

ScreenTab

Michael Link

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COLLABORATORS

| | | | |
|---------------|-----------------------------|-------------------|------------------|
| | <i>TITLE :</i> ScreenTab | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | Michael Link | February 12, 2023 | |

REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
| | | | |

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Chapter 1

ScreenTab

1.1 ScreenTab documentation

~~~~~

S C R E E N T A B

Version~1.32

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~~~~~

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QUICKSTART~~~~~

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1.2 QUICKSTART

0. QUICKSTART

For all, who like to test ScreenTab at once, here are the necessary steps. If you're ready, please read the whole documentation !

1. Double-Click on "ScreenTab"

2. Start another program which opens a screen (e.g. DirOpus ...)

3. Press the 'Left-Amiga'- and the 'Tabulator'-Key and hold them.
-> in the middle of the foremost screen appears the ScreenTab-
Window with the title of the next screen

4. Still holding the 'Left-Amiga'-Key, you can choose the screen by

pressing the 'Tab'-Key several times.

5. Release the 'Left-Amiga'-Key.
-> Screen comes to front

6. :-)

1.3 Motivation

1.1. Motivation

Although I am a fan of the Amiga computers, I have to work with DOS and Windoze :^(at school. You all know that they have their very 'special features' like crypted INI-Files, 8-character file names, cooperative multi-tasking ... ;-].

But when you work with Windoze, one (real) feature is very useful: You can switch between the applications by pressing 'Alt'+ 'Tab'.

I missed this feature on the Amiga, so if you have several screens open, you have to use the 'LAmiga' plus 'N' or 'M' to switch by keyboard or to press the gadget in the upper right corner of every screen. The same problem exists with the windows on a screen (mouse grabbing, gadget or key pressing ...).

That are the reasons why I ported the Windoze-Feature to the Amiga.

Other features of ScreenTab:

- choose application names for ugly screen titles
- automatic window activation
- usage of the default public-screen
- ...

1.4 System requirements

1.2. System requirements

You can run ScreenTab on every Amiga which is equipped with Kickstart / Workbench 2.04 or higher.

Localisation is supported on OS-Versions equal or higher than 2.1.

1.5 Enhancements of version 1.32

Enhancements of version 1.32

Only few changes were made, but

- the ScreenTab window now throws a shadow

1.6 Installation via Workbench

2.1. Installation from Workbench

If you want to start ScreenTab one time, just double-click on the ScreenTab icon.

If you find it useful, start the English installation script. You will be lead through the installation process by Commodore's installer.

1.7 Start via CLI

2.2. Installation via CLI

If you're in the right directory, only type in "run ScreenTab" and it will be started.

Up to now, you can't use parameters to configure ScreenTab. I think it's easier by using the tool-types.

1.8 Usage

3.1. Usage

I think, I don't need to explain the main usage of ScreenTab. Just press 'LAmiga'+ 'Tab' and so on ...

The single feature I want to explain is the Back-Switch-Feature.

This means, when you have activated the ScreenTab-Window with the one of the SWITCHKEY-Combinations, you can roll forward through the titles. But you can also roll back pressing one of the SHIFT-Keys (together with the others).

If you want to abort the process just press another key.

1.9 Calling the preferences

4.1. Calling the preferences

You can open the

preferences~window

either by pressing the HOTKEY-Combination

(default: 'Ctrl + Alt + S') or by selecting the ScreenTab-Commodity in the Exchange program.

1.10 Preferences window

4.2. Preferences window

Information

Within the preferences, you can install special application names which will be shown in the ScreenTab-Window instead of the screen titles.

But why this feature ?

First, many screen titles are very long, e.g. "SuperDuperED © 1994 by H. Taylor (unregistered Shareware-Version, 23-09-94) ...". So they don't look very nice in the ScreenTab-Window.

A second reason is, that several programs don't use titles for their screens, e.g. PPaint, DPaint. So the ScreenTab-Window will be empty if you select these screens. To avoid this problem, you can use the name of the task, which opened the screen, instead of the screen title itself.

Outfit~of~the~Prefs~Windows

1.11 Outfit of the Prefs-Windows

