ModePro

COLLABORATORS			
	TITLE : ModePro		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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ModePro

1.1   ModePro Manual

ModePro 4.26

The Screenmode Promoter

and public screen manager

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Michael Rivers

http://home1.gte.net/mrivers/

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

Distribution

Introduction

Instructions

--WARNING!--

Details

Author

** NEW E-MAIL & WWW ADDRESS **

In this release!

Future

IMPORTANT!

See Installation if you are installing ModePro manually!

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 stuff preferred)

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

· The following files must be included

ModeProPrefs.info

ModeProPrefs

ModePro.info

ModePro

InstallModePro.info

InstallModePro

Docs/ModePro.guide

Docs/ModePro.guide.info

Catalogs/Catalogs.ReadMe

Catalogs/français

Catalogs/íslenska

Catalogs/norsk

Catalogs/polski

Catalogs/deutsch

Catalogs/ModeProPrefs.cd.info

Catalogs/modeproprefs.ct

Catalogs/ModeProPrefs.cd

Catalogs/modepro.ct

Catalogs/ModePro.cd.info

Catalogs/ModePro.cd

Catalogs/français/modepro.catalog

Catalogs/français/modeproprefs.catalog

Catalogs/íslenska/ModeProPrefs.catalog

Catalogs/íslenska/modepro.catalog

Catalogs/norsk/modeproprefs.catalog

Catalogs/norsk/modepro.catalog

Catalogs/polski/ModePro.catalog

Catalogs/polski/ModeProPrefs.catalog

Catalogs/deutsch/ModeProPrefs.catalog

Catalogs/deutsch/ModePro.catalog

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

· ModePro may be included in commercial software on the condition that I receive a free registered copy of the commercial software package.

· User groups and other non-profit organizations may distribute on their "Monthly Disks"

Phase5 may distribute this program with there CyberVision boards and CyberGfx software if they see fit to.

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. ModePro also is a simple public screen manager. You can define public screens that automatically open and close as needed.

ModePro determines which screens to promote via three lists.

· Screen Names - Lists screens by name that should be promoted.

· Program Names - Lists programs whose screens should be promoted.

· Screen Modes - Lists screen modes that sould be promoted.

(see Promotion List Gadgets)

Each list can contain any number of promotion entry names. When a program attempts to open a screen, ModePro will search the lists in the order above. If it finds an entry that matches the screen, ModePro will promote the screen using the options the entry specifies. ModePro allows you to use any AmigaDOS wildcards for the entry names.

There is also a fourth list,

· Public Screens - List of public screens ModePro will manage.

This is where ModePro keeps a list of Public Screens, when these public screens are requested by other programs, ModePro will open them, and when the public screen isn't needed anymore, ModePro will close it. Most of the options available to Promoted screens are available to Public screens. Also see Creating a Public Screen Entry

ModePro can promote a screen's mode (or Display ID) 3 different ways:

· Specify the Monitor Type - In this case you can change for ex. an NTSC screenmode to PAL.

· Specify the exact Screen Mode, and optionally Depth and Palette

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

· Or ModePro can be told not to promote the screen mode at all. - so you can use ModePro's other features.

(see Promotion Method & Dimension Gadgets)

You can also specify these options for all promotion methods:

· Autoscroll

· Center

· Interleaved screen bitmaps. (V39+)

· Force screens to be planar. (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)

ModePro has a global options:

· Turn all GadTools menus to the v39 "NewLook" menus (black letters on white background).

· Centering all non-promoted screens.

(see Menus)

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.

An installer script is provided.

Note: If you want to be able to promote the Workbench screen see Promoting Workbench for installation info.

Important! If you install ModePro manually, and start it in the Startup-Sequence or User-Startup or similar, you MUST remove any of the old command line options that ModePro no longer supports. If you don't ModePro will not start.

