workbench screen (unless it is the default public screen). If the front-most screen is not capable of being a Public Screen then the WorkbenchScreen will be set by default.

1.56 ScreenMenu

ScreenMenu

If you press the right mouse button Screen-Depth-Gadget (Back-Page-Gadget), a pull down menu will show all the available screens. Which ever screen you choose from the menu will be brought to the front. This function is particularly useful if you a lot of screens open and can not be bothered clicking Back-Page-Gadget several times.

1.57 Requester Timeout

Requester Timeout

Checking this function turns on automatic answering of requester after a user-specified amount of time. The requester are identified according to the following patterns:

Title : pattern of requester title.
BodyText: pattern of text inside the requester.
Gadget : pattern of the gadgets.

If a requester is identified by MCP, the time specified in Timeout will elapse and then the gadget defined by Gadget Number will be pressed.

More information about this feature is described in ListsPage - ReqTimeout.

NOTE: Only ReqTools requesters may be answered - that is why it is recommended that you activate the ReqToolsPatch function.

1.58 QuickLayers

QuickLayers

With this function all window operations will be accelerated. Some of the layer-routines in layers.library will be replaced and you should see a noticable difference in moving, scaling, and opening/closing windows.

1.59 Sun Options

Sun Options

Invoking this feature allows the following implementations:

```
SunMouse      : Activates the window below the mouse arrow.
SunPoptoFront : Brings the window below the mouse arrow to front.
SunKey        : Activates the window below the mouse arrow if a key is pressed.
SunRMB        : Activates the window below the mouse arrow if RMB is pressed.
```

To open the option window for this feature you have to (de)activate it's checkmark and then (re)activate it. On the left side, there are the checkmarks for (de)activating each of the above features. The sliders on the right are for adjusting the delay for the SunMouse and SunPoptoFront options. If you want to use the SunPoptoFront option you must also turn on the SunMouse option - this allows the activation of the window immediately but then brings it to front a second later.

NOTE: The delay represents 1/10 sec intervals (ie. 10 = 1 sec).

1.60 PatchOpenWB

PatchOpenWB

This patch is only necessary if you run Kickstart3.0! An error in the system which may occur when opening the Workbench program will be removed. If a task with a priority of ≤ 0 starts the Workbench program, the system will hang up. If this patch is switched on, the priority will be set to 1, the WorkBench will be started and then the task will be reset to its former priority.

1.61 Center Screens

Center Screens

This option will center screens which are opened in a Overscan mode but which have a smaller resolution. For example, if a 640x480 screen is opened Video Overscan mode (656x495), it will be placed in the exact middle instead of in the upper left corner.

1.62 Size full Windows

Size Full Windows

This function allows the user to rescale windows fully (ie. window redraw happens in real-time). This feature is fully system-friendly. For more detailed information please see Move Full Windows (note, however, there is no Surface Size setting available for Size Full Windows).

1.63 Force NewLook

Force NewLook

With this function the colors of the menus are set to NewLook. This option only works with KickStart3.x and will not work with MagicMenu.

1.64 WB-Clock

WB-Clock

This is a fully configurable Workbench-TitleBar-Clock. If you (de)activate and then (re)activate this option's checkmark you will be given a configuration window. In the first line, you can specify the features you wish the clock to display (all features are explained by clicking on the Function gadget on the right). Below this you can enter the (x,y) position of the clock and whether it will be justified from the left or right of the screen (via the radio buttons on the right). You can also choose the Clock's font (proportional fonts are allowed). If you do not choose a font, the default Screen-Title-Font will be used. The checkmark in the lower right of the WB-Clock config window toggles the clock between only being displayed on the Workbench (on) and being displayed on the front-most screen (off).

NOTE: Since this clock only appears in the TitleBar, you may not see it if you enter a y-position value which is too large.

1.65 OneReq

OneReq

1.66 Lists - CrunchPatch

Lists - CrunchPatch

This page is used to enter all tasks which you wish to have work with CrunchPatch. Of course, the CrunchPatch option in Global-Page must be activate! All tasks entered in this list will have the ability to load crunched files.

