

Contents

If none of the following categories matches your question click on the "Search" button. It enables you to search for help on a certain topic.

How to...



General



Work with Objects



Work with Registers



Use the Mouse



Use the Keyboard

Overview

Dialog Boxes

Menu Commands

Hints

New in Version 2.0

The Authors and Distribution

Trademarks

Liability

How to... General

Importing Groups of Program Manager

Starting an Application Directly

Changing the Confirmation Options

Changing the Font of the Register Titles

Allowing only certain Actions in Atlantis

Protecting Atlantis with a Password

Changing the Settings of Quick-Task

Saving the Settings

Showing a Notice in the Title Bar of Atlantis

How to... Work with Objects

Creating New Objects

Deleting Objects

Moving Objects

Moving an Object to Another Register

Copying an Object

Arranging the Objects of a Register

Selecting a New Icon

Changing the Window Size

Allowing or Forbidding certain Actions

Protecting an Object with a Password

Starting an Object automatically

Changing Object Properties

How to... Work with Registers

Creating a New Register

Deleting a Register

Changing the Active Register

Moving a Register to another Position

Changing the Background Options

Using the Background Options as Default for New Registers

Changing the Font of Object Titles

Allowing or Forbidding certain Actions

Protecting a Register with a Password

Starting all Objects of a Register automatically

Changing Register Properties

How to... Use the Mouse

Starting Objects

Moving Objects

Copying Objects

Changing the Object Title

Changing the Object Properties

Moving a Register

Changing the Active Register

Changing the Register Properties

Opening Menus with the right Mouse Button

How to... Use the Keyboard

Changing the Active Object

Changing the Active Register

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New in Version 2.0

Folders

It is now possible to create a folder in a register that itself can contain further registers and folders.

Desktop Registers

All registers in the main window of "Atlantis" have the option "Hide Objects on Deactivation". This enables you to use any register just like a separate desktop, because the register hides its objects when it is deactivated and shows them when it is activated.

Cross Connections

Cross connected objects always have the same properties.

System Information

"Atlantis" shows you some information about your system in the "Info" dialog box.

Colors

It is possible to choose the colors of the registers freely.

Password Protection for Import/Run

It is now possible to password protect the dialog boxes "Import" and "Run".

Password Options

You can tell "Atlantis" when it should ask or should not ask passwords.

Enhanced Status Bar

The new status bar shows you the current time and your free system resources.

Enhanced Task List

A new Task List was necessary because of the Desktop Registers.

Enhanced Quick-Task

The new Quick-Task offers more possibilities and options to change.

Menu Manager

Menu Manager enables you to configure the right and middle mouse button for your applications.

You can access any menu or menu command at any time.

System Monitor

System Monitor checks your memory and resources and warns you if a certain threshold is exceeded.

You can change its settings by clicking into System Monitor with the right mouse button.

Alphabetic Object Sort

The objects of a register can be arranged in alphabetic order.

Start Applications with Parameters

"Atlantis" will ask you for parameters if you open an object while you keep the Ctrl key pressed.

Dialog Boxes Overview

File

- New Object
- Change Icon
- Window
- Object Rights
- Enter Password
- File Properties
- Folder Properties
- Run
- Import Groups

Options

- Confirmation
- Colors
- Rights
- Enter Password
- Password Options
- Quick-Task
- Menu Manager

Register

- Background
- Rights
- Password
- Properties

New Object (Dialog Box)

In this dialog box you determine which kind of object you want to create.



Dialog Box Options

File

If this option is selected you want to create a new file object, which can either be an application or a document.

Cross Connection

If this option is selected you want to create a new cross connection to the currently active object. You can also create a cross connection to an object by dragging it while you keep shift pressed.

Folder

If this option is selected Atlantis will create a new folder, which again can contain applications, files, folders and registers.

Change Icon (Dialog Box)

In this dialog box you are able to change the icon of the active object by which it is represented in its register.



Dialog Box Options

File Name

You can enter the path of the file which contains the icons or you can choose from the list of the files which were used before.

List of Available Icons

All icons of the application are shown in this list box.