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 = <lcommand p> |]

1 *2*

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

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

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

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

| |#|#| Width:[ ] Height: [ ] | | | |

| |#| | [/] Colors: [####] | |_____|_|

| |#| | [/] Palette [Edit...] + Detail: [ ]

| | | | ============*3*==============+===================

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

| | | | Centering:[@|Both Directions] + Exclude:[ ]

| |_| | [/] Force Planar +===================

| |^| | ============*4*==============+ [/] Make Public *7*

|_____|v| | Font:[@| Program *4*] | Name:[ ]

[Name Gadget]|_| [Select Font...] +==================

[Add][Delete] [topaz.font][8] | [/] Screen Hot Key *8*

[Select] [/] 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 [@| Program Names]

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

| |#|| |

| |#||#|

| |#||#|

2 | |#|| | 7

| |#|| |

| |^|| |

|_____|V|| |

3 [Name Gadget]| |

4 [Add][Delete] 5

6 [Select]

1. Promotion List Cycle Gadget

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

· Screen Names

The Screen Names list contains screen titles, if a program opens a screen who's Title matches an entry in this list it is promoted.

· Program Names

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

· ScreenModes

When a screen is opened using a screen mode in the list, it is promoted.

· Public Screens

If a public screen is requested that matches an entry in this list, ModePro will create that screen, closing it when neccesary. Also see Creating a Public Screen Entry .

Note: If a screen that is to be opened matches entries in multiple lists, ModePro will seach the lists in this order Screen Names, Program Names, and then ScreenModes.

2. Promotion List

This list displays the entry names in the list selected by the above gadget. Click on an entry to edit the options for that entry. The name of an entry can contain wildcards, ModePro supports all AmigaDOS wildcards . When using wildcards remember that the lists are scanned in the order of Screen Names, Program Names, and ScreenModes, each list is scanned from top to bottom, so if "#?" is in the list no other entries below it will be checked.

In v4.25 wildcard support was added for the ScreenModes list. Promoting screen modes using wildcards can be tricky if you are not famailiar with the Amiga wildcard system, I have provided some examples to help:

NTSC:#?Laced#? will match NTSC interlaced screens

NTSC:~(#?laced#?) will match NTSC screens that are not interlaced.

#?Laced#? will match any interlaced screens

#?HAM#?LACED#? will match HAM screens that are interlaced.

#?HAM~(#?LACED#?) will match HAM screens that are not interlaced

3. Name Gadget

This allows you to edit the selected name in the list. When this gadget is active, the Up and Down Cursor keys will allow you to select another item in the list gadget, pressing Shift and either Up or Down will change the priority of the selected item.

4. New Gadget

Creates a new entry in the list

5. Remove Gadget

Removes the highlighted entry in the list

6. Select Gadget

This gadget will allow you to choose the name for the active entry from a list. The list will contain either all the open screen names, all of the programs name, a list of screenmodes that are currently available or any open public screens. The Screenmode list has an entry for each type of monitor that will promote all of the screenmodes of that monitor: ex. "NTSC:All".

7. Priority Slider Gadget

This slider is used to adjust an entries priority

1.8   Promotion Method & Dimension Gadgets

Promotion Method & Dimension Gadgets

1 [@| Promotion Method]

2 [Select Screen Mode...]

3 [Screen Mode Display]

4 Overscan: [@| xxxx Size]

5 Width:[ ] Height: [ ] 6

7 [/] Colors: [####] 8

9 [/] Palette [Edit...] 10

1. Promotion Cycle Gadget

This Gadget has the four following values:

(When the Public Screens list is active, only the latter two options are available)

· None

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.

· Monitor Type

This option promotes a screen to an equivalent resolution under another monitor type specified in the text gadget, therefore you can promote an NTSC screen to say...an equivalent EURO36 screen, making interlaced screens more bearable. ModePro uses the BestModeID function when running AOS 3+, which should give better results when promoting to graphics cards.

· 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.

· Requester

When ModePro promotes a screen with this option it will bring up a ScreenMode 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 "Requester" promotion.

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.

Notes: Specifying -1 for either will cause the screen to be opened in that screenmodes standard Width or Height. Specifying 0 for either will cause the screen to be opened in the dimensions the programs specifies.

7. Colors Check Box

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.

8. Colors Slider

This gadget specifies the number of colors on the screen if the Color Check Box is checked, and/or, the number of colors in the palette if the Palette Check Box is checked.

9. Palette Check Box

If this is checked, ModePro will open the screen with a palette specified by you. The number of colors in the palette is indicated by the Colors Slider.

10. Edit Palette Gadget

When this gadget is clicked, ModeProPrefs will open a screen that contains the Palette Requester. No palette will be defined until you click the Ok Gadget in the requester at least once after the Palette Check Box has been checked for the first time on a particular entry in the promotion list.

