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WindowMagic Overview

WindowMagic is a utility that was designed to enhance and extend the functionality of the Program Manager instead of replacing it.

You already know how to use the Program Manager, and you may learn the additional features provided by WindowMagic at your own pace.   WindowMagic enhances the Program Manager by providing the facilities listed below.   As with all WindowMagic enhancements they may be individually turned on or off for your convenience.

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See Also
   Group Icon Customization,   Application Icon Customization, Using QuickAccess, Windows Exit Enhancements

Contacting Technical Support   (206) 882-1530

Currently technical support is available by contacting the number listed above, or leaving a message on CompuServe (CSID 70743,1132).   Technical support will be provided on a call back basis.   This means that a representative from WinWear will call you back as soon as possible to assist in your problem.

If you have a suggestion for enhancing our product please leave a message on CompuServe, or write us a letter explaining you idea.   We value our customers input and will take every suggestion into consideration.

Before contacting technical support please have the following information ready

1) A detailed, step by step description of how to reproduce the problem.
2) Your version of Windows and your version of WindowMagic.

You may also be asked to have a listing of the contents of your **Autoexec.bat, Config.sys, Win.ini,   System.ini and Startup group** files.

Removing WindowMagic

Disabling WindowMagic
You may wish to remove WindowMagic for a particular Windows session.   This is easily accomplished by selecting the "Disable WindowMagic" menu item.   This item is accessed by selecting the [File] and then the [WindowMagic] item from the Program Managers menu.

WindowMagic will then be unloaded for the remainder of your Windows session. WindowMagic will be reloaded the next time Windows is started.   You may also restart WindowMagic from the Program Managers menu by selecting the   [File] and [Run] items, or clicking on the WindowMagic item in the Startup group.

Permanently Removing WindowMagic
You may permanently remove WindowMagic from your system by following the steps listed below.

   1) Delete the "WindowMagic" item from the startup group.
   2) Select the [File] and then the [WindowMagic] items from the Program Managers menu.
   3) Select the "Disable WindowMagic" menu item.
   4) Delete the contents of the WindowMagic directory (Usually \WMAGIC)
   5) Delete the WMGRP.DAT file from the \WINDOWS\SYSTEM directory.
   6) Delete the WindowMagic item from the Startup group

To reinstall WindowMagic use the instructions that came with the product to run the automated install utility.

Group and Application Icon Customization

Have you ever wondered why the group icons that Microsoft uses to represent "Folders" all have the same look?   This requires you, the user, to read the descriptions or to remember the relative position of a folder on the screen.   This is inefficient and does not follow the visual metaphor that Microsoft itself promotes.

Fortunately WindowMagic takes care of this problem.   WindowMagic will allow you to change each and every group icon into a customized icon of your choice.

Besides using WindowMagic to customize the group icons you may also change any of the application icons contained within groups.   Although you can do this from the Program Manager you will find that it is much easier to use WindowMagic.

WindowMagic uses a "Drag and Drop" interface that is very easy to learn, and will become second nature after you have practiced with it a bit.

See Also   Customizing Group Icons,   Customizing Application Icons

QuickAccess Program Launching

Have you ever been irritated at the way that you must first open a group, locate the application and then launch it?   This usually takes from four to six clicks of the mouse. QuickAccess will help you speed up program launching by allowing you to launch an application from a minimized group icon with a single click.   QuickAccess also keeps track of the order that applications were used, and can list them in this order if you wish.   This list is maintained between Windows sessions.

FastLaunch a feature of QuickAccess, allows you to pick one application per group that can be launched by double clicking on the minimized group icon.   QuickAccess will remember this application between Windows sessions.

See Also QuickAccess Dialog

Icon Management Overview

The Program Manger depends heavily on the use of icons.   Each Windows <u>DLL or EXE</u> file has the capability of storing icons within itself.   Icons can also be stored individually as <u>ICO</u> files.

