Overview

This file contains useful information about KEY-MASTER 1.0.

The chapters:

Introduction

*- What is **KEY**-**MASTER** 1.0 ?*

KEY-MASTER offers the possibility to simulate keyboard strokes in Windows applications.

- What are the benefits of **KEY-MASTER** ?

The objective of KEY-MASTER is to make working in Windows applications easier.

Example 1: The user of a wordprocessor uses very often the same phrases or wordings like "Your sincerely ..". But it is useless to re-enter always the same words or making copy-paste from existing documents. Now you can use KEY-MASTER. You save time and avoid errors.

Example 2: Working in Paintbrush may result to a very hard activity. So when you want to change the printer configuration from black/white printing to color printing (for HP500c as example). Now you can use KEY-MASTER. You enter once the whole procedure and use it as many times as you want.

KEY-MASTER works with every Windows Application.

- What are the advantages against MS Macro Recorder ?

The Macro Recorder is a very powerful tool. But it has 2 disadvantages:

1. When you want to change a part in the macro, you have to re-record it entirely.
2. After some time, you don't know what the macro does exactly in spite of the explanation.

In KEY-MASTER you always have
- an overview about all the commands/text
- and you can easily change any part in the record.

Overview

Installation

Start SETUP.EXE and follow the instructions:

- Choose the language (english or german).
- Next, choose the source and destination drive and directory.
- Press "Install"

Overview

Manipulation

KEY-MASTER has 10 memory positions. Each memory position can contain text and/or command strings. These MACROS are identified by an explanation.

In the main screen, you find the 10 memory positions (1-10). At the right side you see the explanation.

Choosing a position is very easy. Press on the appropriate number. The light at the left changes from red to green.
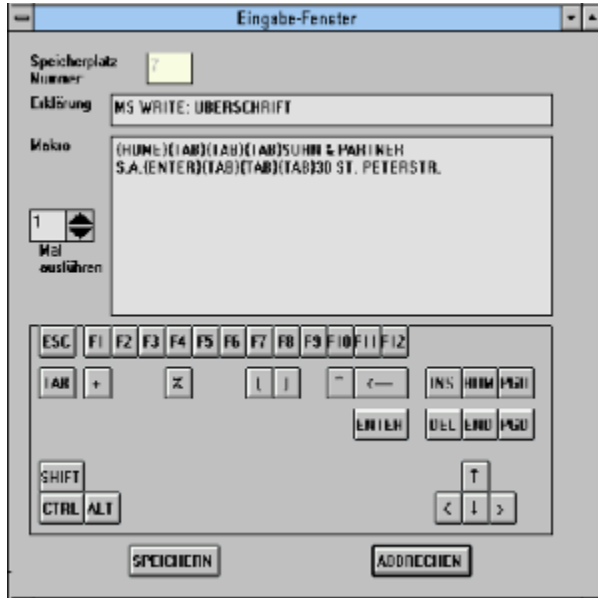
Now you can edit the macro or execute it.

Editing a memory position
Executing a memory position
Minimized view

Editing a memory position

For editing a memory position, press "Edit" in the main screen. Now you change to the function screen (picture)

and follow the instructions:

- In field "Explanation" you can enter an explanation
- In field "Macro" enter
    - Text and/or
    - <u>special keys</u>. These keys are represented in the keyboard representation in the screen.

  The text field can look like this:

  "This text was written in key-master and will be printed now. *^{F5}{ENTER}*"

  This means that when you work with a word processor KEY-MASTER will write the text "This...now" in the current document. Afterwards it will execute CTRL-F5 and presses ENTER. This shortcut is very often used for printing a document.

- Save the macro.

Hint: For complex macros, toggle from the active application to KEY-MASTER and enter the commands step by step.

Executing a memory position

Memory positions are executed by pressing "Start" in the main screen.

There are 2 different ways of executing a macro:

1. You use the TASKLIST.   If you do this, KEY-MASTER toggles back to the last used Windows-Application and tries to execute the macro.

2. You don't use the TASKLIST. In this case, you can choose the application in which the macro will be executed like in the Windows Tasklist.

KEY-MASTER does not control if the commands you entered are well executed.

Example: You work in Word for Windows and activate KEY-MASTER, choose a memory position and execute it. KEY-MASTER will change back to Word and execute the macro. However, it does not control if the command CTRL-F4 as ex. is allowed or not.

The advantage is that every memory position can be used in every program but it has the disadvantage that the result may not be correct.

If you don't like the full screen in KEY-MASTER, you can change the view by clicking on "Minimize". In this minimized view you can select immediately each memory position and make the view "always on top".

Minimized view

You can use KEY-MASTER in a minimized window. For this, select "Minimize" in the main screen. In this view you can select all 10 memory positions. The disadvantage is that the explanations are not immediately available but in form of Quick-Infos. Quick-Infos are text fields displayed when the mouse is above the number button.

Finally, this view can be declared as "always on top" so that KEY-MASTER is available from any application all the time.

Problem solving

KEY-MASTER needs an INI-File called KEYMAST.INI in \Windows directory. If this file is damaged or deleted, KEY-MASTER asks for re-entering the path where it has been installed on your hard disk.

KEY-MASTER 1.0 has one known problem. It was written for Windows 3.1. Although it works with Windows 95, it has problems with 32-bit applications. When the problem is detected, an update will follow.

Overview

Special keys

KEY-MASTER needs a special convention for telling the destinated Windows-application if your string is simply text or commands. It must make a difference between an "u" and CTRL-u.

The commands (special keys) are represented as follows:

Enter	{ENTER}
Esc	{ESC}
Tab	{TAB}

Left Arrow	{LEFT}
Right Arrow	{RIGHT}
Up Arrow	{UP}
Down Arrow	{DOWN}

Page Down	{PGDN}
Page Up	{PGUP}

Ins	{INSERT}
Home	{HOME}
Backspace	{BS}
Del	{DEL}
End	{END}

F1	{F1}
F2	{F2}
F3	{F3}
F4	{F4}
F5	{F5}
F6	{F6}
F7	{F7}
F8	{F8}
F9	{F9}
F10	{F10}
F11	{F11}
F12	{F12}

Shift	+
Control	^
Alt	%

The signs +,^ and % are used for Shift, Control and Alt. So when you want to use this signs as text you must place them between {}.
+ --> {+}
^ --> {^}
% --> {%}

For an easy handling, use the keys in the keyboard representation in the function screen.

Overview

Registration

KEY-MASTER 1.0 is shareware.

Shareware is a method of software distribution which gives users a chance to try software before buying it. Shareware can and should be distributed freely. If you try a shareware program and continue using it, you are expected to register. With registration, you get anything from the simple right to continue using the software to privileges such as update notification...

This KEY-MASTER edition is fully functional but instead of 10 memory positions it has only 2 positions. You can try it for a period of 30 days. After this time, you can delete it or (what i hope) purchase and use it. If you do this send me 15$. By doing this you are a registrated user and you receive free updates of the software.

If you have any idea how to improve KEY-MASTER send them to the adress below.

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