Palette Requester

1.9 Option Gadgets

Option Gadgets

1 [/] AutoScroll [/] Interleave 2

3 Centering:[@|Both Directions]

4 [/] Force Planar

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. 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.

3. Center Cycle Gadget

This gadget allows you to center the screen.

The gadget has three values:

· None Don't center the screen.

· Horizontally Center the screen horizontally only.

· Vertically Center the screen vertically only.

· Both Directions Center the screen both horizontally & vertically.

This option may not work on all screens.

4. Force Planar Gadget

This option will force the display memory for the screen to be allocated as bitplanes. This may be needed to promote some programs which expect the Amiga's standard planar graphics to graphics cards whose displays are generally chunky.

1.10 Font Gadgets

Font Gadgets

1 Font:[@| 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.

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 change the active string gadget. Also, press the Up or Down Cursor keys to select another pen to edit while this gadget is active. Negative values are acceptable, the pen is selected by subtracting that number from the number of colors on the screen, if you type in -2, and there are 16 colors, then the pen will use color 14.

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 exclude 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 asynchronous 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

** The command line has changed in v4.17 **

Format: MODEPRO [CX_PRIORITY<priority>] [CX_POPKEY<key>] [CX_POPUP<yes|no>] [PREFSCOMMAND<command>]

Template: CX_PRIORITY/N/K, CX_POPKEY/K, CX_POPUP/K, 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

PREFSCOMMAND=<command>

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

MODEPROPREFS

Format: MODEPROPREFS [FROM<filename>] [EDIT] [USE] [SAVE] [PUBSCREEN=<pubname>] [ENABLEPROMOTION=<yes|n [NEWLOOKMENUS=<yes|no>] [ASK_UNKNOWN=<yes|no>] [CENTER_HORZ=<yes|no>] [CENTER_VERT=<yes|no>] [FONT_NAME<font>] [FONT_SIZE<size>] [DEBUG]

Template: FROM, EDIT/S, USE/S, SAVE/S, PUBSCREEN/K, PRO=ENABLE_PROMOTION/K, NLM=NEWLOOKMENUS/K, ASK=ASK_UNKNOWN/K, CH=CENTER_HORZ/K, CV=CENTER_VERT/K, FN=FONT_NAME/K, FS=FONT_SIZE/K/N, DEBUG/S:

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 the current settings or the file specified by FROM.

USE

Use the current settings or the file specified by FROM.

SAVE

Save the current settings or the file specified by FROM as default.

PUBSCREEN=<pubname>

Public screen to open the preference editor on.

ENABLE_PROMOTION=<yes|no>

Turn on or off screen mode promotion.

NEWLOOKMENUS=<yes|no>

Turn the NewLookMenu patch on or off.

ASK_UNKNOWN=<yes|no>

Turn on or off the "Unknwon Screen" requester.

CENTER_HORZ=<yes|no>

Center unknown screens horizontally.

CENTER_VERT=<yes|no>

Center unknown screens vertically.

FONT_NAME=<font>

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

FONT_SIZE=<size>

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

DEBUG

Turns on ModePro's debugging output - most versions of ModePro will ignore this option (it's mostly for my own debuging). If it is available, output is done through the serial port (use sushi).

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.

YOU HAVE BEEN WARNED!

1.18 Technical Details

Technical Details

This program patches the following functions:

intuition.library

OpenScreen & OpenScreenTagList - Patched with ModePro's promotion function which add's and modifies options, and then calls the original OpenScreenTagList function.

CloseScreen - To free resources ModePro allocates from the patch above(Font, Public Screen, and Hot Key options). It then calls original function.

OpenWindow & OpenWindowTagList - To set the NewLook menu option and for the Public Screen Manager.

LockPubScreen - Patched for ModePro's Public Screen Manager.

gadtools.library

LayoutMenus - patched to set the NewLook menu option.

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.

1.19   Author

Author

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

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For current versions of MP, visit http://home1.gte.net/mrivers

1.20   Menus

Menus

Project

Open... Open a preference file.

Save As... Save the current settings to a file

About... Obvious

Hide Hide interface

Quit Quit ModePro (all mode promotion stops)

Edit

Last Saved Load permanent promotion list

Restore Restore

Copy entry to > Copy the active entry to one of the following lists.