Browse

Choose this button to search for an application that contains the icon you look for.

Window (Dialog Box)



Dialog Box Options

Show Normal

Shows the window in its normal size.

Show Iconic

Reduces the window to an icon as soon as it starts.

Show Maximized

Expands the window to its maximum size.

Object Rights (Dialog Box)

The currently active object can be prevented from being deleted, changed, moved or copied.



Dialog Box Options

Object Delete

It is not possible to delete the currently active object while this check box is not selected.

Object Property Change

It is not possible to change the properties of the currently active object while this check box is not selected.

Object Move

It is not possible to move the currently active object to another position while this check box is not selected.

Object Copy

It is not possible to copy the currently active object to the clipboard while this check box is not checked.

Enter Password (Dialog Box)



Dialog Box Options

Password

Enter the password into this text box.

Retype Password

To avoid mistakes please enter the password also into this text box.

File Properties (Dialog Box)



Dialog Box Options

Properties

Title

Enter the title of the object.

Command Line

Enter the command line of the application or document.

Working Directory

This directory will be set active after the start of the application or document.

Description

The description of an object is shown in the status bar as long as it is the active object.

Shortcut Key

You can start the application by pressing these keys.

StartUp

This object will be started right after the start of "Atlantis".

Allow Only One Execution

It is not possible to start an application for more than one time.

Do Not Hide Object

If you select this option, the object will not be hidden by a Desktop Register.

Icon

Opens the dialog box "Change Icon".

Window

Opens the dialog box "Window".

Rights

Opens the dialog box "Object Rights".

Password

Opens the dialog box "Enter Password".

Folder Properties (Dialog Box)



Dialog Box Options

Properties

Title

Enter the title of the object.

Description

The description of an object is shown in the status bar as long as it is the active object.

Shortcut Key

You can start the application by pressing these keys.

Do Not Hide Object

If you select this option, the object will not be hidden by a Desktop Register.

Icon

Opens the dialog box "Change Icon".

Window

Opens the dialog box "Window".

Rights

Opens the dialog box "Object Rights".

Password

Opens the dialog box "Enter Password".

Run (Dialog Box)

Starts an application or opens a document.



Dialog Box Options

Command Line

Type the application filename, including the path, if necessary. If you want to open a document, type the name of the document or the application filename following by a space and the name of the document.

Option

Show Normal

Shows the application or document in its normal size and position.

Show Iconic

Reduces the application or document to an icon as soon as it starts.

Show Maximized

Shows the application or document in its maximum size.

Browse

Opens the Browse dialog box

Import Groups (Dialog Box)

Imports one or all groups of Program Manager.



Dialog Box Options

File Name

Type the group filename.

Insert in New Register

Creates a new register.

Insert in Current Register

Creates new objects in the current register.

Insert in New Folder

Create a new folder that contains the new objects.

Import all Program Manager Groups

Imports all groups as registers.

Confirmation (Dialog Box)



Dialog Box Options

Confirm on Object Delete

"Atlantis" should ask you whether you really want to delete an object.

Confirm on Register Delete

"Atlantis" should ask you whether you really want to delete a register.

Confirm on Atlantis Exit

"Atlantis" should ask you whether you really want to exit itself or Windows.

Colors (Dialog Box)



Dialog Box Options

Item

You can change the color for the items in the list box.

Color

You can choose from 16 different colors.

Use Windows Default

Ignores your changes and uses the color settings of Windows.

Rights (Dialog Box)



Dialog Box Options

Object Create/Add

Does not allow to create new objects or registers.

Object Delete

Does not allow to delete objects or registers.

Object Move

Does not allow to move objects or registers to a new position.

Object Property Change

Does not allow to change the properties of objects or registers.

Enter Password (Dialog Box)

Password protects "Atlantis".



Dialog Box Options

Password

Enter the password into this text box.

Retype Password

To avoid mistakes please enter the password also into this text box.

Password Options (Dialog Box)

Attention: if you want to protect an object or register with a password, you should also protect "Atlantis" with a password so that this dialog cannot be accessed freely. Otherwise, it would be possible to switch of the password protection without entering the password.



