ModePro

COLLABORATORS

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

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

ModePro

1.1 ModePro Manual

ModePro 4.0

Copyright 1994.

All Rights Reserved.

by Michael Rivers

WB2.1 and WB3.X compatible, WB2.04 needs the V38 of the 'asl.library'

A program to promote screen mode, make screens autoscroll, give old screens the WB 2+ 3D look, and give menus the newlook(black on white)(V39+ only).

Distribution

Introduction

Instructions

--WARNING!--

Details

Author

History

1.2 Distribution

Distribution

ModePro is DonationWare. There is no charge for this program but you are more than welcome to send me money (USA $ please), or gifts.(Amiga struff prefered)

This software may be freely distributed as long as the following criteria are met:

· The following files must be included

ModePro

ModePro.info

ModePro.Guide

ModePro.Guide.info

· No fee may be charged for this software, media fee not included so long as the media fee is reasonable

· This software may be included in commercial software. I must receive a free registered copy of the commercial software package.

1.3 Introduction

What is ModePro?

ModePro is an application or screen specific screen "promoter" for WB 2.1(or WB2.04 and ASL v38) and above. It was created because of some pathetic commercial software companies won't get off their ass and bring their software up to date.

ModePro determines which screens to promote via two lists.

· Program Names

· Screen Names

(see Promotion List Gadgets)

The Program list contains program names, when a program named in the list opens a screen, that screen is promoted. The Screen list contains screen names, when a screen with that name is opened it is promoted. The two lists are also prioritized from top to bottom, and the Screen list has priority over the Program list. The lists also support AmigaDos wildcards. Care should be taken when using wildcards, placing "#?" in the Screen list will essentially cause the Program list to be ignored, as every Screen will match "#?". Also note that some programs open screens without specifying a name, in these cases "<No Name>"(or a translation) can be placed in the Screen list to promote these screens.

The Workbench screen cannot be promoted.

ModePro has different ways to determine how to promote the screen:

· Specify the Monitor type of a screenmode

· Specify the exact screen mode

· Have a ScreenMode requester pop up each time the screen is opened

· Or you can just let the promoted program pick its own screen.

(see Promotion Method & Dimension Gadgets)

You can also specify these options for all promotion methods:

· Autoscroll

· Center

· Interleaved screen bitmaps. (V39+)

(see Option Gadgets)

· The WB2+ 3D look for the windows and screen

(see 3-D Look Gadgets)

· The screens font.

(see Font Gadgets)

· Make the screen Public.

(see Public Screen Gadgets)

· Create a screen to front HotKey.

(see Screen Hot Key Gadgets)

· Shared screen pens. (V39+)

(see Shared Pen Gadgets)

With WB3 or greater you can also have ModePro force windows to open with the NewLook menus(black on white). this option only works on programs that use the GadTools library to create their menus. Programs that don't use Gadtools may show up oddly colored. this option is specified in the tooltypes of ModePro's icon, and can be temporarily toggled on or off in the menu. Also note that this is a global option, you cannot select which windows this effects.

1.4   Instructions

1.5   Installation

Installation

ModePro does not require any other libraries than those that come with AmigaDOS 2.1+. However, WB2.04 users will need version 38 of the asl.library.

To install ModePro:

Copy ModePro to the Sys:WBStartup drawer.

Copy ModeProPrefs to the Sys:Prefs drawer.

Copy the catalog files to the appropriate Sys:Locale/Catalogs/language drawer if you want.

One of these days I'll write an installer script for it.

1.6   Preference's Interface

Preference's Interface

Once ModePro is running, there are a few ways to bring up the preferences interface:

· Use the hotkey (default left-amiga p)

· Use the Commodities Exchange program, click on ModePro and select Show Interface.

· Run ModePro again.

· Run ModeProPrefs in the sys:Prefs drawer.