```

Outfit
+-----+
|
| Project
|
| Options
|
+-----+
|
| Known applications
| +-----+
| |AZap | |
| |Directory Opus | |
| |Final Writer | |
| |GoldED | |
| |PPaint | |
| |Scenery Animator | |
| |ViewTek-Screen | |
| |Workbench | |
| | | |
| | | ^ |
| | | v |
| +-----+
|
| +-----+ +-----+ +-----+
| | New | | Edit | | Delete |
| +-----+ +-----+ +-----+
|

```

```

| +-----+ +-----+ +-----+ |
| |   Save   | |   Hide   | |   Quit   | |
| +-----+ +-----+ +-----+ |
|                                     |
+-----+

```

Meaning of the gadgets

Known applications if a screen is opened which belongs to one of the listed applications, ScreenTab shows the defined applications name instead of the screen title. Just double-click on an application and you get to the application~definition

New with this button you can enter a new application definition

Edit with this button you can change an existing application~definition

Delete with this button you can delete an application ←

Save if you want to save the changes you have made in the application list, press this button. The prefs-file will then be updated.

Hide if you want to leave the preferences without saving the changes to the prefs-file, press this button. This button is quite good for testing different application names or patterns.

Quit if you press this button, ScreenTab tries to quit. In some cases, this mightn't be successful, because other programs have patched the intuition functions used by ScreenTab. If this happens, you can only deactivate ScreenTab, but it will stay in memory.

1.12 Project-Menu

Project-Menu

Save if you want to save the changes you have made in the application list, press this button. The prefs-file will then be updated.

Load when you've deleted an application accidentally or you want to cancel a change, you can reload the preferences.

About ... some informations about the program and my EMail-Address. Also the translator of the used catalog is credited.

| | |
|------|--|
| Hide | if you want to leave the preferences without saving the changes to the prefs-file, select this option. |
| Quit | if you select this option, ScreenTab tries to quit. In some cases, this mightn't be successful, because other programs have patched the intuition functions used by ScreenTab. If this happens, you can only deactivate ScreenTab, but it will stay in memory. |

1.13 Options-Menu

Options-Menu

| | |
|---------------------------|---|
| Remember last application | When you have several screens open and you use only one application (the others do background things) you have to switch through all applications, when activating ScreenTab. When this option is active, ScreenTab remembers the last application. So when you switch from e.g. DirOpus to Workbench, the first title when you activate ScreenTab the next time will be DirOpus, then Workbench and so on... Try it, it's very useful. |
| Use only public-screen | Some programs by-pass all the locks of intuition and manipulate their screens anyway. If you use ScreenTab with such programs, it will destroy the contents of the screens. If you activate this option and use ScreenTab, it will use the public-screen for the window. You are referred to the topic "Switch to public-screen" in the application~definition . |
| Use background-pattern | If this option is active, the margin of the ScreenTab-Window will be filled with a pattern. It makes the eye orientation easier. |

1.14 Application definition

4.3. Application definition

Outfit

```

+-----+
| Application definition |
+-----+
|                               |
|           Application name   |
| +-----+ |

```