Dialog Box Options

Password on Atlantis Start

You have to enter a password whenever you start "Atlantis".

Password on Register Activate

You have to enter a password any time you change the active register.

Password on Dialog Import/Run

You have to enter a password every time you open the dialog boxes "Import Groups" and "Run".

Password on Object Open

You have to enter a password whenever you want to open an object.

Quick-Task (Dialog Box)

Changes the settings of Quick-Task and Quick-Start.



Dialog Box Options

Position

Left

Shows the Quick-Task button at the left edge of the title bar.

Right

Shows the Quick-Task button at the right edge of the title bar.

Off

Hides the Quick-Task button.

Order

Changes the menu order of the Quick items. If you double-click one item, it will be moved to the first position. Using the arrows next to the list box moves the selected item up or down.

Shortcut Key

Specify a unique key combination that, when pressed, brings up the Quick-Task menu.

Quick-Task/Quick-Start

Choosing these buttons will show more options.

Quick-Task

Entries

Specify the maximum number of items in the Quick-Task list.

In Pop-up Menu

Shows the list of programs as a pop-up menu.

Quick-Tools

Screensaver

Shows the menu item "Screensaver".

Task List

Shows the menu item "Task List".

Quick-Memory

Shows the menu item "Quick-Memory".
Quick-Memory reorganizes your system memory.

Own Screensaver

If necessary, specify a screensaver filename that differs from the Windows screensaver. If you add the parameter "-C" and choose the button "Test", you are able to change the settings of the screensaver, otherwise the screensaver will be started.

Quick-Start-Register

Enables or disables the option Quick-Start.
Choose a Quick-Start-Register from the list.

Quick-Start in Pop-up Menu

Shows the objects of the Quick-Start-Register in a pop-up menu.

Menu Manager (Dialog Box)

General

You must NOT enter shortcut keys, underlined characters or "three dots" (e.g. "Save as" instead of "Save as..."). Menu Manager works case sensitive. Sub-menus are divided by ";" without a space.



Dialog Box Options

Program

Type the title of the application the menu of which you would like to access.

Middle Mouse Button

Type the menu or menu command of the middle mouse button.

Right Mouse Button

Type the menu or menu command of the right mouse button.

Enabled

Switches Menu Manager on or off.

Insert/Change/Delete

"Atlantis" save the changes whenever you choose one of these buttons.

Examples, Tips and Tricks

Add a New Program

Type a part of the title of the new program that is always shown in its title bar.
e.g.: for "Write - (untitled)" type "Write" as program.

Show a Menu

Type "Options" to show the "Options" menu at the current mouse position.

Show a Sub-Menu

If you want to show a sub-menu, add its name separated by ";" and without a space.
"Options;Save Settings" will show the sub-menu "Save Settings" in Atlantis.
The number of sub-menus is not limited.

Choose Menu Commands

Type the sub-menus and the command itself.
"File;Run" will open the "Run" dialog box of "Atlantis".

Register Background (Dialog Box)



Dialog Box Options

Object Spacing

X

Type the horizontal object spacing.

Y

Type the vertical object spacing.

Title

Wrap Title

Shows long object titles in more than one line.

Show in 3D

Shows the object title as above the register background.

Edit on Mouse Click

Enables you to change the object title by simply clicking into it.

Sort

Alphabetic

Sorts the objects in alphabetic order if you arrange them or straighten them up.

Unsorted

Does not sort the objects.

Object Arrangement

Auto Arrange

Automatically arranges the objects whenever you create a new object, move an object,...

Auto Straighten up

Automatically straightens up the objects.

Free

The objects are neither arranged nor straightened up automatically.

Default

Uses the current settings as default for new register.

Register Rights (Dialog Box)



Dialog Box Options

Register Delete

Does not allow to delete the active register.

Register Property Change

Does not allow to change the properties of the active register.

Object Delete

Does not allow to delete objects in the active register.

Object Property Change

Does not allow to change the properties of objects in the active register.

Object Move

Does not allow to move the objects of the active register to a new location.

Object Copy

Does not allow to copy the object of the active register to the Clipboard.

