Talisman 1.7
User Manual
Lighttek Software, 2001

Content:

1. Introduction

Talisman is a desktop alternative for Windows 95/98/ME/NT/2000. Using "Talisman", you can build any interface for your computer. "Talisman" hides the standard desktop of Windows. In the "Talisman" workspace, you can place any number of buttons or pictures. These objects can have any form or dimensions. All objects can run external programs or internal shell commands. The number of forms (screens) can range from 1 to 1000. Any screen object can be set to switch from one form to another. All settings and pictures are stored in a database file. You can even make many Talisman-themes and use objects with links to go from one theme to another.

You can use Talisman as your default shell instead the Windows Explorer. Talisman has the own startup, system tray, taskbar and startmenu procedures.

Features

· Creating multilevel user defined desktops

· Use of any number of pictures of any type or dimension, instead of standard icons.

· Place, free-moving and imposing of objects in the Talisman workspace.

· All objects can run external programs or internal shell commands by one click of the mouse.

· The number of forms (screens) in one theme can range from 1 to 1000. Any screen object can be set to switch from one form to another.

· You can create a set of independent themes, and store them on any disk in the local computer or on a local area network.

· You can easily switch between different themes through your own objects or through the Talisman menu.

· The Built-in Object Editor allows the creation, modification and removal of any element in a theme.

· Large number of basic elements (forms, pictures, buttons of different types,text blocks)

· Customizable system tray, taskbar and clock.

· Sound support for all events.

· Applications, Task, Theme, Foldermenu, Run, Find, Desktop, ControlPanel, Network, Dialup, Documents and other internal commands.

· Script language.

· Customizable menus.

Using Talisman

You can use Talisman in two variants:

1) As standard application launched in Windows shell (explorer.exe).

If you want Talisman to execute at startup, place a Talisman shortcut in your

Startup Directory (c:\windows\start menu\programs\startup).

Windows Taskbar or Talisman Taskbar and Clock may be enabled and disabled in Talisman Object Editor > Theme tab.

2) As shell replacement instead explorer.exe. See: Using Talisman as a Shell

2. Forms

Forms are the foundations on which objects reside. A Theme may consist of one form with many objects or several forms each with its own collection of objects. Each form has its own number. The main form is numbered 0 (zero) and is the main window of the program. It is the form seen when the program starts. Each subsequent form will be numbered consecutively after that starting with 2, then 3, then 4, and so on. All subsequent forms are child windows of the main form.

2.1 As Object Containers

A Talisman Theme is a collection of forms and objects. A Theme must have one form. If a Theme has more than one form, each additional form serves as a container for additional objects: buttons, pictures, text blocks.

2.2 What Are They Good For - When To Use

The purpose of Talisman is to provide a desktop that is attractive and functional. It is easy to make the main form attractive: add a couple pictures and tile the background image using a pleasing texture. Almost as soon as you start adding buttons, though, attractiveness begins to diminish.

Except for the main form, all other forms are hidden until they are invoked. Thus, using additional forms gives you the opportunity to populate your Theme with as many buttons, pictures and textblocks as you want, but keep them hidden until you need them. Forms are also a means of organizing your buttons. For example, you might have a form containing buttons for basic productivity applications, another form for graphics applications and a third form for games.

2.3 Creating a Form

In the Edit Mode, select New>Form. Talisman creates a new form. It assigns it the next number in the form sequence, colors it blue, and makes it the same size as the Base Form. It also adds a textstring button "This is formX. Press here to back in main form," where "X" stands for the form number. Talisman can contain up to 1000 forms (parent form 0 through parent form 999). The parent form 0 (zero) is reserved for the primary parent form, the Base Form.

2.4 Invoking a Form

Just an application can be started using a button, a button is used to invoke a form. Before creating a button to invoke the form, you must first create the form, then create the button to invoke the form.
Creating the button, however, is complicated by how you want the button to invoke the form: by rollover or by click. A form invoked by a rollover button will be a popup form and, if the form hides the button, the form can be edited in the Editor to autohide when the cursor moves off the form.

2.5 Creating the Button

Create a button to invoke the form just like you would any other button. In the Edit Mode, select New>Button. In the command box, select "go to form XXX," where "XXX" is the form number (form9 would be shown as "009"). Selecting “popup form XXX” will create a form that pops-up when the cursor moves over the button and, , if the form hides the button, the form can be edited in the Editor to autohide when the cursor moves off the form. Select the button type. If you select picture, you will have to have your own graphic for the picture (some sample button graphics are available at the Talisman site (http://www.lighttek.com/themes). Rollover buttons may use all three button states, but usually only the normal or UP state is necessary (actually, this depends on whether the button is hidden by the form or not; if it is not hidden the HIGHLIGHT state can be used and will remain visible as long as the form itself in visible). Click buttons may use all three button states.

2.6 Types of Forms

The next logical step would be to start populating the new form with objects. But it's not. There are a few things you need to consider before you begin: where you want the form to appear, what type of form it should be and what its size and position will be.

2.7 Parent and Child Forms.

Technically, the main form, the one you see when a Theme starts, is the parent form, and all other forms are its children. As you will see in a moment, it might be simpler, however, to discuss forms as primary parent, secondary parent, and child.

The primary parent form is form 0, the Base Form for the Theme and the one that appears when Talisman is started. A secondary parent form is a form the same size as the primary, but underneath, hidden by, the primary. A child form is a form layered on top of either the primary parent form or a secondary parent form.
A base with a just a primary parent is like a sheet of paper. A base with a primary parent and one or more secondary parents is like a stack of papers, with the primary parent as the top sheet in the stack. A child form is like a 3M Post-It Note stuck on one of the sheets of paper.

3. Objects

3.1 Visible Interface of the Program: Forms and Objects.

Forms are the foundations on which objects reside. A Theme may consist of one form with many objects or several forms each with its own collection of objects. Each form has its own number. The main form is numbered 0 (zero) and is the main window of the program. It is the form seen when the program starts. Each subsequent form will be numbered consecutively after that starting with 2, then 3, then 4, and so on. All subsequent forms are child windows of the main form.

An object can be a button, picture, text block, inputbox, shape, HTML object. Objects can be either interactive or decorative. An interactive object is one that ultimately results in the starting of an application. A decorative object does not start any action. Notwithstanding its usefulness to the user, a text block is decorative. The objects inside each form, like the forms themselves, are by default numbered. For example, the main form, Form 0, may have 10 objects inside it. Each of the 10 objects will have a number, beginning with 2 (the form itself is object 1) and ending with 11. Objects can be added to or subtracted from a form.

3.2 Location and Moving objects.

Objects are initially placed on the screen at the location where you create it. Objects can be moved in Edit mode by dragging. Objects can be moved in Work mode by dragging with pressed "Ctrl" key. More precise positioning can be accomplished in the
Taskbar, System Tray and Clock can be moved only dragging with pressed "Ctrl" key.

3.3 Adding objects.

There are 3 ways to add objects:
1) Drag and drop files from Explorer window to Talisman Desktop.
2) New commands of Talisman menu.
3) Copy and Paste commands of Talisman Edit menu.

