

**07e609c0-0**

Tinic Urou

**COLLABORATORS**

	<i>TITLE :</i> 07e609c0-0		
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**REVISION HISTORY**

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```
~~~~The~Author~~~
    That's me

~To~Do~/~Future~~
    TinyMeter will become the ultimate tool!

~~~~~No!~~~~~
    What I won't implement

~~~~History~~~~
    Very interesting!

~~~Legal~Stuff~~~
    Hey this is GiftWare!
```

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31.May 1996

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## 1.2 What is TinyMeter

TinyMeter 4.31 is a tool to show the memoryusage, the volumesusage, the date&time and the cpu usage, with useful informations which are selectable. Additionally you can use TinyMeter to start your programs, a bit like Toolmanager.

It is called TinyMeter, because the first version really only showed ChipMem and FastMem in a very small window. Since that time TinyMeter has grown and I didn't want to change the name...

Look at the preview~picture

Features:

- Launches programs with easy to use launcher menus.
  - Shows base-ram after bootup. It is good to know how much memory the startup-tools take and if the applications really freed all the memory or if your bbs got uploads etc.
  - Uses the ScreenNotify.library to automatically detect the changing of screenmode or font on the Workbench. On any other PublicScreen closing of the screen is recognized.
  - Can be opened on any PublicScreen.
  - snaps the actual Workbench background if desired
  - many options for the design/look
  - Can use a background picture via Datatypes.
  - Font sensitive
-

- displays free memory with c-style formatting codes to be very flexible.
- its a commodity
- etc 8)

## 1.3 Installation

Automatic:

Use the Installer icon

Manual:

- Copy "TinyMeter" and "TinyMeter.info" to WBStartup.
- Copy "Prefs/TinyMeter" and "Prefs/TinyMeter.info" to SYS:Prefs.
- Copy the contents of "Libs" into your LIBS: assign
- Start "TinyMeter", setup desired size and position. Press "S" to save these settings.
- Setup the other configurations by starting "Sys:Prefs/TinyMeter".

## 1.4 Usage

Usage of "TinyMeterPrefs":

Please read

Prefs  
for this.

TinyMeterPrefs supports the bubblehelp from MUI3.1. Most of the gadgets have a little help.

Simply leave the mouse over a gadget for a while, and the help will appear.

Usage of "TinyMeter":

MouseAreas:

Upper left corner:           End TinyMeter  
Lower right corner:       Size TinyMeter by holding the left  
                          mousebutton  
Other Areas:                Move TinyMeter window by holding the  
                          mousebutton

Supported Keys:

(NOTE: Do not forget to click first on the TinyMeter window before you use these keys ! )

"q" or "Q"                   Quit TinyMeter

"s" or "S"                   Saves window-position and size

"f" or "F"                   Flushes the memory like "c:avail flush"  
All unused libraries, fonts etc. are  
removed from the memory.

"b" or "B"                   If you selected snap-mode, you can refresh  
the background with this.

RIGHT MOUSEBUTTON         redefines   base ram to the actual  
memoryusage

Any other questions? Write  
me  
.

## 1.5 The Author

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To contact the author email to:

5uro@informatik.uni-hamburg.de

(the old address tinic@tinic.mayn.sub.de is not valid anymore!)

or snail to:

Tinic Urou  
Gaertnerstr. 15  
20253 Hamburg  
- GERMANY -

If you want to talk on IRC, leave me an email.

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## 1.6 Legal Stuff

TinyMeter 4.xx is GIFTWARE.

If you think this program is good and you regularly use it then simply send me a little gift of your choice as a reward for my hard work... I'd also like some feedback from the users via email... 8)

Copyright

TinyMeter is written and copyright © 1994-1996 by Tinic Urou. No parts

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of this program may be modified (patched, recompiled) to a new program named TinyMeter.