Register Password (Dialog Box)

Password protects the currently active register.



Dialog Box Options

Password

Enter the password into this text box.

Retype Password

To avoid mistakes please enter the password also into this text box.

Protect Objects in Register

Protects all objects in the register with this password.

Register Properties (Dialog Box)



Dialog Box Options

Properties

Title

Type the title of the register.

Shortcut Key

Specify a unique key combination that, when pressed, activates the register.

StartUp

Opens all objects of the register whenever you start "Atlantis" as Windows Shell.

Hidden

Hides the register title. You can change to a hidden register by clicking into the status bar or by pressing PageUp or PageDown.

Hide Objects on Deactivation

Hides all open objects of the register when the register is deactivated.

Background

Opens the dialog box "Register Background".

Rights

Opens the dialog box "Register Rights".

Password

Opens the dialog box "Register Password".

Menu Commands Overview

File

New
Open
Icons
Window
Rights
Password
Properties
Run
Import
Exit

Edit

Cut
Copy
Insert
Delete

Options

Confirmation
Font
Rights
Password
Quick-Task

Save Settings
Save Settings Now
Save Settings on Exit

Register

New
Delete
Background
Font
Rights
Password
Properties
Straighten up
Arrange Objects

Help

Contents
Search for Help on
Info

New Menu Command

Description

Create a new file object, cross connection or folder object.

Open Menu Command

Description

Starts an application or document or opens a folder object.

Icon Menu Command

Description

This command opens the dialog box "Change Icon".

Window Menu Command

Description

This command opens the dialog box "Window".

Rights Menu Command

Description

This command opens the dialog box **"Object Rights"**.

Password Menu Command

Description

This command opens the dialog box "Enter Password".

Properties Menu Command

Description

This command opens the dialog box "**File Properties**".

Run Menu Command

Description

This command opens the dialog box "Run".

Import Menu Command

Description

This command opens the dialog box "Import Groups".

Exit Menu Command

Description

This command ends "Atlantis". If you use "Atlantis" as Shell it will end your Windows session.

Cut Menu Command

Description

This command deletes the active object and copies it to the Clipboard. You can insert it to the active register by choosing the command **Insert**.

See also

Copy

Delete

Copy Menu Command

Description

This command copies the active object to the Clipboard without deleting it.

See also

Cut

Insert

Delete

Insert Menu Command

Description

This command copies an object from the Clipboard to the currently active register.

See also

Cut

Copy

Delete

Delete Menu Command

Description

This command deletes the currently active object.

See also

Cut

Copy

Insert

Confirmation Menu Command

Description

This command opens the dialog box "Confirmation".

Font Menu Command

Description

This command opens the dialog box "Choose Font".

Rights Menu Command

Description

This command opens the dialog box "Rights".

Password Menu Command

Description

This command opens the dialog box "Enter Password".

Quick-Task Menu Command

Description

This command opens the dialog box "Quick-Task".

Save Settings on Exit Menu Command

Description

If this option is selected, Atlantis will save all settings automatically when you exit it.

New Menu Command

Description

This command creates a new register and opens the dialog box **"Register Properties"**.

Delete Menu Command

Description

This command deletes the active register and its objects.

Background Menu Command

Description

This command opens the dialog box "Register Background".

Font Menu Command

Description

This command opens the dialog box "Choose Font".

Rights Menu Command

Description

This command opens the dialog box **"Register Rights"**.

Password Menu Command

Description

This command opens the dialog box "**Register Password**".

Properties Menu Command

Description

This command opens the dialog box "Register Properties".

Straighten up Menu Command

Description

This command fixes the objects to an invisible grid.

Arrange Objects Menu Command

Description

This command distributes the objects evenly.

Contents Menu Command

Description

This command shows the contents topic of the help.

[Search for Help on](#) Menu Command

Description

Search for help on a certain topic.

Info Menu Command

Description

This command shows some information about the version of "Atlantis" that you are using and your system.

Importing Groups of Program Manager

When you start Atlantis for the first time it automatically imports all groups of Program Manager. If for any reason you want to import groups later just do the following:

Procedure

Choose the command "Import" on the File Menu.

