M2IOnLine

COLLABORATORS			
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Chapter 1

M2IOnLine

1.1   M2I version V / Help

```
              ====================================================
M2I version V / Online Help

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Using M2I Gadgets    MAJ 5.78
====================================================


SOMMARY

  Drawer and Tool Edition


                Add / Edit Drawer

                Add / Edit Tool
                  Prefs Windows


                The Display Prefs

                The Pen Prefs

                The Sound Prefs

                The Misc. Prefs
```

1.2   Add / Edit Drawer

```
                Add / Edit a Drawer
```

This window allows you to create or modify
a drawer.

Gadgets :

          Icon Label

          Icon Name

          Icon Loading Mode

          Display Mode

          Icons Set Up

          Icon position

          Lines / Columns Number

          AutoScan Drawer

          OK Button

          Cancel Button

1.3   Add / Edit Tool

          Add / Edit a Tool

This window allows you to create or modify
a tool.

Gadgets :

          Icon Label

          Exec. Mode

          Hotkey

          Icon Name

          Tool

          Arguments

          Default Path

          Input / Output

          StackSize

```
              Pri

              Sound Play.

              OK Button

              Cancel Button
```

1.4   Display Prefs

```
              Display Prefs
```

Gadgets :

```
              Icon Font

              Select Font

              Def. Font

              Text

              Bkg. Pattern

              Image Precision

              Default Icons

              Window Width & Height

              Window Margin

              Transparency

              Save Prefs

              Use Prefs

              Cancel Prefs
```

1.5   Pen Prefs

```
              Pen Prefs
```

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                    Use Prefs

                    Cancel Prefs

1.6 Sound Prefs

                    Sound Prefs

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                    Def. Period

                    Delay

                    Volumes

                    Pri

                    Sound Queue

                    Filter

                    Dsp. Errors

                    Break When Quit

                    Sound Edited

                    Clear

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                    Save Prefs

                    Use Prefs

                    Cancel Prefs

1.7 Misc. Prefs

                    Misc. Prefs

Gadgets :

Click and Close

Click Twice Menu

Auto-Active

Make .bak

Display Flush

Save Icons

Execute Tool

Iconification

Public Screen

Pub. Screen Name

Default CON:

Hotkey

RexxMast

Extension

Save Prefs

Use Prefs

Cancel Prefs

1.8 Icon Label

Icon Label

 This is the text that will be written under the icon. It's not
 an obligation to give a label.

 Arexx users, try to avoid the "*" "?" "/" characters and
 if you can the space character. They will create problems
 with the Arexx commands.

1.9 OK Button

OK Button

Select OK to validate your changes (immediately effective).

1.10 Cancel Button

Cancel Button

Select Cancel to come back to the original parameters.

1.11 Icon Name

Icon Name

 Name and complete path of the displayed icon, nothing if
 you want the deficon. "Choose" opens a file requester.

 NOTE : You don't have to add the ".info" extension.

1.12 Icons Loading Mode

Icons Loading Mode

 Load On First Use : icons will be loaded in memory
 at the first time you'll open the window.
 (default option)

 Load at Start : load the icons when you run m2I.
 It's not very economical for the memory use but
 you'll not have to wait (may be good for a floppy
 use of M2I).

 Load Every Time : Icons are flushed from memory
 when you close the window. It's the most economical
 choice and if your HD's speed is good it's OK.

1.13 Display Mode

Display Mode

 Icons : you will see icons in the window.

 Buttons : you will see buttons in the window,
 which represent tools or drawers.

 Texts : no icon in the windows, only labels
 (don't forget to give a label to each icon).

1.14   Icons Set Up

```
Icons Set Up

 Horizontal : icons are put horizontally in the
 window (see icons positions)

 Vertical : icons are put vertically and centered
 in the window.
```

1.15   Icon position

```
Icon position (only for horizontal lists)

 Centered : icon are centered (default value).

 Top : The top of each icon is displayed at the
 top of the window.

 Bottom : the bottom of each icon is displayed
 at the bottom of the window.(useful for windows
 with different size icons and labels)
```

1.16   Lines / Columns Number

```
Lines / Columns Number

 You can choose the number of lines or columns used to
 display the icons, the buttons or the texts.

 Horizontal setup : number of lines

 Verticale setup : number of columns
```

1.17   AutoScan Drawer

```
AUTOSCAN DRAWER

 - Drawer Type (new 5.70)

  Simple or AutoScan


 - File Sorting

  No, Alphabetical order, by Type (Drawer at the end), Type
  and Alphabetical order.
```

- Files, added to AutoScan Menu

  Icons : Only files with an icon will be added

  All : All files will be added

  Ignore : Icons will be ignored, and all files will
  be added (quick method)

- Filter, for the files (see note)

- Directory to scan

- WB, force tools in Workbench Mode

- Default tool, used when a file doesn't have an icon
  or when a project icon doesn't have a tool. You can
  write "%s" in this line (Ex: Multiview %s).