Ideas, techniques and the interface from this program can be freely adopted to other programs.

#### Disclaimer

The author is in no way liable for any changes made to any part of the program, or consequences thereof as he is in no way liable for damages or loss of data directly or indirectly caused by this software.

#### Distribution

Neither fees may be charged nor profits may be made by distributing this piece of software. CD Manufactures are specifically granted the right to include this program on CD collections, as long as they are for the Public Domain.

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This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz  
Eduard-Spranger-Straße 7  
80935 München  
GERMANY

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## 1.7 History

1.0 (10.6.1995) - First public release

---

- 1.1 (14.6.1995) - Added screennotify.library support
    - Added DOUBLEBORER
    - Added RIGHT MOUSEBUTTON-support
  
  - 2.0 (24.6.1995) - code completly redone in GNU C.
    - Added Preferences program.
    - Added Prefsfile and removed Tooltypes.
    - No longer uses prepainted picture.
    - Now fontsensitive.
    - Now the window is sizeable.
    - Added "S" to save window settings
    - Added realtime window-moving and -sizing
  
  - 2.1 (27.6.1995) - fixed some bugs in publicscreen-handling
    - made code smarter
    - shows now free amount of memory
    - refresh interval can be set
    - screennotify.library can be turned off
  
  - 2.2 (10.7.1995) - Added Test Button
    - removed iff.library usage and replaced it with datatypes.library
    - Largest block display
    - free mem display
    - removed bug displaying big fastmem values
    - optimized code
    - Added installer script
  
  - 2.3 (19.7.1995) - Preferences now work on a 640x256 screen
    - Preferences texts redone
    - CANCEL button does now what he should do.
    - fixed an internal bug in the message system
    - Close button does now what he should do
    - added flush memory key
    - Backgroundcolor of gauge now selectable
    - rework on the documentation
  
  - 3.0 (01.8.1995) - only works with OS3.0+ since 2.2, sorry!!
    - removed nasty bugs with 68040 processor
    - added 3D Gauges
    - added Window to Front and Window to back option
    - added NoBorder option
    - Position of window can now be set manually
    - Texts for "CHIP", "FAST" & "RETINA" can now be set manually
    - introduced c-style formatting codes for numbers
    - Largest block & mem line removed and replaced with InfoLine\_1 and InfoLine\_2
    - Bordersizes selectable
    - background color of TinyMeter selectable
    - changed way how to display gauges completly, so its now possible to make more gauges in future
    - Total Mem gauge added
    - Retina Memory added
    - added tiling of background picture
    - No Base mem display-flag added
    - Border for gauges can be turned off
-

- Space between gauges now selectable
- "Q"-key added to end TinyMeter
- slightly optimized the code.
- added volumesusage
- added 'P'-Key to run preferences program
- fixed bug when screennoify was selected and used
- added Refreshtime for volumes
- normal window-moving added
- snap from TinyMeter added

### 3.1 beta 1

- (06.8.1995) - Colorrequester did not work with screen with more than 16 colors, it simply crashed (Oops!)
- volumes which are not available are now ignored no more requests!
  - Colorrequester now uses reqtools.library IF available
  - ScreenNotify-selection-bug removed.
  - added Digital Clock + some fonts for this
  - all displays are now buffered using an own bitmap. No flickering anymore!
  - Gauges can now be turned off, keeping the texts with throughshinig background
  - A MinSize for the window is now defined, since the machine crashes using the BltBitMapRastPort with negative numbers
  - removed some unnecessary time\_requests
  - memory, volumes and clock position can now be set to: left, right, center
  - rework on the volumes routines
  - TinyMeter now uses himself a priority "-3"

### 3.1 beta 2 - redone some of the code, now smaller

- tried to fix a Enforcer hit.
