

CBE

Anthony J. Moringello

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REVISION HISTORY

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Chapter 1

CBE

1.1 Clip Board Enhancer © 1994 by Anthony J. Moringello

Clip Board Enhancer V 3.9
by Anthony J Moringello

Introduction	Please be sure to read the Revision
Important	History and WeirdThings/Bugs before
System Requirements	writing to me if you have any questions
Installation	or problems. It would be best if you
Using CBE	were to read all the documentation
ToolTypes	even if you have a previous version
Menu Items	of CBE since many changes may have
ARexx Commands	been made since the previous
Reserved Keys	public release. Almost all known
Weird things/Bug List	problems/quirks are covered in
Revision History	the documentation.
Thanks	
To Do list	
About the Author	

1.2 Introduction:

Clipboard Enhancer

Clipboard Enhancer (a.k.a. CBE) is a commodity that enhances the way that the Amiga clipboard works. The clipboard (as I am sure most of you already know) is a device that allows programs to copy data from one application, and allow the user to paste that data back either to the same application or even to other applications that are capable of using the clipboard.

The Amiga has 256 such units, unfortunately almost all programs only use one unit. This I thought seemed a waste of quite a powerful system feature.

Another problem comes in when you cut/copy a second time, since the previous data is lost, the only way to paste that same information back is to find where you got it from, and recopy/cut again. This of course is not always possible.

Well worry no longer for CBE is here. CBE keeps track of every piece of data that has been sent to the clipboard, and allows you to select any previous item, and paste it back. CBE's concept works similarly to another review buffer you are probably quite familiar with . . . what else but the CLI or Shell.

PLEASE be sure to read the Revision History, and Weird Things/Bugs if you have any questions or problems BEFORE writing to me. It is best to read ALL of the documentation even if you have a previous version of CBE since many changes may have been made since the last public release.

Please read these docs to find what all has changed so as to eliminate possible problems. At the VERY LEAST, read the Revision History, to see what has been changed.

1.3 Important Information:

Important Information

THIS SOFTWARE IS PROVIDED AS-IS, WITHOUT WARRANTY EITHER EXPRESSED OR IMPLIED. IN NO EVENT WILL THE AUTHOR BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OR LOSS OF DATA RESULTING FROM THE USE OF THIS SOFTWARE. THE RISK AS TO RESULTS AND PERFORMANCE OF THIS SOFTWARE IS ASSUMED ENTIRELY BY THE USER.

CBE is shareware, so if you find it useful, and use it regularly, I ask that you register CBE for \$5.00-\$15.00 (U.S. or even equivalent in your own currency). If you really cannot afford the registration fee, you may send me a registered version of a program you wrote that you feel is comparable in worth to CBE. Hard drives, A4000's, or a nice 20" monitor will also be accepted without question.

CBE is a bit larger now, but this is good. (At least for those who register) When you register CBE, I will send you a keyfile that holds vital information that allows CBE to function fully. This allows you to download CBE from AmiNet or your local BBS, and always have a fully registered copy of the latest version of CBE without ever contacting me each time you want a new release!

Thanks for the many people who requested a key file.

You will find my address at the end of this documentation.

1.4 Using the Key File

Using the KeyFile

The advantage of this keyfile now is that if you register, you may always get the latest version of CBE just by simply downloading the latest unregistered version from AmiNet or your local BBS. With the Key file, CBE will have the information needed to be a fully functional registered version.

You may place your KeyFile anywhere you like. I have found that people have differing views on where such files should be located, so it's your choice.

The L: or S: directories seem to be the most popular, but few can agree on which is best. You decide. All you need to do is set the KEY_NAME tooltype to get CBE to find it.

CBE should behave itself if the KeyFile gets corrupted, deleted, or is not actually a keyfile, and will function as it would if unregistered, if any of these things should occur.

If you get an "Keyfile Error" requester, this is most likely due to the wrong filename being given for KEY_NAME tooltype. It may also occur if your keyfile somehow became corrupted.

Do not try to create the keyfile yourself. The keyfile contains important information and functions for CBE to function fully. It also contains the registered users name.

I TAKE NO RESPONSIBILITY FOR THE RESULTS IF ANYONE FEELS THEY WANT TO TRY TO HACK THEIR WAY INTO MAKING CBE WORK WITHOUT A LEGAL KEYFILE.

1.5 System Requirements

System Requirements

- Any Amiga computer with KS2.04 or above.
CBE is KS3.0 aware and will use some it's special features if possible.
- MultiView with datatypes.
Although not required this is the default.
(Read Tool Types for more information).
- CBE will work with any program that uses Clipboard Unit 0.
- ARexx must be installed and running to use the ARexx features.

No other extra libraries, or files are required.
Totally system freindly...no hacks, patches, etc...

