

08cf2e50-0

Hermes Trismegistus

COLLABORATORS

	<i>TITLE :</i> 08cf2e50-0		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Hermes Trismegistus	June 15, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Registration Form
The Paperwork!

Distribution
How! What! Where!

Support BBS's
24 hour support!

Liability
Legal stuff!

World Map Project
Where MCP is used

About MUI
For the Prefs Program.

Manual Config
No MUI

Support Programs
PatchControl, ConvAM, ConvAP, FixJump

Developers
Getting Involved.

New Ideas
Help Us!

Bugs
Reports, troubles, woes!

History Program
Where MCP has been?

History Guidefile
Where MCP's GuideFile has been?

ToDo
Always something more!

Thanks
People who helped.

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A to Z

1.2 Authors

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Support BBS

: Evil Moon! +49-[0]3322-208768 (2400-28800)

If you do not have a modem or an E-Mail-address, you can, of course, write or call us. Unfortunately we can't send new versions via postal letters, because of money reasons.

1.3 Bugs

BUG REPORTS:

Since we are not perfect and all first versions have BUGS, we would be very happy to hear about any ERRORS. Of course we're strongly interested in running MCP on all machines BUG-free. That's why we are grateful about any objective criticism. But, before you send us a BUG report please ask yourself the following:

- * Has the MCP been installed properly?
- * Are ALL system requirements fulfilled?
- * Have you removed ALL programs, doing the same or nearly the same thing?
- * Has the MCP-config file been changed only with the Prefs-Program (changing by hand is not recommended and may be "deadly" if not done correctly)?

If you can answer all the questions with a simple "YES", you may tell us the BUG. A highly exact description of it is very important. The more exact the bug description the more quickly the BUG may be removed! If someone, who's not registered, finds a BUG, you must also report your system-configuration (type of machine, processor, Kickstart; see the

Registration Form

section) and the version number of MCP. This report should be sent to one of the authors

.

Note: Every mail will be answered!


```
#
      BLANKER
#
      PROMOTOR
#
      HOTKEYS
#
#####
```

SAVE * USE * TEST * CANCEL

ALERTHISTORY

APPCHANGE

ASSIGNPREFS

ASSIGNWEDGE

BLANKER PAGE

BORDERBLANK

CACHEFONT

CENTERSCREEN

COPYMEMQUICK

CRUNCHPATCH

DEFPUBSCREEN

FONTSEARCH

FORCE NEWLOOK

FORMATPROTECT

HOTCMDS

HOTKEYS

LIBSEARCH

MOUSESPEEDER

MOVEWINDOW

NOCAPSLOCK

NOCHIPMEM

NOCLICK

NOGURU
NOTOPAZ
ONEREQ
PATCHOPENWB
PATCHRGB32
POINTERBLANK
POINTERPATCH
PROCESSOR
PROMOTOR
QUICKLAYERS
QUIETTD
REQTIMEOUT
REQTOOLSPATCH
SCREENACTIVATION
SCREENBLANKER
SCREENDIMMER
SCREENSMENU
SETDRIPENS
SIZEWINDOW
SUNOPTIONS
TOOLALIAS
TOOLTYPES
WBCLOCK
WBTITLE
WBTITLEACTIVE
WILDSTAR

1.7 FixJump

FixJump V1.0

(C) Copyright 1995 by ALiENDESiGN

Introduction:

This programs will fix all problems with jumping bootpictures.

Installation:

Start it before your bootpicture program and after the needing monitors in your startup-sequence.

For Example:

Devs:Monitors/Multiscan

C:FixJump

C:OpenAWS

.... all other calls follow here

How does it work:

It will set the right overscan values in all started monitors. It only loads the overscan.prefs out of the ENVARC:

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EMail: zerocom@cs.tu-berlin.de

or call our support BBS:

eViL moOn!

+49-[0]3322-208768 (V.everything)

1.8 Guide History

-GuideFile History

(English & German guidefile coded by Hermes Trismegistus)

0.90 First rough draft.

1.00 First official release to developer.

1.10 Some link errors fixed.

1.20 Added updated history file for MCP104.

1.30 Added new improved German to English translation to guidefile.

Used 3.0 guidefile code (as I got new ROMs).

Added bold, italic, wordwrap.

Added many new buttons and links to accomodate new text.

Removed "AlienDesign" logo on front page because backslash was

messing up the internal amigaguide 3.0 format codes.
Included "AConv" program to change 3.xx code to 2.xx code.

- 1.31 Added updated history file from MCP105beta.
Added "Force NewLook menus" link to guide.
Added "Index" link to guide.
Removed nasty space-erros using "HeddleyFix" (to be used with all subsequent guides).
- 1.32 Added new "AlienDesign" Logo with added code to circumvent 3.0 guidfile format quarks.
Added "WorldMap" link.
Added "GuideFile History" link.
Removed guide wordwrapping as it seems to be messing up.
Fixed "MCP Manual Config" page as the wordwrapping from the previous version messed it up.
Added updated MCP105 history file
Added "FixJump" program to support programs section
Added "One Req" link to guide
- 1.33 Fixed messed up Liability Section
Inserted last minute doc changes from programmers
Fixed several truncated pages (Have no idea why this happened? Possibly from E-Mail transfer of guide to developer.)
Added Quick-Jump Page-lists links to Feature page
First coding of German (v1.33g) guidfile.

1.9 Program History

MCP History =====

The coders: {z}:Zerocon, {o}:Oxygene, {f}:Fox This means not that every coder fixes only his own routines!

>>USER<< is the name of the user who had found the bug.

FIXED = Fixed ADDED = Added REMOV = Removed REWRI = Rewritten OVERW = Overworked

MCP V1.05

(22-Jul-95)

- {z} FIXED FilterFunc from RTPatch. If the dir was changed it doesn't work.

(12-Jul-95)

- {o} FIXED bug in AutoRequest-patch removed. It appears for example in
Imagine if someone overwrite a file.
>> Francesco Ronchi <<

(06-Jul-95)

- {z} FIXED processor option.

(30-Jun-95)

- {o} FIXED bug in the OpenScreen-patch removed
>> Thanx to Gideon Zenz <<

(26-Jun-95)

- {z} FIXED bug in NoGuru-Remove, causing some Enforcer-Hits.

(19-Jun-95)

- {z} ADDED VBR will only be moved to \$0, if the MMU isn't used, to
prevent problems with Enforcer.

- {z} FIXED processor option. Now only the available functions will be
disable/enabled.

(15-Jun-95)

- {z} ADDED currentdir support for libsearch. You can make a libs dir
where the libs from a program are placed. It will try to
open libs out of "PROGDIR:libs/".

(14-Jun-95)

- {z} FIXED bugs in OpenLibrary-patch
>> Thanx To Michael Kilimann For Bug Hunting <<

(12-Jun-95)

- {o} ADDED The directory for an AssignLock will be made automaticly.
All subdirectories will be made certainly.
>> Ludwig Kamphenkel <<

- {o} FIXED now you can click on the Depthgadget of a screen and the
WBTitle will not activated
>> Bert Heise <<

- {o} FIXED the Workbench was not activated if the Workbench was not
Backdrop
>> Bert Heise <<

(11-Jun-95)

- {z} FIXED systemcrash if ENV: wasn't assigned
>> Michael Kiliman <<

(04-Jun-95)

- {z} OVERW whole MCP 020+ version (1340 bytes won). Now it uses tst.l ax and tst.x label(pc). ASM-One V1.28 makes it possible.
>> Big Thanx To Price From T.F.A. for ASM-One Beta Version <<
- {o} FIXED ScreensMenu

(02-Jun-95)

- {o} FIXED ToolType MCPNOVBR destroy the cache-settings

(01-Jun-95)

- {z} FIXED FilterFunc from RTPatch. WBPattern didn't work.
>> ION <<
- {z} FIXED Enforcer-Hit with RTPatch + IconEdit
- {z} FIXED Problems with Cancel-Button of the RTPatched requester
- {z} FIXED SpeedRamsey is now only available with Ramsey Rev \$f. This means only on A4000.
>> THX Eetu Ojanen for tips <<
- {z} ADDED support of OneReq. It's a new short asl.library.
>> THX to One for cooperation <<

(29-May-95)

- {z} FIXED bug in ForceNewLook. D7 was trashed.

(28-May-95)

- {z} FIXED CacheFonts. Now it should work always. (including Iconian)

(27-May-95)

- {z} FIXED Promotor. HAM/EHB should now work! (finally)
- {z} FIXED Notify, if config-file was deleted.

(23-May-95)

- {z} FIXED Crunchpatch. Sometimes it was always on.

(22-May-95)

- {f} ADDED ForceNewLook-Menus
- {z} FIXED versioncheck. If the prefsfile isn't the right version a requester pops up, but now the prefs will be used.

(21-May-95)

- {z} FIXED bug in Requester-Timeout.
- {f} FIXED CrunchPatch-Crunchmania. A \$000f was written to \$df180 into the Chipram. Some computers could crash in low memory situations.
- {z} FIXED little bug in CenterScreens.

MCPPrefs V1.05

(28-May-95)

- {z} FIXED the Promotor-page. The disable problem is solved now, it was already a bug in MUI.

(27-May-95)

- {z} REWRI Prefs-load-routine. If there is no config, all checkmarks will be off.

(24-May-95)

- {z} FIXED all bugs in AssignPrefs list

(22-May-95)

- {z} FIXED All problems with non-disabled gadgets with a workaround MUI bugs.

(21-May-95)

- {z} FIXED PointerChecksum generation. Tried to allocate more than 1 gigabyte memory.
- {z} FIXED Enforcer-hit on Kickstart V2.x computers

MCP V1.04

(17-May-95)

- {z} FIXED OpenScreen routine. On Kick 2.x wasn't set the right colors.
-

(16-May-95)

- {f} ADDED MCP installs NoGuru btw. Saves AlertHistory if it couldn't load the MCP.gurudat!
- {f} FIXED No Guru now works without enabled AlertHistory. Before that fix it shows the whole MCP.gurudat! (Bug since V1.02)
>> RAMSES <<

(15-May-95)

- {z} REMOV patch of AllocVec in No ChipMem-Function. (AllocVec uses AllocMem)
- {z} ADDED 16 Colorpointer for Kickstart 2.x. Since weeks of work it should now work right. I've only tested it with a Kick 2.04 from an A2000 loaded with MCP-MapRom beta.
- {z} FIXED openversion of diskfont.library. It was V37, but on the standart WB 2.0 is only a V36.
- {z} FIXED Enforcer-hit in Change-WBTitle
- {z} ADDED some Gurus to MCP.gurudat file (including Retina-Alerts)

(14-May-95)

- {z} ADDED versioncheck of prefsfile
- {z} FIXED Pens of WBClock (now uses MenuText/MenuBackground on Kick 3.0+ and DetailPen/BlockPen on Kick 2.0+)
>> Richard Baud <<
- {z} ADDED WBClock will now use the font of the uppermost screen, if noone is selected
>> Jaco Schoonen <<
- {z} FIXED Promotor. The first Size-entry was skiped. (Probably made in V1.04)

(13-May-95)

- {o} ADDED CycleWindows backwards
>> requested by Jani Kannosto <<
- {z} FIXED Assign Wedge for compatiblity with MC68000

(09-May-95)

- {z} ADDED to Change-WBTitle: Memsizes in Mega and K Bytes, RetinaMem, VMM and full memory percentage
 - {z} FIXED VBR wasn't set back to zero (if wanted) on start of MCP
>> Ramses <<
 - {z} FIXED bug in Tooltypes-function. Now works fine with VMM.
-

- {f} FIXED KeyBlanker turn off works now (finally!)
>> BASIC <<

- {-} ----- Betarelease for all registered users.

