Sizer

General Instructions:

Procedures:

Commands:

Introduction

Sizer is a program designed to meet a specific limitation of many existing Windows applications. Specifically, **Sizer** can be used to record the desired window size and location for a particular application. This is desirable for those applications that do not record the window location and size themselves.

The general procedure is outlined in the Summary, but, in short, **Sizer** maintains a list of recognized applications. If you change the file properties for these applications (i.e., include a reference to **Sizer**), the predetermined screen coordinates maintained by **Sizer** will be used.

Sizer works in both Standard and 386 Enhanced modes. When **Sizer** is used to start up another application, **Sizer** does not stay resident in memory. It is transparent. It simply loads the application, sets the window's dimensions, and then exits, allowing you to continue with the application, without concern to **Sizer**'s operation. **Sizer** is compatible with both Windows 3.0 and Windows 3.1.

If you have praise, problems, comments, or criticisms, please feel free to contact me. While I make no guarantees to the effectiveness of this program, I find it quite useful and hope that you do too.

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Screen Layout

The **Sizer** screen is comprised of several data entry fields. The most important field in the Window is the Command Line field. This is the key field, upon which all of the other fields are indexed. When the *Command Line* field is empty, you are not allowed to fill in any of the other fields. The *Command Line* field must be filled first. By selecting different values for the *Command Line* field, you will control which record in the **Sizer** database will be editted.

The Window Name field is what **Sizer** uses to determine which window should have it's coordinates adjusted. Note that this should match the title of the application window that will be resized. While this was manditory on previous releases of Sizer, it is now optional except for those programs included in **load=** line of your `WIN.INI` file (or in Windows 3.1's StartUp Group). Sizer will resize the Window of the specified name, but if no match is found, it will resize the current window.

As will be discussed below, the Pick command is useful in filling in the *Window Name* field without needing to manually type in the window title yourself. You can just select, or pick, an existing Window (assuming that you have started the application in question), and **Sizer** can fill in all of the fields based upon the window selected.

There are also four numbers which can be stored, the X and Y coordinates of the upper left hand corner of the window and the width and height of the window. By using the check boxes to the left of the number fields, you can specify which of these four numbers **Sizer** should use. Thus, for some programs, you may wish to use all four numbers while others, for example, you may only care about where the Window is placed (leaving it to the application to determine the appropriate size).

Finally, in addition to the numeric location and dimensions of the window, you can control whether the window should be minimized or maximized. A window that is neither minimized nor maximized is "restored".

Syntax

To use **Sizer**, install it in your Windows directory and add an icon in the Program Manager for it.

Sizer can be run of one of two modes. If you run "SIZER.EXE", you will get the dialog box in which you can specify the various screen dimensions for various applications. If you run "SIZER.EXE PROG.EXE", **Sizer** will run PROG.EXE, using any screen dimensions that have been defined for the program by **Sizer** earlier. See Summary for information on how to define these screen dimensions.

Minimize:

A window is *minimized* when it is as small as possible. This is also called *iconic.* In most cases, a *minimized* application appears as an icon at the bottom of the screen. It should be noted that a *minimized* application is still in memory, taking up both RAM and CPU time. It is just taking up less space on the screen. These *minimized* applications should not be confused with icons in the Program Manager.

Maximize:

A window is *maximized* when it is as large as possible. This is sometimes called *zoomed.* In most cases, a *maximized* application takes up the entire screen.

Association:

An *association* is a linking of files of a particular extension, e.g., `.INI`, with a particular program, e.g., `NOTEPAD.EXE`. Thus, if you ever double click on a file with an association, it will run the associated program.

Command Line:

Within **Sizer**, the term *Command Line* will be used to refer the the filename (or filespec) of the application being used. For example, the *Command Line* for the PaintBrush program is `PBRUSH.EXE`, or, alternatively, `C:\WINDOWS\PBRUSH.EXE`. The *Command Line* may also, for certain programs, include optional parameters (often of the form "/x" or "-x" where "x" is any letter of the alphabet). For the purposes of **Sizer**, you may ignore these optional parameters when adding the *Command Line* text to the **Sizer** window.

Window Name:

The term *Window Name* refers to the caption of a window (i.e., the text in the title bar).

File Menu

The file menu provides the basic storage/manipulation of the data on the **Sizer** screen. Commands available from the **File Menu** include:

New: Enter a new, blank record.
Save: Save current record.
Delete: Delect current record.
Pick: Pick window to pull dimensions from.
Exit: Exit from **Sizer**.

