

Background

COLLABORATORS

	<i>TITLE :</i> Background		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

Background

1.1 Background

Background v1.32

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Copyright&disclaimer

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1.2 Copyright&disclaimer

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1.3 Introduction

What is "Background"?

Background is a program similar NickPrefs by Nicola Salmoria. Unlike NickPrefs' WBPICTURE every workbench window can be connected with its own picture.

Why?

Background has been written, because at that time I did not have the opportunity of getting NickPrefs. As I finally had NickPrefs, the possibilities offered did not satisfy me. Because I did not know, whether there was a similar program I decided to write my own.

1.4 Requirements

Necessary are:

- at least OS 2.0
- IFFPARSE.library in LIBS:

Not necessary, but recommended are:

- 1 MBYTE Chip-RAM
- hard-disk

1.5 Installation

First you should copy the program Background to the WBSTARTUP drawer. Then start a text-editor and edit the file "ENVARC:Background.conf". (enter "ed envarc:Background.conf" in a shell) Information how to set up the file can be found in Konfiguration . After having created the file, you must either perform a reboot or copy the file from ENVARC: to ENV:

1.6 Konfiguration

Background gets information about the windows from the file ENV: ↔
Background.conf

The OS has copied this file during booting from ENVARC: there. That means, that you, to make permanent modifications, will always have to edit the file in ENVARC: then you will have to copy it to ENV:. See also

Future

.

The file Background.conf

Example

1.7 The file Background.conf

The file must have the following format:

```
First line  : path_to_a_picture,TILE/S
Second line : path_to_a_picture,TILE/S
other lines : path_to_a_picture,pattern,TILE/S
```

Path_to_a_picture specifies the IFF-picture, that serves as the background.

If TILE is provided, then the picture will be used as a pattern, that will be repeated as long as necessary. Then the bottom edge must fit to the top one and the left to the right. If however TILE is omitted, all area not covered by the picture will be filled with the background color (grey).

The pattern is a DOS pattern, that specifies, for which windows the picture is to be used. Possible patterns are for example:

```
(Prefs|Presets)          - the drawers Prefs and Presets
Pictures.~(HAM)          - all pictures. drawers except the drawers
                          Pictures.HAM
"#? % full, #? free, #? in use" - all disk windows
```

Note the quotes around the last pattern, they are needed, because the pattern contains spaces.

1.8 Example

```
Work:gfx/Pix/Back1 TILE ;Standard picture
Work:Gfx/Pix/Romantique ;Workbench window
Work:Gfx/Pix/Disks "#? % full, #? free, #? in use" TILE ;All Disks
Work:Gfx/Pix/Back2 (Prefs|Presets|Devs|System) TILE ;System drawers
```

1.9 Usage

Background can be used both from workbench and from the CLI. In both cases the keyword NOSCAN is accepted. This keyword prevents Background from scanning and changing the background of already opened windows.

```
CLI: background NOSCAN/S
WB: NOSCAN as a tooltype
```

1.10 Future

included surely:

- Preferences editor à la NickPrefs
- Changing the picture list without terminating the program

probably included:

- reduced program size and memory consuming

Suggestions to the
author
.

1.11 credits

thanks to these people. Without them I would have never written ↔
this program.

David Benn : for his ACE compiler, with which the program was written. See also
history
.

My brother : No one finds as many errors ;-)

Nicola Salmoria : For the Nickprefs, that made me writing this program.

1.12 Known bugs

- very small pictures (<64{x}64) will crash the program
workaround: use DPAINT to duplicate the picture
- no real bug: it is not possible to remove a patch safely from the system.
- when Background is started before the workbench nothing will happen

1.13 Author

Who wants to give a little Gift for his effort to a poor student, send money, programs etc to :

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1.14 history

The beginnings of the program are unknown even to myself. All began in november '95, with a load routine for IFF-ILBM pictures. Here is the documented history since january '96:

20.01.1996: V1.15 working version (yea, well nearly)
20.02.1996: V1.20 Mungwall-hit and other things
24.02.1996: V1.21 again a Mungwall-hit
25.02.1996: V1.25 MatchWin and TestHook now assemblers
05.03.1996: V1.30 ViewPic ported to assembler
09.03.1996: V1.31 minor bug in CleanExit
16.03.1996: V1.32 bug in recognizing caller task

Starting with V1.25 the routines, the of systems calls, are written in assembler. (A68k).

Starting with V2.0 probably the whole program will be written in assembler.
