

Tasklist:

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

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.

Parameter:

This edit field is meant to specify additional parameters which can't be included in the File Name box. For example, if you enter NOTEPAD.EXE in the File Name box and MYFILE.TXT in this edit field, TaskMan will start Notepad, which in turn tries to open MYFILE.TXT.

OK:

This button closes the dialogbox and tries to execute the specified action.

Cancel:

This button closes the dialogbox and returns to TaskMan.

Help:

Choose this button if you want to get help for using this dialog 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.

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. Other DLLs are files with the extensions .DRV, .MOD and sometimes .EXE (USER.EXE, KERNEL.EXE and GDI.EXE).

Control menu:

This is TaskMan's control menu. From this menu you can select commands to restore, move or iconize the window. You can also terminate TaskMan.

The **SWITCH TO** command has been removed since you do not need it.

Menu bar:

From the menubar you can select menu commands to perform certain actions with TaskMan. Press **F10** to activate the menubar or **ALT + letter** to activate the submenu with the underlined letter.

Title bar:

TaskMan shows in its title bar the number of currently running tasks. This number includes tasks excluded from being displayed in the tasklist.

If untitled windows are displayed, the number of tasks includes these windows.

The title bar also shows explanations for selected menu commands.

Minimize button:

You can iconize TaskMan by clicking on this button. If you want to restore it to its original state, simply choose **RESTORE** from the control menu.

Selected task:

This task is selected and therefore highlighted. If you choose a command button such as **End Task**, the selected task is terminated. You can't terminate a not selected task. Only one task can be selected at any time. If you select another task the previously selected task gets deselected.

Not selected tasks:

These tasks are not selected. Only one task can be selected. If you want to terminate such a task or get info about it, select it.

Tasklist:

In this list appear all tasks which are not excluded from being displayed. It can show hidden applications and applications with no window associated. If you double click a string in the tasklist, the selected task is activated.

Switch to:

If you choose this command button, the selected task is activated. If no task is selected, nothing happens.

Bye:

Choose this command button to terminate TaskMan.

Update:

You can manually update TaskMan's tasklist with this command button if you are not sure whether TaskMan shows tasks correctly.

End Task:

Use this command button to terminate the selected task nicely or abruptly. If no task is selected, nothing happens.

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) as if it caused a General Protection Fault.

Taskinfo:

You can get extra information about the selected task by choosing this command button.

Local heap:

The local heap is a linked list data structure maintained at the tail end of a application's default data segment. It is not shared with other tasks.

Desktop:

The desktop window covers the entire screen and is the area on top of which all icons and other windows are painted.

Icon:

An icon is typically a small graphical image that represents an application when the application's main window is minimized.

Norton Desktop for Windows:

This is a trademark of Symantec Corporation.

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
This means that TaskMan is always visible. It can be invisible only if other topmost windows are activated after TaskMan.
- Stay on top of other windows if TaskMan is iconic
This means that TaskMan can be overlapped if it is not iconic (except for other topmost windows).
- Never stay on top of other windows
TaskMan can be overlapped by every window.

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) as if it caused a General Protection Fault.

See also: Commandbutton 

Options menu: [Tasklist](#)

With this option, you can decide, how TaskMan should display the tasklist. TaskMan is able to show the tasklist with or without the appropriate `plus` plus the window caption.

Normally, TaskMan shows the applications icon plus the window caption. With this option selected, TaskMan can show up to five tasks in the tasklist without scrolling. If many tasks are running, you'll find yourself scrolling up and down the tasklist. You can avoid this, if TaskMan shows the window caption only. In this case, the number of displayed tasks is doubled.

If you decide, that TaskMan should display icons, it tries to get the applications class icon. If an application has no class icon, TaskMan tries to extract an icon from the appropriate executable file. If there is no icon, TaskMan shows an default icon that consists of an black rectangle on white ground.

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.

Sometimes it is very useful to see what other untitled windows are existing (e.g. Password protection software or Norton Desktop for Windows, etc.).