3.4 System objects:

3.4.1 Taskbar

TOE: The Taskbar Window

For Talisman Taskbar, the graphics window shows a preview of the assigned graphic and five tabs below it: Normal, Highlight, Click,First and Last. Clicking on one of those tabs shows the graphic assigned to the corresponding taskbar elementh The graphics window editing buttons at the right side work for the specific button state selected.

The graphics window below the title bar has editing buttons along the right side. The graphics editing buttons are:

Open: Opens the standard Windows “Open” dialog;
Copy: Copies the graphic in the window to the Windows clipboard;
Paste: Pastes the contents of the clipboard into the object’s window;
Delete: Deletes the graphic in the window;
Undo: Undoes the last change to the graphic in the window;

Y: The measurement in pixels from the Y-zero coordinate of the form. Depends from Align settings.

X: The measurement in pixels from the X-zero coordinate of the form. Depends from Align settings.

Align panel: align Taskbar to left/right/top/bottom side of the screen.

Height: The height of the single element in pixels.

Width: The width of the single element in pixels.

Show text/Show hint: Show filename as text or as hint.

Font, Font Colors: The font to to be used for the text label. The font, size and color may be changed by using the buttons at the right.

Orientation: horizontal or vertical.

IconSize: size of file icon in pixels.

IconOffset: offset of icon from top-left conner in pixels.

Number of elements: maximal number of taskbar elements in one line.

Show Taskbar: show or hide Talisman's taskbar. In application mode this propertie also depends from "Show Windows Taskbar" propertie.

3.4.2 Clock

TOE: The Clock Window

For Talisman Clock, the graphics window shows a preview of the assigned graphic and time in assigned time format.

Y: The measurement in pixels from the Y-zero coordinate of the form. Depends from Align settings.

X: The measurement in pixels from the X-zero coordinate of the form. Depends from Align settings.

Align panel: align Taskbar to left/right/top/bottom side of the screen.

Font: The font to to be used for the text label. The font, size and color may be changed by using the buttons at the right.

Show Clock show or hide Talisman's Clock.

Clock Format: formatting string for clock.

The following format specifiers are supported:

c Displays the date using the format given by the ShortDateFormat global variable, followed by the time using the format given by the LongTimeFormat global variable. The time is not displayed if the fractional part of the DateTime value is zero.
d Displays the day as a number without a leading zero (1-31).
dd Displays the day as a number with a leading zero (01-31).
ddd Displays the day as an abbreviation (Sun-Sat) using the strings given by the ShortDayNames global variable.
dddd Displays the day as a full name (Sunday-Saturday) using the strings given by the LongDayNames global variable.
ddddd Displays the date using the format given by the ShortDateFormat global variable.
dddddd Displays the date using the format given by the LongDateFormat global variable.
m Displays the month as a number without a leading zero (1-12). If the m specifier immediately follows an h or hh specifier, the minute rather than the month is displayed.
mm Displays the month as a number with a leading zero (01-12). If the mm specifier immediately follows an h or hh specifier, the minute rather than the month is displayed.
mmm Displays the month as an abbreviation (Jan-Dec) using the strings given by the ShortMonthNames global variable.
mmmm Displays the month as a full name (January-December) using the strings given by the LongMonthNames global variable.
yy Displays the year as a two-digit number (00-99).
yyyy Displays the year as a four-digit number (0000-9999).
h Displays the hour without a leading zero (0-23).
hh Displays the hour with a leading zero (00-23).
n Displays the minute without a leading zero (0-59).
nn Displays the minute with a leading zero (00-59).
s Displays the second without a leading zero (0-59).
ss Displays the second with a leading zero (00-59).
t Displays the time using the format given by the ShortTimeFormat global variable.
tt Displays the time using the format given by the LongTimeFormat global variable.
am/pm Uses the 12-hour clock for the preceding h or hh specifier, and displays 'am' for any hour before noon, and 'pm' for any hour after noon. The am/pm specifier can use lower, upper, or mixed case, and the result is displayed accordingly.
a/p Uses the 12-hour clock for the preceding h or hh specifier, and displays 'a' for any hour before noon, and 'p' for any hour after noon. The a/p specifier can use lower, upper, or mixed case, and the result is displayed accordingly.
ampm Uses the 12-hour clock for the preceding h or hh specifier, and displays the contents of the TimeAMString global variable for any hour before noon, and the contents of the TimePMString global variable for any hour after noon.
/ Displays the date separator character given by the DateSeparator global variable.
: Displays the time separator character given by the TimeSeparator global variable.
'xx'/"xx" Characters enclosed in single or double quotes are displayed as-is, and do not affect formatting.

Format specifiers may be written in upper case as well as in lower case letters--both produce the same result.
If the string given by the Format parameter is empty, the date and time value is formatted as if a 'c' format specifier had been given.

3.4.3 System Tray

TOE: The System Tray Window

For Talisman System Tray, the graphics window shows a preview of the assigned graphic and five tabs below it: Normal, Highlight, Click,First and Last. Clicking on one of those tabs shows the graphic assigned to the corresponding tray elementh The graphics window editing buttons at the right side work for the specific button state selected.

The graphics window below the title bar has editing buttons along the right side. The graphics editing buttons are:

Open: Opens the standard Windows “Open” dialog;
Copy: Copies the graphic in the window to the Windows clipboard;
Paste: Pastes the contents of the clipboard into the object’s window;
Delete: Deletes the graphic in the window;
Undo: Undoes the last change to the graphic in the window;

Y: The measurement in pixels from the Y-zero coordinate of the form. Depends from Align settings.

X: The measurement in pixels from the X-zero coordinate of the form. Depends from Align settings.

Align panel: align Taskbar to left/right/top/bottom side of the screen.

Height: The height of the single element in pixels.

Width: The width of the single element in pixels.

Show text/Show hint: Show element name as text or as hint.

Font, Font Colors: The font to to be used for the text label. The font, size and color may be changed by using the buttons at the right.

Orientation: horizontal or vertical.

IconSize: size of file icon in pixels.

IconOffset: offset of icon from top-left conner in pixels.

Number of elements: maximal number of tray elements in one line.

Show Tray show or hide Talisman's System Tray.

Talisman's System Tray is available only in the shell mode of Talisman.

Talisman's System Tray is available only in the shell mode of Talisman.
Talisman Taskbar and Clock are available in both modes: application and shell.
Talisman Taskbar and Clock are not visible if the Windows Taskbar is visible.

3.5 Desktop objects:

3.5.1 Buttons:

3.5.1.1 Adding Buttons

Right click in an empty space in the Talisman Window and switch to the Edit Mode. A new menu appears. Select “New,” then "Button." When you select "Button," the Button Wizard appears. The Wizard consists of different pages depending on what type of button you select.

A Picture Button

The Button Wizard consists of three pages: Command, Picture and Text.

The Command Page:

This page is used to select the application to be started by the button and the kind of button.
Start by identifying the application you want that button to start. You can either type in the path (for example, c:\program files\microsoft office\office\excel.exe) or use the folder at the right to browse to that location. If you want the button to open a My Computer window to a drive or folder, key in "explorer [drive letter]\:[folder name]" without the quotes and substituting the drive letter and folder name for the bracketed items; for example, explorer c:\mydoc.
See Command menu for a description of the popup menu commands.
See Internal Commands for a description of all available commands.
See Scripting for a a description of the Talisman's script system.

