UltraClip
The Virtual Clipboard
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Introduction

UltraClip is a utility that creates a virtual Clipboard for the Windows environment. In UltraClip you create miniclips which are windows that store a snapshot of the current Windows Clipboard. There are several features that help you manage and use these miniclips:

> * create mini-clipboards that store snapshots of the Windows clipboard
> * create OLE objects with embedded or linked data
> * view graphical thumbnails for quick retrieval
> * track the contents of the Windows clipboard in an iconic window
> * print proof sheets of the thumbnails or graphics from a disk file
> * save and retrieve the mini-clipboard objects as .CLP files
> * directly create mini-clips from .BMP, .PCX, .GIF and .WMF (Aldus) images stored on disk
> * save and restore the current UltraClip desktop and all its objects
> * edit and manipulate mini-clips with text objects < 55K
> * edit OLE objects by double-clicking

Prerequisites
UltraClip requires Windows 3.1.

Constraints
UltraClip stores its clip objects in memory - you'll need sufficient memory to support whatever you wish to access. Large color bitmaps can consume several megabytes, so beware. UltraClip ignores owner-display formats. Not compatible with the original release of Norton Desktop for Windows 1.0. Printing requires a print driver that supports StretchDIBits.

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Distribution Terms
UltraClip is distributed as freeware - there is no registration charge. If you wish to get the latest version, I will send it to you for $5 to cover media/shipping/handling.

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The UltraClip Display

UltraClip is a MDI application with a button and status bar along the top of the window area and separate child windows for each miniclip.

From left to right the button icons represent:

> Cut to Clipboard - copy active miniclip to Clipboard , then delete
> Copy to Clipboard - copy active miniclip to Clipboard
> Paste from Clipboard - create new miniclip from Clipboard
> Delete Window - remove miniclip from UC
> Clear Clipboard - delete current contents of Clipboard
> Array - tile the miniclips in a grid for easy viewing

These buttons duplicate options on the UltraClip menus.

In the middle is an iconic view of the current contents of the Clipboard if displayable.

To the right of the buttons is a status area showing ...

> top row:
> > Format sizes associated with the active window
> bottom row:
> > Status of Auto Paste mode(P)
> > Status of AutoTrack mode(T)
> > Status of AutoSave mode(S)
> > Free Global memory
> > Module/program name of source of data

In the open area are miniclips which display thumbnails of the objects currently stored in UltraClip. You can drag these windows around in the display area, iconize them, tile them or use the other options on the Window menu. If you zoom one of the miniclips, the graphic   is displayed full size. If you resize the main window, the miniclips are retiled automatically. You can also use Drag&Drop to drop the miniclip on an icon in the button bar to start things happening. See Drag&Drop for the details.

Using UltraClip

Once UC is running, just use the paste icon or menu option to paste the current contents of the Clipboard into UC. If there is an object on the Clipboard, UC makes a copy, creates a miniclip, and displays it. You can store as many miniclips as memory and resources allow. If OLE data is present, you can also
create an OLE miniclip - select **Edit/Link** or **Edit/Embed** as desired. You can store as many miniclips as memory and resources allow.

To restore a miniclip to the Windows Clipboard so that other applications can use it, highlight the window you wish to access, and either click the Copy button, choose Edit/Copy from the menus, or right-click the window's title bar. This will copy the object to the Windows Clipboard, replacing whatever was there before. You can also choose Edit/Cut (or the Cut Button) to copy the object to the Clipboard and delete the miniclip.

To selectively copy one or more formats to the Clipboard, right click anywhere in the miniclip. A dialog box with the available formats will appear. Click on the formats you're interested in, then OK to copy the selected formats to the Clipboard. Use the Ctrl key to select files non-sequentially. The miniclip retains a copy of all the formats until you close the window, or exit the program. If you chose the wrong format the first time, just repeat the copy.

You can read various graphics files directly from the disk and automatically create a corresponding miniclip. Currently Windows 3 .**bmp**, version 5 .**pcx**,.**gif** and Aldus metafiles .**wmf** are supported. See the File/Open menu item for details. You can also read and create .**clp** files that are compatible with the Windows Clipboard viewer application.