Help Menu

The Help Menu is fairly self-explanatory. Commands available from the **Help Menu** include:

Help: This help system.
About: Tell me about the program (version, author, etc.).

The **Help** Command

The **Help** command doesn't really need any description. You are using it now.

The **About** Command

The **About** command tells you what version of the program you are using. It also says when the program was released, and who the author is.

The **New** Command

The **New** command, on the **File** menu, clears the record and allows you to specify a new Command Line field. The same result can be yielded by manually erasing the contents of the *Command Line* field. See The Screen for more information on the fields of the screen.

The **Save** Command

The **Save** command, on the **File** menu, as its name suggests, saves the contents of the current **Sizer** record to disk. In fact, the changes are written to the **WIN.INI** file in the **[Sizer]** section.

NB: If a record has been modified and any attempt to change the *Command Line* field is made, **Sizer** will warn you that changes must be saved or they will be lost. Selecting "Yes", to this query is identical to selecting the **Save** command from the **File** menu.

The **Delete** Command

The **Delete** command on the **File** menu is also largely self-explanatory. By selecting **Delete**, not only will the record be removed from the screen, but also from the **WIN.INI** file.

The **Pick** Command

The **Pick Window** may, initially, be a little confusing. Once you have specified the command line of the application, you need to specify the title of the application's window and the screen dimensions to use for that Window. To save you the effort of typing these in manually, the **Pick Window** command has been included under the **File** menu.

By selecting **Pick Window**, the mouse becomes a cross-hair and can be used to select a window on the screen. As you move this cross-hair cursor (mouse pointer) across the different applications, **Sizer** will fill in the name and dimensions of the window that the mouse is over. To accept the specified text and coordinates, click on the left mouse button, and the settings will be used and the mouse resumes it's normal function.

The **Exit** Command

The **Exit** command, as its name suggests, can be used to exit **Sizer**.

Summary

The use of this program can be divided into several steps:

1. Determine Program Name: You must first identify the application that you wish to use **Sizer** with and get the filename for it. If there is already an icon for this application, look at the **File Properties** (under the Program Manager's **File** menu) and see what is specified under the "command line".

2. Adding Program to Sizer Table: Having determined which program you are going to use, you must the create an entry in **Sizer** for this application. In short, take the filename identified in step 1 and fill the Command Line field with this text.

3. Specifying Parameters to Include in Table: Once you have specified the filename, you need to specify the other parameters (window dimensions, etc.). The easiest way to do this is with the Pick command.

4. Changing Program Parameters to Include Sizer: Once the data in step 3 has been saved, you need to modify the **File Properties** to reflect that you are using **Sizer**. This consists of merely inserting "SIZER.EXE" at the begining of the command line.

Determine Program Name

You must first identify the application that you wish to use **Sizer** with and get the filename for it.

To do this, you should:

1. Determine which application to use. A suitable application is one that doesn't record where its main window is located from one invocation to the next. Also, a suitable application would be one that you wish would to have maximized everytime you start it.

2. Select the icon for this application. So, while in the Program Manager, click once on the icon so that name of the icon is highlighted.

3. Select **File Properties** from the Program Manager's **File** menu. This will bring up a dialog box with two parameters, Description and Command Line. Make a note of the *Command Line* field, for you must insert this in the *Command Line* field of the **Sizer** program. If you are familiar with the keyboard shortcuts for copy and paste, you can highlight the text of the command line and copy it to the clipboard by pressing Ctrl-Insert. See Adding Program to Sizer Table for more information about what to do with this command line text..

Adding Program to Sizer Table

Having determined which program you are going to use, you must the create an entry in **Sizer** for this application. To do this, you should:

1. Start the **Sizer** program.

2. Take the command line that you identified in Determine Program Name and fill the *Command Line* field with that text, If you used Ctrl-Insert to copy the text to the clipboard, you may now use Shift-Insert to paste it in to **Sizer**. You may omit any optional parameters used by the Program Manager.

3. Once that you have filled in the *Command Line* field, the rest of the window should no longer be grayed. You may now fill in the rest of the data. See Specifying Parameters to Include in Table.

Specifying Parameters to Include in Table

Once you have specified the filename, you need to specify the other parameters (the window dimensions, etc.).

1. Specify the *Window Name* field. This is optional and is the caption text that appears at the top of the application's window. **Sizer** needs this because it sends the sizing commands to a Window of this name. If the name is mistyped or is missing, **Sizer** will send the sizing commands to the current window. Note that this field is required when specifying a record for a program that will be started automatically when you start Windows.