WindowMagic has the ability to display, extract, import and export icons.   These icons may be used to customize group or application icons.   They may also be exported to individual <u>ICO</u> files, or imported into a <u>WindowMagic Icon Palette</u>.

WindowMagic comes with over thirty five hundred icons contained in organized and easy to use <u>WindowMagic Icon Palettes</u>.   These palettes are fully modifiable by the user.   You can   also create new <u>WIndowMagic Icon Palettes</u> and start you own icon collection by extracting icons from <u>EXE or DLL</u>   or <u>ICO</u> files.

See Also   <u>Using Icon Palettes</u>

Windows Exit Dialog Enhancement

WindowMagic has replaced the standard exit dialog that is presented when you terminate Windows.   The replacement dialog works exactly the same, but it has two additional selections.

 Re-Start
Exits Windows, and then immediately restarts Windows.   This feature is very useful if you feel that a program has corrupted the Windows work environment, for instance a UAE may have occurred.   Usually restarting Windows will restore the environment to it's proper state.   Developers will probably appreciate this option more than any other class of users.

 Re-Boot
Exits Windows, and reboots the computer.   When an extremely violent error has occurred in Windows it is usually a good idea to reboot the computer.

See Also   Restoring the standard Windows Exit Dialog

Viewing and Using Icon Palettes

Selecting the View Icon Palette option will present you with the   Palette Selection Dialog this dialog   allows you to select a file from your hard disk that contains icons.   The file types that are supported by WindowMagic are WindowMagic Icon Palettes and Windows EXE or DLL files.

The "View Icon Palette" selection is available from selecting the Program Managers [File] and then [WindowMagic] menu item.

By icon palettes we mean the format that WindowMagic displays these icon collections in, and the actual files that they are stored in.   The palette is a window that can display up to forty five icons at once.   If there are more than forty five icons stored in the file you can use the scroll bars to move the viewing area up or down.

Once a palette has been selected for viewing you can perform a number of different operations on the palettes and the icons contained within them.   The operations that can be performed are dependent on the type of palette.   Only WindowMagic Palettes (those with an extension of WMP) may be added to or deleted from.

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Exporting Icons from Palettes

See Also   Creating Icon Palettes

WindowMagic Icon Palettes

WindowMagic uses a proprietary format to store up to two hundred and fifty five icons in a single file.   These icons can be imported from <u>Windows EXE or DLL   files</u>, other WindowMagic Palettes or directly from <u>ICO files</u>.   WindowMagic Palettes are the most flexible of the file formats that can be used by WindowMagic.   These are the only files that can be created, deleted, and modified.   All other palette types are read only, but icons can be exported from any of the palettes.

Windows EXE and DLL files

Most Windows programs, those with extensions of DLL or EXE, usually have at least one and usually many more icons imbedded in them.   With WindowMagic you can view the icons contained within these programs in an easy to use format called an Icon Palette. You may use these palettes to customize group or application icons in the Program Manager, export them to ICO files, or use them as a import source when creating WindowMagic Icon Palettes.

ICO files

ICO files are the raw format that Microsoft stores individual icons in.   These are usually used by applications developers.   If you have an editor that can view and modify these files it is possible for you to create your own icons, and then import them into a <u>WindowMagic Icon Palette</u>.   With WindowMagic you can export ICO type files from any Icon Palette that WindowMagic Supports, either individually or all at once.

Deleting a WindowMagic Icon Palette

Only WindowMagic Palettes may be deleted.   Other palettes are actually Windows Programs and cannot, and should not, be deleted.

1) Select the Icon palette by using the View Icon Palette menu item.
2) Select the system menu, it is displayed in the upper left hand corner of the palette.
3) Select the "Delete Palette" from the system menu.

You will be prompted to verify that you really want to delete the palette.   Once you have confirmed the deletion process the palette will be deleted from the system.

Customizing Group Icons

Customizing group icons using WindowMagic is very easy.   First open an Icon Palette by using the <u>View Icon Palette</u> facility.   Then place the cursor over one of the icons displayed in the palettes.   The cursor will change into a hand, this indicates that you may "Grab" that icon for a WindowMagic operation.