The interface should resemble this:

ModePro Preferences: Hotkey = <|command p> |]

1 *2*

[C| Program Names] [C| Promotion Method] | [/]3d-Look *5*

|---------------+-| [Select Screen Mode...] | [Reset]

| |#| | [Screen Mode Display] | |---------------|

| |#|#| Overscan: [C| xxxx Size] | | | |

| |#|#| Width:[ ] Height: [ ] | |_____|_|

| |#| | [/] Colors: [####] | [ ][ ]

| |#| | ============================+=================

| | | | [/] AutoScroll *3* | [/] Share Pens *6*

| | | | [/] Center | Exclude:[ ]

| | | | [/] Interleave +=================

| |_| | ===========================+ [/] Make Public *7*

| |^| | Font:[C| Program *4*] | Name:[ ]

|_____|V| | [Select Font...] +=================

[Name Gadget]|_| [topaz.font][8] | [/] Screen Hot Key *8*

[New][Remove] [/] Aspect Correction | Hot Key:[ ]

===

[Save] [Use] [Cancel] *9*

1. Promotion List Gadgets

2. Promotion Method & Dimension gadgets

3. Option Gadgets

4. Font Gadgets

5. 3-D Look Gadgets

6. Shared Pen Gadgets

7. Public Screen Gadgets

8. Screen Hot Key Gadgets

9. Save, Use & Cancel Gadgets

Menus

1.7   Promotion List Gadgets

Promotion List Gadgets

1 [C| Program Names]

+--------------+-++-+

| |#|| |

| |#||#|

| |#||#|

2 | |#|| | 6

| |#|| |

| |_|| |

| |^|| |

|_____|V|| |

3 [Name Gadget]| |

4 [New][Remove] 5

1. Programs/Screens cycle gadget

This gadget switches which promotion list is being displayed. There are two lists:

· Program Names

When a program in this list opens any screen, ModePro promotes the screen.

· Screen Names

When a screen named in this list is opened, ModePro promotes it

Note: If a program opens a screen and both the program's name and the screen's name are in the promotion lists, ModePro promotes using the promotion information for the SCREEN NAME.

2. Promotion List

This list contains the screen and program names that should be promoted. When using wildcards remember that the list is scanned from top to bottom, so if "#?" is in the list no other entries below it will be checked. You should also not use "#?" in the screen promotion list, as the screen name list has priority over the program name list and thus will override any settings in the program name list(although there's nothing stopping you from doing so). Letter case is ignored as of v1.5, therefore CAT=cat. Also note the "<No Name>"(or a translation if the current Locale isn't english) is a special entry for the Screen list. It can be used to specify the parameters for screens that do not have a name. As of version 2.7, "#?" will also catch screens with no names, this did not work in previous versions of ModePro.

MopePro v3.5 supports all AmigaDos wildcards:

<z> can be a character or string of characters.

Wildcard Description Example

? Matches any single character. A?B = AAB, ABB, ACB, ADB ...

#<z> Matches 0 or more occurances of <z>. A#BC = AC, ABC, ABBC ...

#? Matches anything. AB#? = ABC, ABD, ABCD, ABCOW ...

<z1>|<z2> Matches if either <z1> or <z2>. (AB|XZ) = AB, XZ

matches. (D|H)OG = DOG, HOG

~<z> Matches everything except <z>. ~ABC = Everthying but ABC

(<z1><z2>...) Group items together.

% Matches a null string.

[<z>-<z>] A character range [A-C]OW = AOW, BOW, COW

3. Name Gadget

This allows you to edit the selected name in the list.

4. New Gadget

Creates a new entry in the list

5. Remove Gadget

Removes the highlighted entry in the list

6. Priority Slider Gadget

This slider is used to adjust an entries priority

1.8   Promotion Method & Dimension Gadgets

Promotion Method & Dimension Gadgets

1 [C| Promotion Method]

2 [Select Screen Mode...]

3 [Screen Mode Display]

4 Overscan: [C| xxxx Size]

5 Width:[ ] Height: [ ] 6

7 [/] Colors: [####]

1. Promotion Methods Cycle Gadget

This Gadget has the four following values:

· Use Program Default

This option is useful in the case that you may not want the dimensions, screenmode, or overscan changed but would like a 3D or autoscrolling screen.

