PSM

COLLABORATORS			
	TITLE : PSM		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		February 12, 2023	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

PSM

1.1 PSM DOCUMENTATION

```
                                    PSM version 1.2
                         © 1995 by Stefano Reksten
                       of 3AM – The Three Amigos !!!


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            COPYRIGHT and CARDWARE

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1.2 DISCLAIMER

```
--------------------------------------------------------------------------
The author is  NOT  responsible for  the  suitability or  accuracy of  this
documentation and/or the program(s)  it describes.  Any damage  directly or
```

indirectly caused by the use or misuse of this documentation and/or the
program(s) it describes is the sole responsibility of the user her/him self
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1.3 COPYRIGHT

```
 PSM_1.2/
   Catalogs/
     Deutsch/
       PSM.catalog
     Français/
       PSM.catalog
     Italiano/
       PSM.catalog
     Norsk/
       PSM.catalog
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       PSM.catalog
   Sources/
     Catalogs/
       PSM.cd
       PSM_Dansk.ct
       PSM_Deutsch.ct
       PSM_Español.ct
       PSM_Français.ct
       PSM_Italiano.ct
       PSM_Nederlands.ct
       PSM_Norsk.ct
       PSM_Portoguês.ct
       PSM_Svenska.ct
     locale.c
     PSM.c
     pubscrstuff.c
     smakefile
   PSM
   PSM.guide
   PSM.guide.info
   PSM.info
 PSM_1.2.info
```

Please note that the Source directory comes in an archive.

This program is CARDWARE. If you use it you *MUST* send
                me
                  a postcard from
your city/country. He who uses this program not having sent me a postcard
can be prosecuted by diarrhoea, data loss, expired driving licence. I aint

```
asking a lotta money from your pockets, just a stamp! :-)
```

1.4   WHAT'S PSM ?

```
It's a Public Screens Manager. You can open new public screens, close them,
and set their Shanghai/Poppubscreen flags. PSM is a localised commodity.
There are many other public screens managers of course. What has PSM more
than the others? You can specify a font and a pattern different for each
public screen you open. Each screen has a menu from which you can set that
screen to be the default public screen (or close it), without having to
search for PSM's gui in a screen far far away... And if this is not enough
you can still modify the source! :-)
```

1.5   WHAT DOES PSM NEED?

```
Kickstart 2.0 should be enough.
Kickstart 2.04 is needed for the asl.library (without asl.library 38+,
you can just choose ONE font for public screens, and keep it until you
quit PSM; moreover you are forced to get screens similar to Workbench),
and for the locale.library.
Kickstart 3.0 is needed for background patterns (datatypes.library).
```

1.6   WHY COULD YOU NEED PSM?

```
If you use public screens a lot. There are other progs like this of course;
I had one of them (old PSX by Steve Tibbet) but it did not pass an Enforcer
test, so I re-wrote it adding some little gems like font managing. Probably
you'll recognise PSX's GUI :-) !!!

You could argue, why would I need to open a 640x512 screen with 256 colors,
with a 640x512 pattern, and thus finish all my memory? Well of course you
are not forced to do so, you can still open a 320x256, 1 bitplane depth
screen, with no pattern and using topaz.font... Aww, get a life! Got AGA?
USE IT!
```

1.7   INSTALLING PSM

```
· First, decompress its archive (and you should already have done that ;-)
· Second, you can choose between dragging PSM's drawer anywhere or copy PSM
```

```
   in the WBStartup drawer and the Catalogs in your LOCALE:Catalogs drawer.
You can now successfully launch PSM.
```

1.8 USING PSM

```
PSM can be launched CLI and from Workbench.  It can be quitted by sending a
CTRL-C command (if launched from CLI) or by choosing the "Quit" menu/gadget
or via the Exchange commodity.  In order to quit you  must  have closed all
the screens you opened with PSM.  (Due to some data allocation and pattern/
menues handling.)

PSM handles some non-standard tooltypes:  SHANGHAI and POPPUBSCREEN set the
initial state of PSM's cycle gadgets.  FONTNAME and FONTHEIGHT  specify the
font you start with. PATTERN specify the background pattern.  It works only
under 3.0 (uses the datatypes.library).
Font and pattern can be changed with menu selection, if you use asl.library
38+ (2.04) and if you have datatypes.library (3.0+).  So,  you can choose a
different font and pattern for each screen you open!
WLEFT and WTOP set the  initial coordinates of the window  (when opened for
the first time).

