

Tasklist:

List of all currently running applications. It also includes DOS applications (which will be labeled as DOS tasks) and applications with no window.

Timer:

A timer is an input device which periodically notifies an application when a specified interval of time has elapsed. The number of timers is limited. TaskMan does not operate perfectly if no timer is available.

Task:

A task is any program that executes as an independent unit. All applications are executed as tasks. Each instance of an application is a task.

Handle:

A handle is a 16-bit number which refers to an object. A program almost always obtains a handle by calling a Windows function. The program uses the handle in other Windows functions to refer to the object. The actual value of the handle is not important, it is merely used to reference an object.

Windows:

For ease of reading, "Windows" refers to the Microsoft Windows graphical environment. Windows is a trademark that refers only to this Microsoft product.

File Name:

Select the name of the desired file, then press the OK button. Or type the filename in this box, then press the OK button. If necessary, also specify a path and drive.

If the desired file does not appear in the File Name list, you can change drives or directories, or specify a different type of file.

List Files of Type:

Open the list, and then select the type of file you want displayed in the File Name box. For example, if you select Programs, the File Name list displays only program files (files with an .EXE, .PIF, .COM or .BAT filename extension).

Directories:

Select the directory which contains the program file you want to use. If a directory is selected, the files in this directory appear in the File Name box.

If the desired directory you want does not appear in the list, you may have to change drives by choosing a different drive from the Drives list.

Drives:

Open the list, and then select the drive which contains the file you want to use. When the drive is changed, the directories on this drive appear in the Directories box.

Application:

A computer program used for a particular kind of work, such as word processing or desktop-publishing. This term is often used interchangeably with "program".

Command button:

A button in a dialog box that carries out or cancels the selected action. Two common command buttons are OK and Cancel. Choosing a command button that contains an ellipsis (e.g. Taskinfo...) causes another dialog box to appear.

This is an example of one of TaskMan's command buttons:
(Try clicking on the button!)



Dialog box:

A window that appears temporarily to request or supply information. Many dialog boxes have options you must select before TaskMan can carry out a command.

Dynamic Link Libraries (DLL):

A DLL is a separate file containing functions that can be called by programs and other DLLs to perform certain jobs. Dynamic linking occurs at run time. A DLL is loaded only once. If another module calls this DLL, only its reference counter is increased.

DLLs can also contain resources. The font resource files with the extension .FON for example are resource-only DLLs

Options menu: [On top](#)

This option is for deciding how TaskMan should behave when active. You can choose one of the following:

- Stay on top of other windows
- Stay on top of other windows if TaskMan is iconic
- Never stay on top of other windows

This option is not available if there is no free timer.

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Options menu: [End Task](#)

This options lets you decide how TaskMan should terminate applications. The options are named NICELY and ABRUPTLY.

NICELY means that TaskMan allows the application to perform its special shutdown procedures (like saving open documents, etc.); ABRUPTLY means that the application is killed immediately (in this case the application is not able to perform its shutdown procedures).

See also: Commandbutton 

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Options menu: [Show Untitled](#)

If this option is checked, TaskMan will show windows with no title in its tasklist. Untitled windows will be excluded if the option is unchecked.

After selecting this option, TaskMan will update its tasklist according to your choice.

However, it is not safe to activate such a window with the Switch to-commandbutton. Doing so can confuse the window handling of Windows.

The Taskinfo-commandbutton will give you some more information of a untitled window.

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Options menu: [Exit Windows](#)

To leave Windows quickly, this is the right option for you. So now you can throw away all of these little utilities performing just the same operation.

Almost all running tasks will shut down immediately. It is up to you to protect yourself against the loss of data in open documents or other data files. This depends on the setting of the End Task option.

See also: [Options menu: End Task](#)

Options menu: [Restart Windows](#)

Choose this option to quit the actual session and restart Windows.

Options menu: [Boot system](#)

This option will reset your system with a cold boot.

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Options menu: [Exit](#)

Select this command to shut down TaskMan. Before terminating, TaskMan will save his settings in a private profile.

TaskMan also saves the settings regarding tasks to be excluded from being displayed in the tasklist.

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Tasks menu: [Exclude](#)

Some tasks run ever and ever, e.g. the program manager or the clock, etc. . If you are getting tired of seeing these apps in the tasklist, you should select this exclude option.

With this option you can decide which apps have to appear in the tasklist and which have not. This helps you to get rid of an overloaded tasklist and keep track of important tasks.