- tried to fix the trashing on a A4000/040
- made ClipBlit sure, all coordinates are checked.
- made RectFill sure, all coordinates are checked.

### 3.1 beta 3 - tried to fix a Enforcer hit.

- splitted the source to speed up compiling.

### 3.1 public beta

- (30.08.95) - finished MUI-Preferences program.
- added "o" for occupied size in the textformat.

### 3.2 public beta - fixed a big bug saving the prefs in TinyMeterPrefs

- (01.08.95) - "hh:mm" "hh:mm:ss" exchanged
- added possibility to select y-size of gauges.
  - removed IDCMP\_MOUSEMOVE in the main handler, now temporarily activated when using Opaque-effect and clicking the mousebutton.
  - That should fix some of the lockups...
  - moved color-page into design-page.
  - magicwb-demo-prefs did use my System: Assign ( ;^ ) changed it to SYS:
  - Installer-script produced garbage

- used shortrel to reduce size and to gain speed
- 3.3 (05.09.95) - TinyMeter is now a commodity supported events:
- Disable/Enable
  - Kill
    - fixed a bad behavior, when "Workbench" was selected as PublicScreen, screennotify was not activated. This is now checked.
    - DatatypeObject is now freed after the background has been drawn. This slows down resizing, but will save a bit of memory
    - painted some new icons
    - rework on the guide-file
- 3.31 (08.09.95) - a datatypeobject was allocated two times and only freed one time, that could mean a big lost of chipmemory
- compiled with gcc 2.7.0 + option "-fbaserel". That saved 2KB!
- 3.4 (12.09.95) - added snapping of Workbench-background, notification for WBPPatterns.prefs was also added, to use pattern switchers like MagicSelector.
- code for opaque-effect was removed, its not necessary I think.
  - Volume-Indent was saved wrong by TinyMeterPrefs.
  - thousand seperators now use a "," instead of a "." To get a "." you'll have to use the new option "T".
  - added possibilty to select number of colums. that was really a hard work!!
  - redone bacground code, TinyMeter will again not free the datatype-object until TinyMeter is quitted. Some persons reported a pen problem...
- 3.5 (17.09.95) - fixed a VERY big bug in the textdisplay routines. I think, they caused the Enforcer hits...
- added locale.library support, some work to do...
- 3.51 (22.09.95) - a bad PortName was created. Caused some Enforcer Hits. Thanks to Chad Randall for the tip...
- Fixed a display bug.
- 3.52 (05.10.95) - Two ports were initialized with the same name. Caused problems, since I didn't checked if the allocation was correct. (poor programming 8)) They were problems with WarpSPELL, PPaint etc.
- clock can now be above the gauges
  - NoBaseMem-function does now work correctly
  - If TinyMeter was not running, snapping gave bad coords.
- 3.6 (09.11.95) - TinyMeter caused Enforcer hits, when the clock was turned off.
- added system idle gauge, code was from cpupload2
  - AM/PM format added
  - complete sourcecode added to the archive... Look at the bad code 8)
-

- 3.62 (16.11.95) - Disabling the clock and date reworks again...
- Problem with white gauges should have disappeared
  - added ShadowText (Thnx to 'Nudel' for the suggestion!)
  - Color selector reworks under MUI3. Muimaster.library version 11 is checked...
- 4.00b(29.12.95) - Entirely rewritten. Now uses own boopsiclass for the gauges.
- Clock was removed.
  - Infolines were removed.
  - New Preferences system, supporting own settings for every gauge.
  - Own Font for every gauge.
  - Gaugetypes for largest blocks added.
  - Historymeter added.
  - Bordertype "Simple" added
  - Gaugetype "Space" added
  - Penallocation system added.
  - Fixed Always to Front
  - Fixed Always to back changing it to BackDrop...
  - Worked a bit on the speed.
  - Completly new preferences program using MUI3.1 features, too many news to mention them here 8))
- 4.01 (01.01.96) - readded a clock-function
- Changed the design of Historymeters
  - Removed some bad Enforcer hits from TinyMeterPrefs. (They caused the crashes at startup)
  - Speeded up some functions, especially the handler