UltraClip has an AutoPaste mode that will automatically paste every new object placed on the Clipboard (except those copied from UC). To activate AutoPaste choose the Edit/Start AutoPaste menu option or click the text box with the right mouse button. The status box displays P or _ depending on the current status of AutoPaste. You can configure UltraClip to start in AutoPaste mode using the Edit/Configure menu option. Choose the startup mode you desire and it will take effect the next time you start UltraClip.

Clicking the array button arranges the clip windows in a grid based on your setup configuration. The default sizes the thumbnails to 125 pixels square and fits as many clip windows as possible in the current program window. See the Edit/Configure for changing the default.

You can clear the current contents of the Clipboard using the Edit/Clear menu or the Clear button. This may free up some memory if the Clipboard is currently storing a large object.

Choose Desktop/Save to save all the current clip window objects. You can later reload them by choosing Desktop/Restore. This feature is very helpful for taking a snapshot of your working environment and quickly restoring it. See also External Files.

You can edit an OLE miniclip by double-clicking the object. The host application will start where you can use all its facilities in editing. Before exiting choose **Update** to transfer the data back to UltraClip.

You can edit and manipulate the text in a miniclip if the text size is < 55K. The Edit/Modify   menu option opens an edit window where you can change, add, move, append to Clipboard, and delete text. Double clicking with the left (primary) mouse button will also open an edit window. See Mouse Work

UltraClip also supports a Drag & Drop interface that lets you drop files from the file manager   to load graphics as well as selecting and   dropping miniclips on the various icons to perform actions. See Drag&Drop for the gory details.

External Files

.CLP Files
Ultraclip can save and read .**CLP** files that are compatible with the Clipboard Viewer application that comes with Windows. To save a miniclip as a .CLP file, highlight it by clicking on the title bar and choose File/Save from the file menu. Supply a suitable file name, and your miniclip is saved to disk.   You can load one or more .**clp** files by choosing File/Open , selecting the **CLP** file type, and selecting the file or files you wish to load. Each file will be loaded into its own miniclip . You can copy it to the Clipboard, hold for later retrieval, or print a thumbnail sheet.

.BMP, .PCX, and .GIF Files
UltraClip can read Win 3.x style bitmap files, .**PCX** version 5 files, **GIF** single image as well as Aldus-style metafiles (the kind produced by Corel, Arts & Letters, and other draw programs). Choose File/Open, select the file type you are interested in, and highlight the filenames you wish to load. In this situation, UltraClip does a bit more than just load the graphic into a miniclip. For .**BMP** files, both a memory DIB image and a bitmap & palette object are created. You can copy one or all to the Clipboard as needed. **PCX** and .**GIF** files are translated into a compatible DIB image, and a corresponding bitmap and palette are constructed. Thus you can use UC to create bitmap objects from DIB, PCX and GIF images if needed.

.WMF Files
 For *metafiles*, UC creates a Picture object as well as a DIB image and bitmap/palette pair. Only Aldus style placeable metafiles are supported.

Desktop Files
The menu options Desktop/Save and Restore let you save the contents of all existing miniclips to disk and restore them later. You can specify the drive and save file name using the Edit/Configure option. Please note that the desktop save file can be very large if you have a number of large objects in memory - it consumes roughly as much disk space as the in-memory images. For example, if UltraClip has reduced your free global memory from 8MB to 5MB, you can expect the desktop save file to use roughly 3 MB of disk space.

Printing

Printing Proof Sheets
UltraClip includes a simple print option that lets you print 'proof sheets' of the current miniclips. In the Edit/Configure dialog you can specify the grid used to position the printed thumbnails:

> **m** Across by
> **n** Down with
> **x** Inches of margin.

During printing, new thumbnails are created to optimally fill the available space with a caption built from the filename or module name. Be patient when starting a print - creating a page with 24 or 30 thumbnails is quite system intensive considering the scaling and (in most cases) color conversions. Don't try a print without sufficient resources - the print manager can consume considerable disk and memory resources. The quality of the output depends somewhat on the printer driver, as does the speed of the operation.