(07-May-95)

- {z} FIXED SpeedRamsey now doesn't work with non-AGA to prevent
problems with A3000

(06-May-95)

- {o} ADDED CycleWindows now activate the windows
>> Goran Wallgren <<

- {o} ADDED PatchOpenWB to prevent a bug in Kick 3.x

- {z} ADDED CenterScreens function

- {z} ADDED all internal BOOPSI gadgets (like Checkmarks) will now be
right displayed with No ChipMem function

(05-May-95)

- {z} FIXED No more system-requesters will pop up

- {f} ADDED Requester-Timeout

(04-May-95)

- {o} FIXED more then two spaces in the screenname for ScreensMenu will
be decreased to one space

(03-May-95)

- {o} ADDED SunPop2Front, which pops the window under the mousepointer
to front

- {o} FIXED DefaultPubScreen will set the WBScreen to default, if the
frontmost screen isn't a PublicScreen
>> zerocom <<

- {o} FIXED DefaultPubScreen will be put back to 'Workbench' if MCP
quits
>> Mario Kemper <<

- {o} ADDED SunMouse, which activate the window under the mousepointer

(02-May-95)

- {o} ADDED SunRMB, which activate the window under the mousepointer if
you press the right mousebutton

- {o} FIXED last Spaces in the Screensname for ScreensMenu removed

(01-May-95)

- {o} ADDED SunKey, which activate the window under the mousepointer if you press a key

(30-Apr-95)

- {z} OVERW Tasksearching again! (600% faster) It's now nearly as fast as without MCP
- {f} FIXED NoGuru requester hotkey "Reboot" to "b"

(29-Apr-95)

- {o} FIXED with full window sizing the window jumps to the opposite direction if you move to the edge of the screen
>> Trevor Morris <<
- {o} FIXED first spaces in the Screenname for ScreensMenu removed

(28-Apr-95)

- {o} FIXED Mungwall-Hit with Screensmenu
- {o} FIXED Enforcer-Hit with ScreensMenu
>> Mario Kemper <<
- {o} FIXED MoveWindow now works with WBGauge. Error in the calculation of the dragbar removed.
>> ION & Ralph Wermke <<

(27-Apr-95)

- {z} FIXED NoClick and KeyBlanker turn off work now
- {z} ADDED NoSave option with NoGuru
- {z} ADDED RTPatch patches only when library was opened or is still in memory
- {z} ADDED RTPatch for Req Library
- {z} OVERW RTPatch for Intuition
- {z} ADDED ARQ Mode (for RTPatch)
- {z} ADDED the name from the assign will be display in filerequester-title (AssignWedge)

(26-Apr-95)

- {z} FIXED FormatProtection uses now SetFunction (for compatibility with HDOff and similar programs)
>> Gideon Zenz <<

(25-Apr-95)

- {o} ADDED QuickLayer that speeds up the rendering using layers.library
-

>> Requested by Dave Dustin <<

- {z} ADDED WBClock (big Thanx to ION for coding this !)
- {z} ADDED RTPatch for Asl and Arp Library
- {z} FIXED bug when rendering the new screenfrequenzy

(24-Apr-95)

- {o} OVERW now ToolAlias make only one patch in the system and you can delete an Icon over Workbench. The codesize of Toolalias is reduced about 50 percent and the patch works more safe now.
>> Holger Papajewski <<

- {o} ADDED in Exchange you can call and kill the MCPPrefs with the functions 'ShowInterface' and 'HideInterface'

(23-Apr-95)

- {z} ADDED AssignWedge is now compatible to ARQ (and similar Programs) For right use: Start ARQ before MCP and turn MCP's RTPatch off.
>> Walter Trautmann (THX for your letter!) <<

- {o} FIXED you can now call a hotkey by a key plus a doubleclick on the mouse (but only a doubleclick, not a tripleclick)
>> LSI <<

(22-Apr-95)

- {z} FIXED memory-eating bug in the NoGuru function
>> Oxygene <<
- {f} FIXED bug if AlertHistory is disabled and NoGuru enabled the MCP.gurudat file wasn't loaded. This bug was made with MCP V1.02's new InitRoutines.

(21-Apr-95)

- {f} ADDED Delay after saving the Guru to avoid HD-Validation
>> Requested by Oxygene <<
- {z} FIXED colors in ScreensMenu
>> Squirrel <<
- {o} ADDED current directory to the assign-requester in AssignWedge
>> Mario Kemper <<

MCPPrefs V1.04

(17-Apr-95)

- {z} FIXED All PopAsls have now 256 chars string-gadget insted of 80
>> LSI <<

(14-Apr-95)

- {z} FIXED Promotor-DisplayID, the requester pops up twice.
>> Maik Solf <<
- {z} FIXED some CheckMarks didn't enable/disable the right thing
>> Philip Manning <<
- {z} ADDED AssignPrefs will now check for double assigns
>> J.T. Vermeulen <<
- {z} ADDED CacheFontList can now automatically deleted
>> Andre Jonsson <<

(11-Apr-95)

- {z} FIXED About-Window will now be selectable over menu and it wont
popup at start
>> Andre Jonsson <<

(10-Apr-95)

- {z} FIXED If you add a new task or assign the new entry wasn't
activated.
>> J.T.Vermeulen <<
- {z} FIXED all problems with SunOptions
>> Ville Pispä <<

(09-Apr-95)

- {z} FIXED loading and saving of Hotkey- and Hotcmd-Checkmark. Hotkey
was the same as CrunchPatch and Hotcmds was Hotkey.
- {z} FIXED Tasklist, Assignlist or Screenlist became longer and longer
how often you press the ADD button and the window was open.
>> Volker Remuss <<
- {z} FIXED loading of Requester-Timeout
- {-} ----- Betarelease for all registered users.

(05-Apr-95)

- {z} FIXED Taskname errors in Tasklists
- {z} FIXED IFF-ILBM RLE decrunching with 16 colorpointer-generation
- {z} FIXED Tasklist hadn't displayed any task

(30-Apr-95)

- {z} FIXED BorderBlank was enabled on OCS

(26-Apr-95)

- {z} FIXED enforcer hit
- {z} ADDED new CheckMark ON function on to RTPatch

(25-Apr-95)

- {z} FIXED old tasklist wouldn't be cleared in "ADD" Task from Promote-Task and NoPromote
>> FLi7e <<
- {z} FIXED Global Page-1 Checkmarks doesn't appear its function (this was made by resorting the page)
- {z} FIXED AssignPrefs. Now you can select only directories.
- {z} FIXED NoGuru-delay was not right loaded

PatchControl V1.2

(15-May-95)

- {z} ADDED patch of RemLibrary to prevent some errors with showpatches

(14-May-95)

- {z} FIXED systemcrash with long paths (error only in AminetRelease)

PatchControl V1.1

(28-Apr-95)

- {z} ADDED first patch support (recommented by ARQ)
e.g. PatchControl ARQ
the patches from the task named ARQ will be inserted
before
all other patches. (Wildcards are supported)
- {z} FIXED the format! Old TaskStructure is now only the TaskName!
- {f} ADDED ShowPatches-program to the archive

MCP V1.03

(20-Apr-95)

- {z} ADDED MCP.gurudat and GuruHistory can now be loaded from another directory. ! Attention, don't forget to save new prefs !
>> requested by Rodney Hester and Cindy Chen <<
- {z} ADDED Borderblank will be turned off, when MCP was quited
>> requested by Volker Eickhoff <<
- {o} FIXED all 'AssignAdd' assigns was making with every start of MCP
>> Volker Remuss <<

(19-Apr-95)

- {o} ADDED DefaultPubScreen (FirstScreen=DefaultPublicScreen)
>> requested by Trevor Morris <<

(17-Apr-95)

- {o} FIXED Function 'TOOLTYPE' always set the processor caches
(also if no tooltype was given)
- {o} ADDED SizeWindow (size full windows)
>> requested by S.E.M. Lichtendahl <<
- {z} FIXED the promotor doesn't work with HAM and EHB modes
>> Dres! <<

(14-Apr-95)

- {o} ADDED ScreensMenu to select a screen, if you press the right mousebutton over the screens depth gadget

MCPPrefs V1.03

(20-Apr-95)

- {z} ADDED Full Locale support
 - {z} FIXED BorderBlank is now selectable on ECS machines
>> Rodney Hester and Cindy Chen <<
 - {z} FIXED CacheFontlist creation
 - {z} OVERW NoTopaz font-selection (now only fonts that work with NoTopaz can be selected)
 - {z} FIXED PatchRGB32 is now ghosted on AGA machines
 - {z} FIXED Hotkey Commands is now ghosted when Hotkeys are turned off.
 - {z} ADDED new Checkmark ON function to AlertHistory and NoGuru
 - {z} ADDED devicelist for the formatprotection
-

- {z} ADDED changed all Hotkey Cmd-StringGadgets to PopASLs

(18-Apr-95)

- {z} FIXED errors and systemcrash when removing all entries in any of Promotor listviews

- {z} OVERW Global-Page 1 resorted

(15-Apr-95)

- {z} FIXED Filename-error with 16 Colorpointer generation

PatchControl V1.0 was added to the archive! Sorry, it's not in the install-script.

MCP V1.02

(11-Apr-95)

- {z} FIXED FastReset to be a A1200 reset (without HD-Off). Sorry, we couldn't test it.

