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Copyright

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Hardware and software requirements

To run *EH* you need Microsoft Windows 95 (though there exist a previous version for Windows 3.1) and the hardware necessary to run it.

New in this version**New in version 1.30**

- Full Windows 95 help system.

New in version 1.20

- Windows 95 features: spin controls, etc.
- When it is hidden to remind later something, its icon appears in then notification area (left or bottom corner) of the taskbar.

New in version 1.10

- It is possible to be reminded again, at a predetermined time.
- The message can now be changed from the message box itself.

New in version 1.01

- The dialog boxes will now be displayed above (most of) the remaining windows.
- The message box may also be closed by using the `ESC` key.

Other programs by the same author

The last versions of all my free programs can be obtained from the following servers:

Anonymous ftp	lcpX07.lc.ehu.es
WWW	http://lcpX07.lc.ehu.es/jma.html

Toolbar

Toolbar is intended to provide some features that I found lacking in the *Program Manager* and *File Manager* of the retail Windows 3.1. To start with, while working in *File Manager*, you can drag an item and drop it over some running programs. But if one of these programs is not running and you drop the item over its icon, the program is not started. Instead, the dropped item is added to the corresponding group of *Program Manager*. Of course, sometimes this is just what you wanted. One could say that the groups in *Program Manager* were meant more for organization of programs than for running them. On the other hand, most programs still lack the ability to accept dropped files and you cannot use with them this drag and drop feature.

Since my screen tends to be cluttered with windows, I also wanted the ability to place (in a permanent and compact way) at a corner of the screen the utilities I used most often. *Program Manager* groups are nice but big and I do not need to see the names of my favorite utilities: I can easily recognize them by their icons. The utilities should always be at hand - ready to be started by double-clicking them (as in *Program Manager*) or by dropping an item on them. For instance, this is a nice way to provide the most important facility missing in *File Manager*: a file viewer.

Toolbar is the answer to these wishes. It provides an alternative to the groups of *Program Manager* with the following distinctive characteristics:

- It can be used either as a substitute for *Program Manager* (which, in turn, can be run from *Toolbar*), or as a normal application installed in *Program Manager* (or in the current shell program).
- It is better suited for running programs: there are multiple ways of running programs and advanced settings can be used.
- All programs in a toolbar are always visible (as long as the whole window is on the screen). They are held together in a very compact way, to be as unobtrusive as possible. Optionally, you can force a toolbar to be always visible on top of other windows. In order to save space, the title bar can be suppressed (or displayed to have useful information at hand).
- Items from *File Manager* can be dropped on any program installed as a tool. It only needs to be able to accept file names on the command line. Most MS-DOS and Windows programs have this ability. A program can also be started by double-clicking (or single clicking the right button), or by using the ENTER key, or a user selected accelerator key.
- You can choose between running an instance of the program for each dropped file, or running a single instance of the program for all of the dropped files.
- Programs can be easily added, removed and reordered. The corresponding caption, command line, working directory, icon and other options can be easily changed.
- You can implement a full tree of nested toolbars.
- You can drag files to and from *Toolbar*. *Program Manager* does not allow dragging of its elements outside of its windows.
- Utilities (small utility programs that use a toolbar button as its display window) make *Toolbar* more compact and extensible. A few are provided with *Toolbar*: trashcan, alarm clock, menu, memory, resources, information and blank icon. Additionally, new utilities can be added by the user (the programmatic interface is fully documented and sample source code is included).
- *Toolbar* supports most of the same user interface as *Program Manager*.
- *Toolbar* is able to transparently use (and to translate to its own format) *group* files from *Program Manager*.

And more!

Sinfo

Sinfo is designed to help Windows programmers by providing information on many aspects of Windows. It can display full information on current classes, windows, modules and tasks. There are some advanced (though highly risky) commands to unload modules and libraries and to free leaked memory. You can also examine and save to a file the contents (or the hex dump) of any global or local heap block. It is possible to see (and terminate) hidden tasks.

It can also be used as an advanced substitute for the *Task Manager* (in this way it can be accessed very quickly). Hidden tasks can be optionally listed and you can hide (and shown again) windows and make them a top most window (or delete this property).