```

| |Directory Opus | |
| +-----+ |
| | | |
| | | | Pattern | |
| +--+-+-----+ |
| |> | DOPUS.#? | |
| +--+-+-----+ |
| | | |
| | O Use screen-title | |
| | | |
| | O Use task-name | |
| | | |
| | +-+ | |
| | | | Include screen in list | |
| | +-+ | |
| | +-+ | |
| | | | Automatic window activation | |
| | +-+ | |
| | +-+ | |
| | | | Switch to public-screen | |
| | +-+ | |
| | +-+ | |
| | | | Show empty window-titles | |
| | +-+ | |
| | | |
| | +-----+ | +-----+ |
| | | OK | | | Cancel | |
| | +-----+ | +-----+ |
| | | |
| +-----+

```

Meaning of the gadgets

Application name This text appears instead of the screen title and in the list window of the preferences-window.

Pattern If a screen is opened, ScreenTab compares the screen title with all existing patterns using the AmigaDOS-Conventions. If a pattern matches, its application name will be used.

On the left side of this gadget, you can see a further button with a little arrow in it, which points to the right. If you press it, a little window pops up under the gadget, in which the names of the actual opened screens are displayed. Don't forget that the contents of this popup depend on the status of the "Use ..." -Gadget.

You can chose one of the proposed names with the left

mouse button or cancel the whole thing with the right.

Use ... You can use the screen title with the most programs. Only few programs don't define screen titles. But if it happens, it doesn't look good. Therefore you can use the option "Use taskname". Certainly, you must enter a specific pattern for the task name. Please use the above described possibility with the "arrow" gadget, if you aren't sure, what you must put in the pattern-gadget.

Include in list When you deactivate this option, ScreenTab will skip this screen. It is useful, because many programs open several screens and the user works only with one of them, the others do something in the background. Without this option you would have to switch through all existing screens, the background screens, too.

Automatic window activation If you activate this gadget, ScreenTab remembers the active window of the screen, before it switches to the other. If you come back to this screen, ScreenTab will automatically activate this window.

This feature can't be used if you switch to another screen by using the standard-switchkeys !

Switch to public-screen The effect is the same as the "Use only public-screen"-Option in the preferences . But it won't affect all applications, only this special one.

Show empty window-titles Normally, it doesn't make much sense to display windows in the ScreenTab-Window, which have no title. But nevertheless, under special circumstances it can be useful. So activate this option if you're in such a case.

OK the definition will be added to the list

Cancel the definition will not be changed/added

1.15 Pattern

4.4. Some information about patterns

For the most programs it is enough to enter the screen-title in the pattern gadget. But several programs change their titles during execution. The best example is the Workbench itself, which changes its title at least three times during the boot process (my experience).

With the AmigaDOS-Patterns you have the ability to catch all the variations of the titles.

You must pay attention to the following rules:

- ? - matches any single character
- % - matches the empty string in choices, e.g. "foo(%|.info)" matches "foo" and "foo.info"
- #m - matches zero or more occurrences of 'm'
- [a-z] - this character class matches any single character that has been specified within the pair of square brackets
- ' - the single quotation mark serves as an escape character, so you can use characters which are normally reserved for the use within patterns, e.g. '#' or '?'
- () - with the brackets you can unite several subsequences of the pattern

Examples:

```
"A#BC"      -> "AC", "AbC", "ABbBBC" etc.
"A??C"      -> "AxxC", "A12C" etc.
"A#?C"      -> "Axyz123C", "AabcdefC" etc.
"A(B|C)D"   -> "ABD" und "ACD"
"A[B-D]E"   -> "ABE", "AcE", ...
"#(AB|CD)E" -> "ABE", "CDE", "ABABE", "ABCDE", etc.
```

Due to a better understanding of this topic, I have added some examples out of my preferences:

1. For the Workbench-Screen

If I have counted well, it can get the following titles on bootup:

- "Workbench Screen"
- "Amiga Workbench x.xxx.xxx Chip-RAM ..."
- "Copyright ..."

With the following pattern you can catch all cases:

```
(Copyright#?|(#?|%)Workbench#?)
```

2. For Directory-Opus

For each DirOpus, which is opened, a title will be generated like "DOPUS.X", where the X stands for a number starting with 1.

Therefore the following pattern:

DOPUS.#?

Don't be aware of testing different patterns. When ScreenTab doesn't find a matching pattern, it uses the normal screen-title.

1.16 Tool-Types

4.5. Tool-Types

You can configure ScreenTab with the so called "Tool-Types". They are saved together with the icon of the program. If you want to change them, just click once on the icon, then choose the menu item "Icons / Information ..." of the Workbench menu.

Now the adjustment window opens.

| Tool-Type | Meaning | Default-Value |
|-------------|--|---------------|
| CX_PRIORITY | This value influences the order in which the commodities get their messages. If it is high (about 100), ScreenTab gets the messages from Intuition probably at first. | 1 |
| CX_POPKEY | With this key combination you can open the preferences window. | ctrl alt s |
| TOOLPRI | With TOOLPRI (don't mix it up with STARTPRI) you can adjust the task priority of ScreenTab. Some programs use a higher priority (>0) to get all the power and so ScreenTab can't react at once, if it has the standard priority of 0. So use the default priority of 5. It doesn't burden the other tasks. | 5 |
| STARTPRI | ScreenTab should be started AFTER ALL OTHER WBStartup-Components, because the WB-Title changes very often during this phase. So ScreenTab could get confused and the application name for the Workbench (if you have one) wouldn't appear. Use a low start priority (about -120) and there will be no problems. | -120 |
| TIMEOUT | Some applications can cause deadlocks under special circumstances. ScreenTab unlocks this situation automatically after a defined time (default : 10 sec.) You can adjust this to your own needs by entering your timeout value in seconds. | 10 |

| | | |
|-----------------|--|--------------|
| USESCREENNOTIFY | ScreenTab uses the ScreenNotify-Library to recognize changes of the Workbench resolution. If you don't want to use it, set this tool-type to NO | YES |
| SWITCHKEY | With this key combination you can switch between the screens. You can certainly enter another key combination, but don't use the SHIFT-Keys, because they are used for the back-switching. | LCommand Tab |
| WINSWITCHKEY | With this key combination you can switch between the windows of a screen. The rest is the same as above. | LCommand ` |
| DEFFONTNAME | With this tool-type, you can define, which font shall be used, if the ScreenTab-Window is to wide for the screen. I made good experiences with e.g. "XHelvetica.font" from the MagicWB by Martin Huttenloher. If there's no DEFFONTNAME-Tooltype, ScreenTab uses "Topaz/8" as default (although this font is relatively wide). | none |
| DEFFONTHEIGHT | Here you can put in the wished height of the DEFFONT. | none |

1.17 Important !

4.6. Important !

The ScreenNotify-Library

Since version 1.30, ScreenTab uses the ScreenNotify-Library (which was written by Stefan "ToolManager" Becker) to recognize changes of the Workbench resolution. In previous versions, the user had to quit ScreenTab and restart it.

WARNING: If the ScreenNotify-Library isn't installed or deactivated by the Tool-Type, your system can crash when you change the resolution of the Workbench.

The complete archive "ScreenNotify1_0.lha" includes source and documentation of the library and is available on the Aminet in the directory "util/libs".

The Workbench

Most applications, which open their windows on the Workbench-Screen, also change their title, when they are active.

So if you want to change the ScreenTab preferences, none of these application windows should be active if you call the preferences window. Just click on the

Workbench background before you call it.

1.18 Credits

C R E D I T S
~~~~~

I think the most important thing for a programmer is the feedback for his released programs.

So when you want to send me

- your pattern definitions  
(IMPORTANT: add the Screen- or Task-Option)
- Bug-Reports (with version number !)
- criticism and suggestions to improve ScreenTab
- CT-catalogs for other languages
- post cards, greetings, money :-) ...
- ...

please feel free to contact me with the following addresses:

- o EMail : < u193113@uebung2.rz.fh-reutlingen.de >
- o Home address:

Michael Link  
Krummenackerstrasse 171  
73733 Esslingen  
Germany

EMAIL preferred !!!

Some special thanks

I wanna thank the following persons and institutions:

- o Manfred Oberbach for his helping suggestions ;)
  - o Roland Barthel and Peter 'Piet' Vohmann for beta-testing
  - o Martin W. Scott and the other guys for Yak
  - o Stefan Becker for ToolManager and ScreenNotify
  - o Martin Korndörfer for MagicMenu, Diavolo Backup and the hint
  - o Martin Huttenloher for MagicWB
  - o Dietmar Eilert for GoldED
  - o Marcus Ohlström for MemMinister
-

- o Ralph Babel for his 'Amiga Guru Book'
- o SAS-Institute for its C-Compiler
- o Marcin Orlowski, Paul Hernik and the other users for many useful suggestions
- o for translation work:
  - Per Olofsson (Sweden, up to V1.30)
  - Marcin Orlowski (Poland, up to V1.30)
  - Denis Gounelle (France, V1.30)
  - David Perret (France, V1.25)
  - Alessandro Basso (Italy, V1.30)
  - Francesco Mancuso (Italy, up to V1.25)
  - Dámaso Domínguez Estévez (Spain, V1.13)
  - Christian Hoj (Denmark, V1.20)

If anybody has interest in translating ScreenTab into his own language should read the README file in the "Catalogs"-Directory.

and

- o Mike Oldfield for 'The Songs Of Distant Earth' and 'Amarok'

## 1.19 Disclaimer

### 5.2. Disclaimer

This software is subject to the "Standard Amiga FD-Software Copyright Note"  
It is FREEWARE as defined in paragraph 4a.  
For more information please read AFD-COPYRIGHT (Version 1 or higher).