How to use the dialog:

The listbox on the left contains tasks currently running, the listbox on the right contains tasks to be excluded from TaskMan's list. If this dialog is opened for the first time, the listbox on the right is empty. A double click on an entry in either box will remove it from that list and transfer it to its counterpart.

You can also click on a string and activate the Exclude/Include button (if you have no mouse, this is the only way to go).

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Tasks menu: [Start a program](#)

This menu item activates a dialog used to select filenames. By selecting a filename and clicking OK, the specified application is executed.

You can only select from executable files, i.e. files with the extension .EXE, .COM, .PIF and .BAT.

See also: [Dialog box: Start a program](#)

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Tasks menu: [Commandline](#)

This rather simple commandline (CLI) is for quickly starting an application. For instance, entering **NOTEPAD** will directly start it.

TaskMan will inform you of errors that occur while loading the specified application.

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Tasks menu: [Modulelist](#)

This list is an overview of all currently loaded modules. A module is a task or a dynamic linked library (DLL).

For each module, TaskMan will show you the handle and the reference counter. This counter tells you how often the specified module is referenced by other modules. Additionally, TaskMan will show you the path to the file on disk.

To get this information, simply click on a module name in the listbox. Use the checkboxes to select the type of DLL you want to examine.

Some modules (extension must be .DLL) can be unloaded from memory. This option is useful especially for programmers. So you never have to quit Windows to terminate DLLs.

NOTE: Unloading DLLs can result in Application Errors or other conditions which require quitting Windows or rebooting your system.

See also: [Taskinformation](#)

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Tasks menu: [Cascade](#)

This option cascades all resizable windows. This means that you can see at least the title bar of each of these.

Tasks menu: [Tile](#)

This option tiles all resizable windows so that they are all fully visible.

Tasks menu: [Arrange Icons](#)

Use this option to rearrange the iconic windows on the desktop.

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Help menu: [Index](#)

This item opens the Windows Help System and shows the main index of TaskMan's help file.

Help menu: [Using Help](#)

This helps you to use the Windows Help System.

Help menu: [How to register](#)

This shows you how to register TaskMan. Read this topic carefully.

Help menu: [About TaskMan](#)

Gives you some information about the product whose help text you are just reading.

See also: [Copyright information](#)

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Welcome to the shareware version of TaskMan

Main index

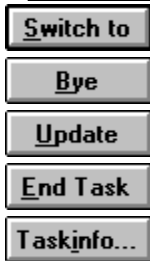
From here you have access to the main menu items:

[Options](#)

[Tasks](#)

[Help](#)

and the command buttons at the lower end of TaskMan's window:



More subjects:

[Overview of TaskMan's features](#)

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Options index

From here you have access to the items of the options menu:

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Tasks index

From here you have access to the items of the tasks menu:

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Help index

From here you have access to the items of the help menu:

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Commandbutton 

This button will switch to the selected task. Alternatively, you can double-click in the tasklist.

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Commandbutton 

Select this button to shut down TaskMan. Before terminating, TaskMan will save his settings in a private profile.

TaskMan also saves the settings regarding tasks to be excluded from being displayed in the tasklist.

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Commandbutton 

With this commandbutton you can manually update the tasklist.

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Commandbutton 

This command will terminate the selected task.

You can even close the shell program (which in most cases defaults to the Program Manager).
Doing so does not quit Windows.

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Commandbutton 

If this button is selected, TaskMan gives you some useful information about the selected task.

See also: [Taskinformation](#)

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About TaskMan Version 1.01

This program is
copyright (c) 1992 Guenter Schwaninger
Am Forsthaus Gravenbruch 65
6078 Neu-Isenburg 2
Germany
All rights reserved.

This is a shareware version of TaskMan. You may use it for 30 days. If after 30 days you would like to continue using TaskMan, you must purchase the licensed version.

TaskMan is completely written in Turbo Pascal for Windows, copyright (c) Borland International. The source is available for registered users.

Any comments, complaints and suggestions are welcome.

See also: [How to register](#)
[Shareware information](#)