Next, select "Button."
Click "Next"

The Picture Page:

This page is used to assign pictures to the button. A button may have three different faces: the UP face (the Main Picture and what you see normally), the HIGHLIGHT face (the Second Picture and what you see when the cursor moves over the button, and the DOWN face (the Third Picture and what you see when the cursor is clicked on the button). By default, Talisman uses the application's icon for all three pictures. Pictures in the bmp, jpg and jpeg formats may also be used.

If you have other graphics that you want to use you can. Uncheck the "Use file icon" box and click on the folder to browse to your picture's location and select it.
If you want to delete a picture, click on the button marked "X."
If you selected Microsoft's Excel as the application on the Command Page of the Wizard, Excel's icon should appear in all three Picture windows.
You can move the application's icon to a new position on theme by dragging (see below Locations and Moving Buttons).

Load button list displays all available BTN3 templates in theme folder and in ../talisman/buttons folder. BTN3 file is a BMP-file with three phases of button: normal, highlighted, pressed.

The Text Page:

This page is used to define a name for the button. The page has two parts. The part on the left shows the button picture and the name you may give it. On the right are the controls for setting up the name.
If Excel was the application selected, the executable will be spelled out in the Textstring box; for example, excel.exe. By default, Talisman uses the MS Sans Serif font, 8 point regular, light blue. If you want to change the name or delete the extension, make the change in the Textstring box. If you do not want to name the button, delete the Textstring.

If you want to change the font, use the Change Font button, the button to the right of the font with the three dots in it.. This brings up the standard Windows font dialog box. If you want to use other than the Talisman default font, change the font and size in the Windows font dialog box.
You can change the font's display color by clicking on the Text color button. This brings up the standard Windows color picker. For the use of the other color, see Color and Transparency.

You can move the textstring to a new position on your future button by dragging (see Locations and Moving Buttons).
The button will appear on the Theme. Switching to Work Mode will activate the button.

A Text String Button

The Button Wizard consists of two pages: Command and Text.

The Command Page:

This page is used to select the application to be started by the button and the kind of button.
Start by identifying the application you want that button to start. You can either type in the path (for example, c:\program files\microsoft office\office\excel.exe) or use the folder at the right to browse to that location. If you want the button to open a My Computer window to a drive or folder, key in "explorer [drive letter]\:[folder name]" without the quotes and substituting the drive letter and folder name for the bracketed items; for example, explorer c:\mydoc. There are also internal commands in the drop down list and, if there are additional forms in the Theme, Go to Form X (where "X" stands for the form number). "Moved" and "Closeforms" are covered below in the section Forms.

Next, select "Text String."
Click "Next"

The Text Page:

This page is used to define a name for the button. The page has two parts. The part on the left shows the button text string. On the right are the controls for setting up the name.

If Excel was the application selected, the executable will be spelled out in the Textstring box; for example, excel.exe. By default, Talisman uses the MS Sans Serif font, 8 point regular, light blue for the UP color and a HIGHLIGHT color of yellow. If you want to change the name or delete the extension, make the change in the Textstring box.

If you want to change the font, use the Change Font button. This brings up the standard Windows font dialog box. Change the font and size in the Windows font dialog box.
You can change the font's UP color by clicking on the Text color button and the HIGHLIGHT color by clicking on the Color button. Both buttons bring up the standard Windows color picker.
You can move the text label in a new position on your future button by dragging (see Locations and Moving Buttons).

Click Finish. Your Text Button will appear on the Theme. Switching to Work Mode will activate the button.

A Hot Zone Button

The Button Wizard consists of two pages: Command and Size.

The Command Page:

This page is the same as the other two. Just specify the application to start and select "Hot Zone."

The Size Page:

"Height" and Width" refer to the size of the Hot Zone in pixels. Once you have specified the height and width, click Finish. Nothing will appear on the Theme, but if you move your cursor around you will eventually find the Hot Zone. When you switch to Work Mode, clicking on the Hot Zone will start the application.

3.5.1.2 TOE: The Button Window

For buttons, the graphics window shows a preview of the assigned graphic and three tabs below it: Normal, Highlight and Click. Clicking on one of those tabs shows the graphic assigned to the corresponding button state. The graphics window editing buttons at the right side work for the specific button state selected.

The graphics window below the title bar has five to seven editing buttons along the right side. The graphics editing buttons are:

Open: Opens the standard Windows “Open” dialog;
Copy: Copies the graphic in the window to the Windows clipboard;
Paste: Pastes the contents of the clipboard into the object’s window;
Delete: Deletes the graphic in the window;
Undo: Undoes the last change to the graphic in the window;
Color Picker (Eye Dropper): Used to select a color as the transparent color (See Color and Transparency); and
Select Color (a Down Arrow): Used to select a color from the standard Windows color picker.

Save button Save button in BTN3 or BMP file.

Top: The measurement in pixels from the top of the parent form.

Left: The measurement in pixels from the left edge of the parent form.

Height: The height of the object in pixels.

Width: The width of the object in pixels.

Use text as hint or label: When a button is created, the third dialog window assigns a name for the button. By default, Talisman uses the textstring as a label for the button and displays that label below the button. This option permits the use of the textstring as a hint, rather than a label, that appears when the cursor moves over the button.

Text: The textstring used for the hint or label.

Font: The font to to be used for the text label/hint. The font, size and color may be changed by using the buttons at the right.

Command: The Talisman built in command or path statement for the executable. See Command menu for a description of the menu commands. See Internal Commands for a description of all available commands. See Scripting for a a description of the Talisman's script system.

Path: The working directory for the application. By default, this path is unassigned.Font: The font, size, style and color used in displaying the hint or label. When the button is a textstring, two colors appear. Color 1 is the UP color and Color 2 is the HIGHLIGHT color.

3.5.2 Pictures:

3.5.2.1 Adding Pictures.

One of the really nice things about Talisman is that you can decorate your Theme with pictures - pictures of your family, vacation, of something special like a motorcycle, or of a work of art. The only limits to the number of pictures you can display are the sizes of the pictures and the amount of screen real estate you have.
When "Picture" is selected, Talisman opens the standard Windows Open dialog box. Browse to the picture's location and select it. After you click on "Open," the dialog box will close and picture will appear on the Theme. Pictures may be in bmp, jpg or jpeg format.

Pictures are initially placed on the screen at the location where you right clicked. Pictures can be moved just like buttons.

3.5.2.2 TOE: The Picture Window

For pictures there is a graphics window below the title bar with one button along the right side. The button is the Color Picker (Eye Dropper) to select a color as the transparent color (See Color and Transparency).

There are additional items in this window:

Y: The measurement in pixels from the top of the parent form.

X: The measurement in pixels from the left edge of the parent form.

Filename: this shows the path to the picture. It can also be used to change the picture by changing its path by clicking on the button to the right.

Align panel: specifies the align of object (to left, to right, to top, to bottom) and also height and width of object in relation to the form (allheight,allwidth).

3.5.3 Shapes:

3.5.3.1 Adding Shapes

Shape is a rectangle with any solid color or tiled picture without any command. It eliminates the need to create rectangular color blocks in an outside graphics editor and add them as pictures. You can change sizes, position, color, border size, picture background and transparency of Shape in the Object Editor.