Screen Names

Program Names

Public Screens

Settings

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+)

Ask about unknown screens If an unknown screen is open, ModePro will prompt

you as to whether or not to add an entry.

Center unknown screens If you specify these, unknown screens are centered

Horizontally Horizontally

Vertically and Vertically

Notes: As of v4.17 the status of the Settings menu items are saved in the preferences file.

Ask about unknow screens - When this option in checked, when a screen that has no promotion entry is opened, ModePro will prompt you as to whether ot not you want to create an entry for the screen.

1.21   oldmenus

This node is obsolete. Do NOT read!

Catch

Catch New Programs

Catch New Screens

Auto Popup

Debug * This item may not exist in various versions of ModePro.

Hey!, I said dont read this!

The Catch New _____ menus, when selected, will catch any new screens that are not in their 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.

Are you still here?

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.

When the Debug option is checked, ModePro will send some info through the serial port, having this option checked without some type of debugging software running (sushi or even a terminal program) could cause the system to lock up.

1.22   Promoting Workbench

Promoting Workbench

As of version 4.1, ModePro has minimal promotion control over Workbench.(Which is better than none in v4.0:ˆ) In order for ModePro to be able to promote the Workbench screen, ModePro must be started in the s:User-Startup file. The installer will take care of this for you.

ModePro <parameters>

Options that can be set are:

· AutoScroll.

· Interleave

· 3-D Pens

· Screen Hotkey

· Share and Exclude Pens

· Palette

· And that's it!

All of the other options will be ignored due to the side effects they can cause with Workbench, which could have included:

· Interference with how the Workbench screen functions.

· System deadlocks where screens & windows simply refuse to open.

· Workbench failing to be promoted and opening in the normal mode.

· Workbench refusing to open at all.

· Or in the case of the Center option, simply not having enough information supplied by Workbench on how to adjust the display.

Fortunately, almost everything else is adjustable using the system Prefs.

1.23 Promotion Tips & Tricks

Promotion Tips & Tricks

· Imagine - In the Screen Name list use "Imagine" to promote the main screen. (*Imagine is very flakey, it has refreshing problems in version 4 and below) To promote the render screens, use "Imagine#?" in the program list. If your using HAM render screens, make sure you promote to HAM capable monitors, gfx-card users should use normal modes for their quickrenders, (ie 256 colors), Use "Monitor" promotion if you frequently change quickrender screen modes.

Hot keys - Set ModePro's CX_Priority higher than the FKey commodity (it is by default), and use the same key combo to start a program in FKey as you use to bring the screen to the front in ModePro. The first time you use the hot key, the program is run, afterwards ModePro will intercept the hot key and bring the screen to the front.

1.24 Creating a Public Screen Entry

Creating a Public Screen Entry

Many programs support opening on public screens, however the OS provides no way for the average user to open these public screens. Now, ModePro will allow you to create these screens, opening and closing them as they are needed.

To create a public screen entry:

Add a new entry to the Public Screens list. Set the name to the name of the public screen. Set the Promotion gadget to Screenmode or Requester, set the other options as you see fit, however the Make Public options will be disabled because ModePro already knows this is a public screen.

Also, using wild cards, you can define a generic public screen. For instance if you set the Name to "Public#?", you could then tell different applications to use "Public 1" or "Public 2" or Public Cow". Each seperate name will open a seperate screen, but each will use the options specified for "Public#?" (Am I making any sense?)

1.25   AmigaDOS Wildcards

AmigaDOS Wildcards

Note: <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

occurrences 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 = Everything but ABC

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

% Matches a null string.

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

1.26   Thanks to...

This node is under construction.

My thanks go to the following people for their support.

Frank & Maureen Turner.

Georges Goncalves for his suggestions and French translation.

Konrad Dubiel for the Polish translation.

Sigurbjorn Larusson for the Icelandic translation.

and Numerous others who sent in bug reports, comments and thanks.

