ForceIcon

COLLABORATORS			
	TITLE : ForceIcon		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		February 9, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

ForceIcon

1.1 ForceIcon.guide

Welcome to ForceIcon v1.7. This is a short description on how to use
the program and how to configure it. ForceIcon is a utility mainly
written for users of CDRom drives or networking software of any kind.

Have you ever tried to Snapshot the disk icon (Disk.info) or tried
to replace the disk icon of a CDRom? Well, if not, do not even try,
CDRom drives are read only media (how come). This is where ForceIcon
comes to use. You may tell ForceIcon which volumes/devices to
snoop/trace for forcing absolute positions or images. Furthermore you
may set the window's size/position and flags for viewing.

At last you may even change the appearance and position of AppIcons
created by applications. You may specify which applications should be
checked.

ForceIcon is (C) 1993/94 Kai Iske, GiftWare

The Prefs program uses MUI; MUI is (C) Stefan Stuntz

MUI version 2.0 or higher (internal version 7) is required

The drawer and document icons were taken from the MagicWB
distribution. MagicWB was created by Martin 'XEN' Huttenloher. The
icons are distributed with kind permission by the author. Furthermore
the main program's and the prefs program's icons were created by
Martin. Thank's!

1.2 ForceIcon.guide/Copyright

```
Copyright
*********
```

   You are allowed to copy and spread this program but only if you do
not make any commercial profit out of the program itself and all
supported files. The source of ForceIcon is considered teachware and
the author claims the right to be the only one to produce and release
new versions of ForceIcon. Public Domain vendors are not allowed to
sell ForceIcon for more than the price of a regular disk, which should
not be higher than 5 Dollars.

   ForceIcon is GiftWare, so if you like it and you you want to express
your feelings, feel free to send me anything you think of being suited.
Postcards, cookies, money, simply anything ;)

1.3 ForceIcon.guide/Guarantee

```
Guarantee
*********
```

   The author does not give any guarantee that the program ForceIcon
works perfectly. The program was tested and it is used every day,
anyway nobody is perfect and that is why I can not take the
responsibilty for any damages occured during the usage of ForceIcon.

1.4 ForceIcon.guide/Evolution

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Evolution/Overview
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   When I bought my CDRom drive I found out that the Workbench chooses
quite stupid positions for icons with no absolute position (from my
point of view). Furthermore some CDRom publishers do not seem to care

for good looking disk icons (again, from my point of view; if they even
supply one). Since I could not snapshot the supplied icon, nor replace
it with one of my icons, I thought it would be a good idea to have an
utility which does the "snapshotting" or "replacment". This was when
ForceIcon came to live.

   ForceIcon allows the user to select positions for his/her Disk.info
files, either device dependant or volume dependant, ie. ForceIcon will
either monitor all volumes inserted into a device, or just those
specified by the user. It is also possible to override the settings for
a device if you specify the name of a volume, too. Volumes may
'inherit' specifc settings of the corresponding device entry (as long
as you've defined an entry for the device). Furthermore you may set the
root drawer's window size/position and display modes/flags.

1.5 ForceIcon.guide/Installation

Installing ForceIcon
****

   NOTE: ForceIcon (both programs) must have a stack of 8192 bytes or
more (more recommended)

   Installing ForceIcon is not that hard. Simply copy the main program
(found in the WBStartUp drawer of this archive) and it's icon to the
SYS:WBStartUp drawer, or place it somewhere else and start ForceIcon
from within your S:User-StartUp file. I suggest you better start
ForceIcon from within S:User-StartUp, so that ForceIcon may apply all
patches before Workbench is loaded. If you do start it from
S:User-StartUp then you'd better not copy it to SYS:WBStartUp ;)

   When starting from within S:User-StartUp issue the following line :

                    Run <NIL: >NIL: ForceIcon

   If you want to quit the main program, simply start it again, or
select 'Quit' from the Prefs program.

   Using the "SNAPNOTIFY" commandline option/ToolType you may set the
way ForceIcon should notify you on a successful SnapShot. You may issue
three different values for "SNAPNOTIFY", which are "0" for no
notification, "1" for a DisplayBeep()-Style Beep, "2" for a requester.

   Now copy the Prefs program and it's icon to a suitable location
(like SYS:Prefs). The Prefs program may be found in the Prefs drawer of
this archive.

   You may configure ForceIcon Prefs using the following
ToolType/Commandline option.

FLUSHMEMORY
     Due to the fact that the Prefs program uses MUI to create it's
     UserInterface, it is quite memory consuming. That's why I added
     this switch, which will cause the Prefs program to flush memory on

        exit, thus removing all the libraries etc.pp not needed anymore
        resulting in more free memory.

    This option may be used within the icon's ToolType field or on the
Commandline.

