

Feature Requests

I receive a lot of mail from users who have great ideas for features they'd like to see added to The Tilery. Some of The Tilery's best features have been ideas suggested by users, and if you have a new idea for a feature, I'd love to hear from you. But first please read the following list of suggestions I've already received. You may save us both some time by checking to see if your idea is already well-known to me.

The wish-list features discussed in this chapter are:

- More Control Over Tile Styles

- Appearance Manager and Kaleidoscope Compatibility

- Different Modifier Keys

- Notification

More Control Over Tile Styles

The Tile Styles window gives you a lot of control over the size and appearance of your tiles, but many users would like still more options. The most frequent requests include full control over tile size, font and size of tile text, and the ability to give different styles to different tiles. We hope to improve on the Tile Styles capabilities in future releases. We know you want it, and it's high on our priority list.

Appearance Manager and Kaleidoscope Compatibility

We've been asked to have The Tilery respond to your Kaleidoscope and Appearance control panel choices for system-wide appearance. We intend to do this in a future release.

Different Modifier Keys

Just plain clicking a tile brings an item forward. Option-clicking also hides the outgoing application. $\hat{\mathcal{C}}$ -clicking pops up a tile's menu. Control-clicking pops up

a contextual menu. Shift-clicking temporarily disables “Always Hide Others.” That’s a total of five different ways to click to produce different effects, and it’s hard to remember them all. Some people would like to use different modifier keys than the ones I chose, and would like it even better if they could change them to taste.

Unfortunately, I don’t have complete control over the effects of these keys. Option-click is the troublesome one: it is interpreted by the system, not by The Tilery, and it can’t be changed. Any time you option-click a window of a background app, the system (not The Tilery) will hide the frontmost application. Holding down other keys at the same time (such as Shift-option-click or $\hat{\mathcal{C}}$ -option-click) has the same effect.

Control-click is under The Tilery’s control; but Apple requests that all applications which support contextual menus use control-click for that purpose. We agree because consistency is important.

Shift-click and $\hat{\mathcal{C}}$ -click are also under The Tilery’s control. But it’s much less useful to be able to change those when option-click can’t be changed; about all you could do would be to swap what they do, and that’s not much use. For this reason I’ve simply left the feature out.

Notification

When an application in the background needs to say something important to the user, it can make the Application menu icon flash, place a special “diamond” or other mark by its name in the menu, and/or make a special sound. It would be nice if the application’s tile also displayed that same “diamond” mark, or was otherwise distinguished in order to show that the application needs user attention. I am not certain if this feature can be safely added to The Tilery; but I will be investigating it, and it may appear in a later version.