The ListView area displays all currently entered tasks. To add a new task to the list, press the Add gadget and choose a task from the system task list. You may also enter a name into the string field (#? patterns are permitted), although you should not do this on slow machines or if you have a large task list.

If you select a task in the ListView you are permitted to preform the following actions:

EDIT : Edit the name of the currently selected task.

DELETE : Delete the currently active task from the list.

All packers with an active checkmark (on the right side of the CrunchPatch Page) will be recognized automatically. If, however, a task supports more than one packer, you should deactivate all but one, since otherwise the task will decrunch each file twice (or more). This will not only generate garbage files, but will waste valuable CPU.

NOTE: To use MCP-Decrunch-Support you must have the library for each packer. If a library is missing that packer will not be supported.

1.67 Lists - ToolAlias

Lists - ToolAlias

This page allows you to alter your Default Tools provided the ToolAlias option on page Global - Page 1 is ON. All currently active ToolAlias' appear in the ListView. To add a new one, press New, enter the desired alias (in the left text field - #? patterns are permitted), then enter the default tool to be replaced (in the right text field - or use the requester gadget on the right of the text field). The Delete gadget simply removes the currently selected alias from the list.

NOTE: Only the default tool will be changed and in contrast with other tool-aliasing-programs, the alias' are useable (from shell, etc)!

1.68 Lists - AssignPrefs

Lists - AssignPrefs

In order to use this option you must invoke the AssignPrefs option in Global Page 1. This page contains all the system assigns will be made when MCP is launched. All the assigns (displayed on the left of the ListView) are displayed with their respective type (middle of the ListView) and full path (right side of the ListView).

There are two ways to add a new path to the ListView:

1. Click the New gadget. Enter the device to be assigned in the left text field. Enter the path of the assign (or use the requester gadget) in the right text field. Then choose the assign-type with the cycle-gadget in the bottom right of the page.
2. Click on Add System-Assign gadget and a new window will open. From here you may choose a system assign to add to the list. This may be used in combination with the AssignWedge function.

The following types of assigns are possible:

Late: The assign is only made if the device is called.
 Path: Normal assign (name to path).
 Lock: Normal assign, except the path-directory is protected from deletion.
 Add : Add an assign to an existing one.

You may edit an assign by simply clicking on it in the ListView, or you can delete it by clicking on the Delete gadget.

NOTE: The only system assign which is not allowed to be entered into the list is the ENV: assign, since the MCP loads its configurationfile from there.

1.69 Lists - ChipMem

Lists - ChipMem

If the function NoChipMem on Global - Page 1 is active you may enter all the use this page to enter all the tasks to which you wish to allocate ChipRAM. To add a new task, click the Add gadget and pick a task from the system task list which appears (or enter a task into the string requester by hand).

The following tasks should be entered to this list:

- All tasks which run on an AmigaScreen.
- All tasks which use the sound hardware (all soundplayers).
- All tasks which will not run without ChipRAM.
- « IPrefs », if you want to have a mousepointer on the AmigaScreens!

Selecting a task from the ListView permits you to:

EDIT : Edit the name of the task.
DELETE : Remove the selected task from the list.

NOTE: You must enter all soundplayers! If you use any user-programs, you do not need to enter them. On the Promotor Page, you should promote all Amiga-Screens to GfxBoard-Screens (if you own a Gfx-Board), as you will have problems with tasks which try to open an AmigaScreen if they have not been permitted any ChipRAM (they will just appear as an unremovable grey screen - since the blitter cannot use FastRAM).

1.70 Lists - ReqTimeOut

Lists - ReqTimeOut

Here you can define requesters associated with the Requester Timeout function in Global - Page 1 (provided you activated it). To add a new requester press the New gadget; the following text fields will become active:

Title : Pattern text of the requester titlebar.
BodyText: Pattern text of the requester contents (all <RETURNS> must be replaced by a #?. Also, quotations (") are NOT allowed. Usually a small amount of text is enough for requester recognition.
Gadgets : Pattern text for the gadgets (single gadgets must be connected by a #?).