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

Options menu: [Show Hidden](#)

With this option, you can select, whether TaskMan will show hidden windows in its tasklist or not. Hidden windows will be excluded if the option is unchecked. After selecting this option, TaskMan will update its tasklist according to your choice.

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

Options menu: [Exit](#)

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

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

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 but not listed in the listbox to the right, the listbox on the right contains tasks to be excluded from TaskMan's list.

The listbox on the right includes tasks not currently running.

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 don't have a mouse, this is the only way to go).

Tasks menu: [Start a program](#)

This menu item activates a dialog used to select filenames. It shows you one of Windows' common dialogs. By selecting a filename and clicking OK, the specified application is executed.

You can select from executable files, i.e. files with the extension .EXE, .COM, .PIF and .BAT, to start an application directly. If you select from all files (*.*), you can also start applications associated with the selected file.

A filename is associated with an executable file when an association has been registered between that file's filename extension and an executable file in the registration database. An application that produces files with a given filename extension typically associates the extension with an executable file when the application is installed.

Additional parameters can be entered in a separate edit field.

Example: If you select a windows bitmap (filename extension is .BMP), TaskMan tries to determine which application handles this file. If it finds an executable file (in this case PAINTBRUSH), it starts this application and loads the selected file.

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

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](#)

Tasks menu: [Memory usage](#)

This dialog box shows you a summary of all global heap objects. It displays all relevant memory types of these objects. With this information, you get an idea of the global's heap memory usage.

The information in this dialog box will be updated whenever changes on the global heap are detected. TaskMan checks the global heap every second.

If you select the **Chart**-Button, TaskMan will display a chart of the usage of the most important memory types.

System 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](#)

System menu: [Restart Windows](#)

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

System menu: [Boot system](#)

This option will reset your system with a cold boot.

Window menu: [Cascade](#)

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

Window menu: [Tile horizontal](#)

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

Window menu: [Tile vertical](#)

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

Window menu: [Arrange Icons](#)

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

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, print it out and send it to me.

Help menu: [About TaskMan](#)

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

See also: [Copyright information](#)

Local menu: [Hide](#)

Hides the window of the selected task. This window disappears from the desktop, but is still visible in the tasklist.

Local menu: [Show](#)

Shows the window of the selected task in its current state and position.

Local menu: [Iconize](#)

Minimizes the window of the selected task.

Local menu: [Maximize](#)

Maximizes the window of the selected task.

Local menu: [Restore](#)

Restores the window of the selected task to its previous state.

Local menu: [End Task](#)

Terminates the selected task nicely or abruptly as set by the 'End Task' option.

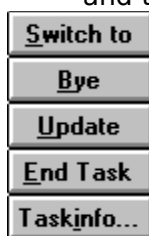


Welcome to TaskMan

From here you have access to the main menu items:

[Options](#)
[Tasks](#)
[System](#)
[Window](#)
[Help](#)

and the [command buttons](#) in TaskMan's window:



More subjects:

[Introduction](#)
[Quick overview](#)
[Overview of TaskMan's features](#)
[About TaskMan](#)
[How to register](#)
[History](#)
[Shareware information](#)
[Shareware disclaimer](#)

Options index

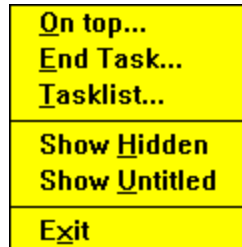
From here you have access to the items of the options menu:

[On top](#)
[End Task](#)
[Tasklist](#)
[Show Hidden](#)
[Show Untitled](#)
[Exit](#)

[Back to main index](#)

Options menu

This is the Options menu. Move the cursor over the menu window. You can get extra information by clicking the left mouse button over the appropriate entry.



Tasks index

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

[Exclude](#)

[Start a program](#)

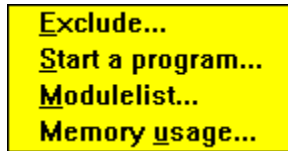
[Modulelist](#)

[Module usage](#)

[Back to main index](#)

Tasks menu

This is the Tasks menu. Move the cursor over the menu window. You can get extra information by clicking the left mouse button over the appropriate entry.



