

Information about MasterGrabber

COLLABORATORS

	<i>TITLE :</i> Information about MasterGrabber	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		August 5, 2022
		<i>SIGNATURE</i>

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Information about MasterGrabber	1
1.1	Inhalt	1
1.2	Program description	2
1.3	Installation procedure	2
1.4	Copyrights	3
1.5	Disclaimer	3
1.6	Registration	3
1.7	Distribution	4
1.8	Known bugs	4
1.9	Fixed bugs	5
1.10	How to use	5
1.11	System requirements	6
1.12	Features	6
1.13	To do	6
1.14	About the author	7
1.15	Credits	7
1.16	Save	7
1.17	"	8
1.18	Exit	8
1.19	Refresh list	8
1.20	Hide window	8
1.21	Actual mouse-coordinates !	8
1.22	Button to pop up an ASL-Request !	9
1.23	Type	9
1.24	Left	9
1.25	Top	9
1.26	Width	10
1.27	Height	10
1.28	IFF-File	10
1.29	"	10
1.30	Countdown	10
1.31	Activate window	11

Chapter 1

Information about MasterGrabber

1.1 Inhalt

MasterGrabber v1.2 (Beta release)

Written by

Daniel Kasmeroglu ("Deekah")

*** REGWARE ***

Program description

Installation procedure

Copyrights

Disclaimer

How to register

Known bugs

Fixed bugs

How to use

System requirements

Features

Todo

About the author

Credits

1.2 Program description

This program is a simple ScreenGrabber which means that it allows you to save any screen into an IFF-Image-File. This utility is also able to grab a specified window or area, so you can easily save window-images if you want. This program is in beta-state, so if an error occurs I would be happy to be informed about this fault.

This program is an unregistered version but there's only one difference to the registered version. After my information-window the unregistered version makes a pause of twelve seconds, that's all. You can remove this if you patch the function 'Delay()' or if you register but you should know that registration doesn't cost anything.

How to register

1.3 Installation procedure

The installation of this program is very easy and you don't need the Installer to do that part. Just follow these steps:

1. Copy all files of this distribution into one directory of your choice. Following files may be deleted if you don't want to create a catalog for your own language:

```
MasterGrabber.cd      - Catalog-Descriptorfile
MasterGrabber_D.ct   - German translation
MasterGrabber_I.ct   - Italian translation
```

2. If the "bgui.library" v41 isn't present in your drawer "LIBS:" then copy the included "bgui.library" to this drawer. This version is a BETA-Release and may have some faults but until yet none occurred during use of my program. This version is usable on all Amigas (OS 2.0+) but if you are using a MC68020 with OS 3.0 you should try to download the archive "BGUI-User.lha" from following site:

```
"http://www.az.com/~ie/bgui"
```

This archive contains an optimized version named "bgui.library_e" which will speedup all BGUI-Based applications so try to get this version if you can need it.

3. If you want to use another language than the english one than copy one of the following catalogs in its directory:

Catalog	Language
1. MasterGrabber_D.catalog	german

```

2. MasterGrabber_I.catalog      italian

   1 -> LOCALE:Catalogs/deutsch/MasterGrabber.catalog
   2 -> LOCALE:Catalogs/italiano/MasterGrabber.catalog

```

5. If you want to have the online-help available then place this documentation in the same drawer as the executable and name it "MasterGrabber.guide".

Documentation	Language
1. MasterGrabber_D.guide	german
2. MasterGrabber_I.guide	italiano
3. MasterGrabber_E.guide	english

1.4 Copyrights

This program is REGWARE and I think you doesn't know what this means. ↔

In fact it is FREeware because all copyrights are owned by the author and the program is not crippled. It only waits twelve seconds after it have been started, so you are suggested to registrate. If you registrate you will get a registered copy of this program which doesn't wait any time. I think you should registrate because it doesn't cost anything except postage if you don't have access to the internet. You aren't allowed to give a registered version to any other people, because this will cause juristic consequences.

The reason therefore is very simple:

It cost's time to programm an application and I want to know how many people are using this program because if nobody does I will stop developing this program.

How to register

1.5 Disclaimer

I CANNOT BEEN MADE RESPONSIBLE FOR ANY PROBLEM WHICH OCCURES USING THIS PROGRAM. THIS AFFECTS ALL KINDS OF PROBLEMS. YOU ARE USING THIS PROGRAM AT YOUR OWN RISK.