You do not need to enter text into all fields (just enter enough unique text to possitively identify the requester). If an entry is defined ALL requesters will be answered after the defined time period has elapsed. The TimeOut delay is in

seconds. So a value of 0 means the requester will not appear (ie. answered immediately). The Gadget value tells MCP which button to push on the requester: 0 represents the right-most gadget, whereas the other gadgets can counted from the left beginning at 1.

Example:

```
.
Request
\textdegree{}
#
|                                     |
| Demo Requester                     |
|                                     |
|      SAVE          USE          CANCEL      |
|-----|
SAVE   : GadgetNumber = 1
USE    : GadgetNumber = 2
CANCEL: GadgetNumber = 0
```

1.71 Blanker

Blanker

The Blanker Page allows you to configure all the Dimmer/Blanker options. In order to configure anything on this page, the Blanker, MouseBlanker and/or Dimmer in Global - Page 1 must be activated. This page is divided into three groups:

ScreenBlanker:

Here you choose your actual blanker. First click on Select BlankerDir. When the BlankerDir window opens, you will have the following options:

Blank : This is the internal Blanker which just blacks-out the screen.
 SwazBlanker : If you wish to use SwazBlanker, enter the SwazBlanker-directory into the string-gadget or choose it using the requester.

Close the window after your selection is made and all available blankers will be displayed in the ListView (you may choose one by clicking on it).

NOTE: The configuration of the SwazBlankers must still be done using the Swaz-Blanker-Preference-Program.

Dimmer-Settings:

The dimmer-settings are as follows:

Dimm depth: The fading depth (adjustable from 0 [no dimming] to 255 [black]).
 Dimm delay: Delay between dimming steps (1/50 sec intervals for PAL, 1/60 sec intervals for NTSC).
 Dimm step : Number of steps to be dimmed at once (1:1 ratio whenever possible)

NOTE: On AGA machines you should enter 1 for Dimm step and for machines with Gfx-Boards a value of 4 should be used for soft fading. For Kickstart2.x users, you can only choose from values from 1 to 15.

TimeOuts:

Here you enter the time values associated with each Blanker:

Screen : Time in secs before the Blanker is activated.
 Dimmer : Time in secs before the Dimmer is activated.
 Pointer : Time in secs before the MousePointer disappears.
 KeyPressed: The MousePointer disappears if a key is pressed.

NOTE: If the pointer is to be blanked only by a key-press, then the pointer value must be set to 0.

1.72 Promotor

Promotor

To use this page make sure you activate the Promotor option on Global-Page 1. Since the promotor is so complex, this page is divided into five subpages. The subpages are sorted according to priority (lowest to highest). The subpages are as follows:

TaskName:

Here you enter all tasks which you want to promoted to a specific DisplayMode. To add a new task, press the Add gadget and a window of available system-tasks will be opened. You may choose a task from the list or type one into the text field. Once you chose a task, a ScreenMode requester will open allowing you to choose a ScreenMode for that task. Choosing a task from the ListView allows you to preform one of the following:

EDIT : Edit the taskname.
 DELETE: Remove the highlighted entry from the list.

The checkmarks on the right have the following meaning:

AutoScroll: Switches on the autoscroll-bit for the choose screen.
 WB-Colors : Forces the new screen to use the Workbench's palette (only works if the program does not change the palette colors itself).
 Interleave: Opens an Interleaved-Bitmap-Screen (the blitter works better on on IB-Screens - only works with system-friendly programs and Kickstart 3.x).
 Take Size : Opens the Screen using the Size entered in the Display-ID (very useful with Gfx-Boards).

A task's DisplayMode may be altered using the gadget in the lower right of the page.

ScreenName:

Here you enter all the ScreenNames you wish to promote to other DisplayModes. The ScreenName setup is the same as TaskName setup, so refer to the information

above.

NOTE: Only the AutoScroll option is available for the ScreenName subpage.

NoPromote:

Here you enter all the tasks which you never want promoted. The following gadgets are available:

ADD : Allows you to choose a task from a list or to be entered into a text field.
 EDIT : Allows you to edit the name of the chosen task.
 DELETE: Removes a task entry from the ListView.