ClipBoard Enhancer is still the ONLY clipboard history program that keeps a "permanent" history without adding unnecessary files to your hard drive.

!!NOTE: If you assign CLIPS: to your hard drive, I would suggest using a disk caching program of some sort. This will eliminate disk access while searching through the clipboard's contents. I would highly suggest using a cache program anyway, as it can give totally new life to your system performance all around.

1.6 Installation

Installation

Just drag the CBE icon to any drawer, or copy CBE to the directory where you wish it to run from. The best place for this of course is the WBStartup directory on your boot drive.

You may wish to install the ARexx scripts to your REXX: directory, but the

included files are more for example than any real practical purpose.

No additional libraries or handlers are required.

You will most likely want to change the icon tooltypes though.

When you register, place the KeyFile in the L: directory, or anyplace you chose, and set the KEY_NAME tooltype to find it.

1.7 Using CBE

Using CBE

Using CBE to recall previous pieces of clipboard data is very easy. The following is a more detailed description of CBE's features and how to make them work.

The main Window	Updating the display
Recalling clips	Closing CBE's window
Jumping screens	ARexx support
Viewing a clip	Iconifying
Clearing items	Autoinsertting data
Free/Lock button	Open/Save files
SaveLock funtcion	Displaying CTRL chars
Paste next/prev	Sizing CBE's window

1.8 Sizing CBE's Window

Sizing CBE's Window

- CBE will allow you to size it's window, if you have the SIZEABLE tooltype set to YES. CBE has a size limit based on the number of lines in the ListView display. The listview may have no less than 3 lines, and no more than 255. You also may display no less that 15 characters across and no more than 128.
- One small note. CBE will try to keep the minimum width as to allow the text in the gadgets to be visible without being overwritten by the gadget rendering. This means CBE's minimum size may not be quite what you may have expected, if the screen font is much larger than that used in the listview display. In fact, CBE will resize itself to keep the gadget text un-disturbed. (Some fonts lead to better results than others.) This can be slightly disturbing if you change screens that have a larger screen font than the one CBE just came from.
- These values are for the display only. The actual clipboard contents are not effected by these limits of course.
- CBE's window will resize in one of two fashions. First, it will stay the size you make it (within it's limits) but the gadgets only size in increments based upon font size. This can leave some blank space between the gadgets edges and the window borders. Second, the window will shrink to fit around the gadgets so that there

is none of the blank space. This tends to give an annoying flickering effect as the window resizes itself. Set the tooltyps SLOPPYSIZE=YES to size in the first fashion. Set to NO if you want a neat looking window. I personally find the exrta resizing annoying, but some people would rather have pretty looking windows...lemme know what ya think.

1.9 Usage_Notice

CBE's main interface

- What you probably notice first is the large Listview gadget containing the clipboard data. As you Cut or Copy data from another program like CygnusEd, or Final Writer, you will see that the data you just clipped will be added to the displayed at the bottom of the listview box. You may scroll through the review list by using the scrollbar, by dragging the mouse up or down off the top or bottom of the box, or by using the cursor keys. Holding the SHIFT keys down with the cursor keys will move the selection bar up/down one window full of items.

If you have not yet used the clipboard device since you booted up your machine, no data will exists in clipboard unit 0. In this case, no item will be selected in the listview box. You may select an old item (if any) by selecting one with the mouse. You may also use the up/down arrows, as these will select the top or bottom item in the list.

The first time you use CBE, the listview box will of course be empty, since (more than likely) nothing has saved clips to another device unit but unit 0.

NOTE: See Weird Things Bugs for info on KS2.04 and the cursor keys.

CygnusEd © 1989-1992 CysgusSoft Software
Final Writer © 1993 Softwood, Inc

1.10 Usage_Recall

Recalling data from CBE

- To recall a previous clip to allow you to paste it back into an application, just select any item in the list and paste as normal. Pretty simple eh?

1.11 Usage_JumpButton

Jumping between screens.

- Under the scroll-bar of the Listview box you will see a [J] button. This allows you to make the CBE window 'jump' to the next screen, and bring that screen to the front. This button functions slightly different depending if you have turned on the ToolType USEFRONTSCREEN. With the USEFRONTSCREEN tooltype, you are allowed to Jump to any screen that may be open. Otherwise, CBE will only jump between public screens. The documentation for jumping between Public screens defines no specific ordering for the screens, so if a different screen should appear than what you expected, perhaps a new version of the OS will fix the "problem".
!!NOTE: The USEFRONTSCREEN is not a system friendly option. See the ToolTypes section for more info. Jump is always perfectly SAFE if USEFRONTSCREEN=NO.

1.12 Usage_View

Viewing clipped data

- The "VIEW" button allows you to see what is contained in the selected unit.