System index

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

[Exit Windows](#)

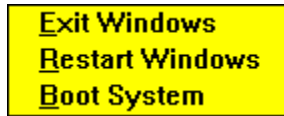
[Restart Windows](#)

[Boot System](#)

[Back to main index](#)

System menu

This is the System menu. Move the cursor over the menu window. You can get extra information by clicking the left mouse button over the appropriate entry.



Window index

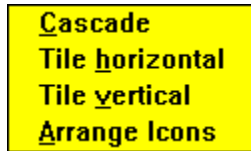
From here you have access to the items of the window menu:

Cascade
Tile horizontal
Tile vertical
Arrange Icons

[Back to main index](#)

Window menu

This is the Window menu. Move the cursor over the menu window. You can get extra information by clicking the left mouse button over the appropriate entry.



Help index

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

[Index](#)

[Using Help](#)

[How to register](#)

[About TaskMan](#)

[Back to main index](#)

Help menu

This is the Help menu. Move the cursor over the menu window. You can get extra information by clicking the left mouse button over the appropriate entry.

<u>I</u>ndex SHIFT+F1
Using <u>H</u>elp
How to <u>r</u>egister
<u>A</u>bout TaskMan...

Commandbutton 

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

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Commandbutton



Bye

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

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

[Back to main index](#)

Commandbutton

Update

With this commandbutton you can manually update the tasklist.
If you are not sure whether TaskMan lists the tasks correctly, activate this button.
You normally do not need to do this.

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Commandbutton



This command will terminate the selected task.
TaskMan can use two ways for terminating tasks according to your choice in the options menu.

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

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

[Back to main index](#)

Commandbutton



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

If another task gets executed, TaskMan will update the information in this dialog box.

See also: [Taskinformation](#)

[Back to main index](#)



TaskMan Version 2.0

This program is copyright © 1992, 1993 by
Guenter Schwaninger
Am Forsthaus Gravenbruch 65
6078 Neu-Isenburg 2 (prior to 07-01-93)
63263 Neu-Isenburg (after 07-01-93)
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 Borland Pascal for Windows, copyright © 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 the desktop 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.
- 4.) The user (YOU) can update the tasklist itself.
- 5.) TaskMan also shows tasks with no title bar and tasks running in an invisible window (optional).
- 6.) You can gather extra information on each task, e.g. the task-, window- and instancehandle. TaskMan also displays heap information and global infos of the selected tasks.
- 7.) TaskMan gives you an overview of all memory types of the global heap.
- 8.) 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.
- 9.) TaskMan lets you 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.
- 10.) DOS Tasks are clearly stated and can directly be terminated by TaskMan.
- 11.) You can also start programs by activating the Windows 3.1 standard file selector. TaskMan is able to handle file associations.
- 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 most 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. You can also replace a DLL with a newer version. This feature is 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 provides a local menu that appears by clicking the right mouse button. From this menu you can select actions to manipulate the window of the selected task. You can hide / show the window, you can iconize / maximize / restore it and you can kill that task.

18.) Supports Microsoft 3D control library CTL3D.DLL.

How to register

When sending a purchase order, please include the following form.
(You can print it from the FILE menu or paste it to the clipboard.)

TaskMan 2.0 (or latest version)

NAME _____

COMPANY _____

STREET _____

CITY _____

STATE _____ ZIP _____

COUNTRY _____

TELEPHONE NUMBER _____

E-MAIL ADDRESS _____

TaskMan \$15.00... _____

TaskMan Source Code \$40.00... _____

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

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

=====

TOTAL \$ _____

Check disksize: 3,5" [] 5,25" []

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 (prior to 07-01-93)
63263 Neu-Isenburg (after 07-01-93)
Germany

History

Version 1.0, released 07-01-92
Initial release

Version 1.01, released 07-15-92
New look
Shows untitled windows
Added heap information
Option for terminating applications nicely/abruptly

Version 1.1, released 09-09-92
Some bug fixing/internal changes
TaskMan no longer needs a timer

Version 1.2, released 12-01-92
New menu layout
Some more bug fixing

Version 2.0, released 03-01-93
Local menu via right mouse button to manipulate the window of the selected task
Local menu via right mouse button to manipulate DLLs
Application icons are displayed in the tasklist (optional)
Added Global heap information
Added support for Microsoft 3D control library CTL3D.DLL.
CLI removed
Added parameter edit field in Common Dialog

Shareware information

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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.