Overview of TaskMan's features

- 1.) TaskMan stays on screen until you explicitly close it. This saves you the trouble of reopening it every time you want to perform some action with it.
- 2.) TaskMan shows in its titlebar the number of currently running tasks (not including itself). This helps you to keep track of what is going on.
- 3.) Optionally, TaskMan can stand on top of all other windows. You cannot select this feature if you have run out of timers.
- 4.) The user (YOU) can update the tasklist on demand. (This is a must if no timer is available).
- 5.) TaskMan also shows tasks with no title bar and tasks running in an invisible window.
- 6.) You can gather extra information on each task, e.g. the task-, window- and instancehandle.
- 7.) The application loaded as the SHELL (in most cases this is the Program Manager) can be shut down by TaskMan. This does not mean that the Windows session is terminated.
- 8.) TaskMan lets terminate applications nicely or abruptly. Nicely means, that the affected application can carry out its special shutdown procedures; abruptly means, that it is killed immediately.
- 9.) DOS Tasks are clearly stated and can directly be terminated by TaskMan.
- 10.) There is a mini-CLI (CLI=Commandline) available which allows you to start programs quickly.
- 11.) You can also start programs by activating the Windows 3.1 standard file selector.
- 12.) You can exit Windows, restart it or boot your system without having to exit from TaskMan.
- 13.) TaskMan handles a list of tasks which you want to be excluded from the tasklist (e.g. you can specify tasks like PROGMAN). This list can be maintained during runtime. It is realized via the tasks title bars, i.e. tasks with variable titles cannot be handled correctly. (This includes MDI applications.)
- 14.) TaskMan can show you a list with all currently loaded modules. A module is either a task or a dynamic loaded library (DLL). On each module, TaskMan gives you some more info (e.g. the reference counter showing how often this module was referenced by other modules).
- 15.) DLLs can be unloaded from memory. This is especially useful for programmers. If a program crashes and therefore is not able to remove its DLLs, you can do this manually. This feature is also very dangerous if you do not know what you are doing.
- 16.) TaskMan is able to show windows without a title. These windows are referenced by their windowhandle. Sometimes it is very interesting to see what other windows are present without seeing them.
- 17.) TaskMan is able to show you information about a task's heap and stack. This is useful for programmers.

How to register

When sending a purchase order, please include the following form.
You can print it from the FILE menu.

TaskMan 1.01 (or latest version)

NAME _____

COMPANY _____

STREET _____

CITY _____

STATE _____ ZIP _____

COUNTRY _____

TELEPHONE NUMBER _____

E-MAIL ADDRESS _____

TaskMan \$10.00... _____

TaskMan Source Code \$40.00... _____

Shipping/Handling - Germany \$ 3.00... _____

Shipping/Handling - Outside of Germany \$ 8.00... _____

TOTAL _____

Please include checks or cash in US Funds or the equivalent in Deutsche Mark (DM).

Make checks payable to: Guenter Schwaninger

Please mail to: Guenter Schwaninger
Am Forsthaus Gravenbruch 65
6078 Neu-Isenburg 2
Germany

Shareware information

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If, after 30 days, you continue to use this product you should pay for it. TaskMan is not free nor do I give away free software. I give you the opportunity to try TaskMan, without risk, before you pay for it. It is just that simple. Try it; either purchase a registered license or quit using it. There is no risk or refund problems.

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You may make copies of the original Shareware package. The original package is archived and will fit on one 360K floppy. If you operate a BBS, please place a complete package copy in your public download sections.

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Taskinformation

This dialog box displays various pieces of information about a given task. This information may not be important to everyone, but especially programmers often need to know.

The following table describes the information fields.

Windowhandle	<u>Handle</u> to refer to the window. This is the most important handle.
Taskhandle	Handle of the task associated with the windowhandle.
Instancehandle	Identifies each copy of a running application.
Modulename	Diskfile (incl. path) that contains the applications code.
Classname	Used to distinguish window classes from other registered classes.
Windowtext	Current title bar text.

See also: [Commandbutton Taskinfo](#)
[Heapinformation](#)

Heap information

This dialog box displays interesting data about a given task. Unless you are a programmer, this information is not very important.

Error: No timer available

TaskMan has not been able to allocate a timer. Such a timer is necessary for TaskMan to work perfectly. However, it is possible to continue loading TaskMan.

If you continue, TaskMan is not able to stay on top of other windows if overlapped.

If you do not need this feature, you can safely select to continue. If you select not to continue, TaskMan terminates.

Dialog box: Start a program

Use this dialog box to find and select files easily. Choose one of the following for information about the dialog box.

File Name

List Files of Type

Directories

Drives

Confirm unloading DLLs

TaskMan wants to know if you are sure you really want to unload the selected DLL. Unloading a DLL which is required by an application may cause some real problems (e.g. Application Errors, etc.).

Select YES only if you really know what you are doing.

Error: Maximum number of tasks reached

You have reached TaskMan's limit in handling tasks. This version can handle up to one hundred tasks. It is recommended that you kill some tasks.

Special thanks

Special thanks go to **Petra Kiener** for checking this help file (English is not my native language), to **Bernd Skricka** for testing the software (my equipment is not very extensive) and to all who registered TaskMan.