The Listview displays only a part of the data actually contained in the Clipboard history. If there is more data in the clipboard than is displayed in the listview, the last character will be shown as a '»'.

You can view the data by pressing the [VIEW] button, or by double-clicking the item with the mouse.

MultiView is capable of automatically displaying text, images, or even playing sounds. Use the Tool Types TXTVIEW, GFXVIEW, and SNDPLAY if you do not have MultiView.

The line displayed in the listview box contains a limited part of the clipboard's data as well as the IFF type specification for that unit. This will normally be FTEXT for a text clip. But it may display ILBM, or 8SVX and possibly others. The latter may just have a file name in the display, so some form of 'viewing' is needed to know exactly what is there. ILBM clips may display "ILBM: W:xx H:xx D:xx" for width, height, depth info, sounds may display "8SVX:smpl/s xxxx" if no NAME is found.

- Final Writer clips are displayed as object types only. CEB will not do extensive analysis on these types, but the info gives a better idea of what is there. So you may see "SWRT:BEVELED BOX", or "SWRT:TEXT BLOCK" when clipping items. Objects for Release 2 are supported.
- Viewing is done asynchronously, so you may view as many units as memory allows. Viewing a clipped item depends solely on the viewer's ability to display the types clipped. e.g. Nothing I know can display object from Final Writer, except for Final Writer of course.

MultiView will pop up on the public screen set by PUBSCREEN, else on

Workbench. If you have USEFRONTSCREEN=NO, and have jumped to another public screen, MultiView will open on the same screen on which CBE is sitting.

Final Writer © 1993 Softwood, Inc

1.13 Usage_Clear

Clearing item(s)

- The CLEAR button allows you to empty the selected clipboard unit.

1.14 Usage_FreeLock

The Free/Lock gadget. Keeping items "permanently".

- The Free/Lock cycle button allows the user to Lock or unlock any unit in the review list. Locking a unit will keep CBE from selecting that unit for normal review storage. Under normal use, this unit will no longer be changed. The Reserved Key units start out locked. Freeing a unit will allow it to be unused when needed to store clipboard review history data.

Locked units are signified by a '-' between the IFF specifier, and the clipboard data. Else a ':' is displayed.

Reserved keys units are signified with a '='. If you unlock then try to re-lock this unit, only a '-' will be displayed. Use the Update button to reset the reserved key status. See warnings/notes under Reserved Keys.

1.15 Usage_SaveLock

SaveLock function

- SaveLocks ToolType added. If set to 'YES', the lock on the current units will be saved, and will exist the next time CBE is run, even after power is turned off. This works by setting the comment on the files in 'CLIPS:' so if you want this feature to work fully, you must assign 'CLIPS:' to a disk or hard drive. (Doesn't really make sense to save locks if the data being locked is not kept, does it.)

1.16 Usage_Update

Updating the display

- The Update button will free, and re-read all the clipboard review data to make the display current.

CBE does not listen for changes on every clipboard unit available to the system, so it is possible for another program to alter the clipboard data of another unit (number 5 for example), and CBE will never know the data changed, so the review list will not change. You can use Update to see this new data.

!!Note: The system clipboard.device saves all clipboard units 1-255 to disk. These files are saved in the logically assigned directory "CLIPS:". This is worth noting in case you were to clip a large section of 24 bit ILBM data for example. This is a lot of data to keep on disk. Normally the s:Startup-sequence assigns this to RAM: If you assign CLIPS: to disk, these pieces of data will be there for you again, even after you re-boot the system. If you choose to delete any of the files from this directory, rather than CLEARing it you would want to press Update to reflect those changes.

1.17 Usage_Close

Closing CBE's window

- Pressing the Window's close gadget or by pressing the [ESC] key will hide CBE's window. You may bring up the window again by pressing the hot key. Even though the window is not displayed, CBE keeps track of all new Cut/Copy actions.

1.18 Usage_ARexx

CBE does ARexx

- CBE has an ARexx port for more advanced system usage. See the ARexx section for full usage instructions.

1.19 Usage_Iconify

Iconifying CBE's window

- Now CBE can zoom down to a tiny window by use of the ZOOM gadget in the title bar. Note that ALL features of CBE still function. You can use the cursor keys to select a Clipboard unit and View or even Clear it from the keyboard, although you will of course not be able to see what you are doing.

See the ZOOM specific Tooltypes for important info.

1.20 Usage_AutoInsert

Using CBE to insert data for you

- Pressing [RETURN] will automatically Hide CBE's window and Paste the current item into the previously active window.

1.21 Usage_OpenSave

Loading and saving clipboard data

- Open and Save allow you to load an item into the clipboard, or save the clipboard to a file. Since all clipboard data are stored internally as IFF data, text will be saved as plain text with no IFF information contained within it. Images, sounds, and other data will be saved AS-IS directly from the clipboard.