- Force, the default tool must be used in every case

NOTE : FILTER

 In this gadget, you can type any valid AmigaDos pattern (for example:
 #?.iff). You can also type more complicated commands after the
 pattern.

 \pattern the amigados pattern (you can also type only the
    pattern without the \pattern command)

 \nodrw   no drawer will be created

 \drw   all drawers will be created, even if they don't
    follow the pattern or the date

 \after <date> M2I will only select files that have been created after
    or at this date. The date is in the AmigaDos format
    (jj-mmm-aa, for example 7-nov-97)

 \before <date> M2I will only select files that have been created before
    or at this date

 \today   The today files

 \day <xx> Files created for xx days max

 \week <xx> The same for weeks

 \month <xx> The same for months

 \year <xx> The same for years

Abréviations for the dates (AmigaDos format) :

  Jan, Feb, Mar, Apr, May, Jun, Jul, Aug, Sep, Oct, Nov, Dec

1.18 Exec. Mode

                 Exec. Mode

 SHELL : runs a program as if you runned it from a
   shell. Every program should runs by this way.

 WBench : runs a program as if you add run it
     from the WorkBench, the TOOLTYPES defined in
    the icon of the program will be used.

 AREXX : runs the Arexx program set in the
   "Tool" line. You don't have to use the RX
   command. if Arexx is not running, M2I will
   try to run the program defined in the
              MISC. prefs
                  .
   (It should be RexxMast)
   The default file extension is ".rexx" but you
   can change it in the
              MISC. prefs

1.19 Icon Name

Icon Name

 Name et full path of the displayed icon, or nothing if
 you want to display the default icon. "Select" opens a
 file requester.

 Press return to validate a new icon or press the TAB key
 to jump to the next string gadget.

 NOTE : M2I uses the parameters of the icon you select
 (Tool, arguments, Stack...)

1.20 Hotkey

Hotkey

 It's the hotkey to run the program if you're

```
 in a window of M2I (in use mode).

 You can use the next qualifiers:

  CTRL / LSHIFT / RSHIFT
  LCOMMAND / RCOMMAND
  LALT / RALT,

 followed by a character or a function key (F1-F10).

 Or a combination of multiple qualifiers.

 Example : LALT CTRL F9


 NOTE: if the hotkey is already used, M2I offers you
 to delete it in the other tool.


checkbox "Super-hotkey"

 By checking this box, this hotkey is active even if no
 M2I window is selected (check for conflicts with other
 applications).
```

1.21 Tool

```
Tool

 Internal command, program or Arexx script to run.
 If you want to have the list of the internal commands
 type @ in this string gadget, validate and read the
 error message.

 If you use space characters in this gadget, M2I will
 place the following strings in the Arguments gadget.
```

1.22 Arguments

```
Argument Line

 Arguments to send to a program or an Arexx script.
 With the WBench mode you only have one argument,
 and it must be a file name.


THE KEY WORDS

 You can use some key words for more interactivity.
 This option is available in Shell mode only.

 For the moment there are 4 Key words
```

```
%reqf "file" (or "")             is replaced by a file
        selected by the user (You !)
        with a file requester.

%reqm "path" (or "")             is replaced by many files
        selected by the user (still you !)
        with a file requester.

%dir "path" (or "")              is replaced by a path
        selected by the user
        with a requester.

%str "Message"                   is replaced by a string typed
        in a string requester.
```

```
You can use as many Key Words as you want. "" (blank string)
is the last file or path selected by the user.

If the user select the cancel gadget, the tool is not launched.
```

1.23 Default Path

```
Default Path (Shell only)
```

```
 It's the "CD" of the program. The default value is
 the path of the program, but you can select another
 path (for a text editor you can for example select
 the path where the text files are). Be careful, some
 programs don't run if they are not in their path.
```

1.24 Input / Output

```
              Input/Output
```

```
 (NIL: by default)
```

```
 Output of the program. If you give an interactive output
 (CON: by example), this path will be the input path
 too. For example, if you execute the FORMAT Dos command
 it will ask you to press return if your output is
 interactive, and it will ask nothing if not.
```

```
 If you type "con:", M2I will write the complete
 default output you set in the Default CON:
              MISC. Prefs
               There's no output in Wbench mode.
```