Click and hold the left mouse button.   The cursor will change into a black and white representation of the icon if it is over a valid drop zone, or a circle with a slash in it if the cursor is over an invalid drop zone.

Drag the cursor over a minimized group icon and release the left mouse button.   The group will change from its previous icon into the icon you have selected.

Customizing Application Icons

Customizing application icons using WindowMagic is very easy.   First open an Icon Palette by using the <u>View Icon Palette</u> facility.   Then place the cursor over one of the icons displayed in the palettes.   The cursor will change into a hand, this indicates that you may "Grab" that icon for a WindowMagic operation.

Click and hold the left mouse button.   The cursor will change into a black and white representation of the icon if it is over a valid drop zone, or a circle with a slash in it if the cursor is over an invalid drop zone.

Drag the cursor over an application icon and release the left mouse button.   The application icon will change from its previous icon into the icon you have selected.

Adding Icons to Palettes

Adding icons to a WindowMagic Icon Palette using WindowMagic is very easy.   Icons may be added from other palettes, or copied from the same palette.

First open an Icon Palette by using the View Icon Palette facility.   Then place the cursor over one of the icons displayed in a palette.   The cursor will change into a hand, this indicates that you may "Grab" that icon for a WindowMagic operation.

Click and hold the left mouse button.   The cursor will change into a black and white representation of the icon if it is over a valid drop zone, or a circle with a slash in it if the cursor is over an invalid drop zone.

Drag the cursor over a blank spot in the target Icon Palettes icon area, or over the small status window located at the bottom left corner of the palette and release the left mouse button.   The status window will be updated to show the addition of the icon.

The new icon will be displayed in the first blank spot available in the palette. This may be at the end of the palette, if so you will have to scroll the Icon Palette to see the addition.

Inserting Icons into Palettes

Inserting icons into a <u>WindowMagic Icon Palette</u> using WindowMagic is very easy.   Icons may be inserted from other palettes, or inserted from the same palette.

First open an Icon Palette by using the <u>View Icon Palette</u> facility.   Then place the cursor over one of the icons displayed in a palette.   The cursor will change into a hand, this indicates that you may "Grab" that icon for a WindowMagic operation.

Click and hold the left mouse button.   The cursor will change into a black and white representation of the icon if it is over a valid drop zone, or a circle with a slash in it if the cursor is over an invalid drop zone.

Drag the cursor over the spot that you would like the selected icon inserted into and release the left mouse button.   The selected icon will be displayed in that spot, all other icons will be repositioned to reflect the change.

If the icon is being dragged from another palette the icon is copied from the other palette and the status window will be updated to reflect the addition of an icon to the palette.   If the icon was dragged from the same palette the icon is simply moved.

Swapping and Replacing Icons in Palettes

Swapping and Replacing icons in a <u>WindowMagic Icon Palette</u> using is very easy.   Icons may be replaced with icons from other palettes, or icons may be swapped with icons from the same palette.

First open an Icon Palette by using the <u>View Icon Palette</u> facility.   Then place the cursor over one of the icons displayed in a palette.   The cursor will change into a hand, this indicates that you may "Grab" that icon for a WindowMagic operation.

Click and hold the left mouse button.   The cursor will change into a black and white representation of the icon if it is over a valid drop zone, or a circle with a slash in it if the cursor is over an invalid drop zone.

Drag the cursor over the icon that is the target of the swap or replace operation and release the left mouse button. The selected icon will be swapped with the target icon if you the selected icon is from the same palette, or the target icon will be replaced with the selected icon if the selected icon is from a different palette.

Deleting Icons from Palettes

Deleting icons in a <u>WindowMagic Icon Palette</u> using is very easy.

First open an Icon Palette by using the <u>View Icon Palette</u> facility.   Then place the cursor over one of the icons displayed in a palette.   The cursor will change into a hand, this indicates that you may "Grab" that icon for a WindowMagic operation.