3.5.3.2 TOE: The Shape Window

Color: Shows the color of the shape object.

Top: The measurement in pixels from the top of the parent form.

Left: The measurement in pixels from the left edge of the parent form.

Height: The height of the object in pixels.

Width: The width of the object in pixels.

Wallpaper: specifies the path to the image to be used for the background. The button at the right opens the standard Windows Open Dialog.

Align panel: specifies the align of object (to left, to right, to top, to bottom) and also height and width of object in relation to the form (allheight,allwidth).

Transparency - enable/disable transparency for shape.

Border color: Shows the color of the border.

Border width: The width of the border in pixels.

3.5.4 Text blocks:

3.5.4.1 Adding Text Blocks.

Text Blocks are decorative objects. A Text Block is a block of text. Talisman will handle a block up to 64K in size. A Text Block can be used for things like reminder lists, quotations or excerpts from a book. Creating a Text Block is a three step process:

creation, completion, and position.

Creating a Text Block.

In Edit Mode, right mouse click on the Theme to bring up the pop-up menu, then select New>Text block. When you release the mouse button, "New text block. Click here to edit." will appear on the Theme. Left clicking on those words will open the text block for editing and a scroll bar will appear at the right. When a text block is created, Talisman assigns a size for the display of the text block of 200 pixels wide by 100 pixels high. This size can be changed, but only in the Talisman Editor.

Completion of the Text Block.

Text can be keyed in directly to the text block. Text can also be copied and pasted using right mouse clicks or standard keyboard commands (Ctrl+c for copy and Ctrl+v for paste). When you are finished editing, click outside the Text Block. Text Blocks can be locked from editing in the Talisman Editor.

Position of the Text Block.

Text Blocks are initially placed on the screen at the location where you right clicked. They can be moved just like buttons and pictures.

Some Comments on Formatting Text.

The Text Block does not support tabs or word wrap. Indents or centering must be accomplished with spaces. The Enter Key must be pressed at the end of each line; if it is not, the text will continue to flow to the right until the Enter Key is pressed. Resizing of the Text Block is available only in Talisman Editor .

3.5.4.2 TOE: The Text Block Window

Top: The measurement in pixels from the top of the parent form.

Left: The measurement in pixels from the left edge of the parent form.

Height: The height of the object in pixels.

Width: The width of the object in pixels.

Background color: Shows the color of the background for the textblock. This background is used only when the textblock is edited. It has no effect when in Work Mode.

Font: The font, size, style and color used in displaying the textblock.

Locked in workmode: if checked, then the user can not change textblock's text in workmode.

3.5.5 Inputboxes:

3.5.5.1 Adding Inputboxes.

In Edit Mode, right mouse click on the Theme to bring up the pop-up menu, then select New>Inputbox. When you release the mouse button, the new, white inputbox will appear on the Theme.The size and position can be changed in the Talisman Editor.

Completion of the InputBox.

Text can be keyed in directly to the inputbox. Text can also be copied and pasted using right mouse clicks or standard keyboard commands (Ctrl+c for copy and Ctrl+v for paste). When you are finished editing, click the Enter to launch the command.

Position of the InputBox.

Inputboxes are initially placed on the screen at the location where you right clicked. They can be moved just like buttons and pictures.

3.5.5.2 TOE: The InputBox Window

Top: The measurement in pixels from the top of the parent form.

Left: The measurement in pixels from the left edge of the parent form.

Height: The height of the object in pixels.

Width: The width of the object in pixels.

Background color: Shows the color of the background for the inputbox.

Font: The font, size, style and color used in displaying the inputbox.

Command: run or enter URL. "Run" to start a command string. "Enter URL" to send the entered filename in one of a HTML objects.

3.5.6 HTML objects:

3.5.6.1 Adding HTML pages

HTML page object works only on computers with installed MS Internet Explorer 3.x, 4.x, 5.x .

The commands for HTML-objects:

htmlback object_name
htmlforward object_name
htmlhome object_name
htmlrefresh object_name
htmlstop object_name
htmlurl object_name <URL>

When an HTML page object is created, Talisman assigns a name to it. For example, an HTML page created on form0 as the third object is assigned the name html0_3 (the name can be changed in the Editor). Thus in the command htmlback object_name, the “object_name” would be html0_3; the full command would be htmlback htm0_3. New buttons can be created for each of the commands.

The HTML page can display Web pages, file directories, or files that have an assigned association. Examples of the commands are:

To display
1. A web page automatically in the HTML Page: Use the URL as the Filename in the HTML pages’ properties; for example, http://www.lightek.com
2. A local file automatically in the HTML Page: Use “file:///[path]” (without the quotes); for example, file:///c:\talisman\readme.txt
3. A local directory automatically in the HTML Page: use “file:///[path]” (without the quotes); for example, file:///c:\talisman

To create a button to display

1. A web page in the HTML Page: use “htmlurl object_name url” (without the quotes); for example, htmlurl html0_3 http://www.lighttek.com/themes

A local file in the HTML Page: use “htmlurl object_name path” (without the quotes); for example, htmlurl html0_3 file:///c:\talisman\readme.txt

If you have installed Flash4 plugin for IE, VRML plugin for IE, MS Office 97/2000 or other OLE compatible applications, you can use the documents of this programs as your HTML objects in Talisman.

3.5.6.2 TOE: The HTML Object Window

Filename: The address for the web page, local file or local directory you want to open automatically in the in the HTML Page object:

A web page: use the URL; for example, http://www.lightek.com
A local file: use the path (clicking on the button to the right will open the standard Windows Open dialog box, the browse to the file); for example, c:\talisman\readme.txt
A local directory: use the path (the browse button to the right cannot be used); for example, c:\talisman

Y: The measurement in pixels from the top of the parent form.

X: The measurement in pixels from the left edge of the parent form.

Height: The height of the object in pixels.

Width: The width of the object in pixels.

3.6 Using The Talisman Object Editor (TOE).

The Editor is the heart and soul of getting Talisman to "do its thing." The Editor is the GUI to the database records and fields. The following is a description of the Editor's elements of the Editor. The Editor window consists of three parts: on the left, a tree diagram showing the structure of the Theme; in the center, all the information about the currently selected object and editing controls; and on the right, Editor Control Buttons.

3.6.1 Tree Diagram

At the left side of the Object Editor window is a tree diagram showing the structure of the current Talisman Theme. Folder icons indicate forms. Below each folder, form, will be a listing of all the objects on the form. Each object has an icon and either a number or a name. The icon indicates the kind of object:
Theme icon: indicates a common theme's settings;
Button icon: indicates a button object;
Picture icon: indicates a picture object;

Text page icon: indicates a text block object;
Layer rectangle icon: indicates a shape object;
Red right arrow: indicates the object currently selected for editing.
HTML page icon: indicates a HTML object;
Inputbox icon: indicates a inputbox object;
By default, Talisman assigns a number to each form's object. Unless the creator of the Theme has given the object a name, the assigned number will appear in the tree diagram.
"Enter" and "Delete" keys are available in Object Editor's tree.