## 1.20 History

### 5.3. ScreenTab History

Version 1.00, Date: 20-Sep-1994

-----

- first full featured version
- BUG KILLED IN: Reading the catalog strings

Version 1.01, Date: 21-Sep-1994, Time: 13:14:55

-----

- for more safety I have created a semaphore, which stops the patched functions until the ScreenTab-Window disappears
- now every key combination can be used for activation of the ScreenTab-Window (can be changed in the Tool-Types)

Version 1.02, Date: 22-Sep-1994, Time: 14:32:06

---

- 
- built in the keyboard shortcuts

Version 1.04, Date: 03-Oct-1994, Time: 19:13:43

---

- Update to SAS/C 6.51
- cleaned up the code a little

Version 1.05, Date: 08-Oct-1994, Time: 17:56:04

---

- GUI now font sensitive

Version 1.06, Date: 09-Oct-1994, Time: 15:23:33

---

- the list gadget can be controlled by the cursor keys
- replaced ChangeApplication by Del+Add-Application
- BUG KILLED IN: Deleting an application
- the patched functions will now be checked when the user quits ScreenTab

Version 1.07, Date: 18-Oct-1994, Time: 21:00:53

---

- preferences will be read from the ENV:-Directory

Version 1.08, Date: 25-Oct-1994, Time: 14:54:29

---

- ScreenTab now uses the timer-device to wait for pressing the necessary key. Other tasks won't be burdened anymore.
- improved the taskname handling essentially
- the name of the task which opened the last screen will be displayed in the 'About'-Requester

Version 1.09, Date: 27-Oct-1994, Time: 21:55:01

---

- BUGS KILLED:
    - LockLayerInfo() replaced by LockLayers()
    - ScreenTab now creates an own port for the timer.device
    - when you changed a pattern and the pattern wasn't OK, the whole definition was deleted
  - when a program is started by CLI, ScreenTab uses only the program name (without path) for pattern matching
-

Version 1.10, Date: 28-Oct-1994, Time: 16:58:23

---

- ActivateWindow() is now patched, too (errors with other programs).

Version 1.11, Date: 30-Oct-1994, Time: 16:40:43

---

- removed cursor usage in the list gadget (it doesn't make sense, because you need special OS3.0-Features to make it useful, GetGadgetAttrs() !!!)
- now it's possible to shut down the preferences with the Exchange program

Version 1.12, Date: 13-Nov-1994, Time: 14:14:59

---

- finally, OpenWindowTags(), OpenWindow() and CloseWindow() are also patched, because ScreenTab mustn't be activated during opening or closing a window !
- BUG KILLED:
  - reentered ChangeApplication() from pre-V1.06
- optimized the code

Version 1.13, Date: 14-Nov-1994, Time: 16:43:56 (AmiNet Release)

---

- BUGS KILLED:
  - using the screen title only with a pointer instead of a pointer to a pointer 8^)
  - preferences window didn't free the whole allocated memory (FreeVisualInfo())

Version 1.14, Date: 18-Nov-1994, Time: 19:03:15

---

- BUG KILLED:
  - some automatic window activators like QMouse couldn't activate the window sometimes
- gadgets will now be disabled if necessary

Version 1.15, Date: 26-Nov-1994, Time: 23:23:55

---

- BUGS KILLED:
    - when opening the preferences window under 2.x, there always occurred the "error on opening gadget" (nasty bug ;)
    - Public-Screen wasn't unlocked after quitting the preferences (Indication : Marcin Orłowski)
-

Version 1.20, Date: 16-Dec-1994, Time: 21:13:15 (AmiNet Release)