Click and hold the left mouse button.   The cursor will change into a black and white representation of the icon if it is over a valid drop zone, or a circle with a slash in it if the cursor is over an invalid drop zone.

Drag the cursor over the small burning barrel located in the lower right corner of the Icon Palette and release the left mouse button.   The small barrel will flame up briefly and the icon will be deleted from the palette.   The status window will also be updated to indicate that an icon has been deleted from the palette.

Importing Icons into Palettes

Icons can be imported into <u>WindowMagic Icon Palettes</u>.   To import icons from <u>ICO files</u>, <u>WindowMagic Palettes</u> or <u>Windows EXE or DLL</u> files first select an <u>WindowMagic Icon Palette</u> using the <u>View Icon Palette</u> facility.

Select the system menu (located in the upper left hand corner of the palette) and then the "Import Icons" menu selection.

Then use the <u>Import Icon Dialog</u> to load the <u>WindowMagic Palette</u> with icons.   Up to two hundred and fifty five icons may be contained in any <u>WIndowMagicPalette</u>.

Exporting Icons from Palettes

Exporting icons from any Icon Palette is very easy.   Icons may be exported one at a time or a whole palette at a time into ICO files.

First open an Icon Palette by using the View Icon Palette facility.   Then place the cursor over one of the icons displayed in the palette.   The cursor will change into a hand, this indicates that you may "Grab" that icon for a WindowMagic operation.

Click and hold the left mouse button.   The cursor will change into a black and white representation of the icon if it is over a valid drop zone, or a circle with a slash in it if the cursor is over an invalid drop zone.

Drag the cursor over the filing cabinet drawer located at the bottom of the Icon Palette and release the left mouse button.   The Export Dialog will be displayed.

The exported icon will be stored in an ICO file.   That file may be imported into a WindowMagic file or used by an icon editor.

Creating WindowMagic Icon Palettes

Using WindowMagic you may create your own <u>WindowMagic Icon Palettes</u>.   The palettes will initially be empty but you made fill them using a number of techniques.

The Create Palette facility is accessed by selecting the Program Managers [File], [WindowMagic] and then [Create Palette] menu items.   The <u>Create Palette Dialog</u> is then displayed to actually create the palette.

See Also <u>Viewing and Using Icon Palettes</u>

Group Icon Customizer

By selecting this option from the [WindowMagic] menu you will toggle the Group Customizer on or off.   When the customizer is off none of the minimized group icons will display the customizations that you may have made.   A red circle with a slash through it indicates that the customizer is off.   A green check mark indicates that the customizer is active.

Even if the customizer is inactive you may still use the icon management facilities, and customize application icons.

Windows Exit Dialog

The custom dialog that WindowMagic uses when you exit windows can be turned on or off by selecting this menu option.   A red circle with a slash through it indicates that the standard exit dialog should be used.   A green check mark by this entry indicates that WindowMagic will use its own custom Exit Dialog.

All WindowMagic facilities can be turned on or off according to the users preferences.

See Also   The Windows Exit Dialog

QuickAccess Launcher

The QuickAccess dialog allows you to turn the QuickAccess facility on or off.   It also allows you to customize the behavior of the QuickAccess facility.   The QuickAccess feature is used to launch applications from minimized group icons.

When you click and hold the QuickAccess mouse button a list of the applications contained within the group is displayed as a popup menu.   Selecting any of these items will launch that application.   You must keep the mouse button depressed and drag the cursor over the item you wish to launch.

QuickAccess Check Box
If this feature is checked the QuickAccess Facility can be used.   If this check box is not checked then the QuickAccess features will be unavailable.

The QuickAccess menu item will reflect the status of this check box.   If the QuickAccess facility is not active then a red circle with a slash in it is displayed by the entry.   If the box is checked then a green check mark is displayed by the entry.