3.6.2 Editor Control Buttons

Close (Ok): closes the Editor window and writes changes to the database;
Redraw: redraws the screen;
Restore (Cancel): restores an object's characteristics to what they were before changes were made and may be used only immediately after the changes, but before another object is selected;
Arrows: hide/show the object's treel

3.6.3 Object Information Window

The Object Information Window contains all the information about the selected object when it was created or after it has been edited. The information about each object may be edited in this window. Across the top of the window is a title bar. It contains a description of the object (button, picture, etc.), its number or name and two buttons: "Ren" and "Del." "Ren" is used to rename the object. "Del" is used to delete the object.

3.6.3.1 Theme Window

TOE: Contents of the Theme Window

The Theme window contains items that can be changed:

Screen Workarea: controls whether all or part of the screen will be used for the theme.

Show system elements: controls the following items appear :

Talisman Taskbar: displays a Talisman Taskbar.
Talisman System tray (only for shell mode): displays a Talisman System Tray in shell mode of Talisman.
Windows taskbar (only for application mode): displays a standard taskbar in apllication mode of Talisman
Talisman Clock: displays a clock.

Theme Always on Back: controls whether the Theme can be brought forward and above other open application windows by clicking on the Theme.
Autostart: controls what happens when Talisman starts, just as the items in the Windows Startup Folder control what happens when Windows starts. This item is scriptable (See Adding Objects, Scripting for more information). The button to the right invokes a popup containing the following: Command menu

All items in this window are also editable in the theme.ini file in the theme's directory.

3.6.3.2 Main Menu Window

TOE: Main Menu Window

The Main Menu Window contains captions and command strings for all the main menu items.
You can edit or delete any mainmenu's items.

Dropdown list in the top part contains some predefined commands like defaultmenu, startmenu and etc, you can use as right-click command.
You can enter any other Talisman's command or script in the command string for right-click mouse event.

"Defaultmenu" item of dropdown list will return the standard workmode menu of Talisman.

Right-click command string stored in Windows Register (HKEY_CURRENT_USER\Software\Lighttek\Talisman\menu) and works in for all themes.

3.6.3.3 Form Window

TOE: The Form Window

For Form0

Graphics Window: A graphics window below the title bar with four editing buttons along the right side. The graphics editing buttons are:
One Small Star: centers the background image on the screen.
Four Stars: tiles the background image on the screen.
One Large Star: stretches the background image on the screen.
Select Color (a Down Arrow): Used to select a background color from the standard Windows color picker.

Wallpaper: specifies the path to the image to be used for the background. The button at the right opens the standard Windows Open Dialog.
Left: The measurement in pixels from the left edge of the screen. A left coordinate of 0 (zero) would place the form at the left edge of the screen, while a coordinate of 15 would place it 15 pixels in from the left. Negative coordinates (e.g., -3) are also possible, but they indicate that a portion of the object is outside the visible desktop.

Top: The measurement in pixels from the top edge of the screen.
Height: The height of the object in pixels.
Width: The width of the object in pixels.
Fullscreen Form: Used to set the form to the full screen size. Useful when designing a theme that might be displayed on either different size monitors or monitors set at different resolutions.
Autohide form: Form0 cannot be autohidden.
Semitransparent form: Form0 cannot be semitransparent.

Close only by command: Form0 cannot be closed
Close by click outside: Form0 cannot be closed
Align panel: specifies the align of object (to left, to right, to top, to bottom) and also height and width of object in relation to the form (allheight,allwidth).
Autostart: controls what happens when form starts, just as the items in the Windows Startup Folder control what happens when Windows starts. This item is scriptable (See Adding Objects, Scripting for more information). The button to the right invokes a popup containing the following: Command menu

For All Other Forms

Graphics Window: For buttons and pictures there is a graphics window below the title bar with four editing buttons along the right side. The graphics editing buttons are:

One Small Star: centers the background image on the screen.
Four Stars: tiles the background image on the screen.
One Large Star: stretches the background image on the screen.
Select Color (a Down Arrow): Used to select a background color from the standard Windows color picker.
Wallpaper: specifies the path to the image to be used for the background. The button at the right opens the standard Windows Open Dialog.

Top:
Parent Forms: For a parent form (either primary or secondary; See Forms for an explanation of parent forms), top is measured from the top edge of the screen. A top coordinate of 0 (zero) would place the form at the top edge of the screen, while a coordinate of 15 would place it 15 pixels down from the top. Negative coordinates (e.g., -3) are also possible, but they indicate that a portion of the object is outside the visible desktop or Talisman window.
Child Forms and Objects: For a child form (See Forms for an explanation of child forms) and all objects, top is measured from the top of the parent form. A top coordinate of 0 (zero) would place the child form at the top edge of the parent form, while a coordinate of 15 would place it 15 pixels down from the top edge of the parent. Negative coordinates (e.g., -3) are also possible, but they indicate that a portion of the object is outside the visible desktop or Talisman window.

Left:
Parent Forms: For a parent form (either primary or secondary), left is measured from the left edge of the screen. A left

coordinate of 0 (zero) would place the form at the left edge of the screen, while a coordinate of 15 would place it 15 pixels in from the left. Negative coordinates (e.g., -3) are also possible, but they indicate that a portion of the object is outside the visible desktop or Talisman window.
Child Forms and Objects: For a child form and all objects, left is measured from the left edge of the parent form. A left coordinate of 0 (zero) would place the child form at the left edge of the parent form, while a coordinate of 15 would place it 15 pixels in from the left edge of the parent. Negative coordinates (e.g., -3) are also possible, but they indicate that a portion of the object is outside the visible desktop or Talisman window.

Height: The height of the object in pixels.
Width: The width of the object in pixels.
Background color: Used to set the color of the form. This is overridden when a background image has been selected for the form.
Autohide form: Causes the form to disappear automatically when the cursor moves off the form.
Semitransparent form: Normally a form is opaque. If semitransparent is selected, what is behind the form will partially show through. If, however, the form's background color is black (RGB = 0,0,0) and semitransparent is selected, the form becomes transparent. This does not work with the Base Form.

Close only by command: form will be closed only by "closeform" command
Close by click outside: form will be closed by click otside.
Align panel: specifies the align of object (to left, to right, to top, to bottom) and also height and width of object in relation to the form (allheight,allwidth).
Autostart: controls what happens when form starts, just as the items in the Windows Startup Folder control what happens when Windows starts. This item is scriptable (See Adding Objects, Scripting for more information). The button to the right invokes a popup containing the following: Command menu

3.6.3.4 Button Window

See 3.5.1.2

3.6.3.5 Picture Window

See 3.5.2.2

3.6.3.6 Shape Window

See 3.5.3.2

3.6.3.7 HTML Object Window

See 3.5.4.2

3.6.3.8 Text Block Window

See 3.5.5.2

3.6.3.9 Inputbox Window

See 3.5.6.2

3.6.3.10 Taskbar Window

See 3.4.1

3.6.3.11 System Tray Window

See 3.4.3

3.6.3.12 Clock Window

See 3.4.2

3.6.3.13 Script Window

It is a simple text editor to create and edit script files directly in TOE.

3.6.3.14 Menu Window

The Menu Window contains captions and command strings for all menu items.
You can edit or delete any menu's items here.