(10-Apr-95)

- {z} ADDED to Change WBTitle: Worbenchversion, real Kickstartversion and real Workbenchversion (e.g. 39.106 and 39.29)

- {z} ADDED Crunchmania support for Crunchpatch

- {o} FIXED ClickToFront doesn't work with the 'rawkey lbutton' Please use 'double rawmouse lbutton' (Doubleclick) because it's better then only the left mousebutton
>> Zachary Powell <<

- {o} FIXED MoveWindow hang if you press the right mousebutton while moving the window
>> Fox <<

- {o} FIXED CycleScreens, ClickToFront, ClickToback doesn't work full with few programs
>> Volker Remuss <<

- {o} FIXED CycleScreens doesn't work with 'rawmouse lbutton rbutton'

>> Volker Remuss <<

(09-Apr-95)

- {z} REWRI Init and Remove routines (There are now shorter and safer)
- {z} FIXED systemlock when a library can't be opened

(07-Apr-95)

- {z} REMOV Openscreen-routine (now MCP works fine with RetinaEmu)
>> Hudi <<

(06-Apr-95)

- {o} FIXED CopyMem doesn't work on 68040 or higher
>> LSI <<
- {o} FIXED Tooltype 'MCPNOVBR' causes the computer to crash
- {o} FIXED Windowfunctions (MoveWindow, ClickToFront, ClickToBack) wasn't compatible with MagicMenu (selectable Popup Menu)
>> Volker Remuss <<
- {o} FIXED Tasksearching was to slow (now 600% faster)
>> Volker Remuss <<
- {o} ADDED new MCP.gurudat
- {o} ADDED ToolType 'MCPNOCYBER' (switch to AmigaScreen)

MCPPrefs V1.02

(11-Apr-95)

- {z} FIXED MCPPrefs needs now muimaster.library V8 (MUI 2.1) instead of V10. It's only tested with V10, so there are no warranties.

(10-Apr-95)

- {z} ADDED support of new MCP features
- {z} OVERW Userinterface:
 - o Select Hotkey Commands now with a double click in Hotkey-page
 - o Global 2 is now Global Page 1
 - o Autoscroll is selectable in Promote-Size and DisplayID
- {z} ADDED "Test" Button
- {z} FIXED It was impossible to edit Promote-Size

(07-Apr-95)

- {z} FIXED crash with the demo-config when euro72 and multiscan monitors wasn't started
-

>> Philip Manning <<

(05-Apr-95)

- {z} FIXED some memory-eating bugs
>> Zachary Powell <<
- {z} FIXED reopening of the prefswindow while clicking the closegadget
>> LSI <<

MCP V1.01

- {z} ADDED CopyMem-patch
- {z} FIXED CacheFont didn't work with Fed
>> Fox <<
- {o} FIXED disable of MoveWindow didn't work
>> Ramses <<
- {z} FIXED systemcrash when MoveWindow is disabled
>> Ramses <<
- {z} FIXED errorsprite with PointerPatch disabled
>> Ramses <<
- {z} FIXED Mousepointer-queue with 16 Colorpointer on 68030
>> Ramses <<

MCPPrefs V1.01

- {z} ADDED More security
 - {z} OVERW memory-managment
 - {z} ADDED full MUI-Cyclechain support (with a new version of MUIB-GencodeASM)
 - {z} FIXED filename error with 16 Colorpointer
>> Fox <<
 - {z} FIXED Hotkey disables itself automaticly
-

- {z} FIXED config-trashing while 16 Colorpointer generation
- {z} FIXED Borderblank now disabled on OCS/ECS

1.10 Installation

INSTALLATION:

Automatic method:

The easiest way of installing MCP is via the supplied Installer-Script. The script is written in such a way that nothing will be overcopied! Please remove all programs which have the same or nearly the same functions as MCP, since they could cause Problems.

Please do not change the Hunks in the MCP !!! (e.g. with Hunkmerge from Imploder)

*** OR ***

Manual method:

Copy the appropriate MCP program (68000/68020+) to your "C:" directory.
Copy the

PatchControl
program to your "C:" directory.

Copy the "MCPPrefs" program into your "Prefs" directory.
Copy the contents of "ENV:" and "ENVARC:" into their respected places.
Copy the "Reqtools.library" to your "Libs:" drawer.
Copy "GuruHistory" and "MCP.gurudat" to your "S:" directory.
(be sure to set the default paths for these files hidden behind the gadgets in the "MCPPrefs" program)
Copy the documentation to your preferred location.
Add the following lines to your "Startup-Sequence" file.

e.g. Startup-Sequence:

```
C:SetPatch QUIET
C:PatchControl          (included since V1.02)
[...]
C:Copy ENVARC: RAM:ENV ALL QUIET NOREQ
C:Assign ENV: RAM:ENV
C:MCP
...all the following commands are placed here !
```

Important: If you are using ARQ and you want to have both ARQ and the assignwedge operating, you will have to start ARQ just prior to

MCP.

c:Patchcontrol ARQ

1.11 Introduction

INTRODUCTION:

Some time ago, in July 1994, a new project began: a Workbench-Utility incorporating a diverse set of features, features which nobody had ever dared to put into one small package. First, only a few, small features were implemented; but, then, MCP became more powerful. Now it's time for the whole world to enjoy MCP. The routines are compatible and usable on (hopefully) all Amiga machines. Try MCP and you will see that you can't live without it!

At the designing stage, we ardently renounced the support of Kickstart 1.x, since every serious AMIGA-User is working on Kickstart 2.x or 3.x. We would be happy if MCP is used often, and we promise to continue to develop MCP.

MCP was coded to optimize your Amiga operating-environment. It will greatly unburden your startup-sequence by replacing many of those single-package utilities. Furthermore, the code of MCP is implemented in a more professional and CPU-effecient way.

This is the first public release of MCP. There are certainly some bugs in it, and we hope that many of you will help us to remove them so that MCP can be the best all-encompassing utility available.

For those users of MagicCX we want you to refer to the following advantages:

- it is FreeWare !
- it doesn't use as much memory (in comparison to the functionality)
- it offers extraordinary characteristics, which can't be found in MagicCX

Features of MCP:

- Assign-Manager
 - WBTitle-Clock
 - ReqToolsPatch
 - moving full Windows (fully systemconform)
 - sizing of full Windows (fully systemconform)
 - PackerPatch (every program can load crunched files)
 - 16 colour Mouse-Pointer
 - new Workbench-Titlebar
 - complex promotor
 - FormatProtect
 - ToolAlias (changing the Default Tool in the icons)
-

- CacheFont
- ToolType Extension (additional ToolTypes for Games etc.)
- MouseAccelerator
- DriveNoClick
- setting DRI Pens
- AssignWedge
- automatic Screen Activation
- Requester Timeout
- exchange AppIcons
- exchange TopazFont
- Blanker (supports SwazBlanker)
- Dimmer
- MousePointer-Blanker
- Guru-History (saving of all Guru's)
- NoGuru
- PatchRGB32
- Screensmenu (for comfortable selection of screens)
- patch for turning off the ChipMem
- DOS star (* instead of #?)
- NewLook Menus
- Hotkeys
- MUI-Preference-Program
- programmed in 100% Assembler

1.12 LIABILITY

Liability:

With the usage of MCP you agree to the following announcement-declaration:

THERE IS NO LIABILITY TO THIS PROGRAM-PACKAGE, IN REFERENCE TO THE ASSERTED LAWS. THE COPYRIGHT OWNERS, AND/OR A THIRD PARTY, PLACE THIS PROGRAM PACKAGE AT YOUR DISPOSAL "AS IS" (EXCEPT WHERE THIS IS FIXED ANYWHERE ELSE IN A WRITTEN WAY) WITHOUT ANY GUARANTEE IN ANY FORM (INDIRECT OR DIRECT FORM). THE FULL RISK OF QUALITY AND FUNCTIONALITY OF THIS PROGRAM IS AT YOUR OWN. IF THE PROGRAM HAS A BUG, YOU HAVE TO PAY ALL COSTS OF THE NECESSARY SERVICE-WORKS AND REPAIRS FOR YOURSELF.

UNDER NO CIRCUMSTANCES, THE COPYRIGHT OWNERS OR A THIRD PARTY DISTRIBUTING THIS PROGRAM PACKAGE, AS ALLOWED, JUST BEFORE, CAN NOT BE HELD RESPONSIBLE FOR ANY DAMAGE CAUSED IN ANY USUAL, SPECIAL, OR ACCIDENTAL WAY OR BY THE PROGRAM PACKAGE (SURROUNDING BUT NOT RESTRICTED ARE THE LOSS OF DATA OR NOT CORRECTLY DISPLAYED DATA OR LOSSES CAUSED BY YOU OR A THIRD PARTY OR BY A FAULTY WORK OF THIS PROGRAM PACKAGE WITH OTHER PROGRAMS), ALSO IF THE OWNER OR A THIRD PARTY HAS BEEN POINTED AT SUCH POSSIBILITIES OF DAMAGE.

1.13 Manual Configuration

MCP Config Documentation!

The prefs program presently uses

MUI

. However if you do not have

MUI or wish to configure MCP manually you can use the guidelines below to construct a MCP configuration file. The INSTALL script copies a set of default configuration values ("MCP.config") into ENV:MCP/ and ENVARC:MCP. If you do not use the provided install program make sure that you copy the file to both places.

!!Warning! If you make a mistake by editing the config, MCP could crash!!

First of all, MCP has a keyword on the top and the bottom of its configuration file. It's "MCP-CONFIG" and "END-CONFIG", don't forget these keywords! All mainfeatures have keywords (e.g. RTPATCH) followed by an ON or OFF. Some features now have conditional prefs. All keywords are in big letters. No comments or blank lines between additional prefs are allowed. Conditional prefs will be turned off or on with keyword YES or NO.

demo-config:

```

MCP-CONFIG                ;Start Keyword
VERSION=1.5
SETDRIPENS=ON
ASSIGNWEDGE=ON
AUTOACTIVATE=ON          ;Screen-Activation
APPCHANGE=ON
WILDSTAR=ON
WBTITLEACTIVE=ON
PATCHRGB32=OFF
LIBSEARCH=ON
FONTSEARCH=ON
BORDER BLANK=OFF
COPYMEMQUICK=ON
NOCAPSLOCK=ON
CACHEFONTS=ON
TOOLTYPE=ON
DEFPUBSCREEN=ON
QUICKLAYER=ON
ALERTHISTORY=ON
FILENAME=S:MCP.gurudat   ;Filename for Alert History GuruDat file
FILENAME=S:GuruHistory   ;Filename for the Alert Data file
                          ;GuruHistory
SCREENSMENU=ON SIZE=100  ;Max Width of ScreensMenu

NOGURU=ON
DELAY=0                  ;NoGuru delay in seconds
                          ;255 = don't save NOCLICK=ON UNITS=15
                          ;bits 0 to 3 for the drives:
                          ;e.g. %0101=5 : drive DF0 and DF2

MOUSESPEEDER=ON
THRESHOLD=2              ;Threshold of the mousespeeder
ACCELERATION=2           ;Acceleration of th e mouse

NOTOPAZ=ON
FONT="NoImitations.font" ;Fontname in quotes