FastLaunch Check Box
The FastLaunch facility lets you choose a single application inside of the group that will always be displayed at the top of the QuickAccess list.   The FastLaunch application is also indicated by a small lightning bolt displayed to the left of the entry.

If the user double clicks on the minimized group icon using the QuickAccess mouse command the FastLaunch application will immediately start without displaying the QuickAccess List.

If this box is not checked the FastLaunch facility is not available.

Sort Mode
Selecting one of these buttons will select the QuickAccess sort mode.   The QuickAccess list can be displayed in alphabetical order, or displayed according to the order in which the applications were last used.

If you choose to use the application order method the applications that were most recently launched using QuickAccess will be displayed at the top of the list.

QuickAccess Activation Keys
These selections customize the way that you activate QuickAccess.   If you decide to use the left mouse button, instead of the default right mouse button you must also select a mode key.   A mode key is a key that must be pressed and held in combination with the mouse button.

Advanced Users
In the WMAGIC.INI file there is an entry called FLTime.   This entry determines how many milliseconds to pause before determining that a double click has not occurred.   The default time is set at 200 milliseconds (there are 1000 milliseconds to the second) There is no need to change this setting unless you are having trouble activating the FastLaunch feature.

Palette Import Dialog

Using this dialog you may import icons into WindowMagic Palettes from other sources. This is useful in creating you own icon collections.   The directory and drive boxes located on the right hand side of the dialog is used to change the directory you are currently viewing

Icon Selection List
The import file selection window is a located on the right hand side of the dialog, it is a Windows multiple selection list box.   To select more than one file use the control or the shift key when you click on an item.   You may choose one or more files in the list to extract icons from.   When you have made all of your selections click on the OK button or press the return key.   Alternately you can double click on a single file.

Import All Icons Check Box
If this box is selected all of the ICO files in the list will be selected.

Icon Filtration Check Boxes
These buttons determine which types of files will show up in the selection window. If the box is checked that type of file will be displayed.   Any combination of filters may be used.

See Also   Importing Icons to Palettes, WindowMagic Palettes, EXE or DLL files, ICO Files

Palette Export Dialog

Using this dialog you may export   a single selected icon or all of the icons contained in a file onto your hard disk in the Microsoft ICO file format.   The directory and drive boxes located on the right hand side of the dialog is used to change the directory you are currently viewing

Naming the Icon

In the upper left hand of the dialog is a edit entry field.   A default name is provide in this field when the dialog is displayed.   You may change this name but you may only use eight characters, and you may not add an extension.

Viewing Icons in the Directory

The file display window is a located on the right hand side of the dialog, it is a Windows list box.   This list box shows all of the ICO files currently stored in the directory that is selected.   This list box is used as an aide in making sure that an ICO file with the name you choose not already exist.

Import All Icons Check Box

If this box is selected all of the icons in the palette will be exported to the disk.   The naming edit field is disabled and the icons are automatically named.

See Also   Exporting Icons from Palettes

Palette View Dialog

Using this dialog you may open a <u>WindowMagic Palette</u>, or <u>Windows EXE or DLL file</u>   The directory and drive boxes located on the right hand side of the dialog are used to change the directory you are currently viewing

Icon Palette List
The palette selection window is a located on the right hand side of the dialog, it is a Windows selection list box.   When you have made your selection click on the OK button or press the return key.   Alternately you can double click on your selection.

Icon Filtration Check Boxes
These buttons determine which types of files will show up in the selection window. If the box is checked that type of file will be displayed.   Any combination of filters may be used.

See Also   <u>Viewing and Using Icons</u>

Palette Creation Dialog

Using this dialog you may create a <u>WindowMagic Palette</u>.   The directory and drive boxes located on the right hand side of the dialog are used to change the directory you are currently viewing

Naming the palette
In the upper left hand of the dialog is a edit entry field.   Enter a palette name in this field, you may only use eight characters, and you may not add an extension.

See Also   <u>Creating WindowMagic Palettes</u>, <u>Viewing and Using Palettes</u>