Printing Graphics Directly from Disk
UltraClip will also directly print thumbnail sheets of graphics files residing on the disk without loading them simultaneously into memory. This feature allows you to print automatically   thumbnails for a very large number of graphics images - such as might reside on a CDROM.

Use the File/Print Disk menu option to choose the files you wish to print. You can select any bitmap, metafile, or .CLP file that UC can read.

In addition to the file name, UC titles each page with the drive/subdirectory where the images were found and a sequential page number.

While much less memory intensive than printing the images from memory, you must still ensure that the system has sufficient resources.

UltraClip & OLE

UltraClip supports OLE in two ways: regular miniclips and OLE miniclips. Regular miniclips neither embed nor link to objects, but   let you store OLE data for embedding and linking in other applications. When you copy OLE formatted data into UC, it captures the OLE data; when you restore the data to the Clipboard, it places copies of the original data back on the clipboard in the same order and format. The goal is to transparently restore the state of the Clipboard. Of course, if you selectively choose formats to copy to the clipboard, the copy process will not match the original.

OLE miniclips actually create an OLE object managed and displayed by the OLE system libraries (and source application). Within UltraClip these OLE miniclips behave much like the other windows, although they are completely different internally. There are advantages and disadvantages to using OLE. The OLE miniclips display much move slowly, contain fewer formats and are tied to OLE applications. On the plus side, they can be edited from within UltraClip, they require less disk space to store if linked, and they can be automatically updated by the source application. See Edit/Embed, Edit/Link, and Edit/Convert to Static.

If you use the Desktop Save and Restore options, the restored miniclips should contain all the original OLE data and formats. This includes both OLE and regular miniclips.

Mouse Work

In several situations UltraClip lets you utilize the right (i.e. secondary) mouse button to set or activate a special mode.

Right click here...	To:
UltraClip Title Bar:	bring up the configuration dialog box
AutoPaste Status Box:	toggle the autopaste mode on/off
AutoTrack Status Box:	toggle the autotrack mode on/off
ClipWindows:	activate the selective format copy list box
Clip Windows Title Bar:	copy all formats to the Clipboard
Iconic Clipbrd View	see all formats on Clipboard

If you double-click on a miniclip with text, an edit text window will open for editing.

AutoTrack, AutoPaste, Auto Array & AutoSave

UltraClip supports various modes which help to automate your use of the Clipboard. They can be set in the Edit/Configure dialog.

AutoTrack creates an iconic window that appears in the status bar and in place of the UltraClip icon when the program is minimized. The window displays a miniature of whatever graphic is currently on the Clipboard. If no public formats are available, it displays 3   informational icons as follows:

        X   Clipboard empty
        T   Only Text and binary formats available
        0101   Only binary format available

You can toggle the current AutoTrack setting by right-clicking in the AutoTrack status box in   status bar.

AutoPaste: automatically pastes the contents of the Clipboard into a miniclip whenever the contents change or there is a new owner.   This mode is very convenient for gathering Clipboard activity. You will notice that UltraClip stays in the background even when autopasting a new window - this allows you to work without interruption and yet save the Clipboard contents. If you wish to see the UltraClip activity, you can activate the Always-On-Top option in the Edit/Configure dialog.

AutoArray- resizes the miniclips into a grid whenever the main window is resized. The effect is similar to a slide sorter for camera slides. You turn the mode off, and set the image sizes, in the configuration dialog.

AutoSave - You can have UltraClip automatically save the UC desktop every n minutes. You set this option in the File/Configuration dialog. When you first start UltraClip, it checks the AutoSave time period. If the period is > 0 it turns on AutoSave. Then, every n minutes UC checks to see if there are any miniclips on the desktop. If so, it puts up a dialog asking if you really want to overwrite the desktop save file. You have three choices:

        Yes: AutoSave will now run automatically for the rest of the session
        No: start over counting the minutes and repeat the query process until you answer Yes or Cancel
        Cancel: AutoSave is suspended for the session or until you reactivate it

Thus you are queried at the start of each session to help insure that the desktop save file is not accidentally overwritten.