NOTE: If you Open any file that is not in an IFF format, CBE will add it as an FTXT clip. This includes plain text, as well as GIF's, WAV files, etc. CBE will not try to figure out what kind of file you loaded. (Pasting or saving to a file, will leave the data unaltered.)

Open and Save do nothing in the unregistered version.

1.22 Usage_ShowCTRL

Displaying "unprintable" characters

- The SHOWCTRL tooltype will allow you to display the control codes within the clip data. Most fonts do not have definitions for characters 01-31 so the default is to change these characters to decimal points. If your system font can display control codes you may set this to YES.

1.23 ToolTypes

Tool Types

The following tooltypes may be entered into CBE's icon info, or they may be used from the CLI/Shell. When entering parameters from the shell, remember any arguments with spaces MUST be surrounded by double quotes ("").

e.g. CBE TOPUNIT=5 "CX_COPY1=lalt ctrl c"

- | | |
|-----------|--|
| CX_POPKEY | - Key used for HotKey to pop window up or to front. If USEFRONTSYSTEM is set to YES, CBE will open on the frontmost screen. If not, CBE will open on it's previous public screen, and bring that one to the front. |
| CX_POPUP | - Should interface window open on start. (YES/NO) |

CX_PRIORITY - Priority for input-event processing. (default -5)
 WINTOP - Top edge for Window. -1 for center on mouse. (default -1)
 WINLEFT - Left edge for window. -1 for center on mouse. (default -1)
 ZOOMTOP \ Where to put window when ZOOM gadget is pressed.
 ZOOMLEFT / -1=Zoom at current position. (Zoom to Open position on KS2.04)
 FIRSTUNIT - First clipboard unit to use for history. (default 1)
 MAXUNITS - Number of units used for review buffer. (default 30)
 DEFVIEW - Default viewer. Internal default is set to "MultiView", you may now change this to use your viewing program.
 TXTVIEW - Full path name of file for
 GFXVIEW - you own text, graphics and
 SNDPLAY - sound viewers/players.
 LISTLINES - Number of lines to display in Listview. (3 thru 255)
 LISTWIDTH - Number of characters wide for ListView. (16 thru 128)
 CX_COPY1...CX_COPY10 \ Keys to use to copy or paste to/from
 CX_PASTE1...CX_PASTE10 / reserved clipboard units.
 SAVEDIR - Default directory for saving clips to.
 OPENDIR - Default directory for loading clip data from.
 SAVELOCKS - Will keep locks even after power down...if 'CLIPS:' is assigned to disk. (Default=NO)
 PASTE_NEXT - Select next clip, then paste.
 PASTE_PREV - Select previous clip, then paste.
 PUBSCREEN - Name of public screen for CBE to pop up on. Workbench as default. This also tells where to open MultiView. (Even if USEFRONTSCREEN is used)
 USEFRONTSCREEN - Will open CBE on the front most screen rather than always on the default Public screen. (YES/NO)
 YES for this tooltype takes precedence over PUBSCREEN.
 SHOWCTRL - YES will show CTRL codes, NO will show '.' (dots) in the list. Character '\0' will always be displayed as a '.' (bullet). This will normally only happen for unknown IFF types.
 OPENS SMALL - The first time CBE's window opens, it will be in the small zoomed mode.
 KEY_NAME - Key file name. This will enable CBE to be fully functional. A non-existent or invalid keyfile will leave CBE to function as if unregistered.
 SIZEABLE - Choose if you want the sizing gadget or not. (YES/NO)
 SLOPPYSIZE - Do you want ugly space, or NO if you want neat window.

!!NOTE: USEFRONTSCREEN is NOT a system friendly method of doing things. You may cause system problems if you close a screen that CBE is open on. YOU HAVE BEEN WARNED.

ZOOM gadgets work slightly different under KS3.x than KS2.x. Under KS3.x, if you specify a -1 for ZOOMTOP/ZOOMLEFT, the window will shrink down at the window's current location. Under 2.x, this feature does not exist, so the ZOOM gadget shrinks the window to it's starting position.

DEFVIEW will allow you to change the default viewer, but since you can not add command line parameters, it may be unable to appear on your current or specified PUBSCREEN settings.

1.24 Menu Items

Menu Items

- ABOUT
Displays the ABOUT requester. This will tell who CBE is registered to (if anyone), will show the hot key used to bring up CBE's window, as well as the Public Screen name that CBE is to appear on, and will also show the number of clipboard units used.
- Open
Allows the user to open any file and place it into the clipboard. Disabled in Unregistered version.
- Save
Allows the user to save the current item as a file. Disabled in Unregistered version.
- Hide
Hides the window.
- Quit
Quits CBE. Brings up a requester to verify your choice.
- Clear ALL, Clear FREE, Clear UNIT 0
Allows the user to clear CBE's history. ALL and FREE allow you to clear each and every clipboard unit in the history, or just those that are not locked. Both of these will also clear clipboard Unit 0. UNIT 0 will allow you to clear ONLY clipboard unit 0...the history buffers are not effected.
- Jump Screen
Move CBE window to the next screen, and bring that screen to the front.
- Update
Free CBE history buffer, and re-read all clipboard units.