```

```

;only 8*8 fonts are allowed

BLANKER=ON
TIME=360 ;Timeout
TYPE=1 ;0=internal Blank, 1=Swazblanker
FILENAME="SYS:blank ers/Gravity" ;Swazblankername in quotes
; ignored with TYPE=0

DIMMER=ON
TIME=180 ;Timeout
DEPTH=100 ;how depth the dimmer dimms
STEP=1 ;how fast
DELAY=0 ;delay between steps

POINTERBLANKER=ON
TIME=0 ;timeout, 0=no timeout
KEYBLANKER=YES ;blank when key was pressed

POINTERPATCH=ON
16COLOR=YES ;16 Colorpointer
POINTERCHECK=05A0B900 ;PointerChecksum (will be created by
;the PrefProg)
BUSYCHECK=B4E17A00 ;sames as above for Busypointer
BUSYANIM=NO ;not included yet

MOVEWINDOW=ON SIZE=200000 ;maximum size (width * height)
WBWINDOWS=YES ;only WBWindows SIMP
LEREFRESH=YES ;only SimpleRefresh windows

SIZEWINDOW=ON
WBWINDOWS=YES ;same as MOVEWINDOW
SIMPLEREFRESH=YES

QUIETTD=ON
RETRIES=1 ;number of retries

FORMATPROTECT=ON
DEV=scsi.device ;devicename without quotes

NEWWBTITLE=ON
TITLE=AmigaOS V%os... ;the new WBTitle without quotes

PROCESSOR=OFF
VBR=YES ;look into the doc
COPYBACK=NO
ICACHE=YES
DCACHE=YES
IBURST=YES
DBURST=YES
SPEEDRAMSEY=NO
FASTGARY=YES

CRUNCHPATCH=ON
TASK="#?playsid#?" ;the taskname in quotes
TASK="dopus_view" P ;auditional flags after every task:
;don't decrunch: X= XPK, I=Imploder,
;P=PowerPacker, S=StoneCracker,

```

```

;C=Crunchmania
;Wildcard are supported

TOOLALIAS=ON
TOOL="#?IconX" "C:IconX" ;old tool in quotes + space + new
;tool in quotes. Wildcards are
;supported for the old tool.

ASSIGNPREFS=ON ;4 different modes: LOCK="T" "ram:t"
PATH="Sources" "sys:sources"
LATE="LOCALE" "sys:locale" ADD="libs" "sys:classes"

FASTMEM=OFF
TASK="asm-one" ;Taskname in quotes
;Wildcards are supported

HOTKEYS=ON ;3 modes :
MOUSE="rawmouse mbutton" 10 ;mouse buttons
KEY="rawkey alt a" 11 key
KEYMOUSE="rawkey lalt" "rawmouse lbutton" 13
;both key + mouse
;the number is the number of
;function, similar to the line in
;the listview of the PrefProg HOTCM DS=ON

WINDOW= ;the default window
;the keyword can be omit CMD=c:flushlibs
;the path of the command CMD=
;10 commands are supported

CMD=
CMD=
CMD=
CMD=
CMD=
CMD=
CMD=
CMD=

WBCLOCK=ON
TITLE= %dh:%dm.%ds ;formatstring without quotes
POSX=30 ;position x POSY=1 ;position y
FONT=shockprop.font/8 ;fontname/fontsize WBONLY=YES ;only on
WBScreen RIGHTJUST=YES ;position is relative to right edge
;of the screen?

RTPATCH=ON
INT=YES ;Patch Intuition.library
ASL=YES ;Patch Asl.library
ARP=YES ;Patch Arp.library
REQ=YES ;Patch Req.library
DEFSIZE=YES ;Use the sizes of Reqtoolsprefs
ARQMODE=NO ;ARQ Mode

SUNOPTS=OFF
SUNMOUSE=NO ;is selfexplained DELAY=2
SUNPOPTOFRONT=NO
DELAY=4
SUNKEYS=NO
SUNRMB=NO

```



```

REQTIMEOUT=ON
REQ="#?" "#?Shareware" "Ok#?Cancel#?" 1 0
                                ;The first Arg is the Titlepattern,
                                ;the second is the Bodytextpattern
                                ;and the third is the Gadgetpattern.
                                ;The first number is the 'DelayTime
                                ;and the second is the Gadgetnumber

PROMOTOR=ON
TASK="View80#?" 00069024 A      ;Taskname in quotes followed by one
                                ;space and the DisplayID in hex
                                ;If you want some auditional flags:
                                ;A=Autoscroll, W=WbColors,
                                ;I=Interleaved, T=TakeSize
                                ;Wildcards are supported
NAME="Text read"00069024 W      ;same as TASK for screennames
NODI="dpaint"                  ;don't promote the task with this
                                ;name. Wildcards are supported
SIZE=640 400 00069024          ;promote screensize width*height to
                                ;a DisplayID in hex
DISP=00021000 000A1000         ;promote a DisplayID to an other one

END-CONFIG                      ;End keyword

```

1.14 MUI Info

MUI:

The MCPPrefs program uses
 MUI - MagicUserInterface
 (c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards, public domain disks, or any Aminet sight.

If you want to register directly, feel free to send
 DM 30.- or US\$ 20.-
 to

Stefan Stuntz
 Eduard-Spranger-Straße 7
 80935 München
 GERMANY

Phone: +49-89-313-1248
 e-mail: stuntz@informatik.tu-muenchen.de

Notes:

- 1- It is not necessary to register MUI to use MCPPrefs, but you should consider registering, as you will be able to save the graphical look of MCPPrefs.
- 2- MUI is needed by the "MCP Prefs" program only. The main MCP runs independently from MUI and from its libraries.

1.15 New Ideas!

New Ideas:

If anybody has other ideas, other than those already present in the

TODO

section, you should tell us. We will try to included them in ↔
future

versions of MCP.

1.16 Registration

REGISTRATION:

MCP is FreeWare and MailWare! We hope, that many of you use this program and that through your letters and registration, we can remove as many bugs as fast as possible.

We would invite whoever uses MCP to register FOR FREE. All registered users will receive the latest version of MCP via E-Mail and will receive all the beta-versions of it. Also, we would be happy, if you do not have an E-Mail address, that you register by snail-mail, because we're interested in how many people are using MCP regularly.

Please note that the statement about city and land in the

registration form

is really important to us because we are marking all the
users on a big

world-map

. This world map will be included in future versions
of MCP.

For those, who have no E-Mail-address, the latest version is available via modem at the following

support-BBS

. You can also post your registration
information, suggestions, and any questions there too.

If you do not have a Modem or E-Mail-address, you can, of course, write or call us

(Authors)

. Unfortunately we can't send new versions via postal letters, because of money reasons.

1.17 Registration Form

- Registration Form:

Please send the registration form below, or the equivalent of its information, to one of the Authors' E-Mail or Snail-Mail addresses.

-----snip-----
MCP - Registration

Prog Version : MCP V1.05
Name :
E-Mail :
Telephone :
City, Country:
Computer :
Kickstart :
Processor :
Memory :
Graphic-Card :
Comment :

I do agree, that some programs from ALIENDESIGN or new habits of the MCP could be tested on my computer.

-----snip-----

1.18 System Requirements

SYSTEM REQUIREMENTS:

- An Amiga Computer (the most powerful machine around!)
- Kickstart V2.04 or higher
- A MC68000/MC68010 or at least a MC68020 (for the 020 version)
-

MUI

(Magic User Interface) version 2.1 or greater,
for the MCP Prefs.

- Optional

MANUAL CONFIGURATION

1.19 Support BBS's

- Support BBS's

```
EViL MoON ! +49-[0]33222-08768 (USR V.everything)  SYSOP: FOX
```

To get access to the MCP-support-page, you have to enter 'yes' at the beginning. After that, you will be asked some personal things, like address and type of machine. Next, you may enter 'update', and you will get a special menu, where you will be able to choose some actions like 'Upload', 'Download', 'Bugreport' a.s.o.

Note: On your next call to EViL MoON, you will not have to fill in the registration information, as you will already be in the system.

1.20 Support Programs

- Support Programs:

PatchControl: This program enables system patches to be removed safely without having to reboot the machine or causing it to crash. MCP needs this program running for many of its features.

ConvertAP: This program converts the assigns from the program "AssignmentPrefs" to MCP format. After running this program MCP will take over these assignments and you can discontinue the use of "AssignmentPrefs."

ConvertAM: This program converts the assigns from the program "AssignmentManager" to MCP format. After running this program MCP will take over these assignments and you can discontinue the use of "AssignmentManager."

FixJump: This program stops that annoying jumping from occurring when displaying a boot picture while Iprefs loads. This program is provided as an extra and is not internally part of MCP. See accompanied section

```
FixJump
for
```

more information.

Note:

The Install script runs ConvertAP and ConvertAM automatically.

1.21 Thanks

Thanks:

A "thank you" to the following people:

- Torsten Bach (LSI) for Betatesting, new ideas, the icons and the new german documentation
- ION for the WB-Clock

- Hermes Trismegistus for coding the English and German Guidefile and for grammer checking the English Guidefile translation.
- One for the '_asl.library'
- Eetu Ojanen for the suomi.catalog
- David Le Corfec for the français.catalog
- all Betatesters of the MCP
- all registered users
- all people who sent us Bugreports and new suggestions
- Eric Totel for his wonderfull MUI-Builder
- Nico François for his cool ReqTools.library
- T.F.A for the great ASM-One
- Stefan Stunz for MUI. It is very useful for programming, but a bit difficult to learn the C-Structures
- Commodore for the Amiga, one of the best computers ever built! (hopefully we will get new models very next, who ever will build them)

1.22 Things to Do

ToDo:

- Busypointer Anim
 - Formatter (start Formatprogram if you insert a Non Dos disk)
 - Exploding Windows
 - CycletoMenu
 - HuntWindows (jump to the part of screen where the window was opened, for autoscroll screens)
 - MMB Shift
 - Menu Wrap (press RightMouse and the pointer will jump to the menuline)
 - KeyClick
 - HoldX/Y
 - Lefty Mouse
 - WindowSize (like Unix)
 - SysIHack (Some help needed. If someone can help contact the Authors)
 - Snap
 - SmartWB
 - ForceIcon
 - DoCMB (Doubleclick on MiddleMouseButton)
 - MagicMenu (but a BETTER look)
-

-
- MFMount
 - FullBench
 - UnixDirs
 - HD-Floppy fix (that you can use two HD-Floppies at the same time)
 - Powermanagement while blanking
 - Garshneblanker, Blitzblanker support
 - Hotkey for Shiftkey (Carsten Gellert)
 - Random Screenblankers
 - WBRandomPicture (Chris Foote)
 - try to check for a faked 'Screentitle' to use also View80 (Michele Bianchi)
 - NewEdit (Martin Rix)
 - all Reqchange features (Shortcuts for Gadgets) (Andre Jonsson)
 - change the scrollbar while sizing the window (Andre Jonsson)
 - start to count the delay for SunMouse if the Mouse stops (Andre Jonsson)
 - QuietSCSI also for GVP-Boards (Volker Remuss)
 - Waitvalidate
 - WBGauge (Michael Gollmick)
 - ReKeyit (Michael Gollmick)
 - MapRom, FastRom
 - SysIHack
 - Alt-key and Numeric-keypad to make ascii-values
 - ForceIcon
 - dimm all screens when dragging (Richard P. Harrison)
 - more Hotkeys then 10
 - Hotkey to insert something in the input-stream
 - PREFS: Scan-option
 - support Caches on 68060 (Thomas Frensch)
-

- SavePatch in Crunchpatch
- NewIcons
- MagicWBdaemon
- graphical Chipmem, Fastmem (Volker Eickhoff)
- WindowDaemon to close all windows if a new was opened (Karlheinz Agsteiner)
- XLoadSeg

Errors:

- Move/Size Window don't works with 'simulated' left mousebutton (Andre Jonsson)
- better check for real gurus in the guru-history
- no blank if Carrier detect (Carsten Gellert)
- better Pointerblanker (Jani Kannosto)
- close ShellWindows with the Hotkey 'CloseActiveWindow'
- if a requester appears while blanking, the black screen goes back and will never been closed (Claus Koch)

impossible:

- ClickToBack didn't work correct with RightMousebutton (some times you must doubleclick) (Jaco Schoonen) (Jeff Crawford)

1.23 Usage

IMPORTANT USAGE NOTE FOR MCP:

Use the Prefs-program to set your configuration. Please note that many checkmarks have double-functions hidden behind them. By re-activating a Checkmark, any additionalal windows, located behind that gadget, will open.