  - Speed up the gauges by checking, if there were really any changes.
  - Screennotify now works correctly.
  - Removed nearly all "SetGadgetAttrs" and replaced them with a SetAttrs-RefreshGlist pair, because it caused deadlocks every second. A really bad behavior of gadgetclass!! Even the original RKM BOOPSI demos contain this problem...
  - fixed memorytrashing by the gauges. Caused bad crashes.
  - Historymeter can now have a troughshining background.
  - fixed problem with empty labels
  - small enhancements in TinyMeterPrefs, f.ex. a help button the the formatting codes
  - Historymeter shows now occupied cpu usage
- 4.02 (09.01.96) - changed stacksize, since it crashed on some machines.
- some screens were not closed, since TinyMeter did not response on some messages from the screennotify.library
  - TinyMeterPrefs crashed, if no preferences file was available.
  - renamed TinyMeterPrefs to TinyMeter...
- 4.03 (02.02.96) - slighty optimized display speed of gauges.
- Clock now understands proportional fonts without graphical trash.
  - fixed another stupid bug in the screennotify support...
  - added italian and polnish catalogs
-

- task priority now selectable
  - datatypes objects are now freed when TinyMeter quits, otherwise, the colors are not locked...
  - fixed default settings of TinyMeter.
- 4.10 (05.02.96) - again optimized the code
- added 'f' to the format code
  - optimized volumes routines. It should be much faster and stabler now!
  - volumes now understands the different types. It now displays if a volume is f.ex. not present.
  - added 'v' to the format code. It displays the volume filesystem type like "DOS\1" or "AFS\0".
  - enhanced this guide
  - introduced "falling columns"
  - changed Layout of Preferences program. Now needs less space.
  - enhanced Installer script
  - reduced unnecessary stackusage (means, i removed some function arguments and variables)
  - fixes some memory losses after quitting TinyMeter
- 4.11 (06.02.96) - Opps. TinyMeter did not load backgrounds
- 4.20 (10.03.96) - Added Launcher type. Workbench and CLI program are supported until now.
- recompiled whole program with DICE. GCC produced bad crashes with some methods of gadgetclass which I do now need for the launchclass. In previous version I used a workaround for it.  
The result is that the program now is about 10KB bigger 8((
  - fixed serious bug in the handler.
  - optimized speed of historymeters
  - minor fixes
  - added Clone button the composer list page.
  - removed most of the gotos, i hate these things... ;-)
  - improved border rendering
  - removed some unnecessary code
  - added pictograms to the launchers. Now it looks like Windows95 8)
  - Redrawing of the gadgets is now better and faster when snapping the background and resizing the window.
- 4.21 (14.03.96) - fixed Enforcer hit when using Commodity function.
- fixed default settings in TinyMeterPrefs
  - Pens are now freed on exit.
  - GaugeClass now 99% reentrant.
  - Consumes a bit less memory (scanned data structs for unused vars) and unified some of them.
- 4.22 (21.03.96) - TinyMeter launcher listview now makes use of AppWindow features, like ToolManager. Simply drag icons into the list.
- fixed problem using DirectoryOpus as a Workbench replacement
  - fixed historymeters
-

- now uses the new `wbstart.library`
- again fixed bug in handler... I hate this!
- `wbpatterns.prefs` notification was buggy
- fixed CTRL-C problem
- if a launcher has only one entry it is executed directly without opening the window
- added indents for `gadgetlabel`
- added french catalog
- added german and french installer languages

4.23 (23.03.96) - TinyMeter now uses MemoryPools for most memory allocations.

4.30 (06.05.96) - Appwindow features are now fully used. drag an icon to an entry or to a launchergadget and select it.

- Modified method of redrawing gauges. Now there should be less lockups
- Hopefully fixed problem with testing the settings.
- added Iconlauncher.
- pictograms are now painted using the transparent color.
- fixed bad enforcer hit in historymeters.