For instance, some DLL libraries cannot be simultaneously used for more than one program. If the program

crashes, the library may be left in memory and cannot be reused without restarting Windows. The knowledgeable user can use *Sinfo* to free it. This possibility is especially useful when developing programs, but it has also helped us with a very known commercial package which crashes repeatedly leaving a library in memory.

When developing programs (or testing other people's applications) it is not difficult to get the cursor lost. *Sinfo* can recover it for you.

Filter

Many DOS utilities and programs share a common characteristic: they are command line programs. Once the command line is supplied, they can run unattended, without any further input from the user. Often they are "filters": they receive their input from the standard input, which can be the keyboard, a file redirected with the < operator or another program's output (through the | pipe operator or using a TEE or Y command). Their output is usually sent to the standard output, which can be the default screen or redirected (with >, >>, |, TEE or Y). For example, every DOS copy comes with SORT and FIND, and there lots of free or shareware programs that emulate well know UNIX filters: AWK, CAT, CMP, CUT, DETAB, DIFF, ENTAB, GREP, LS, MERGE, TAIL, UNIQ, WC, etc.

Of course, one can always open a DOS box to take advantage of these programs from Windows, but often it would be nice to use Windows features: multiple windows, clipboard etc. This is especially true when one is trying a new command and want to see how it works. Often rather than using files, it would be nice to be able to enter the input in a window, run the program and see the output in another window.

Filter is a Windows shell that makes easier entering and trying external DOS (or Windows) programs. The input and output (as well as error log and program file) can be external files (which can be selected from the common dialog box used by most Windows programs) or windows. It is easy to specify the starting directory and other options for the external program and it can be run minimized or even hidden. Different configuration files can be used to take advantage of Filter with different external programs: the settings more appropriate to each program will be remembered in the next session.

TeX Organizer

TeX Organizer is a simple utility to organize the use under Windows 95 of a group of DOS and/or Windows programs that are to be applied to a single file or to a group or related files. The best example (but not the only) is provided by TeX. Let us assume that you have a DOS (or even Windows) version of TeX. Typically you have to use:

- your favorite editor to write and modify (in Plain TeX, LaTeX or another format) the source file, say Sample.TeX,
- the typesetting program to create the Sample.DVI file,
- a DVI viewer to check the results,
- a DVI to PostScript translator to generate the Sample.PS file,
- a program to send the PostScript file to the printer,
- a file viewer to check the Sample.log file for errors,
- a batch file to erase the intermediate Sample.aux, Sample.log and Sample.PS files.

You may also use some utilities to manage references, to draw figures, to view the PostScript output on the screen, etc. Another (simpler) example would be the writing of Windows help files which implies using a RTF editor, the help compiler and, maybe, a program to view the log file containing the errors.

All this mess may be easily handled by using TeX Organizer: You only have to select the main file (Sample.TeX in our example) from a standard open dialog box or by dragging it from the Explorer and then press the buttons corresponding to each or the programs and utilities that you want to apply to the main file or to related files.

Pentominoes

Pentominoes are a generalization of dominoes: all the possible plane configurations formed by five contiguous squares. It is possible to construct all kind of figures containing $60 = 12 \times 5$ (or more) squares. Since Solomon W. Golomb introduced them in 1954, it has become a very popular puzzle and thousand of solutions and problems have been published.

Pentominoes may solve any problem which can be selected from an extensible library or directly drawn on the screen by the user.

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Introduction

EH is a simple reminder utility. So, if you sometimes forget your wedding anniversary, of your children's birthday or to pay your taxes, *EH* might help you to be a good husband, wife, father, mother or citizen.

EH is designed to be run, every time you start a Windows session, from the `Startup` menu (and folder) in order to remind you to do something. So, you will be reminded each time Windows starts and, optionally, at the latter time you select. You may also use the *System Manager* to have your dates checked more often.

Many options are available. For instance, you might get a reminder warning in a fixed date, or every day in a month, or ever Tuesday of December. You can also choose to get the reminder from several days before a given date to some days after it. After sending the Christmas greetings to your mother, you may skip all messages till next year, for instance.

Installing and uninstalling *EH*

The installation program will copy to the folder you choose (it will propose `c:\Program Files\EH`) the executable file, `EH.exe` the help files `EH.cnt` and `EH.hlp` and the documentation file `EH.rtf`, which can be read with *WordPad*.