3.6.3.15 Program Window

Default theme - path to default (startup) theme;
Dragging of objects in work mode - use this option to enable/disable dragging in workmode;
Drag and drop files in work mode - use this option to enable/disable dragging files to Talisman Desktop in workmode.

3.6.3.16 Sounds Window

There are six events for which a sound can be played. Any wav file can be used, but for a specific event the wav must have a specific name. The sound possibilities are:

- sound when a new Theme is loaded: use a wav named "start.wav"
- sound when mouse moves over button: use a wav named "over.wav"
- sound when a button is clicked: us a wav named "click.wav"
- sound when showing a new form (Command: Go to form xxx): use a wav named "form.wav"
- sound for a popup form (Command: Popup form xxx): use a wav named "popup.wav"

  sound for a popup menu: use a wav named "menu.wav"

4. Main Menu

4.1 Popup Menu Work Mode

Once a Talisman Theme is open, right clicking with the mouse will pop-up a main menu.
Main menu is fully customizable. You can add or delete any command in this menu and save your own menu in file. You can also change the command for right click event and use any Talisman's command or script instead the default main menu. Use the "Settings > Main Menu " command to edit main menu.

Standard main menu commands:

Switch to Edit Mode. Switches to the Talisman Edit Mode for adding or changing forms and objects.
Task list. This displays a menu of all open applications. It performs the same function as Alt+tab.
Applications. This provides a listing of the program groups and programs listed in the WindowsTaskbar's Start>Programs.
Minimize all. - show the Talisman window and hides any application windows.
Run and Find files.
Run opens the Windows Run Dialog box.

Find Files open the Find Files dialog.
Theme. This has three options:
Home returns to the Default Theme.
Open Theme... is used to open another theme.
Download Theme... connects to the ·Themes Section of the Talisman web site.
Set as default sets the currently open theme as the Default Theme. This command tells Talisman
to ignore the Theme in its directory and use the open Theme as the startup one.

This can be useful when the user has multiple Themes available and wants to alternate
among them at the startup. Once a Theme has been defined as the default,
selecting the Home command, when working on a non-default Theme, reinstates this Theme.
Open Theme folder opens a Windows Explorer to the currently open theme's folder and displays its contents.
The last option is a listing of all themes available as subfolders of the Talisman>Themes folder.
Help. This has five options.

Contents opens the Talisman Help file.
Talisman Homepage is a · link to the World Wide Web Home for Talisman.
Online Users' Forum is a · link to the World Wide Web Talisman Forum.
Online Registration is a link to the World Wide Web page used to register Talisman.
About/Registration gives information about the program and how to register to use it.
Commands. This has options:
Desktop,

Programs,
Documents,
Explorer,
Control Panel,
Recycle Bin,
Shell Switcher,
Display Properties.
New. Contains sub-commands:
Button: Creates a new interactive object using a Button Wizard.
Picture: Creates a new decorative object using the Windows Open dialog box.
This object is a pointer to the disk location of the picture.
Shape: Creates a rectangle with any solid color without any command (like a picture button).

It eliminates the need to create
rectangular color blocks in an outside graphics editor and add them as pictures.
Text block: Creates a new object for a block of text.
Inputbox: Creates a new object to enter a commands.
HTML page: Creates an Internet Explorer Window as a part of the Theme.
Form: Creates a new form with one "back button."
Theme...: Creates a new theme.
Properties. This command displays the Talisman Editor for the selected object.

Settings Contains sub-commands: Program, Theme, Talisman Taskbar, Talisman Tray, Talisman Clock, Main Menu, Sound, Object Editor, Control Panel.

Shutdown and Quit.
Shutdown opens the Windows Shutdown menu.
Quit closes Talisman. Available only when Talisman is in Application Mode.

4.2 Popup Menu Edit Mode

When the Edit Mode is selected, the right click pop-up menu displays the following commands. See the section Adding New Objects for more detailed information.

You can not change the edit menu commands.

Switch to Work Mode. Switches out of the Talisman Edit Mode and returns to the Work Mode.
New. Contains seven sub-commands:
Button: Creates a new interactive object using a Button Wizard.
Picture: Creates a new decorative object using the Windows Open dialog box.
This object is a pointer to the disk location of the picture.
Shape: Creates a rectangle with any solid color without any command (like a picture button).
It eliminates the need to create

rectangular color blocks in an outside graphics editor and add them as pictures.
Text block: Creates a new object for a block of text.
HTML page: Creates an Internet Explorer Window as a part of the Theme.
Form: Creates a new form with one "back button."
Theme...: Creates a new theme.
Copy, Paste and Delete. These become active once an object has been selected.
Objects can be copied and pasted on the same form and from one form to another.

When objects are copied and pasted, they retain the same characteristics as the original object.
If the copied and pasted objects are interactive (a button, for example),
the Filename it starts will need to be changed. Delete deletes the object clicked on.
Context Sensitive Commands. This group of commands is object oriented and context sensitive;
that is, depending on the object selected the available command will change.
Possible commands are:
Color: Brings up the standard Windows color picker for changing the background color of a form.

Autohide: Causes a form to disappear when you move the cursor off the form.
Transparent Color: Brings up the standard Windows color picker for defining the transparent color of an object.
Font: Brings up the standard Windows Font dialog box for changing a font.
Command: Brings up a Talisman dialog box for changing a button's command.
Bring to Front and Send to Back. These two commands are used to reposition overlapping objects.

Go to form Go to selected form.
Hide Taskbar/Show Taskbar. Toggles the Windows Taskbar visible or invisible.
Available only when Talisman is in Application Mode.
Grid. Creates an invisible snap-to grid on a form that can be used in positioning objects.
The scale is the distance between snap-to points on the grid.
Settings Contains sub-commands: Program, Theme, Talisman Taskbar, Talisman Tray, Talisman Clock, Main Menu, Sound, Object Editor, Control Panel.

Properties. This command displays the Talisman Editor for the selected object.

5. Internal Commands

See also: Special commands and Scripting

You can enter multiple commands in the button command string or in the theme and form autostart command string with ";" as a separator. Or you can create a sript (*.tscr) file - a text file with one command in each line.

5.1 Menu commands:

defaultmenu <parameters> - show default main menu;
editmenu <parameters> - show edit menu;
startmenu <parameters> - show startmenu;

controlmenu <parameters> - show control panel as popup menu;
taskmenu <parameters> - show taskmenu;
foldermenu <path> <parameters> - open any folder as popup menu;
foldermenutohtml <HTML object name> <path> <parameters> - open any folder as popup menu and send selected filename to HTML object;

path equivalents:
programs - programs folder;
desktop - desktop folder;
documents - documents folder;

favorites - IE favorites list
strt - startmenu folder;
quicklaunch - Windows quicklaunch panel items;
mydoc - My Documents folder;
fonts - Fonts folder;
talismanfolder - Talisman folder;
parameters:
menutop - show popup menu from top side of button;

menubottom - show popup menu from bottom side of button;
menuright - show popup menu from right side of button;
menuleft - show popup menu from left side of button;

5.2 System commands:

quit - quit the Talisman;
about - show about window;
minimize - hide Talisman window;
shutdown - show Restart/Shutdown dialogue;
logoff - log off current user;

showdesktop - minimize all applications and show the Talisman desktop;
refresh - refresh desktop;
shellswitcher - run Talisman Shell Switcher;

5.3 Misc commands:

open - open theme;
home - return to default theme;
setasdefault - set current theme as default (startup) theme;
connect <Connection Name> - Dialup connection;
workmode - switch to workmode and show main menu;
editmode - switch to editmode and show edit menu;

wavplay <filename> - play a wav file;
pause <N> - N is a delay in seconds/10:
write <form number> <object name> <field number> <value> - change any property of an object from the command string. Caution! This is a very dangerous command, therefore it can change any value in Talisman's database component without any limitations and protections. You must know the organization of database component, runic.db, to use this command.