MCP requires the program
PatchControl
to be running, in order to safely
alter some of the features. Without this program running, the system may
crash when changing or altering the settings. See the
Installation
section
for more information.

1.24 World Map Project

-WorldMap

Select below using the appropriate button to see the world map of all registered MCP users.

Press * here * if you have multiview.

Press * here * if you have display.

If you are not on the map, then why not register?
Registration
is Free!

Note:

- 1- The file "Worldmap.iff" must be in the same directory as this guidefile to work correctly. You must also have either the program "display" or "multiview" in your directory search path.
- 2- This feature may not yet be implemented in this release of MCP guide.

1.25 Alert History

- Alert History:

MCP will writes every crash into a file 'S:GuruHistory'. Sometimes, for debugging purposes, it is interesting to know which program caused the crash, and what was the exact reason. The generated file is in ASCII format and has the following scheme:

Date : Date and time of the crash.
Task : Which Task caused the crash (also task-address).
Error : the appeared alert.
By : Main group of alert.
Cause : A more exact description of the error.

NOTE: To get more detailed information about the crash, exactly after the crash, you have to activate the
NoGuru
function. If the NoGuru function is
switched off, the crash will be added to the GuruHistory file directly after rebooting the machine.

1.26 Apicon Change

- AppChange:

Now you are able to change the icons that are created by the programs

themselves (AppIcons). You see! Some programs create only the ugly 4-colour icons, which look very bad on MagicWB (or NewIcons). With this patch you can use your own, more pleasing, icons for a particular program. MCP searches in the 'ENV:Sys/' directory for an icon, which has the name 'def_Appname.info', and replaces the old AppIcon with the new one.

Example: If you start "PowerPlayer," MCP tries to open the icon 'def_Powerplayer.info' from the 'ENV:Sys/' directory as an AppIcon replacement.

1.27 Assign Prefs

- AssignPrefs:

With this function activated, it is finally possible to remove all your Assigns (except ENV:) from the Startup-Sequence and the User-Startup and then enter them into the page "Lists - AssignPrefs". If you are a former user of "AssignManager" or "AssignPrefs", you can let your Assigns be converted at installation by the included converter program. The converted Assigns will be entered automatically to the configfile of MCP.

A very interesting thing is the Assign-Late option. If you have a lot of programs on your HD, the amount of Assigns is likely to be very large. An annoying thing is that you have to scroll every time you open a ReqTools-Requester and press the RMB to show all volumes. The AssignLate function makes the assign only valid, if it is needed the first time. AssignLate is a function, supported directly by the system, and should be used often.

All directories by AssignLock will be created automatically by MCP, so you must not create these with MakeDir. Also all subdirectories will be created!!

~~~

Below is information pertaining to the additional gadgets, affecting this function. These other gadgets are located on the page "Lists - AssignPrefs".

On the "Lists - AssignPrefs" page you enter all the assigns, which should be done, when starting MCP. The 'AssignPrefs' checkmark on page "Global - Page 1" has to be active to unghost this page. The "ListView" shows all your entered assigns.

The "ListView" is classified as follows:

```
left   : the device to be assigned
middle: type of assign
right  : path of the assign
```

For adding a new assign, you have the following possibilities:

1. Click onto 'New'.  
In the left stringgadget, you can enter the device to be assigned. In

the right stringgadget, you should enter the path of the assign, or choose it by requester. With the cyclegadget you can choose the type of assign.

2. Click on 'Add System-Assign'.

A new window will open, where you can choose an assign from the system assign list. This is very important in combination with the 'AssignWedge' function.

The following types of assigns are possible:

Late: the assign is done, if the device is called

Path: normal assign (name to path)

Lock: normal assign, but the path-directory is protected from deletion  
If the directory doesn't exist, it will be created.

Add : adding an assign to an existing one

For changing the adjustments of an assign, you have only to pick it from the "ListView". Now you can change the name, path or type. With the 'Delete' gadget you may delete an assign from list.

NOTES:

1- The only assign that is not allowed to be entered into the list is the "ENV:" assign, since MCP loads its configurationfile from there.

2- MCP should really be installed in the way, described in the Installation section. Since some Assigns have to be done before IPrefs is started, an early start of the MCP is recommended. ←

## 1.28 Assignment Wedge

- AssignWedge:

Who has never been annoyed by installing a new piece of software, running it and getting the message:

'Please insert volume ??? into any drive.'

Until there was AssignWedge, you had to open a shell and had to assign or mount the needed drive by hand. After that, you had to start the program again. Now, this hassle is over. This function extends the former requester by adding some gadgets with the following meaning:

Assign: Chooses a directory by a filerequester and adds it to the systems assigning list.

Mount: Tries to mount the wanted device.

Deny: Suppresses the message requester, everytime a call is made to this device.

NOTE: The devices added by the 'Assign' gadget should be added to your

```

    AssignPrefs
    , if you need them regularly. This extended requester does not
support the Locale system function at this time.

```

## 1.29 Border Blanker

- BorderBlank:

Switches the grey screen border into black.

NOTE: Works only with Kickstart 3.x and an ECS or AGA Chipset.

## 1.30 Blanker Page

-Blanker Page

On this page, you can find all the adjustment-possibilities for the

ScreenBlanker

,

PointerBlanker

and

ScreenDimmer

. To change the adjustments,

the checkmarks for Blanker, MouseBlanker and Dimmer on page "Global - Page 1" have to be activated.

ScreenBlanker Settings

Here you choose the actual blanker. First you have to click on 'Select Blankerdir'. A new window with the following adjustments will open:

Blank : is the internal Blanker, which opens a black screen after the entered period of time

SwazBlanker : If this type is chosen, you have to enter the SwazBlanker-directory ("Blankers") into the stringgadget or choose it by requester.

If the window is closed again, all possible blankers will appear and you can choose one by clicking on it.

NOTE: The adjustments for the SwazBlankers must be changed by the SwazBlanker-Preference-Program.

ScreenDimmer Settings:

Here you do all adjustments for the Dimmer. They have the following meaning:

Dimm depth: is the depth, to be faded to (adjustable from 1-250)  
 0=no dimming, 255=black  
 Dimm delay: delay between the dimming steps in 1/50 secs.  
 0=no delay 255=255/50 secs delay  
 Dimm step : number of steps to be dimmed at once.  
 1=1 step 255=255 steps (if possible)

NOTE: On AGA-machines you should enter 1 for the DimmStep value and a 4 on GfxBoards for a soft fading. Under Kickstart2.x you can only choose from 1 to 15.

TimeOuts:

Here you enter the times for each Blanker:

ScreenBlanker : Time in secs, at which time the Blanker appears  
 ScreenDimmer : Time in secs, at which the MCP will dimm  
 PointerBlanker : Time in secs, at which the MousePointer disappears

KeyPressed: The MousePointer disappears, if a key is pressed

NOTE: The Pointer value must be set to 0, if wish the Pointer to be blanked by pressing a key.

## 1.31 Cachefont

- Cachefont:

If you have a large "FONTS" directory and go to pick a font from a font requester, it most likely takes a long time until you can really pick the font. The wait is over! MCP will create a list of fonts. This list will be called everytime a program calls the 'AvailFonts'- system function. CacheFont is 100% replacement for 'AvailFonts'!

To generate the fontlist, you have to deactivate (if active) the checkmark, and reactivate it again. Then a new window will open, asking you, if you want to create a fontlist.

NOTE: If new fonts are copied to the "FONTS" drawer or some old ones are deleted, a new fontlist will need to be created. Once recreated, the fontlistis will reflect the changes when a fontrequester is opened.

## 1.32 Center Screen

- CenterScreens:

This function will center screens that are opened in an Overscan screen

mode but have a smaller resolution. E.g. if a Screen is opened in a resolution of 640\*480 but in VideoOverscan mode (656\*495), it will be placed in the exact middle of this (656\*495), instead of in the upper left corner.

### 1.33 CopyMemQuick

- CopyMemQuick:

This patch replaces the system function 'CopyMem' and 'CopyMemQuick' by a highly optimized Movem- or Move16-Copyloop (if possible).

NOTE: Should always be switched on for the maximum of RAM-performance.

### 1.34 CrunchPatch

- CrunchPatch:

This function activates the tasks entered on the page "Lists - Crunch Patch", so that they can decrunch packed files. The idea was grown from the fact that many programs are not able to load crunched files or are only able to support some named packers.

The following crunchers are supported:

- \* PowerPacker
- \* XPK (no encrypted files)
- \* StoneCracker
- \* Imploder
- \* Crunchmania

If some of these packers are supported by the program, they should be switched off for every single task. This option is useful, since it prevents the decrunching of files twice, and so it saves time.

~~~

Below is the explanation for the additional gadgets and settings located on the "CrunchPatch" page:

Here you enter all the tasks, which should work with 'CrunchPatch'. Of course the 'CrunchPatch' checkmark at page "Global - Page 1" has to be activated! The named tasks will be able to load crunched files. The "ListView" indicates all effected tasks. For entering a new task, you have to press the 'Add' gadget. Now you can choose a task from the system task list or enter one into the String gadget. The name may be entered with patterns (e.g. #?). You shouldn't do this with slow machines or if you have many tasks in the list.

If you pick a task in the "ListView" you can change the following:

EDIT : edit the name of the task
DELETE : the picked task may be killed from list

All packers with an active checkmark will be recognized automatically and the crunched files will be decrunched. If the task supports one or more of these packers, you should deactivate these gadgets. Otherwise you will waste time decrunching the same file twice.

NOTE: To use the MCP-decrunch-support, you must have the library for each one of the packers. If one library is missing, that packer won't be supported.

1.35 Default Public Screen

- DefaultPubScreen:

With this function the frontmost screen will become the default Public screen (if he is one). All requesters will now appear on this screen and not on the Workbench screen. If the frontmost screen is not a Public Screen, the Workbench Screen will be set to Default. This function is very useful, since almost all requesters will appear on the frontmost screen, once activated.