Text Manipulation

You can edit and manipulate text objects which are less then 55K in size. Two options are available on the **Edit** menu:

* Append to Clipboard: takes the text object in the active   miniclip and   appends it to the text on the Clipboard. The resulting new text object replaces the old one on the Clipboard.

* Modify Text: opens an editing window where you can rearrange, add and delete text.

You can also open an edit window by double clicking inside the text area with the left (primary) mouse button. AutoPaste is suspended whenever an edit window is open. Here's a sample editing window:
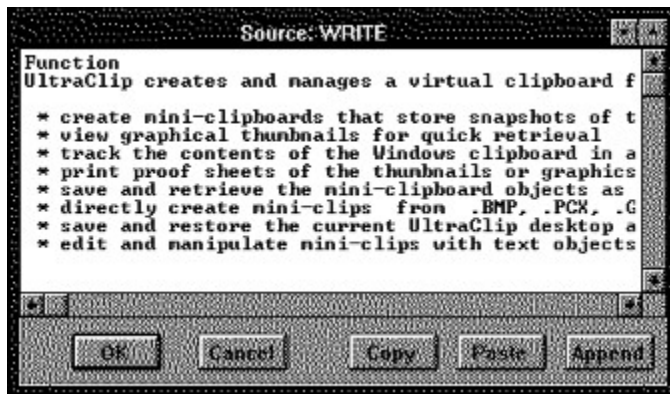
The edit window has several features:

* Drag & Drop Editing:
Select a block of text, then move the cursor back over the text and press. The cursor changes to an up arrow, and you can 'drag' the text to any new position in the text. If you reach the edge of the edit window, the window will automatically scroll the remaining text into view. You can spot your 'drop' by following the caret(a light gray bar) which shows the current insertion point.

If you hold down the CTRL key when you drop the text, the selected text will be copied to the new spot without deleting the source. Otherwise, the text is moved and the   source is deleted..

* Speed Keys:
The delete and backspace keys delete and remove text as you would expect. You can use Ctrl-Home and Ctrl-End to jump to top/bottom of text respectively. Shift-Ctrl-Home & Shift-Ctrl-End jump and select text from the current insertion point to the top or bottom of the text. Ctrl-Ins copies selected text to the Clipboard, while Shift-Ins pastes from the Clipboard.

* Adding Text:
You can add text by clicking an insertion point in the existing text, and typing. Hitting the Enter key ends one line and starts the next.

* Copy & Paste Buttons:
These buttons copy selected text to the Clipboard, and paste text from the Clipboard respectively. You can also use the speed keys for copy and paste mentioned above.

* Append Button:
Appends the selected text to whatever text is already on the Clipboard. You can use this option repeatedly to rearrange text in nearly any fashion.

UltraClip will let you open multiple edit windows, but only one for a given miniclip. This feature would, though, let you transfer text fragments from one text object to another (via the Clipboard) with good control over where the text goes in the second window.

Regretfully, there is no drag & drop *between* edit windows.

Memory Usage

You can configure UltraClip to alert you when the available free memory drops below a certain threshold - see the Edit/Config. Basically UltraClip is a memory consumer. The program itself has a modest overhead, but the miniclips can consume surprising amounts of memory. Remember, UC stores all the formats put on the clipboard - you may only be interested in the 15K of text, but UC will store everything including the native and OLE data.

File/Open

This option allows you to select various files for use in UltraClip. You can select

bitmap	Win 3 **BMP** files, version 5 **PCX** and **GIF** single image files
metafiles	Aldus placeable metafiles (.**WMF**)
.**CLP**	Windows clipboard files
text	Text files (any extension)

You can select one or more files from the file open dialog, and UltraClip will create clip windows for each. See also External Files.

File/Save

Saves the active miniclip to a .**CLP** file of your choice. Select a directory and filename, and UltraClip writes out the file.

File/Run Clipboard Viewer

Launches the Windows clipboard viewer application. For this to work, **clipbrd.exe** must be in the Windows directory or in the DOS path.