The gadgets:
"Open new" will pop up an asl screen requester - you will need  asl.library
v38+ for this otherwise you'll get a default 640x512x2 HIRES|LACE screen.
"Close screen" will try to close the screen selected with the listview.
"Move to screen" will try to open PSM's GUI in the selected screen.
"Refresh list" will refresh the listview checking for public screens.
"Make default" will set the selected screen as the default public screen.
"Shanghai ON/OFF" and "PopPubScreen ON/OFF" should need no explanation,
same for "Hide", "Quit" and the menu voices. :-)
The string gadget in the upper rigth corner of PSM's window sets the
prefix for the public screen's name.
The text gadget tells you who's the public screen at the moment.
If you double-click on a public screen's name in the listview gadget,
PSM will re-open its window in that screen and set it as the default one.

The menus:
"About", "Hide", "Quit" - guess?
"Select font..." allows you to choose a new font, IF you have asl 38+.
"Select pattern..." allows you to select a new pattern for future screens
IF you have datatypes.library.

The public screens menues:
"Make Default" allows you to set this screen as the default public screen,
 same thing as if you selected the 'Make Default' gadget in PSM's window.
"Close screen" allows you to close that screen (if there are no windows in
it). Same as the 'Close screen' gadget in PSM's window.
```

1.9 HISTORY & TO DO

```
HISTORY----------------------------------------------------------------------
Jan  8, 1995: v1.0 - Program created.

Jan 21, 1995: v1.1 - Locale + Font sensitive.
                     DOC file transformed into guide.
Jan 24, 1995:        Text gadget displaying default screen added.
                     Font menu added. Some bugs removed.
Jan 30, 1995:        Requesters now open on same screen as PSM window.
Feb  6, 1995:        Pops up under 2.0.
Mar 22, 1995:        Bug squashed.
Apr  5, 1995:        Screen comes to front when window opens or PSM is
                     launched twice.
Jul  4, 1995:        WLEFT and WTOP added.

Sep  6, 1995: v1.2 - The Icons support the NewIcon package by Nicola
                     Salmoria. Under 3.0 public screens can have a
                     background pattern (datatypes support). Public
                     screens have menues. (Just 'Make Default' for now...)
Sep 15, 1995:        - Double-click in listview handling, 'Close screen' menu
                       added, guide updated.
Oct 10, 1995:        - If ASL library < 38, clones Workbench instead of using
                       a fixed 640 x 512 x 2 HIRES LACE screen.
Nov 28, 1995:        - Removed a bug that would cause the program to hang if
                       the user double-clicked on a closed sceen's name in the
                       listview gadget.
-----------------------------------------------------------------------------

TO DO------------------------------------------------------------------------
Modify screen's palette, DRI pens ?
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```

1.10 KNOWN BUGS

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-----------------------------------------------------------------------------
None.
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1.11 ABOUT LOCALE

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            ------------------------------------------------------------------
```

As I think it's real fun and nice to have a program that speaks my language
I encloded some catalogs. If you see that your beloved language is not here
with the others, you can do the following actions:

· Get your language's .ct file in the Sources/Catalogs directory.
· Fill in the entries.
· Send it back to
              me
                and I will compile and enclose it in the archive.

```
The following catalogs were compiled by:

Deutsch:   Marcel GRONER (Ironcode) gronm@info.isbiel.ch

Française: Alan GUILLEVIC (Kangourou) guillevi@andromede.u-bourgogne.fr
           25, Avenue du MAIL
           21240 TALANT
       (* This is incomplete, as I added some thing but didn't receive
       the last version of the catalog... *)

Italiano:  me! :-) (Gundam) rekststef@unisi.it

Norsk:     Haavard N. JAKOBSEN (Tittentei) haa_jako@spirea.gih.no

Svenska:   Richie OLSSON (richie) richie@medio.mh.se
           http://www.medio.mh.se/anvandare/richie/richie.html

Many thanks ppl!
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```

1.12 HOW TO CONTACT THE AUTHOR

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-----------------------------------------------------------------------------
I tested this program with a MMU on my accelerated A1200,  and it seemed to
work correctly. If you find any bug or have some brilliant ideas or want to
give me a catalog for a missing language or want to tell me how much time I
am losing doing stupid proggies like this, or anything else, write to:

rekststef@unisi.it

Stefano Reksten c/o Naimi
v.le Cavour, 40
53100 Siena
ITALY
-----------------------------------------------------------------------------

<EOF>
```