1.6   ForceIcon.guide/Usage

Using ForceIcon; Preferences program
****

    NOTE 1: If you have a disk without any Disk.info file on it, you
have to use an alternative image for the device/volume, if you want to
position the icon or change the window or anything similar. If you don't
substitute the "image" there won't be no way for ForceIcon in doing
anything.

    NOTE 2 (AmiCDROM): AmiCDROM version < 1.9 had/has severe problems
regarding ACTION_INHIBIT and Assigns. Please don't pass me a note that
something weird happens when using ForceIcon in conjunction with
AmiCDROM. It's a problem with the AmiCDROM handler. More recent
versions than 1.9 of AmiCDROM should solve that problem.

    NOTE 3: If you use ForceIcon to alter AppIcons, it may happen that
ForceIcon will display a message if you try to quit the program. This
happens, if you change the image of an icon. If you try to quit
ForceIcon while there are still some AppIcon-Images patched, the images
will occupy memory until you reboot. Still, ForceIcon offers the
possibility to quit the program, but, this is a Warning.

    If you have installed the AmigaGuide(C) document you may retrieve
online-help by pressing HELP in one of the windows. The main window is
divided into three sensitive areas. The left ListView part, the right
ListView part and the remaining parts of the window. Pressing help in
either of them will bring up a different page of the document, ie. it's
a context sensitive HELP facility.

    From within the main window you may configure ForceIcon to suit your
needs and disks. The main window is divided into two parts.

    The entries within the Listview gadgets show volumes/devices.
Devices will be drawn in black, whilst Volumes will be drawn in white.

  Page selection   Which page are you editing?

  Left ListView and buttons   The left half of the window
  Right ListView and buttons   The right half of the window

  Editing an entry   How do you edit an entry?
  Manual input   Adding an entry manually

  Using wildcards   Using wildcards for volumes/devices

The five gadgets at the bottom of the window are to be used as
follows:

Save
    Will copy the current settings to ENV:ForceIcon_prefs.iff and to
    ENVARC:ForceIcon_prefs.iff, thus leading to permanent storage of
    your settings. The Prefs program will quit.

Use
    Will copy the current settings to ENV:ForceIcon_prefs.iff, thus
    leading to temporary storage. The Prefs program will quit.

About
    Displays about notices

Hide
    Will close all windows and quit the Prefs program.

Quit
    Will close all windows and remove ForceIcon (main program) from
    memory.

1.7 ForceIcon.guide/Page selection

Selecting the page you are editing
==================================

    Using the cycle gadget or the tabs at the top of the window
(according to your MUI settings), you may select which entries you are
editing. The first page corresponds to volume/devices settings, while
the second will let you edit the settings for AppIcons/Applications. As
both pages are basically identical, I will now explain the
volumes/devices page, while lining out differences to the AppIcons page.

1.8 ForceIcon.guide/Left part

Left ListView and buttons
=========================

    The ListView gadget labeled 'Used volumes/devices' ('Used
applications') at the left side of the window shows all
devices/volumes (Applications) ForceIcon will act on. This is the list
of entries you may edit. Double clicking on an entry from the list will
bring up the edit window so you may edit the selected entry (see
Edit entry).

    Every time an entry is added to the list, the list will be sorted,
so that volumes are shown first. This is due to the fact, that volumes
have a higher priority over devices, so that you may force a volume's
icon to an other position than the position specified for the device,

the volume was mounted from.

   For applications, this list will simply be sorted by names, no
priority, as it only carries one type of entry.

   Below there are three buttons for editing, these are :

Edit entry...
     Same as double clicking on an entry from the list. It will bring
     up the edit window with all the data of the selected entry (see
     Edit entry).

Copy entry...
     This will let you copy the selected entry with all the settings
     that come with it. The manual input window will pop up asking for
     a new name for the copied entry, so that no doubles will be added
     to the list (see Manual input). ForceIcon will reject to accept
     doubles.

Remove entry
     Simple, I guess. This one will remove the selected entry from the
     list of used devices/volumes. Note: There will be no warning; just
     a delete.

1.9 ForceIcon.guide/Right part

Right ListView and buttons
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   This ListView gadget labeled 'Available volumes/devices' (Available
applications) keeps a list of all available volumes/devices
(applications) currently known to the system. If a device handler
wasn't launched before the prefs program was launched, the device won't
show up in this list, ie. if you mount some devices with 'Mount=0' then
the device won't show up as long as it hasn't been accessed. You may
double click on an entry in order to copy it to the 'Used
volumes/devices' (Used applications) ListView (see
Left ListView and buttons). Again, there are three gadgets below that
ListView, which are :

Add entry
     This will act as if you have double clicked on an entry from the
     list. It will copy the selected entry to the 'Used
     volumes/devices' (Used applications) list, as long as it wasn't
     added before, ie. you may not have more than one instance of an
     entry in that list.