· Promote Monitor Type

This option promotes a screen to an equivalent resolution under another monitor type (I think) specified in the text gadget. Therefore you can promote an NTSC screen to say...an equivalent EURO36 screen, making interlaced screens more bearable. (Note this is a direct monitor promotion there is no resolution promotion so the results may not be what you expect.)

· Promote Screen Mode

When ModePro promotes a screen with this option it will promote it with the specific screen type listed in the text gadget. You may also set the width height and overscan of the screen but the number of colors will be taken from the program that requested the screen .Use the Select Screen Mode... gadget to select the screen mode of your choice. Also make sure the display mode can handle the number of colors the application program wants, forcing a program to open a 32 color hires screen on and Old Chip Set or Enhanced Chip Set machine will not work.

· Use Screen Requester

When ModePro promotes a screen with this option it will bring up a Screen Requester for you to pick a screen mode. Use the Select Screen Mode... gadget to select the initial values of the screen mode requester when it opens.

Notes: If you are using a non-AGA machine you may find that the list of screen modes has been limited, this may be a result of the program asking for a screen depth not available at higher resolutions. Also, when the screen mode requester appears because of this option no other program may open a screen until the requester is closed.

Warning: Some programs can't handle screen sizes other than what is coded into the program, some may work, some may crash, some may put garbage all over the screen.

2. Select Screen Mode... Gadget

Use this gadget to select a screen mode, monitor type, or the default settings for the screen mode requester.

3. Screen Mode Display Gadget

Simply displays the active screen mode

4. Overscan Cycle Gadget

This gadget allows you to specify the overscan type using the last two promotion options.

5. Width Gadget

This gadget allows you to specify a width using the last two promotion options

6. Height Gadget

This gadget allows you to specify a height using the last two promotion options. Specifying -1 for either will cause the screen to be opened in it's standard Width or Height.

7. Colors Check box and Slider

Allows you to specify the depth of the screen. In order to specify the number of colors, you must set the promotion method to 'Promote Screen Mode' or 'Use Screen Requester'. Also, this has no affect on HAM, HAM-8 or ExtraHalfBright screens or screens that use a custom(application supplied) bitmap.

1.9 Option Gadgets

Option Gadgets

1 [/] AutoScroll

2 [/] Center

3 [/] Interleave

1. AutoScroll Check Box

This option will make a promoted screen AutoScroll. If a screen was originally set to autoscroll you cannot force it to not autoscroll by leaving the checkbox unchecked.

2. Center Check Box

This will cause a screen to be centered when it is opened. This option may not work on all screens.

3. Interleave Check Box

This will open a screen with an interleaved bitmap which will increase graphics speed slightly and reduce the flickering that appears when moving big images on the screen. This option is available under Workbench 3.0 and above only.

Warning: Some programs will not function properly or may crash with this option checked.

1.10 Font Gadgets

Font Gadgets

1 Font:[C| Program]

2 [Select Font...]

3 [ ][ ]

4 [/] Aspect Correction

1. Font Cycle Gadget

This gadget selects how the font for a screen is picked, the get has three values:

· Program

Uses the font that the program specifies.

· System

Uses the system default specified in the system's Font preferences.

· Specify

Uses the font specified in the Font Name & Size display gadgets. Until version 3.0, this option sometimes had strange affects on screens that were promoted with this option. In version 3.0 any screen that uses this option will have to be closed before you can quit ModePro.

The following gadgets are disabled if the Font Cycle Gadget is not set to Specify.

2. Select Font... Gadget

Opens a font requester so you can choose a font.

3. Font Name & Size Display

Displays the font name & size.

4. Aspect Correction Check Box

Corrects the aspect of a font so that it doesn't appear distorted when appearing on screens of various aspects. However, this may not work with a lot of bitmap fonts. Outline fonts(CG, Type1) should work fine.

