

Please click on the item you need help on:

<u>M</u> ove	
<u>C</u> lose	Alt+F4
L <u>an</u> guage...	▶
<u>O</u> ptions...	F2
<u>H</u> elp...	F1
(ELSA) ...	

See also

[DESKman and MULTIman](#), [DESKman and virtual screen](#)

Why *DESKman*?

ELSA *MULTIman* provides you with the possibility to use several ELSA graphics boards simultaneously in your computer. Each graphics board is connected to a monitor, and your Windows desktop is stretched over all these monitors, which are treated like one large monitor. This means especially:

- Your desktop area is many times larger than it would be without *MULTIman*.
- Some message windows may appear on the border between two monitors.
- The size of a window, unless it has a fixed size, is automatically determined by Windows, based on the available screen area. Under *MULTIman*, these windows would therefore occupy more than one monitor.
- Full-screen applications will stretch over all monitors.

DESKman helps you to control these characteristics, which are not always wanted.

What does *DESKman* do?

- *DESKman* restricts the window size to one monitor, unless you expressly allow larger windows.
- A window that would normally be centered on the entire desktop is automatically centered on one of the monitors.
- A window that is not centered, but stretches over the border between two monitors, is moved entirely to the monitor which displayed the bigger part of the window.
- Full-screen applications are restricted to one monitor, unless specified otherwise.

See also

[*DESKman* and virtual screen](#), [*DESKman* control](#), [Options](#)

Why *DESKman*?

Virtual screens provide a desktop that is larger than the area your monitor can display. Moving the mouse in one direction will scroll the respective part of the virtual screen into view.

The entire virtual desktop is treated like a normal monitor display. This means especially:

- Your Windows desktop is larger than the part your monitor displays at a time.
- Messages may appear in regions which are currently invisible.
- When you start applications, you may have to search for them somewhere on the virtual screen.
- The size of a window, unless it has a fixed size, is automatically determined by Windows, based on the available screen area. On a virtual screen, these windows would therefore be larger than the visible screen area.
- Full-screen applications will stretch over the entire virtual screen.

What does *DESKman* do?

- On virtual screens, *DESKman* restricts the window size to the visible screen area, unless you expressly allow larger windows.
- A window that would normally be centered on the entire desktop is automatically moved to the center of the visible screen area.
- Full-screen applications are restricted to the visible screen area, unless specified otherwise.
- When an application is started and appears outside the visible screen area, the screen is scrolled accordingly to make the application visible.

See also

[*DESKman* and *MULTIman*](#), [*DESKman* control](#), [Options](#)

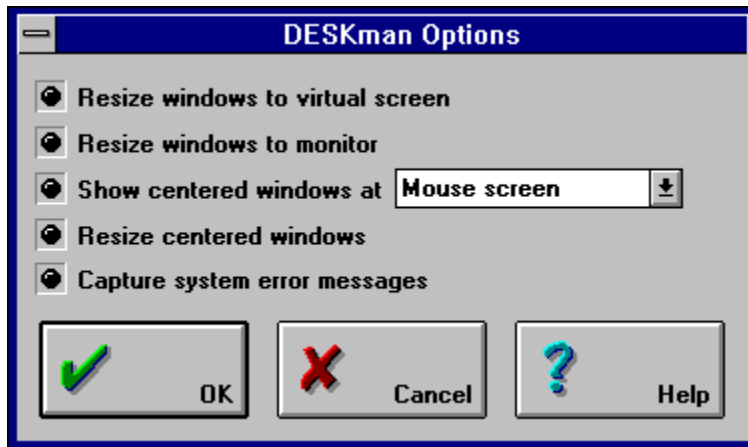
With the key combination CTRL and SHIFT, you can disable the window control for an application. After starting the application, changing its position or size and **holding this key combination down at the same time** will mark the application, and *DESKman* will no longer affect the window control of this application.

You can unmark the application by **holding only the CTRL key down** while changing the position or size of the application window.

See also

[*DESKman and MULTIman*](#), [*DESKman and virtual screen*](#), [Options](#)

Please click on the item you need help on:



See also

[DESKman and MULTIman](#), [DESKman and virtual screen](#)

Adapt window size to (virtual) screen

If this option is selected, *DESKman* will restrict the window size to one monitor. This setting is only possible if you are using *MULTIman*.

If you are also using virtual screens, please note that the window size is restricted to the entire virtual screen size of one graphics board.

Adapt window size to monitor

If this option is selected, *DESKman* will restrict the window size to the visible screen area of the monitor. This setting is only possible if you are using a virtual screen.

If you are also using *MULTIman*, please note that you must first select **Adapt window size to (virtual) screen**.

Display centered windows on ...

If this option is selected, centered windows will be displayed on the monitor you select in the list box.

This setting is only possible if you are using *MULTIman*.

Monitor selection for centered windows

Here you can select the monitor that centered windows will be displayed on. Besides fixed monitors, you may also select **Mouse monitor**, causing *DESKman* to display centered windows on the monitor currently containing the mouse pointer.

This setting is only possible if you are using *MULTIman*.

Adapt size of centered windows

The size of centered windows can be reduced to one monitor as well. However, since these windows are normally not designed for size changes, displayed information may be lost. If this happens frequently, you can use this option to disable size changes of centered windows.

This setting is only possible if you have selected **Adapt window size to (virtual) screen**.

Intercept Windows error messages

Error messages from Windows (e.g. General Protection Fault) appear in centered windows which *DESKman* normally cannot move. To make moving of these windows possible, *DESKman* must be allowed to intercept these error messages before they are displayed.

***DESKman* Options: Cancel**

Clicking the **Cancel** button will discard all changes you have made.

Help

Clicking the **Help** button will invoke the Online Help you are currently in.

Move

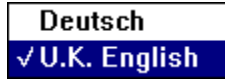
Selecting **Move** from the Control menu allows you to move the window on the screen with the arrow keys. Press Return to confirm the new position.

Close

Selecting **Close** from the Control menu will close the application. The key combination **Alt + F4** has the same effect.

Submenu to select the language for *DESKman*.

All currently available languages are listed here. The name of a language is displayed in the respective language. Simply select the desired language with the mouse or the keyboard.



In this example, English and German are available, and English is currently selected.

Help

Clicking the **Help** button will directly invoke this Help text.



DESKman

Version 1.03

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