Size:

This page is where you can enter ScreenResolutions to be promoted to a specific DisplayMode. The left side of the ListView shows the Width x Height of the screen to be promoted, and the right side shows the DisplayMode to which it will be promoted. Clicking the NEW gadget allows you to add a new resolution. You need to enter width and height, respectively into the text gadgets in the bottom left of the page and then select DisplayMode to which it will be promoted. As with the other subpages, you have the option to edit or delete any item in the ListView by selecting it. You may also set the AutoScroll-Bit for the specified resolution.

DisplayID:

Here you can promote a specific DisplayID to different one. The ListView shows DisplayID to be promoted on the left, and the DisplayID to which it will be promoted on the right. The NEW gadget allows you to add a new DisplayID to the ListView (and choose a DisplayMode). As applies with the other subpages in the promotor, selecting entries from the ListView allows you to edit or delete them. You may also (un)set the AutoScroll-Bit for the ScreenModes on this subpage.

1.73 Hotkeys

Hotkeys

This page allows you to configure the internal and external Hotkeys. To edit the external Hotkey Commands you need to turn on the Hotkeys Command option in Global - Page 3. To edit the internal Hotkeys (eg. CycleScreens), the Hotkeys option must be evoked on Global - Page 1. The ListView is divided as follows:

Upper Part:

CycleScreens : Allows screen cycling (eg. Mouse: rawmouse mbutton).
 CycleWindows : Cycles windows (eg. Keys: rawkey lalt w).
 ClickToFront : Brings the active window to front (eg. Mouse: double rawmouse lbutton).
 ClickToBack : Sends the active window to back (eg. Keys: rawkey lalt and/or Mouse: double rawmouse lbutton).
 System Restore: Resets the System if you changed the system status by using the MCP-ToolTypes (eg. Keys : rawkey ctrl lalt r).
 Fast Reset : Easy and faaast! RESET for the Amiga 1200 (eg. Keys: rawkey

ctrl lalt ralt).

Cold Reset : A HARD RESET - kills all RESET surviving programs and turns off the MMU (if available) (eg. Keys: rawkey ctrl lalt DEL).
 Active Dimmer : Turns the Dimmer on (eg. Keys: rawkey ctrl lshift d).
 Active Blanker: Turns on the Blanker (eg. Keys: rawkey ctrl lshift b).
 Close Act.Win.: Closes the active window (eg. Keys: rawkey ctrl lshift c).

The two checkmarks below the ListView (de)activate the string-gadgets for Keys or Mouse command sequences. The guidelines for entering these sequences are as follows:

For Keys:

1. First type "rawkey " (note the space), then some qualifiers (eg. ctrl, lalt, ralt, lshift, rshift, rcommand, lcommand,...) and then any other key (and a mouse combination if you like).
2. Other Hotkeys: DiskInserted or DiskRemoved (eg. to play a sample upon inserting/removing a disk).
3. Almost all Event-Classes are possible, but since they have a minor meaning they are not described here.

For Mouse:

1. eg. rawmouse lbutton (single click)
2. eg. double rawmouse lbutton (double click)
3. eg. tripple rawmouse lbutton (triple click)
4. eg. rawmouse lbutton rbutton (hold left button and click the right)

1.74 SAVE, USE, TEST, CANCEL

SAVE, USE, TEST, CANCEL

SAVE : Adjustments will be used and saved to ENVARC: and MCP-Prefs will be closed.

USE : Adjustments will be used and MCP-Prefs will be closed.

TEST : Adjustments will be used but MCP-Prefs will stay open and you may test them.

CANCEL: MCP-Prefs will be closed and no changes will be made.

1.75 Patch Control & MCP System Patches

Patch Control & MCP System Patches

PatchControl V1.3

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Introduction

How is PC different from Setman?

Installation
How to use PatchControl
For Programmers
The Author

1.76 Introduction

Patch Control: Introduction

Are you familiar with the following problem...A program cannot be removed because it can't remove it's patches (like MCP when you save the prefs - NOTE: a complete list of the MCP patches is provided). This programs will solve all problems with systempatches. Using PatchControl, all programs can remove their patches. It's comparable to Setman.