---

- BUG KILLED:
  - under 2.x, the prefs file couldn't get loaded because of a guru (Indication by several users)
- now back-switching enabled with pressed SHIFT-Key
- Reworked the GUI
- new menu "Options":
  - "Remember last application" (Suggestion by several users)
  - "Use only public-screen" (Suggestion : Marcin Orlowski)  
(also possible for single applications)
- new "Load"-Option to reload preferences
- preferences are now saved in ENV:-Directory, too
- double-click in the list gadget opens the application definition
- if the window is too wide, there will be another try with topaz/8 (Suggestion : Marcin Orlowski)
- gadget for automatic window activation
- gadget for exclusion of applications (Suggestion : Marcin Orlowski)
- window will now be centred in every case, also on autoscroll screens (but without overscan recognition, sorry, but until now I don't know how to get the overscan mode of an existing screen, please contact me if you know; Indication : Thomas Kobler)
- window looks better under 2.x
- several small changes
- revised documentation

Version 1.21, Date: 07-Jan-1995, Time: 14:30:14

---

- if the include gadget isn't active, the other checkboxes are disabled
- optimized the code

Version 1.22, Date: 16-Jan-1995, Time: 15:47:21

---

- now any other font can be used, when the window is too wide for the screen (new tool-types DEFFONTNAME, DEFFONTHEIGHT)
- the window will now be centered on every screen (overscan, too)

Version 1.23, Date: 21-Jan-1995, Time: 19:19:07

---

- BUG KILLED:
    - after loading the preferences from the project menu, the checkmarks of the options menu weren't corrected
  - new option "Use background-pattern" (looks better, doesn't it ?)
  - size of the window is now resolution sensitive
  - improved automatic window activation
  - added EMail-Address to Info-Requester
  - cleaned up the code
-

Version 1.24, Date: 28-Jan-1995, Time: 14:55:45

---

- BUG KILLED:
  - during cycling, the arriving input-events will be filtered, so it shouldn't come to deadlocks anymore (Indication : Peter Vohmann)

Version 1.25, Date: 02-May-1995, Time: 18:59:12 (AmiNet Release)

---

- BUG KILLED:
  - Enforcer-Hit with screens without title (Indication by Peter Vohmann)
- finally, windows-cycling is possible
- version of language catalog will be checked
- ScreenTab doesn't start as a background-process anymore (tell me anyone, who doesn't use WBStartup !!!)
- new gadget in the application definition for easier handling of the pattern gadget
- NewLookMenus for 3.x-Users
- menu shortcuts localized
- some applications could cause deadlocks with ScreenTab. Now the window will be closed after a defined time (default: 10 sec.), when there's nothing happening during that time (Tool-Type : TIMEOUT)
- some minor changes
- recompiled with SAS/C 6.55

Version 1.26, Date: 13-Jun-1995, Time: 18:58:25

---

- little change in Project-Menu, swapped "About" and "Hide" (Suggestion by Marcin Orlowski)
- error on startup will only be shown, if there was a read failure (Suggestion by Timo Nentwig)

Version 1.27, Date: 04-Jul-1995, Time: 19:49:23

---

- restructuration of the code
- multiple screen names are now numbered (Suggestion by several users)
- cycling can be stopped by pressing another key than the switch keys
- if the window is too wide, ScreenTab will automatically switch to the next screen/window

Version 1.28, Date: 05-Jul-1995, Time: 00:21:31

---

- GUI completely reworked (looks equal but code is much shorter)
- some minor code optimizations

Version 1.29, Date: 06-Jul-1995, Time: 16:23:49

---

- user can now comfortably choose the basic pattern by using a popup gadget (Suggestion by Marcin Orlowski)
- new catalog string for the translator

Version 1.30, Date: 10-Sep-1995, Time: 16:10:52 (AmiNet-Release)

---

- BUG KILLED:
  - little bug killed in the key handling routine
  - nasty bug killed which occurred with PPaint
- now support of the ScreenNotify-Library (Suggestion by Paul Hernik)
- ScreenTab now uses overlays, the needed memory is reduced about 8 KB
- ScreenTab can now be forced to quit by sending a SIGBREAKF\_CTRL\_C (important for future versions)

Version 1.31, Date: 29-Sep-1995, Time: 14:03:43

---

- BUGS KILLED:
  - calculating of the window width
  - reworked the message handling

Version 1.32, Date: 05-Dec-1995, Time: 14:59:37 (AmiNet-Release)

---

- BUG KILLED:
  - OpenScreen(TagList)-Patches now work correctly (nobody noticed it ?!)
- window throws a shadow

## 1.21 Future

### 5.4. Future

If you have suggestions, please mail me !

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