1.11 3D-Look Gadgets

3D-Look Gadgets

1 [/]3d-Look

[Reset] 2

| |

```
| |

| 3 |

| ^

|_____V
```

[4][5]

1. 3-D Look Check Box

This will give a promoted screen the WB 2+ 3D look.

Notes: You cannot force a screen to not have the 3D look by leaving this box unchecked. Also, if a two color screen is requested and this option is checked the screen will be opened with four colors instead, the 3d look requires atleast four colors, some programs that are expecting a 2 color screen may have problems with this option.

The following are disabled if 3-D Look is not selected.

2. Reset Gadget

This will set the pen list to their default values. The default values will be taken from the default Public screen (usually Workbench)

3. Pen List

This displays the pen names and their values

Pens OS Desc.

Detail 1.x obsolete

Block 1.x obsolete

Text 2.0 Text on background

Shine 2.0 Bright edge on 3d objects(gadgets,windows...)

Shadow 2.0 Dark edge on 3d objects

Fill 2.0 Active window border/Selected gadget fill

Fill Text 2.0 Text over Fill

Background 2.0 Background color of unselected gadgets

and inactive windows borders

High Text 2.0 Highlighted text color

Bar Detail 3.0 Text color in screen title bar

Bar Block 3.0 Color of screen title bar

Bar Trim 3.0 Trim under screen title bar

4. Current Pen Name Display Gadget

This displays the current pen name your editing.

5. Pen Value Gadget

This gadget allows you to change the value of the selected pen. Hit Enter to advance to the next pen. Hitting Tab will also advance to the next pen, but it will also chance the active string gadget.

1.12 Share Pen Gadgets

Share Pen Gadgets

1 [/] Share Pens

2 Exclude:[ ]

(V39 only)

1. Share Pens

This gadget tells ModePro to open the screen using WB3+ shared pen system. This, along with the Public Screen option, will allow you to open programs like MultiView on these screens and allocate the pens for their use.

2. Exclude Gadget

This gadget tells ModePro to exclude certain pens from being shared. This is useful when, for example, if you have a program that expects certain pens to be certain colors. Without this option those pens could be modified without the program knowing, which could result in an oddly colored display.

You can specify multiple pen numbers in the gadget by:

· Separating each pen number by a comma or space or both (0,1,2,3 or 0 1 2 3)

· Specifying a range of numbers using a dash '-' (0-3)

· Or a combination of the two (example 0,1,2, 5-10, 12, 14, 16-18)

Note: This gadget will only allow you to enter the characters '0' through '9', ' '(space), ','(comma) and '-'(dash). Entering other characters will make the screen beep.

Example: If you had a program that opened on a 16 color screen, and you promoted it to 256 color, specified 'shared pens' and the program was not aware of the shared pen system, then you'ld want to exculed pens 0-15, this way, if you popped Multiview up on that screen, Multiview would not destroy the palette of the first 16 colors.

1.13 Public Control Gadgets

Public Control Gadgets

1 [/] Make Public

2 Name:[ ]

1. Make Public Gadget

This gadget specifies whether the promoted screen is to be public of not.

ModePro closes screens it makes public asyncronous to the application that actually created the screen. The screen will not be closed until:

· There are no windows open on the screen.

· The application that opened the screen has called the intuition.library function CloseScreen().

This lets ModePro know the the application is done with the screen, and that it can be safely closed.

Note: You do not need too close all of the 'visitor' windows before you quit the application that opened the screen. If you quit the application before all the visitor windows are closed, ModePro will close the screen as soon as all of the visitor windows are closed.

Screens that ModePro cannot make public are those that:

· Have their BitMap memory supplied to them by the application instead of allowing the OS to allocate the BitMap. (mainly paint programs)

· Have already been specified as being public by the application that is opening the screen.

· Require that the program that created the screen remain in memory.

Node: ModePro cannot be quit until all promoted screens that it has also made public have been closed.