Edit/Configure

You can configure UltraClip by choosing   Configure from the edit   menu, or right-clicking on the title bar with the mouse. You fill in the following dialog box:
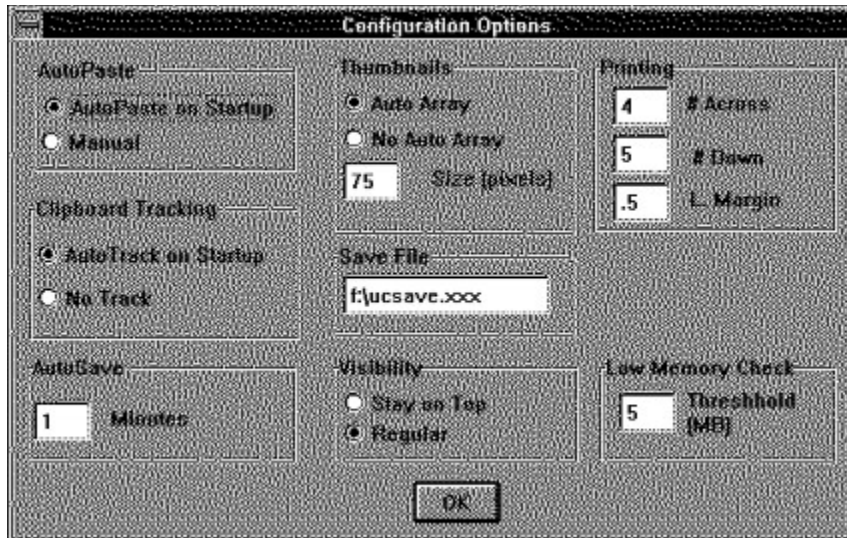
Your choices are written to **uc.ini** and takes effect with the next object pasted into UltraClip. Please note that existing clip windows are not recalculated, so it is best to change that parameter at the beginning or end of a session.

AutoPaste Mode
Set the startup AutoPaste mode.

AutoTrack-Option
AutoTrack creates an iconic window in the middle of the toolbar that displays an icon of   the contents of the Clipboard. AutoTrack also substitutes this icon for the program icon when UltraClip is iconized on the Windows desktop - thus letting you spot the contents of the Clipboard quickly. When the contents of the Clipboard are not a graphic, UC uses 3 generic   icons for quick identification:

AutoSave Option
Specify the number of minutes between automatically saving the desktop configuration. An entry of 0 defeats it. AutoSave will prompt you at the start of each session to be sure you wish to overwrite the desktop file. The prompting will only begin when there are miniclips to save.
When you exit, UC will automatically save the desktop file if Autosave is active. If not, it will give you a chance to save the desktop before exiting.

Thumbnail Size:
The thumbnail images will be sized to fit within the square you specify (in pixels). Note that the miniclips will often be rather larger, as they are resized by the various Window options to fill the available desktop area in several different ways.

Printing Grid & Left Margin
Determines the layout of the thumbnails on the printed page and the left margin (if any).

AutoArray Option:
AutoTile controls the automatic resizing of the clip windows whenever the UltraClip main window is resized.

Visibility
If you choose Topmost, UltraClip will stay visible even when covered by other windows. This can be useful in

certain situations where you need to copy repeatedly from UltraClip.

SaveFile
You can specify the name of the desktop save file used to save and restore the desktop. See <u>External Files</u>This file can be quite large if you are saving a large number of graphics, so check the disk first! Actually, UC checks in advance and will alert you if the drive lacks sufficient space.

It is possible to specify alternate save files and thus build a catalog of work environments. This does require that you coordinate the file names yourself. You should specify the full pathname of the file to ensure that UC can find it.

Low Memory Check
Specify a low memory warning level. If free system memory drops below this point, UC will query you before creating any new miniclips. Set this to 0 to defeat the low memory check.
UltraClip can consume memory at a fierce clip - it stores all the clipboard formats including OLE data, so this is a handy way of avoiding problems.

File/Print

UltraClip includes a simple print option that lets you print 'proof sheets' of the miniclips. In the options dialog you can specify the grid used to position the printed thumbnails:

> **m** *Across* by
>
> **n** *Down* with a *margin* of
>
> **x** Inches.