1.27   Palette Requester

Palette Requester

Edit palette of " |]

```
+-------------------------------+
| |
| |
+-------------------------------+
```

[Copy][Swap][Spread]

[Reset][Undo]

_____

Red [_____] 123

Green [_____] 123

Blue [_____] 123

[Ok] [Cancel]

Note about using keyboard equivalents in the palette editor:

To Copy, Swap or Spread, you must select the first color (using p or P in the english locale), press the key for either Copy, Swap, or Spread, select the second color using the keyboard, and finally press the key for Copy, Swap or Spread again.

1.28 History

History

Ver.Rev (M/D/Y)

· Info

4.26 (5/18/97)

· Finally fixed a major complaint from translators, now ModeProPrefs will determine the key for a gadget just from the gadget's name, the seperate entries in ModeProPrefs.cd for the key and shifted key are no longer needed.

· ModeProPrefs finally sports a resizeable GUI.

· More to come soon!

4.25 (4/30/97)

· Added Wildcard support for the ScreenMode list. See Promotion List Gadgets for more info.

· Fixed Enforcer hit when opening the screen mode requester by clicking on the "Select Screen Mode..." gadget. Is really a bug in "asl.library"

4.24 (4/20/97)

· In ModeProPrefs; Removed Promotion options "None" and "Monitor Type" when the Public Screens list is active since those options don't work.

4.23 (4/19/97)

· Fixed bug in MPPrefs where it's window was closed before MPPrefs was done with it, this bug was introduced in v4.19 with the new GUI code.

· Fixed bug introduced in 4.17, if you had no entry for the Workbench screen, and you closed and reopened WB (using Screen-Mode for ex.) ModePro would not open anymore screens or allow MPPrefs to

open. (Technically, I didn't released a semaphore when I should have)

4.22 (4/16/97)

· Fixed ancient bug where using the Palette option caused the Center options not to work on WB3+.

4.21 (4/13/97)

· Fix bug that was introduced around v4.19, where selecting a promotion list that was empty would cause the Promotion List Cycle Gadget to not work.

· Public Screens now have there own list.

· Added Copy To options,to Edit menu. See Menus

4.20 (4/11/97)

· Added the ability to create Public Screen that are opened and closed as needed. See Creating a Public Screen Entry .

4.19 (4/7/97)

· Fixed bug where using -1 as a value for one of the 3D Look Pens, causing part of the Pen list to be ignored.

· Fixed long standing bug which sometimes caused MPPrefs to place it's window too high if it opened it's own screen.

· Main GUI and Palette GUI now use same gadget layout code.

4.18 (1/25/97)

· Removed some debuging code the was printed to the serial port when using the Share Pens & Exclude options.

4.17 (12/14/96)

· ModePro will take options from it's icon if none are specified on the command line (Like MPPrefs).

· Most of ModePro's command line options and tooltypes have been moved to ModeProPrefs and changed.

+ All the Catch_ options have been replaced with the

"ASK_UNKNOWN" option.

+ Since "NEWLOOKMENUS", "ENABLE_PROMOTION" "ASK_UNKONWN"

"CENTER_xxxx" and "DEBUG" are options of MPPrefs, these

options can be changed from the shell or icon without

opening the ModeProPrefs window by specifing the "USE"

option.

· MPPrefs menus have been revamped. The "Catch" menu has been replaced with the "Settings" menu:

+ "Enable Screen Promotion" (moved from the Projects menu)

+ "Enable NewLook Menus" (moved from the Projects menu)

+ "Ask about unknown screens" (replaces the CATCH stuff)

+ "Center unknown screens". See Menus for more info.

· MPPrefs will now save the options in the Settings menu.

· New translations.

4.16 (10/29/96)

· Fixed big bug in the Screen Mode list:

+ If you didn't choose one of the "(monitor):All" screen modes,

MPPrefs always set the screen mode to "Old:NTSC:Low Res" or

"Old:PAL:Low Res".

+ Fix memory leak which was the cause of the above bug, it

occured evey time you clicked on "Select" with the Screen Modes

list active, every screen mode item in the select list was

allocated twice, and only one item was freed. On top of that

the duplicate item that was used was not initiallized completely.

4.15 (10/11/96)

· ModePro can be disabled from the commodities Exchange program now.

4.14 (9/22/96)

· Bug fix in screenmode promotion. Using "(Monitor):All" would promote everything, instead of just promoting that monitor.

· Attempt to fix glitch where the palette editor may have cut off the first digits(s) on the Red: Green: & Blue: sliders.