2. Public Name Gadget

This is the Public Name of the screen. ModePro also places the public name of the screen in the title bar instead of the original title. the public name may have a number appended to it, if multiple public screens with the same name are opened. (ex, 'PUBNAME' 'PUBNAME.2' ...)

1.14 Screen Hot Key Gadgets

Screen Hot Key Gadgets

1 [/] Screen Hot Key

2 Hot Key:[ ]

1. Screen Hot Key Gadget

This gadget specifies whether the promoted screen is to have a Hot Key that will place the screen in front of all others.

2. Hot Key Gadget

This will be the Hot Key for the screen.

Notes: Changing the string in the Hot Key Gadget will not affect any screens that are already open. If multiple screens are opened the share the same hot key, pressing the hot key will cycle through those screens. ModePro cannot be quit until all promoted screens that it have this option have be closed.

Tip: If you use FKey or a similar program to launch programs, by setting the CX_PRIORITY tooltype of ModePro to a higher value than that of FKey's, you can use one hotkey to start a program with FKey, and then have ModePro pop the screen to the front while that program has its screen open using the same hotkey without FKey running the program again.

1.15 Save, Use & Cancel Gadgets

Save, Use & Cancel Gadgets

1 [Save] 2 [Use] 3 [Cancel]

1. Save Gadget

Saves the current settings as permanent.

2. Use Gadget

Use the current settings, they will be lost if the system is reset.

3. Cancel Gadget

Restore the settings and exit.

1.16 Arguments and ToolTypes

Arguments and ToolTypes

MODEPRO

Format: MODEPRO [CX_PRIORITY<priority>][CX_POPKEY<key>] [CX_POPUP<yes|no>] [NEWLOOKMENUS<yes|no>] [CATCH_NEWPROGRAMS<yes|no>] [CATCH_NEWSCREENS<yes|no>] [CATCH_POPUP<yes|no>] [PREFSCOMMAND<comm

Template: CX_PRIORITY/N/K, CX_POPKEY/K, CX_POPUP/K, NLM=NEWLOOKMENUS/S, CPROG=CATCH_NEWPROGRAM CSCR=CATCH_NEWSCREENS/S, CPOP=CATCH_POPUP/S, PCMD=PREFSCOMMAND/K:

Purpose: This program contains the system patches and promotion code.

Tooltypes:

CX_POPUP=YES/NO

(default YES) (changed from NO in version 3.6)

CX_POPKEY=<hotkey>

(default lcommand p)

CX_PRIORITY

(default 0)

DONOTWAIT

STARTPRI

NEWLOOKMENUS=YES/NO

(default NO) Turn on the New Look Menu patch(V39)

CATCH_NEWPROGRAMS=YES/NO

(default NO) Catch programs that open a screen that are not in the promotionlist.

CATCH_NEWSCREENS=YES/NO

(default NO) Catch screen names that open that are not in the promotion list.

CATCH_POPUP=YES/NO

(default NO) Popup the interface when a program or screen is caught.

PREFSCOMMAND=<command>

(default sys:prefs/ModeProPrefs) Command to run ModeProPrefs.

MODEPROPREFS

Format: MODEPROPREFS [FROM<filename>] [EDIT] [USE] [SAVE] [PUBSCREEN=<pubname>] [FONT_NAME<font>] [FONT_SIZE<size>]

Template: FROM, EDIT/S, USE/S, SAVE/S, PUBSCREEN/K, FONT_NAME=FN/K, FONT_SIZE=FS/K/N:

Purpose: This program is used to edit the promotion lists and change various options

in ModePro.

Tooltypes:

FROM=<filename>

A preference file to load.

EDIT

Edit FROM or current prefs.

USE

Use FROM or current prefs.

SAVE

Save FROM or current prefs as default.

PUBSCREEN=<pubname>

Public screen to open the preference editor on.

FONT_NAME=<font>

(defualts to the screen font or Topaz) (ex. 'Times.font')

FONT_SIZE=<size>

(defualt 8) Specify the Font to use for ModeProPref's interface. Ignored if FONT_NAME is not specified.

1.17 WARNING!!

Warning!