Task information:

Windowhandle:

Handle 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.

Heap information:

Static data:

In the static data area of the default data segment reside all the variables of a windows program declared static or extern, explicitly or implicitly. Extern data and constants are stored here, too. This item shows the size of the applications static area.

Stack allocated:

Size of the applications stack.

Stack used:

Size of the used stack space.

Fixed heap:

Size of the applications local heap declared FIXED.

Moveable heap:

Size of the applications local heap declared MOVEABLE.

Free heap:

Unused space of the applications local heap.

Other:

Size of other items not in the groups above.

Unused:

Size of 64K minus the sum of the above.

Global information:

DGroup:

Automatic data segments. A task's DGroup typically holds its static data, its stack, and its local heap. A DLL does not have to have a DGroup.

Data:

Data segments other than the automatic data segment.

Code:

Code segments.

Task:

The storehouse for instance-specific data, such as register states, a program's PSP, and a reference to the task's message queue.

Resource:

Read-only data objects, that are bound into the .EXE file at program creation time and used to support user-interface objects and other discardable memory objects.

Module:

RAM-resident copy of an executable file's header. Used by the Kernel to bring objects from the EXE files and to perform dynamic linking fixups.

Unknown:

Other data of unknown kind.

Other:

Size of other items not in the groups above.

See also: Commandbutton



Memory usage (Global heap)

This dialog box shows you a summary of all global heap objects. It displays all relevant memory types of these objects:

Unknown:

The memory type is not known. It is usually called Dyna Seg.

DGroup:

The object contains the default data segment and the stack segment.

Data:

The object contains program data. It may also contain stack and local heap data.

Code:

The object contains program code.

Task:

The object contains the task database.

Resource:

The object contains a resource (bitmaps, icons, etc.).

Module:

The object contains the module database.

Internal:

The object is reserved for internal use by Windows.

Sentinel:

The object is either the first or the last object on the global heap.

Burgermaster:

The object contains a table that maps selectors to arena handles.

Total usage:

Sum of the above.

Free:

The objects belongs to the free memory pool.

These values are updated accordingly to changes on the global heap. If number do not attract you, TaskMan is able to show you a chart with the most important values of the global heap.

See also: [Chart of memory usage](#)