1.25 ARexx support

ARexx support

- CBE has ARexx support, as all software should by now. The portname is: CBERexx.1
This ARexx support functions are rather simplistic, but gives the user the capability to do anything he/she can do from the user interface.
(<> denote required arguments, and [] denote optional arguments.)
 - QUIT
No parameter are given. CBE will simply clean up and exit.
 - LOCK [item] : item = 1 though MAXUNITS.
Sets the lock on the currently selected item.
If [item] is given, the specified item will have it's lock set.
-

[item] is relative to the displayed data.

- **FREE [item]** : item = 1 through MAXUNITS.
Frees the lock on the currently selected item.
If [item] is given, the specified item will have it's lock freed.
[item] is relative to the displayed data.
- **SELECT <item>** : item = 1 through MAXUNITS
Makes the specified item the currently selected item.
<item> is required.
<item> is relative to the displayed data in the listview.
- **VIEW [item]** : item = 1 through MAXUNITS
Views the currently selected item
If [item] is given, the specified item will be viewed.
[item] is relative to the displayed data.
- **UPDATE**
Same as selecting the update button. UPDATE will free and re-read all clipboard data.
- **INACTIVE**
Will deactivate CBE's commodity key input features. These include The reserved keys, and hotkey window popup. CBE will also not listen for changes inn the clipboard, so the list will not change.
You are still allowed to use the GUI, and paste from the items in the review list. Same as INACTIVE from Commodities Exchange.
- **ACTIVE**
Will make CBE active again. Same as ACTIVE in commodities Exchange.
- **COPY [key num]** : 1-10 (or as many keys defined).
Copy will simply send an [RAMIGA-c] to the system. If [key num] is Specified, CBE will copy the data into the specified reserved key number.
- **PASTE [key num]** : 1-10 (or as many keys defined).
This will paste the current contents to the active clipboard unit by sending an [RAMIGA-v] to the system.
If [key num] is given, the specified reserved key number will have it's data copied to clipboard unit 0 before the [RAMIGA-v] is given.

!!NOTE: PASTE will ALWAYS paste from what is in unit 0. Remember the reserved keys sequence first copies it's data into unit 0. If simply do a PASTE again with NO unit specifier, the same data from the reserved key will be pasted again. This offers some speed increase, but also possible confusion as you really do not know what might be in unit 0 at any given time this way.

- **WINDOW <SHOW | HIDE | JUMP>**
If the USEFRONTSCREEN tooltype is set to YES,

SHOW will bring the window to the front of the frontmost screen. The window will be opened if needed. If USEFRONTSCREEN is set to NO, CBE will open on it's previously used public screen.

HIDE will close CBE's window, but leave the main program active.

JUMP will force the window onto the next screen.

If USEFRONTSSCREEN is set to YES, be sure to Use only when necessary, remember this is NOT a nice thing to do to the system. Although no damage is caused from normal operation, the danger comes in when a screen tries closing when it does not know about CBE being there. The result of this action can range from keeping a screen open permanently to a system crash. JUMP is perfectly safe if USEFRONTSSCREEN=NO.

- CLEAR [item | FREE | ALL]
Clears the currently selected item. If item is given, the specified item will be cleared. [item] is as above in VIEW, etc...
FREE will clear all non-locked items.
ALL will free every item in the review list.
- OPEN [filename]
Loads any file into the clipboard. A file requester will be displayed if no file name is given.
- SAVE [filename]
Saves the selected item to disk. A file requester will be displayed if no file name is given.
- ISLOCKED [item]
Returns 1 if the selected item has it's LOCKed flag set. If [item] is given, the result is based on the item number given.
1 = locked, 0 = free.
- NUMCLIPS{ub}
Returns how many items are currently in the clips history buffer.

A simple ARexx script has been included merely to allow the user to test these features.

```
CBERexx.rx:
===== cut here =====
/* CBE ARexx port tester */
PARSE ARG CBEcmd

ADDRESS CBERexx.1 CBEcmd
===== cut here =====
```

Example Usage: rx CBERexx.rx WINDOW HIDE

!!NOTE: One simple note to ARexx programming. There is no locking mechanism through the Amiga system for the clipboard device. What I mean is, just because you may do a COPY command and immediately follow it with a PASTE command, there is no 100% guarantee that the data will remain the same. This is really only a concern if some one does not know what is going on, and they can clip data REALLY, REALLY fast.