Field and Value descriptions:

Field	Description	Type of Value

1	Form Number of the Form	Integer
2	Number Number of object in current Form	Integer
3	Top Y-Coordinate of object in pixels	Integer
4	Left X-Coordinate of object in pixels	Integer
5	Width Width of object in pixels	Integer
6	Height Height of object in pixels	Integer
7	Path Path or command	String
8	Hint Caption or hint for buttons	String
9	Type Cannot be changed from the command string.	NA
10	Color Color of object	Decimal value of RGB color
11-14	Pictures Cannot be changed from the command string.	NA
15	Font Font Name	String
16	Size Font Size	Integer
17	FontType Font style: normal, bold, italic or bold italic n = normal b = bold i = italic z = bold italic	
18	FontColor Font Color	Decimal value of RGB color
19	X X displacement of text field in pixels	Integer
20	Y Y displacement of text field in pixels	Integer
21	W Not used	NA
22	H Not used	NA
23	Dir Current word directory	String
24	Name Name of object	String
25	Memo Field for any text data <64kb	String

draw <x> <y> <filename> - draw a picture (filename) on the form with the left corner of picture in x,y.
drawframes <x> <y> <frames> <delay> <filename.bmp> - draw an animation from BMP picture (filename) on the form with the left corner of picture in x,y. Delay - delay in milliseconds between frames. Frames - number of frames in *.bmp file.

enter <object name> - run the command string of any other object .

run - show Run dialogue;
findfile - show FindFile dialogue (not works in shell mode);

*.tscr file - a text file with one Talisman's command on each line.
*.mnu file - a custom menu file. For example menu from 3 lines:

```
[menu]
first=calc.exe;pause 10;wavplay start.wav
second=charmap.exe
third=script.tscr
```

5.4 Folder commands:

mycomputer - show MyComputer window;
mydoc - show My Documents window;
network - show NetworkNeighborhood window;
dialup - show DialupNetwork window;
recycle - show RecycleBin window;
controlpanel - show Control Panel window;
desktop - show Desktop folder;
programs - show Programs folder;
documents - show Recent folder;
printers - show Printers folder;
fonts - show Fonts folder;

talismanfolder - show Talisman folder;
openthemefolder - show current theme folder;

5.5 Form commands:

Go to form XXX - show the form number XXX;
Popup form XXX - popup the form number XXX;
changewallpaper <N form> - open "Open picture" dialog and change wallpaper of form;
changeformcolor <N form> - open "Select color" dialog and change color of form;

moved - move the child form in edit mode;

closeform - close the child form and show the previous form;

5.6 HTML commands:

htmlback object_name -
htmlforward object_name
htmlhome object_name
htmlrefresh object_name
htmlstop object_name
htmlurl object_name <URL>

5.7 Editmenu commands:

toe - run Talisman Object Editor;

properties - run Talisman Object Editor, but without Objects Tree;

settings taskbar

settings tray

settings program

settings theme

settings sound

settings clock

properties

toe

setasdefault

sendtoback

bringtofront

copy

paste

delete

defaultmenu

submenu new

submenu help

submenu settings

submenu themes

submenu programs

submenu tasks

5.8 Control Panel commands:

Accessibility Options: control access.cpl

Add New Hardware: control sysdm.cpl add new hardware

Add/Remove Programs: control appwiz.cpl

Date/Time Properties: control timedate.cpl

Display Properties: control desk.cpl

FindFast: control findfast.cpl

Internet Properties: control inetcpl.cpl

Joystick Properties: control joy.cpl

Keyboard Properties: control main.cpl keyboard

Microsoft Exchange (or Windows Messaging): control mlcfg32.cpl

Microsoft Mail Post Office: control wgpocpl.cpl

Modem Properties: control modem.cpl

Mouse Properties: control main.cpl

Multimedia Properties: control mmsys.cpl

Network Properties: control netcpl.cpl

Password Properties: control password.cpl

Power Management (Windows 95): control main.cpl power

Power Management (Windows 98): control powercfg.cpl

Printers Properties: control main.cpl printers

Regional Settings: control intl.cpl

Sound Properties: control mmsys.cpl sounds

System Properties: control sysdm.cpl

5.9 Examples of Special Commands

There are a special commands that may be used by themselves, but more effectively as part of a script or menu file; and a two commands that make sense only within a script or a menu file containing a script.

Draw: draws a *.bmp or *.jpg on the screen at a specific location.

Syntax: draw 50 50 [path] **,** where "50 50" indicates the top left corner position of the graphic.
Usage: may be used by itself or as part of a script or menu file.
Examples:

By itself: draw 50 50 c:\images\pic10.jpg
In a script file: draw 50 50 c:\images\pic10.jpg;c:\windows\calc.exe
In a menu file: Picture 1=draw 50 50 c:\images\pic10.jpg

Drawframes: draws an animation from *.bmp or *.jpg files on the screen at a specific location.

Syntax: drawframes <x> <y> <frames> <delay> <filename> , where X,Y .indicates the top left corner position of the graphic. Delay - delay in milliseconds between frames. Frames - number of frames in *.bmp file.

Example:

By itself: drawframes 250 250 10 8 c:\images\pic10.jpg
In a script file: drawframes 250 250 10 8 c:\images\pic10.jpg;pause 10;drawframes 250 250 10 8 c:\images\pic11.jpg
In a menu file: Show 1=drawframes 250 250 10 8 c:\images\pic10.jpg

Wavplay: plays a specified wav file.

Syntax: wavplay [path]

Usage: may be used by itself or as part of a script or menu file.
Examples:

By itself: wavplay c:\sounds\iamready.wav
In a script file: wavplay c:\sounds\iamready.wav;c:\windows\calc.exe
In a menu file: Sound 1=wavplay c:\sounds\iamready.wav

Pause: creates a pause of a specified length in tenths of a second increments.

Syntax: pause 10, where "10" indicates that the duration of the pause is 10 10ths of a second or one second.
Usage:as part of a script or menu file.
Examples:

In a script file: draw 50 50 c:\images\pic10.jpg;pause 10; draw 50 50 c:\images\pic11.jpg Note: this leaves the last picture on the screen.

In a menu file: Picture Series 1=draw 50 50 c:\images\pic10.jpg;pause 10;draw 50 50 c:\images\pic11.jpg Note: this leaves the last picture on the screen.

Refresh: refreshes the form on which the command resides.

Syntax: refresh
Usage: as part of a script or menu file.
Examples:

In a script file: draw 50 50 c:\images\pic10.jpg;pause 10; draw 50 50 c:\images\pic11.jpg;refresh Note: this returns the screen to its state before the first picture was drawn.

