

InfoMAN 1.0

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Chapter I: Introduction

InfoMAN is a software package geared toward the deliverance of information on any Macintosh personal computer. It is useful for many purposes by all kinds of users, but it is of particular interest to software developers, as it reports many kinds of data on a computer, which can help for isolating problems during beta testing.

InfoMAN uses the Gestalt Manager in the Macintosh's operating system to obtain the data it provides. The Gestalt Manager is a part of the computer's system software that provides data for applications on the hardware and software configuration of the Macintosh it is running under. InfoMAN includes all Gestalt Manager information available as of its creation in 1/92. However, as system software advances, Apple is sure to add more information to Gestalt. Because of this, InfoMAN has been written in such a way so that additional information can be received without any programming changes. This is further described later in this manual.

Chapter II: Usage

Using InfoMAN is very simple. Select a topic you want information about from the pop-up menu at the top of the window. This is a very long menu, so it will probably be necessary to scroll through the list to find the topic you want. For example, scroll down through the list to find the entry “Machine Type”. You will notice two boxes next to the pop-up menu at the top of the window, displaying binary and decimal results. As you probably know, all data in a computer is stored in the format of millions of 1s and 0s. Therefore, the Binary box shows you which of these “bits” are turned on (1) and which are turned off (0). The “Decimal” box shows what the value returned was as a number.

More useful with most people is the “Results” box, which contains a more understandable explanation of what the Gestalt Manager is telling us. With all the included topics and most ones that may be added by others, this box tells you what the result means. The program does this by using a storage system called “templates”, which tell InfoMAN what to tell you.

Chapter III: Expansion

Expanding InfoMAN requires the use of ResEdit, a utility available from most developers' groups, user groups, and online services.

Before you begin expanding InfoMAN, you should have a clear idea of what exactly the expansion is and what the various Gestalt information is. You should have the selector, a 4-character code that is used by the Gestalt Manager. Should you wish to use the Results box, you should also have the format of the answer.

First, add the title of the topic to the end of the menu in MENU 131.

Then, enter the STR# window. Open ID 128, and add the selector to the end of the list. **If a selector has 3 or fewer characters, you MUST add spaces at the end to make it come out to four.**

Now, create a new STR# resource. Using Resource Info, name the resource exactly the same as the selector, again remembering to add spaces at the end if the selector is 3 characters or less.

All templates have a template type at the beginning and then the format varies depending on the type. Use the appropriate type from this list:

BMAP: Each bit has its own significance. Enter "BMAP" in the first element and what should be added to the Result box when a bit is on. Example:

- 1) BMAP
- 2) Bit 0 Is Set, Man!
- 3) Bit 1 Is Set, Man!

If the result were 000000000000000000000000000001, the Results would print:

Bit 0 is Set, Man!

If the result were 000000000000000000000000000011, the Results would print:

Bit 0 is Set, Man!
Bit 1 is Set, Man!

Note: By convention, bits are numbered 0 through 31 and the count begins on the rightmost, with 0, and ends at the leftmost, with 31.

PHVL: Prints in hexadecimal. Useful for printing handles. Element 2 contains the leading text.

If the result were FFFFFABC, Results would print:

Element 2 Text 0xFFFFFABC

Note: You must provide your own colon and Ox (to note hexadecimal notation). InfoMAN does not provide it.

PHWD: Prints the high word. Element 2 contains the leading text.

PLWD: Prints the low word. Element 2 contains the leading text.

NUMB: Prints a string based upon the actual number returned. Element 2 will be printed if the result is 1, Element 3 if the result is 2...

If your template were:

- 1) NUMB
- 2) Slow StyleWriter
- 3) Mid-speed StyleWriter
- 4) Blazing StyleWriter

and the result was 1, the program would show:

Slow StyleWriter

PVAL: Prints the result in integer format. Element 2 contains the leading text.

PVWM: Prints the value in integer format AND with a megabyte indication. Useful for large amounts of memory (such as Physical RAM Size). Element two is used as leading text.

SYSV: Generates a standard version string (i.e. 7.0.1) using the digits-in-hex (Ox700=7.0.0, Ox607=6.0.7) format. Element two is used as leading text.

QDVS: QuickDraw version. Currently the same as SYSV. In the next version of InfoMAN, this will be upgraded to give the actual name of the current version of QuickDraw.

Chapter IV: Shareware

InfoMAN is, believe it or not, shareware. This means that, if you like this product, you'd send some money (we recommend \$10) and you'd receive updates to the software as soon as they came out as well as a copy of everything else WerbilTOWN Computer Co. has written (growing all the time). Also, you will be able to call yourself an Ultimate Werbil.

PLEASE send that \$10 to the following address:

WerbilTOWN Computer Co.
ATTN: James Egelhof
22 Stuyvesant Ave.
Larchmont, NY 10538-2728

If you want to write a check, you go ahead and make it out to James Egelhof.

Chapter V: Copyright

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Any suggestions, comments, complaints, compliments, or requests for information should be sent to:

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