1.26 Paste and Select Next/Previous

Paste and Select Next/Previous

- Along with the ability to merely paste the current item in the clipboard, you may now paste a series of items previously sent to it. If you press the hotkey for PASTE_NEXT, CBE will advance the item pointer to the next clip in the history list, then paste it. Pressing the hotkey for PASTE_PREV select the previously clipped item, then paste it.

E.g: Lets say you clipped the individual words "Only " "Amiga " "Makes " "It " "Possible!". Select item "Only", and press <RAMIGA v> to paste the word "ONLY", then the hotkey for PASTE_NEXT a few times. You will get:
 "Only Amiga Makes It Possible!"
 If you now press the hotkey for PASTE_PREV, you will get:
 "Possible! It Makes Amiga Only"

Another possibility (and a better real-life example) would be Cutting/Copying a list of names from a mailing list. Lets say you have a list of names in one file, and you want to create labels using your favorite word processor. You could clip one name, switch windows, then paste it, switch windows back, clip the next name, switch windows again and paste that one, etc... but you will soon get tired and possibly dizzy.:-) So try this instead. Go to the file with all the names, and just go down the list and cut/copy each one. Now go to the word processor, and use the PASTE_PREV key and insert each name into each label. WOW! You never even had to open CBE's window! And most of all, no switching back and forth between lists.

Note: If you hold down the hotkey for either of the above, the key repeat only advances the selected item for the first downstroke, and the first repeat, there after it will paste the same item. Simply use individual keystrokes for each paste. This is due to the way that the OS handles Commodities key board events, not to CBE.

1.27 Reserved keys

Reserved Keys

You may reserve up to 10 clipboard units for the use of quick access key cut/copy/paste actions.

As defaults, the function keys are used for these reserved keys" You must use the ToolTypes to assign keys to any, all 10, (or none) of the units. If you set a COPY key, you must set PASTE KEY for the same number. Failure to do so will eliminate the use of both functions for either key without a matching Copy/Paste key ToolTypes.

All reserved keys reserve the last allowed clipboard units. These may move depending on user actions, but the data will not be affected by normal copy actions due to the locking feature of CBE. If you unlock any of the reserved key units, the data stored there may be changed when another cut/copy action

takes place.

To use the reserved keys, just highlight the data in any application that you want to copy. (Do this in the normal way for the application in use). When you press (default as an example...) [lalt shift f1], the data will be copied into the active clipboard unit and it will also be copied into the review list as normal.

i.e. You have 5 keys reserved, f1-f5 with SHIFT ALT for Copy actions, and lets say just for S&G's you have f6-f10 with the same qualifiers for Paste actions. Go to you application (CygnusEd is good), highlight some text, and do [RAMIGA-c]. Do this a few times while CBE's window is visible. You will see the list change with each copy action. Now highlight some text and press your [shift alt f4] key combination you will see a new item at the bottom of the display. This item will also have the '=' lock character showing it to be used by one of the reserved keys.

You may now do [RAMIGA-v] to paste as normal or [alt shift f9] to paste the data back. (Note f9 corresponded with the f4 above). Now highlight and clip text the normal way using [RAMIGA-c], and you will see the 'Free' part of the review list change, but your reserved key does not change. Now you may press [alt shift f9] and paste that reserved data back. Pretty nifty eh? You may now paste this item as you would any other. This is handy for custom Copy/Paste operations using ARexx from another application I suppose.

The following are valid qualifiers and keys Just as for HotKeys:

lshift	rshift	shift	(Left right, or either shift key)
lcommand	rcommand		(Left or right Amiga keys)
lalt	ralt	alt	(Left, right, or either Alt key)
capslock	caps		(Capslock key, or ANY shift/capslock)
ctrlr			(CTRL key)
leftbutton	midbutton	rbutton	(Mouse buttons)

The following keys as well as any normal keyboard keys are valid:

```
space backspace tab enter
return esc del up down left  ( other misc keys )
right f1...f10 help
```

You may be wondering exactly why CBE requires an application that uses clipboard unit number 0 to work properly. The reason is simple in that all CBE does is set what are called "Call-back hooks" in the system for Clipboard unit 0, so it "hears" all Cut/Copy actions to that clipboard unit. Also the reserved keys simply send a [RAMIGA-c] to the system. This does a generic Copy command, then CBE will copy this data into the specified unit for that key.

For pasting just the opposite is done. CBE will copy the data from the selected reserved key into clipboard unit 0, then CBE will send an [RAMIGA-v] key sequence, thus pasting the data to your application.

Pretty simple isn't it. Now why wasn't this done years ago??!!??!!