- speeded up historymeters.
- fixed corrupt memory list error on exit. they where [-1] accesses 8(( Simple changed my allocation routine... ;-))

4.31 (31.05.96) - cleaned up code

- fixed bad bug in the PathList handling
- hopefully fixed backgrounds of gauges
- fixed address error in the string functions.
- recompiled with SAS. What a difference... Now its time to do it with the preferences program 8))

## 1.8 Bugs!

- starting virtual memory tools like VMem, can cause strange ↔ effects.

I know the problem and I will remove it in one of the next versions.

Please write

me  
, if you find any bugs!!!

## 1.9 Whats new in 4.31?

Changes since 4.22:

- Added Iconlauncher. Use now pictograms directly on TinyMeter. Look at the preview to see how this can be used.
- Pictograms can now use the transparent colors. Looks nice, when used with Iconlauncher...

- Appwindow features are now fully used. drag an icon to an entry or to a launchergadget and select it.
- TinyMeter now uses memory pools for most allocations. This should avoid some memory fragmentation.
- Modified method of redrawing gauges. Now there should be less lockups
- Hopefully fixed problem with testing the settings.
- cleaned up code
- fixed bad bug in the PathList handling
- hopefully fixed backgrounds of gauges
- fixed address error in the string functions.
- recompiled with SAS. What a difference... Now its time to do it with the preferences program 8))

Have also look at  
History

## 1.10 Requirements

To run TinyMeter, you will need:

- Any Amiga with AmigaOS 3.0+
- MUI 3.1+  
MUI is only required for the Preferences program!
- enough memory 8)

## 1.11 To Do / Future

These are the features I want to include in future versions:

For one of the next versions:

- fixing bugs...
- some kind of a browser
- Real starter gadgets without creating a list
- own color for the popupmenu
- More control for the layout of the launcher gadgets

For version 5.0:

---

- Multiple banks/windows. This will result in better control over the layout.
- Submenus. I will use the special listtree class of MUI for the preferences.
- Hotkeys for launcher entries
- More program types: NetWork and ARexx, which ToolManager also offers.

## 1.12 Troubleshooting

These are the most asked questions:

Q: TinyMeter produces Revoverable Alerts on my machine.

A: 1. Check, if you really have "screennotify.library" in your LIBS: assign.  
 2. Remove "retina.library" from your LIBS: assign if you don't have a Retina-GFX card.

Q: TinyMeter 4.31 produces garbage on my machine.

A: Try deleting "ENV:TinyMeter" and "ENVARC:TinyMeter" and remaking the prefs.

Q: The installer quits with a error when he installs the backgrounds. Why?

A: You surely already use one of my supplied backgrounds on your Workbench. Simply delete them in the ArtWork/Patterns directory and restart the installer.

Q: TinyMeter eats up much processor-time on my machine. I am using a 68000.

A: Try to select a higher volumerefresh (> 30secs) and memoryrefresh (> 10 secs).

more to follow...

## 1.13 Configuration Tips

--- Volumes

- Do not try do display volumes which are not mounted before TinyMeter was started, otherwise TinyMeter will open requesters.

--- Fonts

- GENERAL: If a font seems to be placed too high or too low in the gauge, take a tool like "FED" and change the baseline, which is not correct in many fonts. Best examples for good baseline choice are the fonts from the MagicWB-package (XHelvetica, XCourier, XEN etc.)
- GAUGES: Preferably use fonts with a small width. Otherwise

the formatted text or the label cannot be displayed or the Window size will be automatically adjusted.

- GAUGES: Sometimes, the font will be drawn over borders, which doesn't look good. Simply selected a higher height for the gauges.

### --- Formatting texts

The format specifier is scanned to determine what to show on the display. Characters are copied to the output until a % is encountered. %% indicates a literal '%' character. Otherwise, the % is followed by a control sequence that tells TinyMeter what to display.

Gauges and Historymeter:

```
%[Options]d - Free bytes/amount
 %[Options]b - Free base bytes/amount
 %[Options]p - Free percent
 %[Options]a - total installed
 %[Options]f - difference between base and current memory
 %v          - ONLY FOR VOLUMES: Filesystem ID
```

The options (Note, that the following order must be maintained if you use more than one option!):

```
t - thousands separator           3,566,345
T - thousands separator with a point 3.556.345
k - show kilobytes                 3472
m - show megabytes                  3
o - show occupied size
```

Examples:

```
"%td KBytes free"          ---> 3,566,345 Bytes free
"%tkd free, %tkop used"    ---> 3,472 free, 625 used
```

Clocks:

The clock uses the "FormatDate"-function from the locale.library:

```
%a - abbreviated weekday name
%A - weekday name
%b - abbreviated month name
%B - month name
%c - same as "%a %b %d %H:%M:%S %Y"
%C - same as "%a %b %e %T %Z %Y"
%d - day number with leading 0s
%D - same as "%m/%d/%y"
%e - day number with leading spaces
%h - abbreviated month name
%H - hour using 24-hour style with leading 0s
%I - hour using 12-hour style with leading 0s
```



FILE Displays a picture file via datatypes. You can use any pictures like gifs, pngs etc. But prerenderd IFFs are the best for the speed and memoryusage.

#### Windowbehavior

NORMAL Behave like a normal workbench window.

#### ALWAYS TO FRONT

Trys to be always in front of all other windows.

#### ALWAYS TO BACK

Trys to be always behind all other windows.

#### Windowmoving

NORMAL Window can moved normally. All gadgets work.

FIXED Window can't be moved and can't be closed or sized with the gadgets. But you can use the keys(f.ex."Q" to quit)!

#### Borderlook

NONE Window will have no border

SIMPLE draws a simple Rectangle around the window. The color is selectable on the window page.

STANDARD draws a simple OS2.0 look frame around the window. The colors are selectable on the window page.

DOUBLE draws a "ridge" frame around the window. The colors are selectable on the window page.

Lister: Startup  
-----

#### Screennotify.library

YES turn on usage of screennotify.library. If you change the screenmode or font on your workbench, TinyMeter will recognize this and will close his window to reopen it after the workbench has done its changes.

NO disables usage of the library 8))

#### CPU usage

NONE installs no CPU usage counter. Use this option if you don't want to display the CPU usage. Its useful, since the CPU usage counter takes some processor time.

OWN Installs own CPU usage counter. Its based on the CPULoad2 program.

#### EXECUTIVE

---

Uses the sysinfo.library from the Executive package. Note, that Executive must be started. Also, Executive does not automatically install the library. Refer to the Executive documentation for this.

## 1.16 General page

Handler

Memoryrefresh

Selects the interval for the memory and cpu display. If you have slow machine select a high value.

Volumerefresh

Interval of the volumerefresh only.

Waittime

The time in seconds, before TinyMeter should open his window. This is useful, if you have many tools in your WBStartup.

Task priority

Please select a value under 0. Otherwise, TinyMeter steals much power from your system. -3 is the normal setting. If you use Executive, this value may be changed.

Layout

Columns

How many columns TinyMeter will display.

Falling columns

Removes vertical alignment of the columns.

SpaceX

Horizontal space in pixels between gauges.

SpaceY

Vertical space in pixel between gauges.

Bordersize X

Horizontal Bordersize in pixels on both sides of the window.

Bordersize Y

---

Vertical Bordersize in pixels on both sides of the window.

## 1.17 Window page

Public screen

The name of the public screen, on which TinyMeter should open his window. NOTE: Please select "Workbench" if you want to open it on the Workbench. Otherwise, the screennotify.library won't work correctly.

Window position

all values are in pixels

Window size

The width of the window. The height is calculated and can't be changed.

Snap

If you have a running TinyMeter in the background, you can get the actual window position and size with this button.

Background picture

Only usable if Backgroundtype was set to "FILE".

Background color

Only usable if Backgroundtype was set to "COLOR" or a background picture couldn't be loaded.

Bright color

Color for the bright edges of the border. It will be also used for the simple border. Please don't use MUI colors!

Dark color

Color for the dark edges of the border. Please don't use MUI colors!

## 1.18 The two listers and their usage

TinyMeterPrefs uses the drap & drop system from MUI3.

Selecting a type

On the first list (Available types), you will see the available types of gauges. If you want to display a type via TinyMeter simply drag the entry to the second list (Selected list), by holding the

mousebutton and moving the entry.

Removing an entry

If you want to remove an entry from the second list simply drap the entry to the first list.

Edit an entry

doubleclick it. Look at Edit Window for the possible settings.

## 1.19 The entryeditor

Please look at  
Tips  
for further information.

--- General

Type

NORMAL          display a normal gauge

HISTORYMETER  
                 display usage as a graph

Label

Description word for the gauge.

Height

Adjust height of the gauges.

Font

Font to be used for the gauge.

Volume

If you selected volume as type, you can select here the volume or device name. Directorys or assigns will not work.

--- Flags

Several flags for the design. Simply try them out...

--- Colors

The colors to be used. Please don't use MUI colors!

--- Format line

Look at  
Tips

for further informations

## 1.20 No!

- Own translations of the guide

Its hard to maintain two or three guides myself.

- Gaugetypes which features useless graphics, like a simulation of analog levelmeters etc. Its possible, but in my mind totally useless.

## 1.21 launcher

--- Entries

Special feature: This window is an AppWindow. Simply drag icons into the list to add entries automatically.

Lists with only one entry are executed directly without opening the submenu before.

Command            Select the Command which should be runned

WB/CLI             Select the type for launching programs.

Title              Label which should appear on the list

Pictogram         Picturefile which should be displayed

Stack              Stacksize in bytes

Working dir.      Working directory.

Output             Default is NIL:

New                Add a new entry

Remove            Remove a selected entry

Clone              Make a copy of the actual entry

Label              Label for the gadget.

Listfile           File where the entries should be saved.  
This entry IS ESSENTIAL!!

NOTE: In this file, most of settings are saved. You can edit these listfiles manually, you can even automatize the creating with ARexx scripts...

Load               Reload a listfile

--- General

All these flags are nearly the same like the normal entryeditor

--- Colors

All these flags are nearly the same like the normal entryeditor

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