1.6 Registration

If you want to register you should send following informations to me:

Name, Age, Address, E-Mail and System-Configuration

Send me this informations via E-Mail:

raptor@cs.tu-berlin.de (I'm currently working on my homepage)

or Snail-Mail:

Daniel Kasmeroglu
Rubensstr. 26
12159 Berlin
(Germany)

If you don't have an E-Mail address you MUST send me a disc and a letter with enough return-postage. I won't accept letter's if you haven't paid enough for their postage.

P.S.: If you think that you can pay something for this proggy I will be happy if you do that, because I must work to get money and this cost's a lot of time. If I get enough money for my programs I can stop working and will invest more time in my applications.

My current project is a nice archiver, some BOOPSI-Classes and I'm thinking of writing a better Installer which is easy to use for programming people too.

1.7 Distribution

This archive may be distributed on each media if this archive contains all original files of the distribution. Nobody is allowed to include a registered version of this program in this archive. Also nobody is allowed to make modifications to this distribution without my written permission.

1.8 Known bugs

1.

Under "bgui.library" v41.6 some helptext's won't be loaded if the HELP-Key was pressed. This affects the following keys:

Type

Refresh list

Exit

This must be a fault of this libraryversion because it doesn't occure under v41.8.

2.

Currently I know that my screengrabber won't work correctly with CyberGraphX-Screens. The only result you will receive is a shitty looking picture. I will fix it if I know how to deal with CyberGraphX-Screens.

1.9 Fixed bugs

- If you've entered a directory-path instead of a file-path it was possible that the system crashes (Sorry 8((Found by: Matteo Taveggia)
- The error-handling part in my main-program wasn't correct so if an error occurred the system could crash. (Found by: Author)
- An error occurred during the error-handling (Yes, a shitty fault that was already corrected but not saved on HD 8((Found by: Mark Mackeen)
- Sometimes it may happen that the windowlist wasn't loaded. (Found by: Matteo Taveggia)

1.10 How to use

How to get started ?

If you start this program from workbench the window appears on the workbench screen. If you are starting from CLI you've got the possibility to specify a public-screen where the window will be opened:

```
1> <yourdrawer>/MasterGrabber PUBSCREEN=<name>
```

You must spell the name of the public-screen exactly which means including upper or lower-cased characters.

How to use ?

I don't know how to write this chapter because my program is very easy to use. If you want to have an information about a specific element in my window then place the pointer on it and press the HELP-Key. After that a text in amigaguide-format appears in front of you and explains the function of this element. If you want to learn all about the existing gadgets then start

here

1.11 System requirements

These are essential requirements:

- Amiga OS 3.0 (v39) or higher
- "bgui.library" v41 or higher (1)
- "iffparse.library" v37 or higher (2)

These are helpful files:

- "locale.library" v38 or higher (2)
- "amigaguide.library" v37 or higher (2)
- "asl.library" v37 or higher (2)

(1) : A better or actual version is available under
"http://www.az.com/~ie/bgui"

(2) : included on the system-discs

1.12 Features

- font-sensitive gui
- it may be opened on a specified public-screen
- it includes an online-help-function and tooltips as well
- it is localised including the hotkeys
- you may save windows or areas

1.13 To do

I will implement following things if there are enough registered users.

- an AREXX-Port to communicate with PPaint etc.
(PPaint won't load each screen)
 - compression of the iff-file or perhaps an adaption to the superview.library
 - optimized versions for speed-reasons
 - making a commodity of this program
-

1.14 About the author

Name.....: Daniel Kasmeroglu (strange name or not 8)
Username..: Deekah
E-Mail....: raptor@cs.tu-berlin.de
Age.....: 20 (nearly 21)
Hobbys....: »»» Soccer «««, Programming,
 I love to philosophy about trivial thins of live 8=)

Hey guys 8)

This is my first official program and I hope that you can do something senseful with it, if not you've payed the telephone-costs for nothing (Hehe). I think that I should say something about me. I'm currently studying "Technical Informacy" at the TU-Berlin, that's all. No, I'm kidding. If I'm not studying I'm going to work because money must be earned before buying something (what a shit 8). I'm working whenever I can except on sundays because I'm playing soccer on that day. Now, I think that's enough you should know. I wish you have fun with my little proggy.