OK, so you now have a program such as PowerSnap/SnapIt, or even Terminus. These programs copy the data without you needing to hit [RAMIGA-c]. In fact you cannot even if you wanted to since they clip data directly to the clipboard without your help. So, does CBE's reserved keys work with these programs? Of

course, but you must do things in a slightly different way.... Normally you highlight the text, then press the key combination to Copy the data. Well since there is no time allowed for you to do this, simply press the reserved key sequence BEFORE you highlight or box the text from these programs. If nothing is available for the clipboard when a copy command is sent, the system will wait until something is sent to the clipboard device. CBE will then intercept this and put the data into the correct slot.

I wish I could take credit for this, but it is a fine side effect of the clipboard device itself.

1.28 Weird Things/Bug List

Weird things / Bug list

This version of CBE has no bugs that I am aware of. All "bugs" have been eliminated or worked around safely.

- When using the cursor keys with KS2.04, the ListView does not scroll it's contents when the selected item goes out of view. Also, this version of the OS does not highlight it's current item, but instead creates a string box at the bottom of the display. This has the effect of displaying only LISTLINES-2 lines in the display. I used to disable the cursor keys for KS < 3.0, but decided to allow their use for lower OS versions anyway. The cursor keys work as expected with KS3.0 and above.
- It seems that Terminus does not correctly read the input stream. If you AutoInsert data from CBE to Terminus's window, it thinks that a SHIFT-AMIGA-V was done, and will insert the Quote String as well as your data. I definitely use a lowercase 'v' in my code.
- CBE can display some graphic item types from Final Writer, if you see "unknown", please let me know. This is quite simplistic, since I have no connection with SoftWood, other than owning a copy of Final Writer, I cannot be sure I have covered all types, or that these will even stay the same through future revisions.

Please report any bugs, enforcer or mungwall hits, etc... I need your help to make CBE the best possible program for all users. Any suggestions for appearance, or usefulness are always welcome.

CBE has been tested on:

A1200/030	OS3.0
A3000/030	OS2.04
A1200/020	OS3.0
A2000/020	OS2.1
A4000/040	OS3.1
A4000/030ec	OS3.1
A1000/010	OS2.1

CBE was created on:

A1200 w/ CSA's 12-Gauge 50MHz 68030/68882 with 8M Fast RAM,
420M of HD space, external 880K floppy, internal 1440K
floppy, Chinon-535 CD-ROM, Archive-Viper tape backup unit,

Supra 14.4 modem, Hayes Accura 28.8 modem, HP500 DeskJet,
...blah, blah, blah...
and was written in C and assembly using CygnusEd 3.5, and compiled with
SAS/C 6.51, nearly a case of Mt. Dew each day, a lot of pizzas, a lot of
chocolate, and very little sleep.
Please help support my chocolate addiction. :-)

CBE.guide was created using CygnusEd 3.5, and edited using Heddley
(Heddly is written by Ed Dumbill).

1.29 Revisions

Revisions: ('-' =Bug fixes, '+' =Additions or improvements.)

V3.10(21-Feb-95)+CBE's window is now sizeable!! Use the SIZEABLE tooltype.

V3.9 (06-Jan-95)+No longer displays requester when CLEAR is double clicked.
(Just use the menus to do the extended clear functions.)
-CBE lets you know who the Keyfile Error message is from.
+Now displays object type for FinalWriter clips.
+May now open window in small (zoomed) mode.
Use OPENS SMALL tooltype to start small.
+CBE will now stay in zoomed mode between closing and
opening of its window. Effects Jump and Hide/Open.
-Removed duplicate reading of clip if already activated in
the ListView window.
+Cleaned up and removed some redundant code.
+Added '?' help option for Shell users.

V3.8 (25-Nov-94)+Now uses key file for registered users.
+PASTE_NEXT/PASTE_PREV now works in a more sensible manner.
CBE will move to the next/prev unit before pasting.
+Better IFF parsing to find text, and other info.
-Somehow everyone missed that the menu item for Jump was
disabled. It is now enabled as it should be.
+Added DefView tooltype.

V3.6 (22-Oct-94)+Since if no data exists in clipboard unit zero, no item is
highlighted in the listview window, so using the arrow keys
will now select either the first or last item in the list.
No more grabbing for the mouse for first time selections.
+CBE now reads old clipboard units oldest to newest.
i.e. If the last clipboard unit used was #1, and you did
UPDATE the next one to be dumped would be #1. This meant
you lost what you just clipped. Now clips are loaded and
sorted on the time they are saved to the CLIPS: directory
and read back in the same order. So now a true FIFO queue
is in place...even after reboot (If CLIPS: is assigned to
disk of course).
-V3.5 AmigaGuide document inadvertently had some of it's
space characters turned into ALT-SPACE. Fixed.
+Added Paste/Select-previous/next feature.