1.25 StackSize

```
StackSize
```

```
 (Minima 4000)
 It's where you can find the reason of a lot of bugs.
 The stack size must be a multiple of 4(M2I sets it).
```

```
 (ARexx script doesn't need Stack)
```

1.26 Pri

```
Pri (-128 to +127, default 0)
```

```
 It takes the place of the "PRI" ToolType.
```

1.27 Sound Play.

```
Sound Played
```

```
 Sound to play when you launch the program or
 the command.
```

```
 "Select" for selecting a file.
```

1.28 Save Prefs

```
Save Prefs
```

```
 Select "Save" to save your prefs on the disk (Prefs drawer).
```

1.29 Use Prefs

```
Use Prefs
```

```
 Select "Use" to try your prefs (Prefs are not saved!)
```

1.30 Cancel Prefs

```
Cancel Prefs
```

```
 Select "Cancel" to forget your changes.
```

1.31   Icon Font

```
Icon Font

 Font used to write icon labels, but also in requesters and
 preferences.
```

1.32   Select Font

```
Select Font

 Use the "Select font" gadget to select a font
 for the icon label.
```

1.33   Def. Font

```
Def. Font

 Use the "Def. font" gadget to select the system
 default font.
```

1.34   Text

```
Text Only / Text & Field

 if you want to have the background
 color behind the icon label (for the
 windows with pattern or ghost).
```

1.35   Bkg. Pattern

```
Bkg. Pattern

  You can choose between :

  - Image
 Select the IFF image file to fill your windows

  - Clear
 Background color in the windows.

  - Ghost
  grey pattern color : one pixel grey
  and one pixel of the color.


NOTE :  The picture palette doesn't need to be compatible
```

with the Workbench one any more (new 5.64).

M2I displays the picture you have selected with the
"Choose..." gadget so you can have an idea of
the final windows aspect. Click "OK" in the
requester that will open.

IMPORTANT : M2I allows you to see your brush. But don't
forget that the previous picture pens are still locked.
They will be freed when you will use or save the new
prefs. So, the new brush will be reloaded, and the colors
remapped.

1.36   Image Precision

Image Precision

 You are concerned if you use a brush in your M2I windows.

 In this case, you can ask M2I to remap the picture colors,
 by allocating new pens if needed.

 According to the option you choose, this function will
 be more or less successful.

 With precision "None", the brush is displayed as it is.

 From precision "Interface" to "Exact", your picture will be
 better displayed. The more precision you have, the more pens
 are allocated in the Workbench.

1.37   Default Icons

Default Icons

  The default icons are used to display a tool
  or a drawer if no icon is set for this tool or
  drawer.

  – Def. Icon Drawer
  – Def. Icon Tool
  – Def. Icon Error

NOTE : if M2I cannot find your "Def. Icon Error" it
will search for Deficons/deferror.info

1.38   Window Width & Height

```
Window Width & Height
```

```
  - Max. Width
    Maximal Width of a window set in percentage
    of the visible screen.
```

```
  - Max. Height
    Maximal Height of a window set in percentage
    of the visible screen.
```

```
NOTE : M2I will arrange your icons in rows or columns if the size
of the window becomes greater than the Max.
```

1.39 Window Margin

```
Window Margin
```

```
 Margin in number of pixels around the icons.
```

1.40 Transparency

```
Transparency
```

```
 You are concerned if you use a brush in your M2I windows.
```

```
 - Icons
```

```
 In this case, the icons background color becomes
 transparent.
 The icons display is a little bit slower.
```

```
- Texts
```

```
 In this case, the texts background color becomes
 transparent.
```

```
- Buttons
```

```
 In this case, the buttons background color becomes
 transparent.
```

1.41 Buffer Size

```
Buffer Size (kilo-bytes)
```

```
 Size of the buffer allocated to play a
 sound. The sound task requires 2 buffers,
 one for loading, the other for playing,
 and it requires 2,5 buffers for the Fibonacci
```

```
compressed samples.
Suggested value : 10
```

```
NOTE : the memory is dynamically allocated,
only when M2I plays a sample.
```

1.42 Def. Period

```
Default Period
```

```
 Period used to play the RAW samples.
```

```
 (300 is a good value)
```

1.43 Delay

```
Delay (/50 second)
```

```
 Delay before the task starts to play
 the sample.
```

1.44 Volumes

```
Sound Volumes
```

```
 Left and Right volume settings, from 0 to 64.
```

1.45 Pri

```
Priority
```

```
 of the sound task. You'd better use a high
 priority, the CPU time of the task is ridiculous
 but it has to run immediately, in the contrary
 the sample will no be played correctly.
```

```
 Suggested value : 50 minima
```