1.36 FontSearch

- Fontsearch:

If a font couldn't be opened, MCP will try to open the font from the system fonts directory. Useful for those programs that search only in their root-directory for fonts files.

NOTE: Only standard fonts (#?.font) will be searched. No (e.g.) PS-Fonts.

1.37 FormatProtect

- Format Protect:

The entered device will be protected from formatting by mistake. This feature also protects from formatting by some viruses. To change the device, you have to deactivate (if active) the checkmark, and then activate it again. A new Window will open, and you can enter the device name. (This adjustment is case sensitive!!)

NOTE: Consider carefully, which device you want to protect because only one device can be protected.

WARNING: A FastFormat will be successful because this part of the

formatprogram does not call the device program, it only writes some blocks.

1.38 Force NewLook

- ForceNewLook:

With this function the colors of all the menus are set to 'NewLook' (3.xx standard). The function works only with kickstart 3.x and it can not be used along with MagicMenu.

1.39 Hotkey Commands

- Hotkey Commands:

With this function it is possible to start programs by a combination of keys. To reach the adjustment window, you have to deactivate (if active) the checkmark, and then activate it again. A new window will pop up, where you can adjust the output window.

See the

HotKey Page

for more detailed information on these settings.

NOTE: If no window is adjusted, the standard output window will be used.

1.40 Hotkeys

- Hotkeys:

With this function the internal 'HotKeys' (e.g. 'ClickToFront') will be activated.

See the

HotKey Page

for more detailed information on these settings.

1.41 HotKey Page

- Hotkey Page

On this page, you make all the adjustments, belonging to the internal or external Hotkeys.

To be able to use the Hotkeys-Commands, the '
Hotkey Commands
' checkmark

on page "Global - Page 3" has to be active. Also, to use the internal Hotkeys (e.g. "CycleScreens"), the Hotkeys checkmark on page "Global - Page 1" has to be active.

The "ListView" is divided as follows:

upper Part:

CycleScreens:	You may cycle the Screens with this "Hotkey". (e.g. Mouse: "rawmouse mbutton")
CycleWindows:	You may cycle the windows with this "Hotkey". (e.g. Keys: "rawkey lalt w")
ClickToFront:	This "Hotkey" will bring the active window to front. (e.g. Mouse: "double rawmouse lbutton")
ClickToBack:	This "Hotkey" will send the active window to back. (e.g. Keys: "rawkey lalt" and Mouse: "double rawmouse lbutton")
System Restore:	Resets the System, if you changed the system status by using the MCP-ToolTypes (e.g. Keys : "rawkey ctrl lalt r")
Fast Reset:	Easy and faaast(!) RESET for the Amiga 1200. (e.g. Keys : "rawkey ctrl lalt ralt")
Cold Reset:	A HARD RESET of your Amiga. Kills all RESET surviving programs and will set the MMU to off (if available). (e.g. Keys : "rawkey ctrl lalt DEL")
Active Dimmer:	Turns the Dimmer on. (e.g. Keys: "rawkey ctrl lshift d")
Active Blanker:	Turns the Blanker on. (e.g. Keys : "rawkey ctrl lshift b")
Close Active Window:	Closes the active Window. (e.g. Keys : "rawkey ctrl lshift c")

Below the "ListView" there are 2 checkmarks. They (de)activate the string gadgets beside them. In these string gadgets you may enter the Hotkey-combination for the single Hotkey commands. Almost all combinations are possible. Before entering combinations you have to look at the following:

- you may enter the following within "Keys":

1. First "rawkey" followed by a space (" "), then some qualifiers (e.g. ctrl, lalt, ralt, lshift, rshift, rcommand, lcommand ...) and than another one key and/or a combination entered at "Mouse".

2. other Hotkeys: "diskinserted" or "diskremoved" (e.g. if you want to play a sample at inserting/removing a disk).
3. Almost all "event-classes" are possible, but since they have a minor meaning they are not described here.

- you may enter the following within "Mouse":

1. e.g. "rawmouse lbutton" (single click)
2. e.g. "double rawmouse lbutton" (double click)
3. e.g. "tripple rawmouse lbutton" (triple click)
4. e.g. "rawmouse lbutton rbutton" (hold left button and click the right)

1.42 Library Search

- LibrarySearch:

Unfortunately some programs need their own library directory and do load their library only from there. With this patch you may move all libraries to the 'LIBS:' directory to prevent useless doubled library files. It's also possible to create a 'libs directory in a program's directory. Library Search will search for libs in 'PROGDIR:libs/' also. You can sort the libs of a program and if you delete that program, you could delete the porgrams libraries as well.

NOTE: First the program will try to load the library at the place the program wants to have it, then, if it fails, MCP starts a new fetch in the 'LIBS:' directory.

1.43 Mousespeeder

- MouseSpeeder:

This function speeds up the mouse movement. To change the adjustment, you have to deactivate (if active) and then activate the checkmark. A new window will open where you can do the following:

Threshold:

This is the resolution of the MouseSpeeder How much the pointer will move in relation to the amount that the mouse is moved. (To use the acceleration feature, this gadget must be set for 2 or more points).

Acceleration:

This is the factor of acceleration.

1.44 Movewindow

- Move full Windows:

It is possible (fully systemfriendly) to move the windows filled. The speed of moving rests on the following factors:

- size of window
- number of windows laying over another
- the blitter and the processor-speed

To change the adjustments, the checkmark has to be deactivated (if active) and then be activated again. A window will open, where you can make the following adjustments:

max. Surfacesize:

here you enter the maximum size of the window that will be moved filled. If the window is larger than this value, the window will be moved normally. This size value is computed by 'width * height' of the window (e.g. 200 * 100 = 20000).

only WB-Windows:

only Workbench windows (with icons inside) will be moved filled. Program windows will be moved normally.

only Simple Refresh:

only Simple-Refresh windows will be moved filled. With other windows it would be look ugly.

NOTE: On systems with a fast Gfx-Board (e.g. Cybervision64) the windows will move nearly in realtime.

1.45 NoCapsLock

- No Capslock:

Disables the "CapsLock" key. When activated, if you press it, nothing will happen. This is a nice feature for those of you that are frequently hitting the "CapsLock" key (when you don't want to) while typing away.

1.46 NoChipRAM

- NoChipMem:

This function is ONLY FOR OWNERS OF GFX-BOARDS!!! of any interest. IN NO CASE !!! you should activate this function on AMIGAS without Gfx-Board!

This function patches the system functions 'AllocMem' and 'AllocVec' so that everytime "ChipRAM" is called, "FastRAM" is used. This works, since the graphic-chips of Gfx-Boards are able to work with "FastRAM".

This patch has the following advantages:

- you are able to open big 256-colour-screens, even if you are low on ChipRAM (512k or 1MB)

- it increases the system speed partial extremely (e.g. you need barely processor time if the User-Programs of EaglePlayer are situated in FastRAM)

This patch shows, impressively, how good a WB-Emulation of a Gfx-Board is working without ChipRAM. If you use this patch, you have to have a look at the following:

- all Screens which should run on an AmigaScreen have to be entered at the page "Lists - ChipMem".
- if you want to have a mouse arrow at the AmigaScreens (usually yes), you have to add the task 'IPrefs' to the list
- all programs, which resort to the sound hardware (e.g. all soundplayers) have to be added too.
- you should let promote all AmigaScreens automatically to graphicscreens with the Promotor function (to prevent useless grey screens)

Once the function 'NoChipMem' is activated, you may then enter all the tasks, which are allowed to take some ChipRAM. You enter this information from the "Lists" page.

For adding a new task, you simply need to click on the 'Add' gadget. A new window will open, where you can pick a task from the system task list or enter one into the stringgadget by hand.

The following tasks should be entered to this list:

- all tasks, which should run on an AmigaScreen
- all tasks, which use the sound hardware (all soundplayers)
- all tasks, doing not without ChipRAM
- "« IPrefs »", if you want to have a mousepointer on the AmigaScreens

If you pick a task from the list, you have the following gadgets at your disposal:

```
EDIT    : edit the name of the task
DELETE : kill the picked task from the list
```

NOTES:

1- You must enter all soundplayers. If you use any userprogram, you do not need to enter it. At the promotor, you should promote all AmigaScreens into GfxBoard-Screens. Otherwise, you will get problems with tasks opening an AmigaScreen; and, having no ChipRAM, the screens will appear as grey ones and the program will not be able to be stopped, because the blitter doesn't work in the FastRAM.

2- This patch does not work on Retina Z2, since this emulation is fully dependent to ChipRAM. Unfortunately this patch is (at this time) not working with the CyberGFX emulation, since (in opposition to the features of the board) this emulation can't work without ChipRAM (but maybe 'Frank Mariak' (CyberGFX) is understanding one time that it could be possible). So far, the only one tested emulation is the original PicassoII emulation (Monitor >V2.51). We are interested in being informed about it working

with other Gfx-Boards.

1.47 Drive NoClick

- Drive-NoClick:

This function switches off the floppy click. Every drive can be switched individually. To change the adjustment, you have to deactivate (if active) the checkmark and then reactivate it. A new Window will open, where you can, now, change the drive adjustments.

NOTE: Does not work with very old drives!

1.48 No Guru

- NoGuru:

This function extends the system-crash-request and offers more possibilities to choose. If a program crashes, a window with the following contents appears:

upper part:

Task : Address and name of the task, crashed.
 Error : which GURU has occurred.
 By : Main group of alert.
 Cause : more detailed description of the GURU.
 PC : Address of the ProgramCounter.
 D0-D7 : Content of the data register.
 A0-A7 : Content of the address register.

lower part:

Continue -Continue execution of the program.
 Suspend -Program will be frozen (but stays in memory).
 Remove -Program will be removed from memory and all windows and screens, belonging to the program will be removed from system too.
 Change PC -Address of ProgramCounter can be changed.
 Jump to RTS -Jumps to a RTS.
 Reboot -Resets the system.

If the Guru should be saved, you can enter a delay, to prevent a crash while it writes to the GuruHistory file. First it will be written, then the entered delay time begins and then the requester will appear.

You can adjust this by deactivating (if active) the checkmark, and then activate it again. If the Guru should not be saved you can enter this in the appearing window too.

NOTE: If the function 'AlertHistory' from Page "Global - Page 2" is active,

every Guru will be written into the GuruHistory file.

1.49 NoTopaz

- NoTopaz:

With this function, the standard Topaz font will be exchanged with a new one. For changing the font, you have to deactivate (if active) the checkmark, and then activate it again. A new window will open, where you can adjust the font.

NOTE: The font must be 8 points high and also 8 points wide. It also can't be a proportional font.