In a menu file: Picture Series 1=draw 50 50 c:\images\pic10.jpg;pause 10;draw 50 50 c:\images\pic11.jpg;refresh Note: this returns the screen to its state before the first picture was drawn.
Note: combinations of "pause" and "refresh" can be used to create an interval of no picture; for example, draw 50 50 c:\images\pic10.jpg;pause 10;refresh;pause 10;draw 50 50 c:\images\pic11.jpg, where pict10 is held on screen for 1 second, the screen is returned to its pre-pict10 state for 1 second, then pic11 is drawn.

Write: changes a specific field in the database. This command is both very powerful and very dangerous. It should be used with great caution and only after a theme has been backed up.

Syntax: write <N form> <objectname> <N field> <value>, where "N form" is the form number, "objectname" is the name of the object shown in the Editor, "N field" is the number of the field to be changed and "value" is the new value for the field. Generally, this command would be used to toggle a particular obect among several different values.

Usage: by itself or as part of a script or menu file.
Examples These examples are based on changing the path of a picture, objectname: face, on form0, where its initial value is the string "c:\images\pic01.bmp".

By itself: write 0 face 7 c:\images\pic02.bmp;refresh Note: to return the picture to the original, there would be another button with the command write 0 face 7 c:\images\pic01.bmp;refresh
In a script file: write 0 face 7 c:\images\pic02.bmp;refreshIn a menu file: Picture 2=write 0 face 7 c:\images\pic02.bmp;refresh Note: to return the picture to the original, there would be another menu item with the command Picture 1=write 0 face 7 c:\images\pic01.bmp;refresh

Note: the "refresh" command at the end causes the picture to actually change; without it, the change would be written to the database, but the picture would not have changed.

Field and Value descriptions:

Field	Description	Type of Value
1	Form Number of the Form	Integer
2	Number Number of object in current Form	Integer
3	Top Y-Coordinate of object in pixels	Integer
4	Left X-Coordinate of object in pixels	Integer
5	Width Width of object in pixels	Integer
6	Height Height of object in pixels	Integer
7	Path Path or command	String
8	Hint Caption or hint for buttons	String
9	Type Cannot be changed from the command string.	NA

10	Color Color of object	Decimal value of RGB color
11-14	Pictures Cannot be changed from the command string.	NA
15	Font Font Name	String
16	Size Font Size	Integer
17	FontType Font style: normal, bold, italic or bold italic n = normal b = bold i = italic z = bold italic	
18	FontColor Font Color	Decimal value of RGB color
19	X X displacement of text field in pixels	Integer
20	Y Y displacement of text field in pixels	Integer
21	W Not used	NA
22	H Not used	NA
23	Dir Current word directory	String
24	Name Name of object	String
25	Memo Field for any text data <64kb	String

5.10 Scripting

Talisman, like many other programs, uses scripting to extend its functionality. In brief, scripting is a series of commands that are executed in series. Since it is similar to scripting and can actually include scripts, we have included a discussion of the menu function in this section. Since scripts can be used in an almost unlimited number of ways, we will limit this presentation to enough to demonstrate their power and flexibility.

Scripts can be used as:

- a button command to initiate a series of actions;
- a menu item to initiate a series of actions;
- in the autostart command to initiate a series of actions when Talisman startsup.

Scripts can use any Talisman command, execute any program installed on the computer, or open any file for which there is a Registry file associaton. It is important to remember that with scripting, buttons are not limited to a single command.

Separator in one string scripts is ";". Limitation of one string is 255 symbols. Scripts with more than 255 symbols must be saved as *.tscr file (text file with one command in string).

5.10.1 Sample scripts

Button Scripts

Typical: opens one application; for example, Windows Calculator: c:\windows\calc.exe

Scripted:

opens two applicaitons; for example, Windows Calculator and Windows Notepad:

c:\windows\calc.exe;c:\windows\notepad.exe

Note the semicolon separating the two applications. In scripting a button command, *.lnk shortcuts may also be used.

opens a file and an application; for example, a picture and Windows Notepad:

c:\images\pic1.jpg;c:\windows\notepad.exe

Menu Scripts

Scripts used in *.mnu files take the same form as button scripts.

Autostart Scripts

Scripts used in the autostart command on the Theme Window of the Editor take the same form as button scripts.

5.10.2 Storing Scripts

Scripts can be stored as a button command, in a Talisman script, *.tscr, file or a Talisman menu, *.mnu, file.

Button Command

Scripts stored as a button command are shown in the command line of the button with ";" as separator..For a big scripts recomended to use a *.tscr files.

*.tscr files are text files with the extension tscr with each command on a separate line. The *.tscr then becomes a button's command. Example: a button, named "Expenses" opens Windows Calculator and Windows Notepad through a script file. The script file might be named "expenses.tscr" and stored in same directory as the theme, although it could be stored anywhere on the system. Shortcuts, *.lnk, may be used in *.tscr files.

c:\windows\calc.exe
c:\windows\notepad.exe

***.mnu Files**

*.mnu files are actually used to create popup menus. This eliminates the need to populate a form with many buttons. Just as Talisman itself uses a right click popup to access its commands, a user can create a button and assign to its command a *.mnu file to create a popup of available commands. Like a *.tscr file, a *.mnu file is a text file with the extension mnu with each command on a separate line. It may be stored in the same directory as the theme or anywhere else on the system. Menu files may be specified in the Button Wizard command line through the popup button at its right in the item Menu>local menu from file. Semicolons at the beginning of a line may be used to hide a menu item.

Example: a button, named "Graphics" opens a menu containing two graphics applications. The menu file might be named "graphics.mnu." Note that the file begins with the word menu in brackets as the first line.

[menu]
Photoshop=c:\program files\photoshop\photoshp.exe
Paint Shop Pro=c:\program files\paint shop pro 6\psp.exe

6. Themes

Creating your Themes

You can work with the startup Theme, download other themes from the Talisman site http://www.lighttek.com/themes, or create your own. If you want to create your own, there are two ways to go about it. You could use the startup Theme, delete all the objects, then start over. The easier way is to go to the Edit Mode>New>Theme. When selected, a popup dialog asks for the name of the new Theme, creates a folder for it in the Themes subdirectory, and creates a new Runic.db and related files in the folder.

Theme.INI

Talisman uses a theme.ini file to control configuration of a theme's various interface elements. When Talisman is installed, it creates a theme.ini file in its root directory. As new Themes are created and opened, Talisman creates a theme.ini file in the new theme's subdirectory.

Using a Downloaded Theme

Many Themes are available for downloading from the World Wide Web at such sites as http://www.lighttek.com/themes. Using a downloaded theme presents two major difficulties. First, the path statements for application will have to be changed. Second, the Theme may have been developed for a screen size that is different from the one you are using.

Uploading a Theme

We are always on the lookout for new Talisman Themes. We encourage new and experienced Talisman users to make their themes available to the Talisman user community. The Talisman Theme repository is located at www.skinz.org in the Talisman Section. In order to upload a theme to www.skinz.org, you will need to establish an account (it's free).
Also you can upload the theme to any other site and send the e-mail to support@lighttek.com with URL and screenshot 200x150 of your theme. The link to your theme will be added to http://www.lighttek.com/themes