Use of this program is done at your own risk. I am not responsible for any damage, injuries or fatalities through the use of this program.

1.18 Technical Details

Technical Details

This program patches the OpenScreen, OpenScreenTagList, CloseScreen, OpenWindow and OpenWindowTagList functions in the intuition.library and LayoutMenus in the gadtools.library.

OpenScreen is replaced by a function that simply calls OpenScreenTagList. OpenScreenTagList(OSTL) is replaced by a function that takes care of all the promotion options. OSTL creates a small array of struct TagItems that contains all the attributes that are going to be modified, if the TagList parameter of OSTL was specified it is linked to the end of the TagItem array with TAG_MORE. The new Tag items and the NewScreen pointer are then passed to the original Intuition.library function.

Similar is done with the OpenWindow...() functions which are patched so that old programs to use the 'New Look Menus' of WB3.X, They have no affect on WB2.X

These patches can be safely removed as long as no other program patches the functions after this program does. If another program has patched over ModePro's patches, the ModePro will not allow you to quit. The code that removes these patches in 3.0, is considerably better than before, previous versions left themselves open for attack for a short period of time.

The CloseScreen patch frees resources allocated by the OpenScreen patches for the Specify font, Public screen, and Hot Key options.

1.19 Author

Author

You may send money, suggestions, error reports, complaints and money to:

Michael Rivers

4302 Wisconsin Court

Tampa, FL, USA 33616

or via e-mail:

mrivers@tbag.tscs.com

1.20 Menus

Menus

Project

Open... Open a promotion list.

Save As... Save the promotion list to a file

Enable Screen Promotion Indicates whether or not ModePro is active

Enable New Look Menus Indicates whether or not the New Look menu patch is active(v39+)

About... Obvious

Hide Hide interface

Quit Quit ModePro (all mode promotion stops)

Edit

Last Saved Load permanent promotion list

Restore Restore

Catch

Catch New Programs

Catch New Screens

Auto Popup

The Catch New _____ menus, when selected, will catch any new screens that are not in thier respective promotion list and add them to that list. The Auto Popup item, when selected, will popup ModePro's interface when a new screen is caught.

Also be aware that some programs open screens without specifying the screens name, in these cases, the Catch New Screens option will add "<No Name>", or a translation if the locale isn't english, to the Screen list.

Notes: Currently, the status of the checkable menu items are cannot be saved as defaults while in ModePro. To change the default values for these, you must edit the icons tool-types.(If someone really *needs* this, then I'll add it, but as of now, a small executable is 1st priority)

1.21 History

History

Ver.Rev (M/D/Y)

· Info

4.0 (9/5/95)

· Program now comes in two sections, a daemon and a Prefs editor.

· Cleaned up the 3D Pen list (V39 only)

3.9 (x/xx/xx)

· Beta Ver. limited distribution.

· Screen Hotkeys

3.6 (7/25/95)

· Beta Ver. not distributed

· Locale support.

· Fixed some enforcer read hits. 3 happened when the promotion list is empty and 2 would happen if no font was selected with the Font option set to Specify.

· Fixed glitch where the Depth gadgets where refreshed twice, in a row. Which would sometimes cause 2 of the above enforcer hits

· Fixed the labels in the Overscan gadget, Extreme and Maximum were in the wrong order.

· Changed default value of CX_POPUP to YES to be more consistent with the rest of the system commodities.

· Now uses ReadArgs() to parse CLI parameters.

· Screen to front HotKeys.

· Cleanup of code for Loading & Saving Prefs.

3.5 (6/8/95)

· Squashed more bugs.

· Overhaul of interface code.

· Added ability to set the interface font. More info

· Support for WB3+ pen sharing.

· Added ablity to set screen depth.

· Now supports _all_ AmigaDos wild cards. More info

· Now frees memory, if allocated, for the File, Font and ScreenMode requester when ModePro's window is closed, previously the memory was not freed until ModePro was quit.