2. If the program in question is to be included on the **load=** line of your `WIN.INI` file, or if it is to be placed in Windows 3.1's StartUp group, check the box labeled "Load Application on Startup". Otherwise, leave this unchecked. See Using Sizer on StartUp for more information.

3. Specify the window dimensions. There are 4 numbers that can be specified: the *X* and *Y* coordinates of the upper left hand corner and the *Width* and *Height* of the window. Note that if you want **Sizer** to use these, you must check the *Save Origin* and *Save Size* buttons as appropriate. Thus, for example, if you don't care about the size, but only where **Sizer** puts the window, check the *Save Origin* box and fill in the *X* and *Y* coordinates, but do not check the *Save Size* box. See The Pick Command for an easier way to enter the screen coordinates.

4. Select **Save** from the **File** menu.

Modify Program Manager Command Line to Include Sizer

Once the Sizer data has been specified for the application (see Specifying Parameters to Include in Table), you must modify the Program Manager File Properties to reflect that you are using **Sizer**. To do this, you should:

1. Select the icon for the application. So, while in the Program Manager, click once on the icon so that name of the icon is highlighted.

2. Select **File Properties** from the Program Manager's **File** menu. This will bring up a dialog box with two parameters, Description and Command Line. Insert "`SIZER.EXE`" at the begining of the *Command Line* field. So, for example, if the command line was "`PBRUSH.EXE`", change it to "`SIZER.EXE PBRUSH.EXE`".

3. Click on OK to save changes.

4. The icon for the original program will now be incorrect (it will be the **Sizer** icon). To fix this, select **File Properties** from the Program Manager's **File** menu and click on the *Icon* button. At this new dialog box, specify the filename of the application (i.e. the original contents of the *Command Line* field).

5. Click on OK. to save the icon changes.

6. Click on OK to save all changes.

You may change the sizer settings at any time by running **Sizer** (by itself) and modify the screen dimensions as you wish.

Using Sizer on StartUp

In Windows, you can specify what programs are to be loaded into memory when you start Windows. In Windows 3.0, this is done by specifying the **load=** line of your WIN.INI file. In Windows 3.1, this is done by placing items in a special group called "StartUp". Any programs loaded in this way will automatically be loaded into memory and will be made iconic. But how do you use this facility with **Sizer**? What if you want to control the size of these windows when you activate the program in question? **Sizer** allows you to do this as follows:

1. Create a **Sizer** entry for the program in question. See Adding Program to Sizer Table for more information. Make sure that you check the box "Load Application on Startup". Also make sure that you supply the Window Name (generally it is optional, but not for startup programs).

2. For Windows 3.0: Insert "**sizer.exe**" in the **load=** line of your WIN.INI file. Do not put the specific name of the program(s) that **Sizer** will load in the WIN.INI file. **Sizer** will load them for you. See your Windows manual or the text file WININI.TXT for information on the **load=** line of your WIN.INI file.

   For Windows 3.1: Using the Program Manager, put a copy of **Sizer** in the StartUp group. This is done by opening the StartUp group, and selecting "New" from the "File" menu. Just specify the Sizer program and make sure that you check the box, "Run Minimized".

Sizer will, the next time you start Windows, load all of the programs for which you checked the "Load Application on Startup" box in their respective **Sizer** entries. Note that **Sizer** will automatically minimize the program for you, but the window's size and location will be appropriately set for when the window in question is restored (i.e., made active).

Incidentally, including **Sizer** in the **load=** line tells it to load other applications which have the "Load Application on Startup" box checked. If, for some reason, you want to have **Sizer**, itself, loaded as an icon on startup, you must create a **Sizer** record for itself and check the "Load Application on Startup" box. Only if you do that can you start **Sizer** as an minimized program on startup.

Defining Associations in File Manager

In many cases, you may wish to use sizer for a program for which you have associations in File Manager defined. For example, most systems have all files ending in .INI associated with NotePad. This means that if, while in File Manager, if you double click on a file ending in .INI, that the system will fire up NotePad so that you can see the contents of the file.

So, what do you do if you want all files of a particular extension to run a program with a specified screen size?

1. Well, you first define a **Sizer** entry for the program in question. For example, if you want all files ending in .INI associated with NotePad, define a **Sizer** entry for NOTEPAD.EXE. See Adding Program to Sizer Table for more information.

2. You then, while in File Manager, define the association to include the **Sizer** program name. For example, if all .INI files are associated with NotePad, then change the association from "NOTEPAD.EXE" to "SIZER.EXE NOTEPAD.EXE".