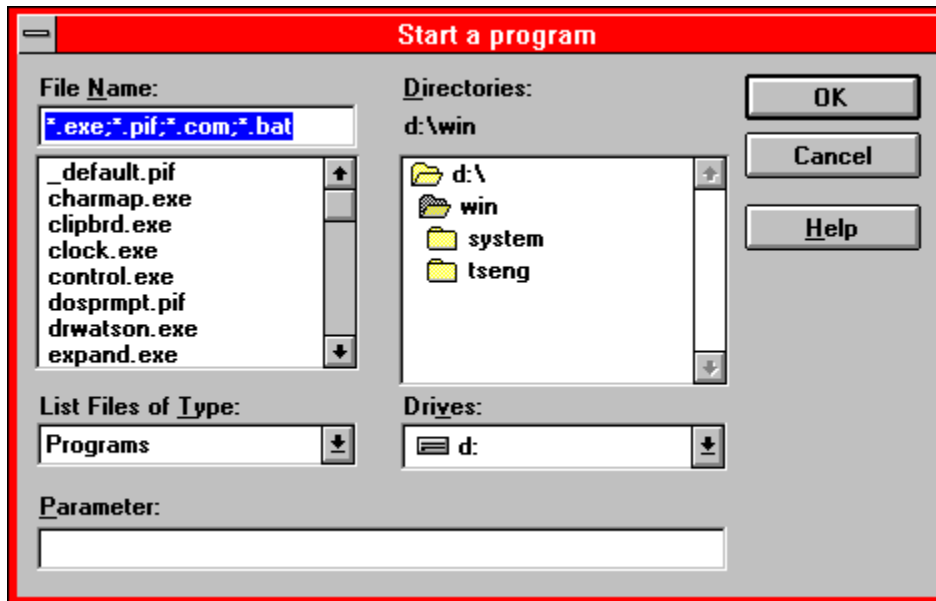
Chart of memory usage

This graph shows the memory usage of the global heap as a chart. It shows only the following types:
Unknown, DGroup, Data, Code, Resource, Module and Internal.

It is updated accordingly to changes on the global heap.

Dialog box: Start a program

Use this [dialog box](#) to find and select files easily. Choose one of the components for information about the dialog box. Move the cursor over this dialog box. If it changes its appearance click the left mouse button.



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.

This option is especially useful if you want to replace a DLL with a newer version.

Error: Maximum number of tasks reached

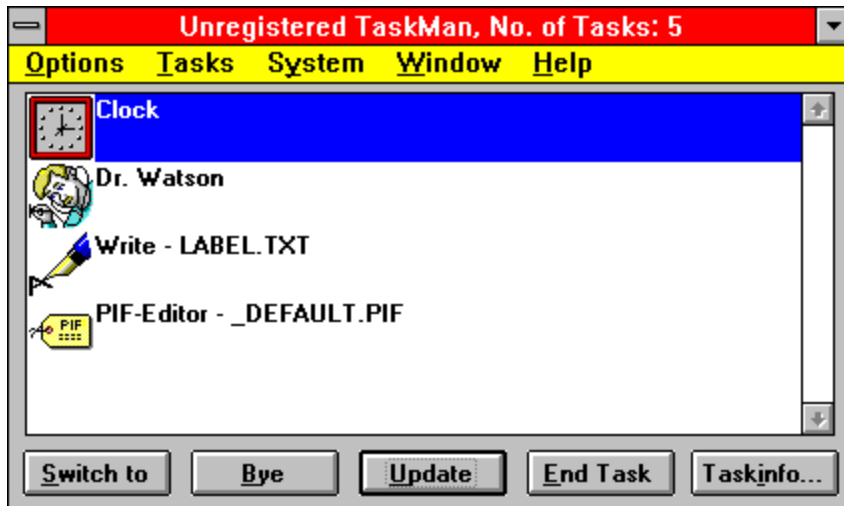
You have reached TaskMan's limit in handling tasks. This version can handle up to one hundred tasks. It is recommended that you kill some tasks.

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), to [Andreas Furrer](#) for inspirations and ideas, and to all who registered TaskMan.

Quick overview

This is TaskMan's main window. Select a component for further explanations. Move the cursor over this window. If it changes its appearance click the left mouse button.



If a task is selected, you can click the right mouse button. This will cause a local menu to appear. You can select an entry to manipulate the window of the selected task: Hide, Show, Iconize, Maximize and Restore. You can also terminate this task.

Introduction

What TaskMan is:

TaskMan is an enhanced replacement for the Windows task manager; it includes its full functionality. TaskMan is an utility for monitoring the applications currently running. Each application has a window associated with it. With TaskMan you can even monitor hidden windows.

TaskMan does not terminate itself whenever another window gets opened or closed. Instead, it updates its tasklist immediately.

If a task in the tasklist is selected, you can manipulate its window via a local menu that pops up by a click of the right mouse button.

What TaskMan is not:

TaskMan is not a replacement of Program Manager. It has no idea of handling applications in groups, folders or something like that. You can, of course, start and end applications.

TaskMan is not an overloaded program. It has no functionality for arranging windows in certain manners, to show time & date, or the free system resources. It also offers no screen saver or sound actions.