1.77 Difference between Setman and PatchControl

Difference between Setman and PatchControl

Without Setman or PatchControl only the last program that patches a vector can remove itself. All programs that support Setman (like MCP) can always be removed. But there are programs (like Snoopy and Enforcer) which Setman is unable to remove - PatchControl solves this problem.

1.78 Installation

Installation

Just start it right after the SetPatch command in your startup-sequence.

Example:

```
C:SetPatch QUIET
C:PatchControl
:
:
```

1.79 How to use PatchControl

How to use PatchControl

In the command-line you can enter the desired tasknames after PatchControl. These tasks will be patched before all other programs. It's very useful for ARQ or similar programs.

Example (ARQ):

C:PatchControl ARQ

The tasknames are NOT case sensitive and wildcards ARE supported.

1.80 For Programmers

For Programmers

It is very easy to use! Make Findport() SetMan. If the SetMan port exists, remove the patches [with SetFunction()] without checking. PatchControl will do the rest!

Developers (Viruskiller coders)

You can get a list of all patches:

Make Findport (SetMan) and then read out the MP_SIGTASK APTR (in old SetMan this will be zero). In the SIGTASK (named PatchControl) read out the TC_USERDATA. This is a pointer to a patchlist.

Patchlist:

```

APTR  LibraryBase
ULONG Offset
APTR  PatchNode          ;First Node

APTR  LibraryBase
ULONG Offset
APTR  PatchNode
.                ;Here will follow a number of this structures.
.                ;With a zero in APTR Library the list ends.
.
```

PatchNode:

```

APTR  Next_Node          ;Offset 00
APTR  Previous_Node      ;Offset 04
JMP   Next_Program       ;Offset 08    adress of the next program
APTR  Program            ;Offset 14    the program from this node
APTR  TaskName           ;Offset 18    the taskname of this program
LABEL PatchNode_SizeOf
```

1.81 Author

Author

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1.82 MCP Patches

MCP Patches

MCP-function	Patched Vectors
	Easyrequestargs
	OpenScreenTagList
	CloseScreen
	OpenLibrary
	OpenWindowTaglist
copymemquick:	CopyMemQuick
copymemquick:	CopyMem
noguru:	AddTask
noguru:	Alert
nochipmem:	AllocMem
nochipmem:	AllocVec
rtpatch:	AutoRequest
wbtitle:	SetWindowTitle
appchange:	AddAppIcon
crunchpatch:	Open
crunchpatch:	Close
crunchpatch:	Examine
tooltype:	LoadSeg
pointerpatch:	ChangeExtSprite
pointerpatch:	AllocSprite
pointerpatch:	MoveSprite
pointerpatch:	LoadRGB32
patchrgb32:	GetRGB32
fontsearch:	OpenDiskfont
cacheFont:	AvailFonts
toolalias:	GetIcon
quicklayer:	MoveLayer
quicklayer:	SizeLayer
quicklayer:	MoveSizeLayer
quicklayer:	CreateUpfrontLayer
quicklayer:	CreateUpfrontHookLayer
rtpatch:	AllocFileRequest
rtpatch:	AllocAslRequest
rtpatch:	FreeFileRequest
rtpatch:	FreeAslRequest
rtpatch:	RequestFile
rtpatch:	AslRequest
rtpatch:	ArpFileRequest
rtpatch:	ReqTextRequest
rtpatch:	ReqGetLong
rtpatch:	ReqGetString
rtpatch:	ReqNewGetString
rtpatch:	ReqColorRequester
rtpatch:	ReqExtColorRequester
rtpatch:	ReqFileRequester

rtpatch:	ReqPurgeFile
patchopenwb:	OpenWorkbench
patchopenwb:	LockPubScreen
reqtimeout:	RTEZRequest

1.83 MUI by Stefan Stuntz

MUI by Stefan Stuntz

This application uses:

MUI - MagicUserInterface

© Copyright 1993 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXX.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 20.- or US\$ 15.-

to

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