· Fixed bug in file saver where info relating to the Font was saved even when it should not have been(Font modes 'Program' & 'System') this had a side effect of messing up the Public options if the Font mode was 'Program' or 'System'.

· Fixed minor glitch with the Public Name string gadget.

(3/30/95)

· ModePro is 1 year old :)

3.0 (3/21/95)

· Fixed a major bug(from v2.5) with the Specify font option, which would cause the font to change on the promoted screens if another promoted screen was opened with Specify font option and the two fonts were different.

· Added another system patch to CloseScreen(), this was required to fix the font bug, and for the new public screen management.

· New Font sensitive interface which also required some reworking of the interface:

"HighlightText:" in the pen list is now "High Text:"

"Use Screen Mode Requester" is now "Use Screen Requester"

· MP will again try to promote LikeWorkbench screens.

· If MP fails at promoting a screen, MP will make a second attempt to open the screen without promotion.

· MP will *not* promote the Workbench screen.

· Most screens can now be made public. This was more work than I thought it would be :ˆ)

See Public Options .

· When the 'Catch' menus are enabled, newly caught items are added to the top of the list.(2.8 added to the bottom). This was done to make things cleaner and to get rid of some redundant code.

2.8 (2/20/95)

· Fixed a few minor discrepancies.

· ModePro no longer promotes screens that use the LikeWorkbench option.

· Now when a program is run for the shell of cli, the actual program's name and not "Shell Process" is added added to the Program List if the "Catch Programs Name" menu is selected.

· Previously, when a program opened a nameless screen, the screen wouldn't match with the "#?" wildcard, now it will.

· Added "<No Name>" keyword for the screen promotion list. See Promotion List .

· The patch has been updated to use less stack. (about 200 bytes less)

· Fixed a serious bug with the file & font requesters, caused by opening and closing the requester, then closing and reopening ModePro's window, and then reopening the requester.

· ModePro can nolonger be forced to quit if another program has patched over the same library functions ModePro has. This is for your safety :ˆ).

· When the 'Catch' menus are enabled, newly caught items are now added to the bottom of the list. This was done to simply window updates.

· The pen 'Highlight Text' has the space removed because under 2.X the 'H' was being truncated.

· Screen mode requesters now list all modes available under 2.X.

· Basic mop-up of bugs introduced in v2.6

2.6 (12/14/94)

· The stack size specified in the v2.5 icon's information was to small, this caused ModePro to crash when the window was opened.

· Options not available in WB2.X will be ghosted when run under WB2.x.

· Fixed the preference file loader, if a file was saved under WB 2.X would not load the font information correctly under 3.X and vise-versa.

2.5 (11/26/94)

Added the ability to:

· Specify the font,

· Have screens Interleaved(V39+ only)

· And have screens centered when they open.

· Under V39+ ModePro can force windows to open so that there menus use the new look(black on white), only works on GadTools menus.

2.3 (10/17/94)

· Bug fix. The string gadget below the list was always displaying the first item in the list, but it happened on WB2.04 and probably WB2.1, and not WB3.1

2.2 (10/08/94)

· Did something, but I forgot:)

2.1 (8/03/94)

· Bug fix: Forgot to free ASL file requester memory when ModePro was quit.

· More code cleaning.

2.0 (7/07/94)

· New features: user selectable pens for 3-d look commodity hotkey support added.(finally)

· Bug fix: File requester now works correctly. (forgot to add a / between the path and the filename when required)

1.5 (6/04/94)

· Bug fix: Stupidity error. I forgot to free memory when an entry was removed or when the program was ended.

· New features: AmigaDos wildcards can now be used.

· Priority slider.

1.3 (5/21/94)

· Bug fix: ModePro wouldn't Unlock the pubscreen that its window was on if another program opened a screen while ModePro's window was open.

· Minor menu work

1.2 (5/19/94)

· Tried to make code WB2.1 compatible.

1.1 (4/18/94)

· ModePro is now a commodity.

· Minor code cleaning.

· Spelling correction.

1.0 (3/30/94)

· Initial Release