It will also add an entry to the `Programs/Startup` menu (and folder) with the following command line:

```
c:\Program Files\EH c:\Windows\EH.ini
```

(assuming that your Windows directory is `c:\Windows`). This entry will make sure that the program checks the data every time a Windows session starts. You might want to install by hand the same command line in the *System Manager* in order to have the data checked more often.

Finally it will add an entry under the `Programs` menu (and folder) with the following command line:

```
c:\Program Files\EH /E c:\Windows\EH.ini
```

This will allow you to view and change at will the program data.

Nothing prevents you from changing the location of this entry in the menu (and folder) tree. You may also change the name and/or path of the data file (which is by default `c:\Windows\EH.ini`). But notice that the second command line must include the `/E` option. It is also possible to install multiple copies of the program with different data files.

To uninstall *EH*:

1. open the `Configuration/Control Panel` menu,
2. choose `Add or Remove Programs`,
3. select *EH* from the list of programs that can be automatically uninstalled,
4. press `Add or Remove`,
5. Press `Start`,
6. press `Quit`.

You might have to complete the uninstallation by hand if you modified something (the name or path for the data file, for instance) or Windows created some auxiliary help files: `EH.ftw`, `EH.fts` and `EH.gid` (the last one is a hidden file).

Message box

When *EH* is run without the `/E` option (or the `CHECK` entry of the pop-up menu from the task bar is used) it checks against the current date the entries in its `.INI` file (the `EH.INI` file in your Windows directory or the explicit file you specified in the command line). When a match is found, it opens a message box in which you can find the following entries:

Entry	Meaning
	The current date of the scheduled event.
	The message you associated with it. You can change the message in this edit box or by using the <code>Edit</code> button, as described below.
Skip...	A check button to indicate <i>EH</i> that this warning message should not be issued until the next date matching the same entry. Very useful to defer a message to next year once you have paid the taxes of the current year (or sent the birthday greetings to your mother).
Remind...	A second check button and two associated edit boxes allow you to instruct <i>EH</i> that you want to be reminded again at the time you indicate. <i>EH</i> will remain active while there is any message to be repeated. Note that, to avoid slowing down other applications, <i>EH</i> will check the current time only once every minute. If more precision is needed, you should indicate the previous minute, or change the <code>Timer period</code> entry in the <code>.INI</code> file. The frequency must be indicated there in thousands of seconds, The default is 60000, i.e., 60 seconds. Though the main window of <i>EH</i> will be hidden, its icon will be visible in the <u>Task Bar</u> .
OK	Press this button (or the <code>Enter</code> or <code>ESC</code> keys) to close the message window.
Edit	Press this button to close the message window while having the possibility to see and edit all the entries.
Help	To open the help file.

After closing all reminder messages, if you pressed `Edit` at least once, the Edit box will open.

This message will also be issued if the Remind... button in this dialog or in the Edit box are checked.

Click on this button to accept the current settings and close the dialog box.

Click on this button to discard all setting changes and close the dialog box.

Click on this button to get some help on this dialog box.

Press this button to close the message window while having the possibility to see and edit all the entries.

The current date of the scheduled event.

The message you associated with this event. You can change the message in this edit box or by using the `Edit` button.

Check in this check button to indicate *EH* that this warning message should not be issued until the next date matching the same entry. Very useful to defer a message to next year once you have paid the taxes of the current year (or sent the birthday greetings to your mother).

Check in this button and use the two associated edit boxes to instruct *EH* that you want to be reminded again at the time you indicate. *EH* will remain active while there is any message to be repeated. Note that, to avoid slowing down other applications, *EH* will check the current time only once every minute. If more precision is needed, you should indicate the previous minute, or change the `Timer period` entry in the `.INI` file. The frequency must be indicated there in thousands of seconds, The default is 60000, i.e., 60 seconds. Though the main window of *EH* will be hidden, its icon will be visible in the Task Bar.

The hour to be reminded of the current event if **Remind** is checked in.

The minute to be reminded of the current event if **Remind** is checked in.