Starting an Application directly

Procedure

Choose the command "Run" on the File Menu

Changing the Confirmation Options

Procedure

Choose the command "Confirmation" on the Options Menu.

Changing the Font of the Register Titles

Procedure

Choose the command "Font" on the Options Menu.

Allow only certain Actions in Atlantis

Procedure

Choose the command "Rights" on the Options Menu.

Protecting Atlantis with a Password

Procedure

Choose the command "Password" on the Options Menu.

Changing the Settings of Quick-Task

Procedure

Open the dialog box Quick-Task via the command Quick-Task on the Options Menu.

Saving the Settings

If Atlantis is terminated correctly it automatically saves all settings. But sometimes it may be useful to save the settings immediately after an important change so that an incorrect program termination can do no damage.

Procedure

- Press the shift key and keep it pressed.
- Go on as if you want to exit Atlantis.
- Atlantis does not exit it instead saves all settings.

Showing a Notice in the Title Bar of Atlantis

Procedure

- Double-click the title bar of Atlantis with the right mouse button.
- A dialog box titled "Notice" will pop-up.

Creating New Objects

Mouse

1. Possibility:

Open the register context menu with the right mouse button and choose the command "New...".

2. Possibility (Drag & Drop):

- Start File Manager.
- Select the files you want to insert in Atlantis.
- Drag and Drop the selected files on Atlantis.

Keyboard

Press the Ins key.

Menu

Choose the command "New..." on the File Menu.

Deleting Objects

Mouse

Click the object with the right mouse button and choose the menu command "Delete".

Keyboard

Press the Del key.

Menu

Choose the command "Delete" on the Edit Menu.

Moving Objects

Mouse

- Click the object and keep the mouse button pressed.
- Drag the object.
- Drop it on any position.

See also

[Moving an Object to Another Register](#)

Moving an Object to Another Register

Mouse

- Click the object and keep the button pressed.
- Drag the object onto the title of the new register.
- Drop the object.

Copying an Object

Mouse

- Click the object and keep the mouse button pressed.
- Keep the Ctrl key pressed.
- If you now move the mouse, the object will duplicate.

The Clipboard

- Copy the object to the Clipboard (e.g. press Ctrl+Ins).
- Copy the object from the Clipboard into the register (e.g. press Shift+Ins).

Arranging the Objects of a Register

The objects of a Register can either be arranged or be straightened up.

Mouse

- Open the register context menu with the right mouse button.
- Choose either the command "Straighten up" or "Arrange Objects".

Menu

Choose the command "Straighten up" or "Arrange Objects" on the Register Menu.

Selecting a New Icon

Mouse

- Open the object context menu with the right mouse button.
- Choose the command "Icon".

Menu

Choose the command "Icon" on the File Menu.

See also

[Changing Object Properties](#)

Changing the Window Size

Mouse

- Open the object context menu with the right mouse button.
- Choose the command "Window".

Menu

Choose the command "Window" on the File Menu.

See also

[Changing Object Properties](#)

Allowing or Forbidding certain Actions

Menu

Choose the command "Rights" on the File Menu.

See also

[Change Object Properties](#)

Protecting an Object with a Password

Mouse

- Open the object context menu with the right mouse button.
- Choose the command "Password".

Menu

Choose the command "Password" on the File Menu.

See also

[Change Object Properties](#)

Starting an Object automatically

Procedure

- Open the dialog box "File Properties".
- Select the option StartUp.

See also

Change Object Properties

Changing Object Properties

Mouse

1. Possibility

- Open the object context menu with the right mouse button.
- Choose the command "Properties".

2. Possibility

Keep the Alt key pressed and double-click the object.

Keyboard

Keep the Ctrl key pressed and press enter.

Menu

Choose the command "Properties" on the File Menu.

Creating a New Register

Mouse

- Open the register title context menu with the right mouse button.
- Choose the command "New...".

Menu

Choose the command "New..." on the Register Menu.

See also

[Importing Groups of Program Manager](#)
[Changing Register Properties](#)

Deleting a Register

Mouse

- Open the register title context menu with the right mouse button.
- Choose the command "Delete".