During printing, new thumbnails are created to optimally fill the available space with a caption built from the filename or module name.

Be patient when starting a print - creating a page with 24 or 30 thumbnails is quite system intensive considering the scaling and (in most cases) color conversions. Don't try a print without sufficient memory - the print manager can consume considerable disk and memory resources. The quality of the output depends somewhat on the printer driver, as does the speed of the operation.

File/Printer Setup

Brings up the configuration dialog for the current system printer. If you wish to change to a different printer , use the control panel application and restart UltraClip.

File/Print Disk

Printing Graphics Directly from Disk
UltraClip will also directly print thumbnail sheets of graphics files residing on the disk without loading them simultaneously into memory. This feature allows you to print automatically   thumbnails for a very large number of graphics images - such as might reside on a CDROM. Use the File/Print from Disk... menu option to choose the files you wish to print. You can select any bitmap, metafile, or .CLP file that UC can read. In addition to the file name, UC titles each page with the drive/subdirectory where the images were found and a sequential page number.

While much less memory intensive than printing the images from memory, you must still ensure that the system has sufficient resources.

Edit/Copy

Copy all the formats associated with the active miniclip to the Clipboard. Of course, this replaces whatever was on the Clipboard before. If this command seems 'not to work', check to see that you have made one of the clip windows active.

shortcut:
Right-click the title bar of the window you wish to copy.

selective copy:
If you wish to copy only **some** of the formats, click with the secondary mouse button inside the miniclip and a listbox with the available formats will pop up. Choose one or more formats, click OK, and the formats will be selectively placed on the Clipboard.

Edit/Cut

Copy the formats of the active miniclip to the Clipboard, then delete the window.

Edit/Paste

Create a new miniclip by pasting the contents of the Clipboard. If possible a thumbnail will be displayed in the new window.

If the source application has used only **private** formats, UltraClip will still create a miniclip but is unable to interpret the data. In this case, it will display the name of the source module and the names of the private formats. Often these are longer than can fit in the thumbnail space. In this case, right click in the thumbnail area to see a listbox with all available formats. See also:Edit/Copy.

Edit/Delete

Delete the active miniclip and all associated formats.

Edit/Clear

Empty the Clipboard of its contents. Has no effect on the UltraClip miniclips.

Edit/AutoPaste

Toggles between AutoPaste and non-AutoPaste modes.

In AutoPaste mode, UltraClip pastes the contents of the Clipboard into a new miniclip whenever the contents of the Clipboard change. UltraClip tries very hard to avoid pasting too soon - that is, before the source application is finished placing formats on the Clipboard. Unfortunately, there is some diversity in the way different applications handle 'copying' to the Clipboard, so an occasional duplicate paste may occur under AutoPaste mode. Just delete the first one, which usually contains only **some** of the formats.

The AutoPaste mode is reflected in the status window:

      P   - outpost active
      _ - no AutoPaste

You can set the default AutoPaste mode at startup by running the <u>Edit/Configure</u> dialog.

AutoTrack Option

AutoTrack - UltraClip will display an iconic miniature of the current contents of the Clipboard if you configure AutoTrack to be active. This iconic display will also appear when UltraClip itself is iconized, and will be updated whenever the Clipboard changes.

UltraClip uses 3 special icons when there are no public graphic formats on the Clipboard:

        X - Clipboard is empty
        T - Clipboard has only Text and non-displayable formats
        0101 - Clipboard has only binary (non-displayable) formats

Edit/Append

You can edit and manipulate text objects which are less then 55K in size. Two options are available on the Edit menu: Append to Clipboard: takes the text object in the current clip window and appends it to the text on the Clipboard. The resulting new text object replaces the old one on the Clipboard.

Edit/Modify

* Modify Text: opens an editing window where you can rearrange, add and delete text in a miniclip.

You can also open an edit window by double clicking inside the miniclip with the left (primary) mouse button. See <u>Text</u>. for a detailed description.