1.46 Sound Queue

```
Sound Queue
```

```
 It defines the way how M2I handles a new
 sound if a sound is already playing and
```

```
not finished...

    Ignore New
                Break Old
    Wait Queue
```

1.47 Filter

Filter

 Digital Filter yes or no

1.48 Dsp. Errors

Display Errors

 M2I always displays errors of the sound task
 if the sound could'nt be find.
 M2I displays no error message if the audio
 chanel have already been allocated.

 If you set this flag, M2I displays a message
 error if the sound task can't allocate enough
 memory for its buffers.

1.49 Break When Quit

Break When Quit

 If this flag is set, the sound task will be quit
 if you quit M2I. If the flag is not set, the sound
 task will be quit when it will have finished to play
 a sample.

NOTE : If this flag is set, don't add a 'bye bye" sound.

1.50 Sound Edited

Sound Edited (Startup / Bye bye / Information / Error)

 This allow you to play a special sound for each of
 this 4 event.

1.51   Clear

```
            Clear : Clear
            Sound Edited
```

1.52   Sound Played

Sound Played

 Select a sample.

1.53   Click and Close

Click and Close

 If you set this flag, when you'll select an opened
 drawer, it will close it.

1.54   Click Twice Menu

Click Twice Menu

 If you set this flag, once you press the RMB, you can
 depress it, and then you can move trough the differents
 menus, they will open without needing to press the RMB
 again. Click again onthe RMB to execute a command.

1.55   Auto-Active

Auto-Active

 If an M2I window is active, M2I will select
 automatically the next M2I window when you'll
 move to this window, it's very useful.

1.56   Make .bak

Make ".bak"

 Saves a ".bak" of your menu.

1.57   Display Flush

Display Flush

 When you use the "FLUSH" internal command, or
 the "Flush" menu, M2I will display a message
 to tell you how much memory was saved.

1.58   Save Icons

Save Icons

 If you set this flag, M2I saves icons with
 your menu and your prefs.

1.59   Execute Tool

Execute Tool

 You can execute tools with a double-click or a simple-click, on
 an icon or a text.

        Double-Click : click twice on an icon or a
     text to execute tool

   Simple-Click : one click is enought

1.60   Iconification

Iconification

 Setting for the iconify windows gadget, for the windows
 with a border.

1.61   Public Screen

Public Screen

  You can open M2I windows on an other screen than
 the workbench screen. In that case, you'll not be able
 to move icons with your mouse. Watch the Arexx
 possibilities, it's very useful.

 If you set this flag, M2I will open on a
 public screen.

1.62 Pub. Screen Name

```
Pub. Screen Name

 Give the name of the Public Screen or if
 you don't write anything, it will open
 on the default public screen.

NOTE  : M2I will open on the Workbench screen if it
cannot find the Public Screen given.

  : If you use "NewIcons", the news icons won't be
    changed using the palette.
```

1.63 Default CON:

```
Default CON:

 When you edit a tool, if you write "CON:" in the "Input/Output"
 field, it will write the values of the "Default CON:" you set
 in this field.

NOTE : You can modify this field, it will not modify the
already edited tools.
```

1.64 Hotkey

```
Hotkey

 Hotkey used to make M2I windows coming front of the others windows.

NOTE : For the moment, the Hotkey doesn't work if there's no opened
M2I windows.
```

1.65 RexxMast

```
RexxMast

 Write in this field the full path and name of the Rexxmast
 program, this is useful if you want to use the Arexx possibilities
 of M2I .

 Example : "sys:system/rexxmast"
```

1.66 Extension

Extension

 In this field, you can write the extension of your M2I Arexx
 scripts, the default value is REXX, you can for example set it
 to "M2I" your scripts will so have to be named : xxxx.M2I
 You'll not have to add the extension in the "Tool" field of
 the "Tool Edition". If you want to launch other kind of Arexx
 scripts, you'll just have to give the full name.

1.67 Color Setting

Colors Setting

  You can choose the color :

  – For requesters and prefs (colors used for "ghost"
    backgrounds too)

      Texts color
      Background color

  – For icons labels

      Icons labels color
      Fields color

  – For buttons

      Texts color
      Background color

  – For text menus

      Texts color
      Background color

  – For selection (buttons and texts).

      Texts color
      Background color