Menu

- Active the register you want to delete.
- Choose the command "Delete" on the Register Menu.

See also

[Changing the Active Register](#)

Changing the Active Register

Mouse

1. Possibility (if the register is visible):

Click into the title of the register.

2. Possibility:

- Click into the title of any register and keep the mouse button pressed.
- Move the mouse in any direction.

3. Possibility:

- Click into the Status Bar.
- Choose the register from the list.

Keyboard

- Press the PageUp or PageDown key.

Moving a Register to Another Position

Procedure

- Keep the Ctrl key pressed.
- Click into the title of the register.
- Keep the mouse button pressed and move the mouse.

Changing the Background Options

Mouse

- Open the register context menu with the right mouse button.
- Choose the command "Background".

Menu

Choose the command "Background" on the Register Menu.

See also

[Using the Background Options as Default for New Registers](#)

Using the Background Options as Default for New Registers

Procedure

- Open the dialog box "Register Background".
- Choose the button Default.

See also

Changing the Background Settings

Changing the Font of Object Titles

Mouse

- Open the register context menu with the right mouse button.
- Choose the command "Font".

Menu

Choose the command "Font" on the Register Menu.

See also

[Changing Register Properties](#)

Allowing or Forbidding certain Actions

Procedure

Choose the command "Rights" on the Register Menu.

See also

Changing Register Properties

Protecting a Register with a Password

Mouse

- Open the register context menu with the right mouse button.
- Choose the command "Password".

Menu

Choose the command "Password" on the Register Menu.

See also

[Changing Register Properties](#)

Starting all Objects of a Register automatically

Procedure

- Open the dialog box "Register Properties".
- Select the option StartUp.

See also

Changing Register Properties
Starting an Object automatically

Changing Register Properties

Mouse

1. Possibility

Double-click the register.

2. Possibility

- Open the register context menu with the right mouse button.
- Choose the command "Properties".

Menu

Choose the command "Properties" on the Register Menu.

Starting Objects

Procedure

Double-click the object.

Moving Objects

Procedure

- Click the object and keep the mouse button pressed.
- Drag and Drop the object.

Copying Objects

Procedure

- Keep the Ctrl key pressed.
- Click the object and keep the mouse button pressed.
- Drag and Drop the object.

Changing the Object Title

Procedure

- Click into the object title.
- Enter the new object title.

Changing the Object Properties

Procedure

- Keep the Alt key pressed.
- Double-click the object.

Moving a Register

Procedure

- Keep the Ctrl key pressed.
- Click into the register title.
- Keep the mouse button pressed and move the mouse.

Changing the Active Register

Procedure

- Click into the register title.
- Keep the mouse button pressed and move the mouse.

Changing the Register Properties

Procedure

- Double-click the register.

Opening Menus with the right Mouse Button

The following elements provide context menus that can be accessed by the right mouse button:

- Objects
- Registers
- Register Titles

Changing the Active Object

Cursor Keys

Change the active object in any direction.

Home Key and End Key

- The Home key activates the first object of the register.
- The End key activate the last object of the register.

Changing the Active Register

Procedure

Pressing the PageUp and PageDown keys changes the active register.

Shell

The application is called Shell that is started directly after the start of Windows and with which you exit Windows again.

Status Bar

A line of information located at the bottom of Atlantis. The status bar shows you how many registers you have, how many objects exist in the active register and short descriptions of menu commands.

Straighten up

If you chose Straighten up the objects are not distributed evenly in the active register but they are fixed to an invisible grid that follows from the chosen Object Spacing settings in the Register Background dialog box.

StartUp

Atlantis will start StartUp objects whenever you start windows.

Quick-Task

Quick-Task adds a button to the left or right of the active window's title bar which enables you to change to another application via this pop-up menu.

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Quick-Start

Quick-Start adds a certain register that you can freely choose to the Quick-Task menu. You cannot declare password protected registers as Quick-Start registers.

Cross Connection

Cross connected objects always have the same properties. If you change the properties of one object it immediately takes effect on all other cross connected objects. This kind of object can be recognized by a little deepening in the upper left corner.