Edit box

If you specified the `/E` option in *EH*'s command line (or pressed at least once `Edit` in a Message box or the `CHECK` entry of the pop-up menu from the task bar is used) this dialog box will open. You will be able to see and edit all entries. It is also possible to delete and add entries.

In the dialog's first row there are six buttons:

Entry	Meaning
+	Press this button to select the next entry.
-	Press this button to select the previous entry.
<<--	Press this button to move the current entry before the previous one.
-->>	Press this button to move the current entry after the next one.
Remove	Press this button to remove the current entry from the event list.
New	Press this button to add a new entry to the event list.

Below these buttons the current event is displayed inside a group box. Its position in the list and the total number of events is displayed in the box caption. The event date is chosen in three combo boxes containing, respectively, the month, the day (it may be a week day, from Sunday to Saturday, or a number, from 1 to 31) and the year. It is possible to choose all days, all months, all years or any combination of these. Furthermore, the following options are available:

Entry	Meaning
Active	In this check box you may enable and disable the current event.
Start	If these entry is, say <i>n</i> , you will start getting the corresponding warning message <i>n</i> days before the scheduled date.
End	If these entry is, say <i>n</i> , you will continue getting the corresponding warning message even <i>n</i> days after the scheduled date.
Skip...	If you select this check box, all messages corresponding to the current matching date (which is displayed below this check box) will be skipped. This is specially useful when you have specified a event for all months or all years and used <code>Start</code> or <code>End</code> and do not want to be bothered with the message once you have done whatever was to be done this month (or year).
Remind...	This check button and two associated edit boxes allow you to instruct <i>EH</i> that you want to be reminded again at the time you indicate. <i>EH</i> will remain active while there is any message to be repeated. Note that, to avoid slowing down other applications, <i>EH</i> will check the current time only once every minute. If more precision is needed, you should indicate the previous minute, or change the <code>Timer period</code> entry in the <code>.INI</code> file. The frequency must be indicated there in thousands of seconds, The default is 60000, i.e., 60 seconds.
Message	In this edit box you specify the message to be displayed when the scheduled event match the current date.

After the event box you have four standard buttons:

Entry	Meaning
OK	Press this button (or the <code>Enter</code> key) to accept the changes and write them to <code>EH.INI</code> (or the <code>.INI</code> file specified in the command line).
Cancel	Press this button abandon all changes in the event list.
Help	Use this button to get help.
About	To get the copyright notice and information on the current version.

Press this button to select the next entry.

Press this button to select the previous entry.

Press this button to move the current entry before the previous one.

Press this button to move the current entry after the next one.

Press this button to remove the current entry from the event list.

Press this button to add a new entry to the event list.

This entry shows the current event and the number of events.

In this check box you may enable or disable the current event.

If these entry is, say n , you will start getting the corresponding warning message even n days before the scheduled date.

Select here the month for the current event.

Select here the day for the current event. It may be a week day, from Sunday to Saturday, or a number, from 1 to 31, or any day.

Select here the year for the current event.

If these entry is, say n , you will continue getting the corresponding warning message even n days after the scheduled date.

The current date of the scheduled event.

This button opens a dialog box with information on *EH Reminder*.

***EH* in the Task Bar**

If any message must be reminded later, *EH* will remain active in memory, though its main window will be hidden. However, you can still access the program because its icon is visible in the notification area (the right bottom corner) of the task bar.

If the mouse pointer stays over the icon a message will indicate that the program is active.

If you double click with the left button on the icon an Edit box will open.

If you click with the right button on the icon a menu will pop up with the following entries:

Entry	Meaning
Edit	Opens the <u>Edit box</u> .
Check	Checks all the information (as it does when the program starts) and if any message should be reminded the corresponding <u>Message box</u> will open.
Quit	Terminates the program immediately.
Help	Opens the help system.

Error messages

The following messages are issued by *EH* when necessary:

Message	Meaning
Could not create a window	This improbable error indicates that it was impossible to register or create a window.
No timer left	There is no remaining timer. <i>EH</i> will terminate and you would not get any message later on.
Not enough memory	There is not enough memory to hold the records.

Suggestions, bugs and help

The Author would highly appreciate receiving information about any bug or problem found in the program. Suggestions to improve *EH* in future versions are also welcome.

I would especially appreciate help to correct the English version of the help and documentation files.

Contact the Author.

