IconTile

by TANSTAAFL Software

Quick Start

How to Use IconTile

Everything Else

Caveats

IconTile may not run as desired under the upcoming Windows 4.0 (Chicago).   As soon as I can get a copy of the SDK for Chicago, I will modify **IconTile** to work with it.

Overview

IconTile helps maximize screen real estate.   **IconTile** will tile all running program icons to the very bottom of the screen at a user-defined interval.   Perfect for people who run a lot of applications and keep most of them minimized.

Installation

IconTile is distributed as a compressed file.   Uncompress this file into the directory of your choice. Move the following files into your \WINDOWS\SYSTEM directory, after first checking to see that these files are newer than any copies you may have:

　　　　THREED　　　.VBX

To run, select ICONTILE.EXE from your shell or desktop.

This program is written in Visual Basic, and requires the run-time library VBRUN300.DLL, which should be available at the bulletin board where you obtained **IconTile** (It's also included on the registered version disk).   COMMDLG.DLL is also required, and is included with Windows 3.1.   Place VBRUN300.DLL in your \WINDOWS\SYSTEM directory.

NOTE: Some versions of **IconTile** might contain VBRUN300.DLL.

A Brief Tour

IconTile normally runs as an icon.   When you run **IconTile**, it will add itself to the icons at the bottom of the screen and will tile those icons initially at a ten second interval.

To change the interval or spacing, double-click on the icon.

IconTile's main screen allows you to adjust the icon height, width, space between icons, and the refresh interval.   These values are kept in ICONTILE.INI, in the Windows directory.

Changing Defaults

IconTile normally loads as an icon.   Double-clicking will bring it up as a window.   Change any of the defaults by selecting them, entering new values, and pressing the tab key.   You may also view the About box and the help file from this window.

Normal icons (on my system, at least) are 36 pixels square, with border.   Some display adapters may use smaller icons.   If you experience bizarre icons, modify this.   Spacing is the number of pixels between icons.   Interval is the number of seconds between retiling.   This value can be a maximum of 60 seconds.   If the interval is set to zero, pressing tab will result in the icons being tiled and **IconTile** exiting. When **IconTile** is run again, it will tile the icons and exit.   This is useful it you do not want to run **IconTile** continuously.   After you change the interval to zero, the *ONLY* way back is to delete the ICONTILE.INI file, or edit it to change the interval.

The Hide button will cause **IconTile'**s icon to be hidden.   If you use this option, the *ONLY* way to unhide **IconTile** is to delete the ICONTILE.INI file, or edit it to change the Hidden flag to zero.

Loading IconTile

If you need **IconTile** at all, you should load it by either of the following methods...

Put it in the RUN= line in the WIN.INI file.

Put it in the LOAD= line in the WIN.INI file.

Put it in the STARTUP group in Program Manager.

Once loaded, double-click on the icon to change the default values.

Support & Registration

Support is available by Email, postal mail, and telephone.   Support is limited to the English language.   All orders should be mailed to the Post Office box.   Please print the help topic **Order Form** for registration.   If you call, please call between the hours of 8 AM and 10 PM, Mountain Time.   Since I have to work during the day, the best times to call are in the evening.

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The Product Line

IconTile helps maximize screen real estate.   **IconTile** will tile all running program icons to the very bottom of the screen at a user-defined interval.   Perfect for people who run a lot of applications and keep most of them minimized.   Originally released on 4/18/94.   Current version 1.10.

2x4 Labeler creates labels for 3 1/2" floppy disks using the **Avery L7664** label for the European A4 page size.   **2x4 Labeler** is feature-identical with **3x3 Labeler**.   Originally released on 03/06/94.   Current version 1.55.

3x3 Labeler produces labels for 3 ½" floppy disks using the **Avery 5196**, which contains three rows of three labels each on an 8 ½" by 11" page, suitable for a laser or ink jet printer.   Each label can contain file names, directory names, or multi-line text.   Each label can have different fonts, sizes and edge/banner text, or can use the default global values.   Different sets of label defaults can be loaded and saved by name.   Originally released on 07/05/93.   Current version 1.55.

The **Drive Utilities DLL** is a collection of disk and file routines for Visual Basic programmers.   The disk routines allow you to get the total size of any drive, as well as the bytes used and free and sector and cluster sizes.   File routines allow you to get or set file dates, times, sizes or attributes.   A special FileZAPP routine will clear all the clusters of a file, then delete the file.   The registered version includes full source code and a license to distribute the .DLL with your software.   Originally released on 03/06/94.   Current version 1.00.

Farley is a person-database.   **Farley** allows you to track names, addresses, phone numbers, E-mail addresses, and miscellaneous detailed information about people.   **Farley** uses the Microsoft Access database format, and allows full SQL queries.   Includes some novel features.   Anticipated release on 05/01/94.

CRITTER is the TSR Critical Error Handler that DOS forgot.   **CRITTER** replaces the ugly "Abort, Retry, Ignore" message with an attractive pop-up window.   Command line options include printer logging, automatic response with time-out, automatic reboot and response patterns (such as Retry 4 times, then Fail).   This utility is perfect for unattended systems such as bulletin board systems, packet radio repeaters, robotics assembly lines and print servers.   Originally released on 04/26/90.   Current version 1.32.

Order Form   (Print Me!)

NAME: _____

COMPANY: _____

ADDRESS: _____

_____

CITY: _____

STATE: _____   ZIP CODE: _____

PHONE: _____

E-MAIL ADDRESS: _____

WHERE DID YOU RECEIVE THIS PRODUCT? _____

_____

DISK SIZE NEEDED: [   ] 3-1/2   [   ] 5-1/4

COMMENTS: _____

_____

_____

IconTile	@ $ 10.00	_____
2x4 Labeler	@ $ 20.00	_____
3x3 Labeler	@ $ 20.00	_____
Farley	@ $ 20.00	_____
DrvUtils.DLL	@ $ 20.00	_____
CRITTER	@ $ 20.00	_____
Colorado sales tax (CO residents only)	(7.1%)	_____
Non-US Shipping	@ $5.00	_____

(Payments must be in US Dollars, US bank)

TOTAL: _____

Checks or money orders only.   Sorry, no company P.O.'s or credit cards.

(This order form from IconTile 1.10)

Please make checks or money orders payable to:

Dana W. Cline

Mail to:
TANSTAAFL Software
P.O. Box 260075
Lakewood, CO   80226
USA

Credits

User Interface & Software by Dana Cline

Documentation by Dana Cline

Windows API help by Dean McCrory

Beta testing and feedback by:
    Michael Manning
    Peggy Pitchford
    and others...

Program Created in Visual Basic 3.0
Help File Created using ForeHelp, by ForeFront

Legalese

IconTile is Copyright 1994 by TANSTAAFL Software.   **IconTile** is released as shareware.   The unregistered version should be used for evaluation purposes only.   Users are expected to pay for the registered version of this program.   Farley is not warranted for anything, and TANSTAAFL Software is not responsible for any damages arising from the use of this program.

All product or company names mentioned are probably copyrighted or trademarked by their respective owners.

If you want to give this program away, please distribute the original compressed file.   If you want to distribute this program via CD-ROM or software library service, please contact us for the latest shareware version.

Revision History

04/29/94   1.10

Fixed bug where a full-screen DOS window would abruptly become an icon.   Added ability to set interval to zero for "run-once" capability.   Added Hide button, to eliminate the icon.

04/18/94   1.00

Original release.