V3.5 (06-Oct-94)-The CANCEL selection was ignored for Open/Save.
Would open/save anyway. (For those who could Open/Save.)
+Added info to ABOUT window for number of clips in use.

- +Updated docs again. Hopefully easier to read.
 - +Now allow KS2.04 users to use the cursor keys to select items from the display box. See Weird things/Bugs.
- V3.4 (03-Oct-94)
- +Better size checking of clip display. No longer prints '»' if the clipped data is exact size of list view.
 - +Display more useful info for IFF data.
If any text exists (CHRS chunk) within a clip, it's data is displayed. (Final Writer clips are now shown to some extent. Other may be as well.)
Graphical and audio clips will be searched for NAME chunk, and that name will be displayed in the list view. If no name can be found, the samples/sec will be displayed for sounds. Width/height/depth will be displayed for graphic clips. Unknown clip types will display the clip type, and attempt to display the first bytes of data as CBE did previously.
 - +Slight enhancement and additions to ARexx features.
 - +Jump button now works with Public Screens.
 - +Pressing SHIFT with arrow keys now implemented. See docs on using the arrow keys with different OS versions.
 - +If no data has been clipped to unit 0, CBE will not show any items as selected anymore. You must first select an item to put into unit 0.
- V3.3 (06-Jul-94)
- +Changed default viewer from "Sys:Utilities/MultiView" to just "MultiView". Full path no longer specified. This allows user's own paths to be used.
 - +Added SHOWCTRL tooltip.
- (18-Jun-94)
- +Pressing the JUMP button will now center the button itself under the mouse rather than centering the window. Using the keyboard or menus still centers the window as normal.
- (06-May-94)
- Window now opens centered on mouse correctly.
 - +Added SaveLocks feature.
 - Fixed Enforcer hit when no OPENDIR/SAVEDIR given.
- V3.1a (29-Apr-94)
- V3.0/3.1 used a KS V39 function SetWindowPointer() to set the busy pointer. This no longer happens under KS less than V39. I still use the 3.0 function for the operating systems that can handle it.
- V3.1 (23-Apr-94)
- +All input now blocked while BUSY pointer is displayed.
 - +Press [RETURN] to auto HIDE+PASTE.
 - Could not clear Unit0 if no items were in the history list.
 - If all clips were deleted from CLIPS: and UPDATE was done, and data still existed in clipboard unit 0, then the listview box would not display that data. It does now.
- V3.0 (15-Apr-94)
- About 75% re-written from scratch.
 - +Removed empty items from display.
 - +Removed useless Up/Down/Top/End garbage.
 - +Selected item is immediately placed in Clipboard Unit 0.
 - +ToolTypes, GUI, and Menus adhere better to OS2.0 standards.
 - +Can now chose display height and width.
 - +MultiView may now be opened on PUBSCREEN.
 - Now that the selected item is always placed into clipboard unit 0, the bug in MultiView no longer causes Enforcer
-

Hits. (or at least decreases them)
-Enforcer hit when attempting to open on a PUBSCREEN that
does not exist is now fixed.
+Added Busy pointer during requesters, and Update.

V2.4 and below are too obsolete to worry about revision history.
Besides, V3.0 is nearly a total re-write.

1.30 Thanks

I'd like to thank:

Jan van den Baard for "GadgetToolsBox",
Jerry Cheung for the CBE icons.
Ed Dumbill for "Heddley" (AmigaGuide editor.)
Nicola Slamoria for near endless patience and suggestions.

All registered users for their support, and many great ideas.

The makers of "Mountain Dew" for keeping me awake.
Trent Reznor, for "PLHM", one of the greatest albums ever produced.

1.31 Things left to do

To Do:

- Any good ideas you suggest... Much of what CBE had become is due to the suggestions of others.
- Sizeable window? I dont like the idea...too slow, but I'm working on it.

1.32 About the Author

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-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a

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=l61Q
-----END PGP PUBLIC KEY BLOCK-----
```

1.33 Registration

Registering CBE

Registering CBE will get you, the latest version of CBE, and the keyfile to make all those important functions (listed below) work.

Registered version of CBE will include working Open and Save functions which allow you to load and save data to and from the clipboard. The registered version will also not display the about requester when you attempt to hide the window, or quit CBE...unless you of course select "About" from the menu.

When you register, please include the following information:

Name (These three items are)
Address (of course required!)
"CBE" - Tell me which program you want.

E-Mail address if any.
Model (A1000, 2000, 3000, 1200, 4000, etc...)
CPU (68000, 020, 030, 040, etc...)
Amount of RAM,
and KS/WB version. (OS2.04, OS3.1, etc...)

These last items are not required, but will help me determine what changes may be needed to make my program appeal to more users.

All information is kept private.