Edit/Embed
Whenever the clipboard contains suitable OLE data, UltraClip turns on the Edit/Embed menu option. Choose this to create an embedded OLE object   in an OLE miniclip (usually you will end up with an embedded object although the actual type is determined by the OLE system libraries).These miniclips behave mostly like the regular ones with one major exception: you can activate the host application by simply double-clicking on the object and waiting for the host to start. When you save an embedded object in the desktop save file, all the available formats are saved to disk.

Edit/Link
Whenever the clipboard contains suitable OLE data, UltraClip turns on the Edit/Link menu option. Choose this to create a linked OLE object in an OLE miniclip (usually you will end up with a linked object although the actual type is determined by the OLE system libraries).These miniclips behave mostly like the regular ones with one major exception: you can activate the host application by simply double-clicking on the object and waiting for the host to start. When UC writes out the linked object to disk in the desktop save file, only the presentation data is stored on disk. This may help to reduce redundant data storage.

Edit/Convert to Static
You can convert OLE objects stored in UltraClip to static objects. Basically this breaks all connection between the object and the source application from that point forward and is irreversible. The object display is still managed by the OLE system libraries, but the formats are now stored in UltraClip.
Why would you do this? Basically because a static OLE object no longer depends on the creating application. If you move, for example, a desktop file from one PC to another, you may not have access on the second PC to the host application. If the object has been converted to static, you can use the static formats without receiving a bunch of error messages about the missing server.

Edit/AutoSave

Toggles between AutoSave and non-AutoSave modes.

When UltraClip starts up, if the **save time period** is > 0 then AutoSave is turned on.
Before the first AutoSave is actually made, you will be queried about overwriting the save file. You have three choices:

Yes: AutoSave will now run automatically for the rest of the session
No: start over counting the minutes and repeat the query process until you answer Yes or Cancel
Cancel: AutoSave is suspended for the session or until you reactivate it

The AutoSave mode is reflected in the status window. It will display a black S if AutoSave is active, a gray S if inactive.

You can set the default AutoSave mode at startup by running the Edit/Configure dialog.

Window Commands

Most of the Window commands are standard MDI fare. The unusual ones are listed below:

Array:
Optimally arranges the miniclips in a grid to fill the UltraClip window area. The target size of the thumbnail is specified in the Edit/Configure dialog box. If AutoTile is selected from the configuration dialog, UltraClip will automatically re-array the miniclips whenever the main window is resized.

You can also array the miniclips by clicking the Array button on the buttonbar.

CloseAll
Close all miniclips and delete the formats associated with them.

Iconize All
Iconize all miniclips.

Restore All
Restore to normal size all iconized miniclips.

Desktop/Save

Saves all the miniclips and their formats to a file.

You can specify the name of the save file using the File/Configure dialog.

UltraClip will check that enough free disk space exists for the save file - if not it pops up a warning dialog box and aborts the save operation. The save file is uncompressed, and can consume several megabytes of disk space if storing large objects.

Desktop/Restore

Using the current desktop save file, it recreates the miniclip of the save file. See <u>File/Configure</u> for info about specifying and changing the save file.

Drag and Drop

There are several ways of getting work done in UltraClip. The menu choices are the most familiar. In addition there are several situations where you can right click on a window to start a particular action - see <u>Mouse Work</u> for a description.

A third approach uses the drag and drop object metaphor. The idea is that you select an object and 'drop' it on an icon or area that symbolizes what you want to accomplish. In UltraClip two objects are 'droppable': miniclips and the iconic clipboard window. Select an item, then click inside it and drag - the cursor changes to an up arrow.
Here are the players for drag and drop:

Source	Target	Action
miniclip	Cut button	copy to clipboard and delete
	Copy button	copy to clipboard
	Delete button	delete miniclip
	Array button	array the open miniclips
	Clipboard icon	copy miniclip to clipboard
clipboard	Paste button	create a miniclip from clipboard
(icon)	Clear button	empty clipboard contents
	Client area	create a miniclip from clipboard

If you have many palette-intensive miniclips, you may have to wait a second when you select a new miniclip - Windows is at work updating the image displays, and will miss the mouse drag if you start too soon.

Edit windows for text also use drag and drop - see <u>Text</u>.