· Confirmed, the "CED" bug was fixed in 4.13.

4.13 (7/25/96)

· Slight change in open window patch in an attempt to fix the {b}"CED"{ub} bug.

4.12 (6/13/96)

· Fixed Mungwall hit that occured when screens that use any of the "Font", "Public Screen", "Hot Key" or "Force Planar" options were closed on systems running WB3+.

4.11 (4/20/96)

· ModePro's command line option CenterAllHoriz and CenterAllVert turned the option off, instead of turning it on like it should have, fixed.

· ModePro no longer complains if it can't find the preference settings in ENV: or ENVARC: at startup.

(3/30/96)

· 2 years old. *<|8·)

4.10 (4/8/96)

· Bugfix in ModePro's command line.

4.9 (4/6/96)

· Bugfix in palette requester which occured when the bits per blue and green where not the same.

· Enhanced BestModeID call. (V39)

· Little GUI work. Now remebers where the prefs window was at last, and which node was being edited.

4.8 beta version

· Promote Monitor Type now uses the BestModeID function when running on WB3+ systems. This should give better results when promoting to graphics cards.

· Keyboard equivalents for gadgets.

· Force Planar display option.

· Fixed error in determining where a screen should be centered to.

· If MPPrefs has to open a screen for itself to open on, it now uses either the default system font or the user specified font for the screen instead of Topaz 8.

· ModePro has new command line and tooltype options to center all screens that it does not promote.

4.6 beta version

· Palette Promotion added.

· Pressing a screen hotkey will activate a window on that screen.

· Screen Promotion will can promote all the screenmodes of a particular monitor.

· Starting ModeProPrefs from the cli or via the PrefsCommand option of ModePro with no parameters on the command line will cause the prefs editor to use the icon tooltypes as options.

· Setting the Width & Height gadgets to 0 will cause a promoted screen to open in the dimesions the application specifies.

· The Center screen option has been expanded to allow horizontal only, verticle only or centering on both directions.

· Replaced the Pen Name display and Font display gadgets with my own functions, which look better

4.5 (11//95) debug version.

· This version of ModePro has a Debug option.

· Fixed a bug in the Locale support, basically wasn't allocating the appropriate amount of ram for the word "New" in the promotion list. Was allocating enough for a 9 letter word, which was fine for "New", but not fine if the translation of "New" was longer than nine letters.

· Added promotion by ScreenMode. Easy to implement in the patch, but a pain in the ass to implement in the prefs editor.

· Added the Select button to allow you to choose from a list of names or screenmodes for an entry in the promotion list.

· There was a major hole when promoting Workbench. If the Workbench screen was closed, and not reopened(an option in many paint programs to save ram), ModePro would have problems: If a HotKey was assigned to the Workbench screen and the HotKey was pressed, if the hotkey to bring up the Preferences program was pressed, and probably some other things as well.

· Minor interface changes:

Changed order of the Promotion List Cycle Gadget to reflect the priority of the lists.

Wrote my own code to display the number of colors for the Color Slider Gadget . The original GadTools code was totally unsatisfactory, esp on WB2.X.

4.1 (9/18/95)

· Fixed a bug with the OpenWindow patches, which interfered with programs that used the original OpenWindow() function and used the extended ExtNewWindow structure. (Most noticeable in Arq)

· Allows limited promotion of the Workbench screen. see Promoting Workbench .

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

· 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 ability 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 :^)

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 no longer be forced to quit if another program has patched over the same library functions ModePro has. This is for your safety :^).

· 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

1.29 ModePro's Future

Things to do:

Add or change the "Unknown Screen" requesters, to include options like ChangeMode fo the Picasso II.

Add some of the options available using the VideoControl() function, like Blank borders, and maybe Genlocking options.

Add a "From Workbench" option to the 3-D Look options.

Some other things aswell.

I'd like to hear some thoughts on merging all three promotion lists together.

PROS: an entry can be any priority you like, instead of Screen Name entries having priority over Program Name entries

CONS: it will make the list less manageable, by having one giant list as apposed to 3 smaller ones.

Support for these tags:

SA_Behind

SA_Quiet

SA_Backfill - using datatypes.

SA_VideoControl

VTAG_BORDERSPRITE

VTAG_BORDERBLANK