1.15 Credits

Wouter van Oortmerssen : E is a fantastic language but developing stopped for a too long time.

Jan van den Baard : For his "bgui.library" which makes life easier.

Ian J. Einman : For continuing developing this library.

Hakan Coskun : A member of "2-DaLyrics".

Ertugrul Aküyz : I call him the great Spack.

Phase5 and ProDAD : For their interest in continuing developing the Amiga-OS and a new hardware-platform.

Mirco Eltahir : We've had some fun during working for the BSR.

Thorsten Schubert : PC-User but nobody is perfect.

Matteo Taveggia : He has translated the documentation and the catalog-file into the italian language.

1.16 Save

Hotkey..: s,S

If you press this button you will save the image to the place entered in the textfield
IFF-File
but you should know that
you won't be informed if an existing file will be overwritten
so be sure to specify the correct path.

1.17 "

Hotkey..: " " (the great fat key below all other keys 8)

This gadget makes it easier to select between the screen- and the windowlist which appears in the
listview-gadget
. You can do this
by clicking on that gadget or just typing the space-key.

1.18 Exit

Hotkey..: e,E

I think that you know what this button does, or not ?

1.19 Refresh list

Hotkey..: r,R

If there are windows and screens which are opened after starting this program you can reload the list to get all screens or windows.

1.20 Hide window

Hotkey..: d,D

If you want to save the screen where my window appears, you should select this option because otherwise my program-window occurs on the image.

1.21 Actual mouse-coordinates !

Hotkey..: None

This field shows the actual mouse-coordinates dependant of the screen on which the program-window is opened.

1.22 Button to pop up an ASL-Request !

Hotkey...: f,F

This button pops up an ASL-Filerequester to make it easier to specify a destination-path. If you are selecting a file as a destination-path this file will be replaced by the image during saving-process.

1.23 Type

Hotkey...: p,P

This cycle-gadget specifies three different types of images you can save:

- Screen - This means that the selected screen will be saved. If there isn't any screen selected the first screen appearing on the list will be saved.
- Window - This means that the selected window will be saved. If there isn't any window selected the first window appearing on the list will be saved.
- Area - This means that an area of a screen or a window will be saved (depends on the loaded list). In any case you may specify various parameters for the rectangular area you want to save.

1.24 Left

Hotkey...: l,L

The area will be specified by it's left-top-corner and it's dimensions. Here you can enter the distance of your area to the left side.

1.25 Top

Hotkey...: t,T

The area will be specified by it's left-top-corner and it's dimensions. Here you can enter the distance of your area to the upper side.

1.26 Width

Hotkey...: w,W

The area will be specified by it's left-top-corner and it's dimensions. Here you can enter the width of your area.

1.27 Height

Hotkey...: h,H

The area will be specified by it's left-top-corner and it's dimensions. Here you can enter the height of your area.

1.28 IFF-File

Hotkey...: i,I

Here you must enter the destination-path for the image-file. Please make sure that there is no existing file with the same path because in this it will be overwritten without any comment.

1.29 "

Hotkey...: None

This list shows you all available screens or windows. You can switch between screens and windows by pressing the cursor-keys. You can switch between the list by pressing the space-key. Each time you do that, the list will also be refreshed.

Other keys:

CURSOR UP	:	moves to the entry above
CURSOR DOWN	:	moves to the entry below
CURSOR UP	+ SHIFT	: moves to the top of the page
CURSOR DOWN	+ SHIFT	: moves to the bottom of the page
CURSOR UP	+ CTRL	: moves to the first entry
CURSOR DOWN	+ CTRL	: moves to the last entry

1.30 Countdown

Hotkey...: c,C

I've implemented this feature because it was requested by a user and I think it's useful. In this field you can enter the number of seconds my program has to wait before grabbing. This is useful for you if you want to activate a window or something else before the grabbing process starts.

1.31 Activate window

Hotkey...: a,A

This is also a new and useful feature. If this checkbox is selected the selected window will be activated before the picture will be saved. Make sure you don't run a commodity like AutoPoint because this could deactivate the window before it will be saved.