1.50 OneReq

- OneReq:

When the Reqtools-Patch function is active, it is not necessary to hold the whole ASL-library in the memory, because most functions will be replaced through the Reqtools-library. The new '_ASL.library' is only 452 bytes and needs therefore only 10 percent of the memory. If a program needs a function from the original ASL.library, the new library will call the old ASL.library. The new library saves a lot of memory, because only the Screenmode and the Fontrequester must call the old library.

1.51 PatchOpenWorkBench

- PatchOpenWB:

This patch is only necessary, if you run Kickstart 3.0. An error in the system, which may occur when opening the Workbench program, will be removed. If a task with a priority of ≤ 0 starts the Workbench program, the system will hang up. If this patch is switched on, the priority will be set to 1, the WorkBench will be started and finally the task will be set to its former priority.

1.52 PatchRGB32

- PatchRGB32:

This patch is only useful if you have a Gfx-Board, Kickstart 3.x and no AGA-Chipset (e.g. A2000/Kickstart 3.x/PicassoII). This patch removes a BUG in the Kickstart 3.x, so that everytime a 24-bit palette is used.

NOTE: This function has no meaning on other machines; however if the patch is not used in conjunction with the above stated hardware, it could happen that the colors appear false.

1.53 Pointerblank

- PointerBlanker:

The mouse arrow can be switched off after an entered time or by pressing a key (KeyBlank). The mouse arrow is switched on again by moving the mouse.

Especially if you write texts, it is sometimes disturbing that the arrow is in the middle of the screen and blocks the reading of the text underneath. The KeyBlank function is therefore interesting, since it switches off the mouse arrow when you use the keyboard. The adjustments are changeable on the

Blanker Page

.

NOTE: This function doesn't work correctly on some graphic-boards (e.g. RetinaZ2).

1.54 PointerPatch

- PointerPatch:

This function is another extraordinary feature of the MCP. Now it is (for the first time!) possible, to use a 16-colour Mouse arrow on the Amiga. To change the Mouse arrow, you have to deactivate the checkmark (if active), and then activate it again. A new window will open, where you can choose a 16-colour IFF picture with the gadget 'Generate' (first for the normal MousePointer and second time for the BusyPointer).

To properly generate a pointer You have to care about the following:

- If you have an OCS/ECS machine: the arrow must be smaller or the same as 16 points wide and 24 points tall.
- If you have an AGA machine: the arrow must be smaller or the same as 32 points wide and 48 points tall.

Larger sizes are not supported by the system! If the picture is larger than this resolution, MCP will crop the left upper corner in the width and height of the size that the machine can use.

NOTES:

1- For Kickstart 2.x the arrow should be 16x16 points.

2- The 16-colour arrow does not work with a VGA-Only Monitor, since only one sprite is possible with VGA-Only. Nevertheless, if you want to use it with VGA-Only, you should use our Monitor package.

3- This patch does not work with a GraphicsBoard, since all known GfxBoards have only one sprite with only 3 colors.

4- We welcome any nice MousePictures sent to us. It would be very kind if you would allow us to publish these MousePictures. If you don't want to paint your own mouse arrows, you can use the included one.

1.55 Processor

- Processor:

The processor options, situated in the right, will be activated with this checkmark.

The single options have the following meaning:

VBR to FastMemory: moves the VectorBaseRegister ins FastrAM (010+)
 Instruction Cache: switches the CPU InstructionCache (020+)
 Data Cache : switches the CPU DataCache (030+)
 Copyback : switches the 040/060 CopybackMode (040+)
 Instruction Burst: switches the CPU Instruction BurstMode (030only)
 Data Burst : switches the CPU Data BurstMode (030only)
 (at the 040/060 'Burst is not switchable,
 since it is not switchable by software)

Speed Ramsey: Switches the Ramsey-Chip (only A4000) to the 60ns RAM-Mode. The system will only work if the RAM-Chips are good enough.
 NOTE: If the computer crashes after start of the MCP, the RAM speed is not high enough and you should disable this function.

FastGary: Switches off the waiting period after the occur of a BUS-Error. A BUS-Error occurs, if the processor makes an illegal memory call (means Enforcer-Hit).
 (a must for every A4000/030)

MapROM: The MCP loads an external Kickstart-file and resets the computer. Works only on Computers with a MMU (or on an A4000/040).

FastROM: Copies the ROM - Kickstart into FastrAM. Usual only used on older Amigas with 16-Bit ROMs (A500,600,1000,2000).
 (MMU needed)

NOTE: The functions MapROM and FastROM are still in the developmental phase and can't be switched on as of now.

1.56 Promotor

- Promotor:

With that checkmark, the Promotor is switched on/off. This is a very complex feature, which leaves (hopefully) nothing open. It was programmed in the way that it can also be used with Gfx-Boards and was tested on a PicassoII successfully. (Forget the buggy "ChangeScreen"!)

There could be entered different tasks, which will be promoted, but you can also enter display-modes, (e.g. NTSC Hires Laced --> Euro72) which will be promoted. Also single screens may be promoted and if you promote named display-modes, you can exclude single tasks from promoting, since otherwise all tasks would be promoted with one named display-mode.

Important programs, you should exclude from promotion, are the Overscan-Preferences (e.g. you would change DblPAL instead of the wanted PAL).

Below you can find a list of the adjustments for the promotor. Since the promotor is so complex, this section is divided into five subpages. The priority of working down the pages is in the likelihood of its use.

Remember that to activate the Promotor, you have to select the Promotor function on page "Global - Page 1", otherwise this section will be ghosted.

Click below for more detailed information on this feature.

Task Name
Screen Name
No Promote
Size
Display ID

1.57 Task Name

Promotor * Task name:

Here you enter all the tasks, which should be promoted to a named DisplayMode. To add a new task, simply press 'Add'. A new window will open, allowing you to choose a task from systems task list or enter one into the stringgadget. If you've chosen a task, a ScreenMode requester will open, allowing you to choose a ScreenMode for this task.

If a task is picked from the "ListView", you can do the following:

EDIT : edit the taskname
DELETE: kill the task from list

The checkmarks on the right have the following meaning:

AutoScroll: switches on the Autoscroll-Bit for the choose screen
 WB-Colors : sets the same colors like on Workbench (does only work: if the program does not change the colors itself)
 Interleave: opens an Interleaved-Bitmap-Screen. That's why the blitter is able to work faster. (Only works with system-friendly programs and Kickstart 3.0)
 Take Size : Opens the Screen in the Size, entered in the Display-ID (very useful on GfxBoards)

To change the Display-Mode of a task afterwards, there is a gadget down from the others for changing the DisplayMode by requester.

1.58 Screen Name

Promotor * ScreenName:

Here you enter all the Screennames, you want to be promoted to another named DisplayMode. Since this is nearly the same as the adjustments for the

Promotor Taskname
 , you should refer there for more detailed information.

NOTE: Only the AutoScroll checkmark will be available here.

1.59 No Promote

Promotor * NoPromote:

Here you enter all the Tasks, you never want to be promoted.

The gadgets have the following meaning:

ADD - You can choose a task from list or enter one into a stringgadget.
 EDIT - Edit the name of the chosen task.
 DELETE - Kill a task entry from list.

1.60 Size

Promotor * Size:

Here you can enter the Screen resolutions to be promoted into a named DisplayMode.

In the "ListView" there is a "Width x Height" on the left side, and the

DisplayMode, to open this resolution with, on the right. By clicking onto 'NEW', you can add a new resolution. You need to enter width and height to the stringgadgets on the bottom left. On the right to this, you can choose a DisplayMode for your entered resolution.

If you choose a resolution from the "ListView", you can change its adjustment or you can delete it by clicking onto 'DELETE'. You can also set an AutoScroll-Bit for the single resolutions you've entered.

1.61 Dispaly

Promotor * DisplayID:

Here you can promote a named DisplayID into another one. In the "ListView, there is the to-be-promoted-DisplayID on the left side, and the to-be-promoted-to-DisplayID on the right. By clicking onto 'NEW', you can add a new DisplayID. On the bottom of the window you will now be able to choose the DisplayModes. If you choose a DisplayID from the "ListView", you can change its adjustments or you can remove it by clicking onto 'DELETE'. You can also set/unset the AutoScroll-Bit for this ScreenModes.

1.62 QuickLayers

- QuickLayers:

With this function all window operations will be accelerated. Some functions of the "layers.library" will be replaced and a recognizable higher speed of moving (enlarging, reducing, opening, and closing of windows) will be reached.

1.63 Quiet Track Disk Device

- QuietTD:

Here you can enter the value of retries, if a Read/Write Error occurs (value 10 is preferenced by the system). This option is very useful, if you use MS-DOS disks. If you mount devices like PC0:, you have the problem, that a new inserted disk takes very long to be identified. Now you can set the value of retries to 1 and the disk will be identified much faster. If you want to change the adjustment, you have to deactivate (if active) and activate it again. A new window will open, where you can adjust the value from 1 to 20.

NOTE: Set the slider down near 1 for the most fast fail-validation. (10 is system-default). A setting of 0 will also give you the earliest possible warning for disk errors before they progress to a point where they are unrecoverable.

1.64 Requestor Timeout

- Requester Timeout:

This function allows you to answer different Requesters after a specified period of time. The requesters can be specified by the following features:

```
Title:    pattern of requestertitle
BodyText: pattern of text inside the requester
Gadget:  pattern of the gadgets.
```

If the Requester was identified by MCP, the time specified in 'Timeout' will be waited, and then the gadget, defined by 'Gadget number' will be pressed.

~~~

The RequesterTimeout page defines the requesters to be effected, as long as you've activated the 'Requester Timeout' function above ("Global - Page 1").

If you want to add a new requester, simply press the 'New' gadget. The requester can be determined by the following entries:

```
Title   : pattern text for the requester titlebar
BodyText: pattern text for the requester text
          (All <RETURNS> must be replaced by a '#?'. You must also take
          care that no '"' is in the pattern text. Usually a small
          part of this text will be enough to recognize the requester)
Gadgets : pattern text for the gadgets
          (The single gadgets have to be connected by a '#?!')
```

You don't need to enter all entries, if the requester is determined exactly by the entries you made. If an entry is defined, ALL requesters will be answered after the selected period of time. The delay time of terminating the requester may be in seconds by the entry 'TimeOut'. If you enter a '0', the requester will not appear, since it is answered immediately. The value in the entry 'Gadget' is the synonym for the gadget to be pressed. The value '0' represents the most right one gadget. The other gadgets can be determined by counting the gadgets starting with the most left one, beginning with value '1'.

Example:

```
-----|
|·| Request                                     |ø|o|
|-----|
| Demo Requester                               |
|   _____   _____   _____   |
|   |  SAVE  |   |  USE  |   |  CANCEL  |   |
|   |-----|   |-----|   |-----|   |
|-----|
```

The requester should press the following gadgets automatically:

```
SAVE:    GadgetNumber = 1
USE:     GadgetNumber = 2
```

CANCEL: GadgetNumber = 0

NOTE: Only ReqTools requesters can be answered. That's why it is recommended to activate the ReqToolsPatch." link "fet\_rtpatch" 0}.

## 1.65 ReqTools Patch

- ReqToolsPatch:

This function changes the system vectors in a way that all system messages and requesters will be opened from the 'reqtools.library'. This function is a 100% replacement for 'RTPatch' and 'ReqChange'. In addition to this, some minor bugs (mostly in TPatch) have been removed. The AssignWedge function of 'ReqChange' is also implemented to MCP!

To get to the hidden gadgets that access the various library patches, you have to deactivate (if active) the checkmark, and then activate it again. Now you can choose the checkmarks for each of the 'Intuition-', 'Asl-', 'Arp-' and 'Req-' libraries. In addition to this, it is possible to open the requesters in exactly the size, adjusted by the ReqTools Preferences program.

The ARQ mode allows the requester patch to use the ReqToolsPatch and ARQ together.

NOTES:

- 1- ARQ is the animated requesters package written by Martin Laubach. The latest version (ARQ183.lha) is available at any Aminet sight and on many BBS's.
- 2- REQTools and REQChange is a requester enhancement package written by Nico Francois. The latest version (ReqChangexx.lha) is available at any Aminet sight and on many BBS's.

## 1.66 SAVE USE TEST CANCEL

- SAVE:

The adjustments will take hold, saved to "ENVARC:" and the MCP-Prefs will be closed.

- USE:

The adjustments will take hold, and the MCP-Prefs will be closed.

- TEST:

---

The adjustments will take hold, but the MCP-Prefs will stay open and you may test them.

- CANCEL:

The MCP-Prefs will be closed and no change will be made.

## 1.67 Screen Blanker

- ScreenBlanker:

This function enables the usage of a screensaver. At this point in time, all Swaz-Blanker modules are supported. In addition, there is a simple Blanker, which brings up a black-coloured screen.

More settings to the Preferences of the screenblanker are situated on the extra page located behind the "Blanker" gadget. There you can find information about the adjusting possibilities of the blanker modules.

Unfortunately, the preferences of the Swaz-Blankers modules have to be adjusted with the Swaz-Blanker program. All the information from the Swaz-Blanker program settings is read at the start of the MCP. If you make any changes to the Swaz-Blankers, after MCP is running, you will have to reload the modules at every blanking, or restart MCP. Unfortunately this extra step is unavoidable.

See the

Blankers Page  
Section for more detailed settings information.

## 1.68 Screen Dimmer

- ScreenDimmer:

With this function a dimmer is switched on. it enables the soft dimming of the most front screen, as long as you do not move the mouse or press any key in the entered time. Especially on machines with the new AGA-Chip-Set it looks very good when the screen is dimmed slowly before the screen is fully blanked. Furthermore it has the advantage of ableness controlling some actions in this time (e.g. Error-Requesters).

For changing the adjustments of the Dimmer you should read the information on the page "Blankers".

See the

Blankers Page  
Section for more detailed settings information.

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NOTE: Only WB-Modes are dimmed (no 24-Bit-Modes or so).

## 1.69 Screen Activation

- ScreenActivate:

Who has never been annoyed from bringing a new screen to front and wanting to pick a menu or wanting to edit in a text-editor window and nothing happens. The reason is that the screen isn't active. This function always activates the most front screen automatically.

NOTE: MCP remembers the last active window on every screen and if a screen comes to front, it activates this window automatically again (should always be switched on).

## 1.70 ScreensMenu

- ScreensMenu:

If you press RMB on the ScreenDepthGadget, a pull down menu will show all the available screens. You can now choose a screen to be brought to front.

This function is particularly useful, if you have a lot of screens open, because you can jump directly to that screen.

## 1.71 SetDriPens

- SetDRI pens:

Do you know screens and windows that look flat? Is the backdrop gadget or a file requester painted in only one color? This function changes this behaviour (it should be activated always).

This function does not change the look of the window. Only the pens are reset to more 3d-looking values. SetDRI pens should also be used together with 'SysIHack' or other programs, since they mostly do not set the pens correctly themselves.

NOTE: This feature of course only works if the screen has 4 or more colors.

## 1.72 SizeWindow

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- Size Full Windows:

This function makes it possible to enlarge/reduce the size of a window filled (fully systemfriendly). For more detailed information, please refer to the section '

Move full Windows  
' .

NOTE: The entry 'Surface size' is not available to this function.

## 1.73 Sunoptions

- SunOptions:

With this feature it is possible to activate some of the following options:

|                |                                                                  |
|----------------|------------------------------------------------------------------|
| SunMouse:      | activates the window below the mouse arrow                       |
| SunPoptoFront: | brings the window below the mouse arrow to front.                |
| Sunkey:        | activates the window below the mouse arrow, if a key is pressed. |
| SunRMB:        | activates the window below the mouse arrow, if RMB is pressed.   |

The adjustments are reachable by (de)activating the checkmark. On the left side, there are the checkmarks for (de)activating the single functions. With the sliders on the right, you can adjust the delay for SunMouse and SunPoptoFront. If you want to activate the windows by using SunPoptoFront, you have to activate SunMouse too. This allows it to activate the window immediately but bring it to the front a second later.

NOTE: The delay is displayed in 1/10 sec.

## 1.74 Tools Alias

- ToolAlias:

Who hasn't been annoyed by not being able to (e.g.) view a documentation by double clicking on its icon, because the path in the "Default Tool" in its icon is wrong? With this function it is possible to change the default tools, in the icons, into other ones, named in the list on page "Lists - ToolAlias" (e.g. #?more --> C:PPMore).

The "Default Tool" is only virtually changed, if a program reads the tooltype. The original "Default Tool" will remain on the medium. The 'new' "Default Tool" will only be shown if a program is started via icon or the icon is shown (WBInfo, Swazinfo, ...).

~~~

Below is the information on the additional gadgets found on the page "Lists - ToolAlias".

On this page all the Default Tools are entered, which should be replaced by other ones. The checkmark 'ToolAlias' on page "Global - Page 1" has to be active, to take effect on this list. In the "ListView" there are entered all AliasTools. To add one, you have to press 'New'. Now you can enter the Default Tool, which should be replaced, into the left string gadget. The string gadget on the right is for the Default Tool which should be inserted. You can also choose the new Default Tool by requester. The 'Delete' gadget is for killing a Default Tool from the list. The name of the To-Be-Replaced-Default-Tool may also have some pattern (e.g. #?).

NOTE: Only the Default Tool will be changed. In contrast with other ToolAlias-programs, the left-side-entered programs are furthermore useable (maybe from shell, if you want).

1.75 ToolTypes

- Tooltypes:

This function is particularly useful, if you want to start games or demos directly from Workbench and those games don't like your system configurations! You enter the new functions as tooltypes just like the normal AmigaDos tooltypes.

You can enter the following Tooltypes to the icons:

MCPNOVBR:	sets the VBR to 0
MCPNOICACHE:	switches off the InstructionCache of the CPU
MCPNODCACHE:	switches off the DataCache of the CPU
MCPNOIBURST:	switches off the InstructionBurst mode of the CPU
MCPNODBURST:	switches off the DataBurst mode of the CPU
MCPNOCOPYBACK:	switches off the CopyBack mode of 68040/60 CPU
MCPNOCYBER:	switches the CyberVision64 GfxBoard to AmigaScreen
MCPNOAGA:	switches the AGA-ChipSet to OCS-Mode (KillAGA)

The system can be switched back to the original state by pressing the SystemRestore Hotkey.

NOTE: We received many mails, telling us 'Ambermoon' is not working with MCP. The failure is not in MCP. It is the VBR in the FastRAM. With that game (and many other too), you should enter MCPNOVBR into the icon, or switch it off by hand.

1.76 WorkBench Clock

- WBClock:

This is a freely configurable WorkbenchTitleBar-Clock. If you (de)activate the checkmark, you can configure the clock. In the first line, you can choose the way the clock will look. On the lower lines, you can enter the position (x;y) orientated to the left or right screen border. Since the clock is for the ScreenTitleBar you may see nothing if your y-co- ordinate is too large. You can also choose the font for the Clock. Proportional fonts are allowed. If you choose no font, the Screen- Title-Font will be used. The last checkmark is for adjusting the clock, whether the clock opens on the most front screen, or fixed on the Workbench screen.

1.77 WorkBench Title

- Change WBTitle:

With this function it is possible to configure and to extend your WBTitleBar to your own desire. To change the WBTitleBar, you have to deactivate (if active) and then activate the checkmark again. A new window will open where you can change the entered value. How much you can enter belongs to the used font (the best is a proportional font) and to the width of the screen.

The following values are possible:

```
%os = Kickstart version (e.g. 3.0)
%wb = Workbench version (e.g. 3.0)
%ov = exact Kickstart version (e.g. 39.106)
%wv = exact Workbench version (e.g. 39.29)
%pr = type of processor
%cp = type of co-processor
%cs = type of GfxChipSet
%ft = free memory together
%fc = free ChipMemory
%ff = free FastMemory
%Ft = free memory together (in KBytes)
%Fc = free ChipMemory (in KBytes)
%Ff = free FastMemory (in KBytes)
%FT = free memory together (in MBytes)
%FC = free ChipMemory (in MBytes)
%FF = free FastMemory (in MBytes)
%fr = free RetinaRam
%Fr = free RetinaRam (in KBytes)
%FR = free RetinaRam (in MBytes)
%fv = free VMMRam
%Fv = free VMMRam (in KBytes)
%FV = free VMMRam (in MBytes)
%pt = percentage of free memory together
%pc = percentage of free ChipMemory
%pf = percentage of free Fast Memory
%PT = percentage of full memory together
%PC = percentage of full ChipMemory
%PF = percentage of full Fast Memory
```

```

%lt = largest free block of all memory
%lf = largest free block of FastMemory
%lc = largest free block of ChipMemory
%rc = percentual fragmentation of ChipMemory
%rf = percentual fragmentation of FastMemory
%nt = number of running tasks
%nl = number of open libraries
%ns = number of open screens
%np = number of open ports
%nd = number of open devices

```

(Between the above values you can put whatever characters you want.)

TIPS:

1- The changed TitleBar could look as follows:

```
AmigaOS V%os %pr/%cp/%cs Chip:%fc(%pc) Fast:%ff(%pf) T:%nt S:%ns
```

2- You should insert a sufficient number of spaces between the single values, to make it easier to read.

NOTE: MCP tries to identify the old WBTitleBar by searching for 'Amiga' at the beginning of the ScreenTitle. If this fails the function has no effect.

1.78 WorkBench Title Active

- Active on WBTitle:

If you use the Workbench in a low resolution (such as 640x256 points) and open a lot of windows, it can happen that you can't activate the Workbench for picking a menupoint. With this patch it is possible to activate the Workbench by clicking on its TitleBar, since this bar is mostly free from windows.

NOTE: This function is very useful if you use 'ToolsDaemon'.

1.79 Wildstar

- Wild Star:

If this checkmark is activated, you may use the '*' instead of the '#?' as a wildcard.

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