Add manually...
     If a volume/device isn't mounted yet (application isn't launched
     yet), you may add it's name manually using the manual input window
     (see Manual input).

Rescan list
     Will cause ForceIcon to re-scan the list of available

```
    volumes/devices (applications) in order to update the list of the
    ListView gadget.  This might be of use, when a volume/device gets
    mounted (applications is launched) after you've opened the main
    window.
```

1.10 ForceIcon.guide/EditEntry

```
Edit an entry
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    This is the window containing all the gadgets to customize an entry.
There are 16 gadgets which will be explained more in detail now.
```

```
    For 'IconPos', 'Use Icon', 'Use window' and 'Use flags' there are
three modes available. I will explain the meaning of these mode now, so
that nobody misses anything:
```

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Ignore
    This is simple. Settings for such a group will be simply ignored.
```

```
Use
    If a specific group is set to 'Use' the group's settings will be
    used for the entry.
```

```
Inherit
    This is a more sophisticated mode. For volume entries it let's you
    specify that the entry should inherit the settings of the
    corresponding device for that group, ie. you don't have to
    copy/reset all settings for volumes of a specific device. Simply
    inherit some settings. (This mode is not available for
    Applications/AppIcons)
```

```
    Example: Assume you have an entry for the device CD0:. This entry
    will use a different icon position and icon image. Now let's
    assume you have a CD-Rom you want no icon image substitution for.
    So create a volume entry and set the icon image to 'Ignore' while
    setting the icon position to 'Inherit'. This way the icon position
    of the original Disk.info will be set to what you have specified in
    the device entry, whilst the image won't be changed; the original
    image will pop up.
```

```
    NOTE 'Inherit' is only of use for volume entries. Device entries
    will act as if 'Ignore' is set when you specify 'Inherit'.
```

```
   Now to the gadgets themselves
```

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Volume (TaskName)
    This is the String gadget containing the volume's/device's name.
    Simply edit it, if you want to change the name of the monitored
    entry. Patterns for the name may be used as well (see
    Using wildcards, for more).
```

```
Type
    Allows you to change the type of entry you are editing. You may
```

choose between 'Volume' and 'Device'. Not available for
Applications/AppIcons

IconPos
    Using this gadget you may tell ForceIcon to 'patch' the position
    of the entry's Disk.info file. If selected you may use the
    Position window or the Integer gadgets to determine the position
    of the icon. If not selected, the position of the selected entry's
    Disk.info file will be set to NO_ICON_POSITION so that Workbench
    may choose a suitable location for it.

CurrentX / CurrentY
    These Integer gadgets may be used to manually set the icon's
    position. They will be updated if you move the position window.
    These gadgets won't be active as long as you don't specifiy
    'IconPos'

Position
    Using this gadget you may open the position window, a small window
    which may be moved around your Workbench in order to determine the
    position of the icon. This gadget won't be available as long as
    you don't specify 'IconPos'

Use Icon
    If you want to substitute the Disk.info of an entry, check 'Use
    Icon' and you may select an alternative Icon file.

Icon
    Using this String gadget you may set the name of an alternative
    icon which should be used in place of the original Disk.info file.
    This one can only be used as long as 'Use Icon' is active. The
    GetFile gadget at the right of the String gadget may be used to
    select an icon file using a FileRequester. Any sort of icon may
    be used. You are not restricted to use DRAWER or DISK type icons.
    Anything else will do it. ForceIcon will expand the loaded icon
    accordingly.

Use window
    If you don't like the original position/size of the volume's
    window, you may check this gadget in order to specify a new
    position and size for the window. Not available for
    Applications/AppIcons

Left, Top, Width, Height
    These Integer gadgets specify the position/size of the window to
    use for the entry. The contents of the gadgets will be updated if
    you move/size the 'Drawer window'. Not available for
    Applications/AppIcons

Window
    Using this Cycle gadget you can open/close the (demo) Drawer
    window, you may move around the screen and resize. This gadget
    won't be available as long as you don't set 'Use window'. Not
    available for Applications/AppIcons

Use flags
    You probably know the 'Show' and 'View by' menu entries from the

'Window' menu of your Workbench. These flags specify how to
display the contents of a drawer window. If you check this gadget,
you may select any possible combination from the 'Flags' gadget,
which will then be used for the window. NOTE: This function uses
undocumented features of the OS. I can not guarantee that this
function will work with future versions of the OS. Not available
for Applications/AppIcons

Flags
     Select any combination for the 'Show' and 'View by' flags. Not
     available for Applications/AppIcons

1.11 ForceIcon.guide/ManualInput

Manual input

    This window is used to manually add a new name to the list of used
devices/volumes (applications) or if you try to copy an entry. A
window will pop up containing a String gadget and a Cycle gadget. (The
Cycle gadget will not be available for Applications/AppIcons)

    The String gadget may be used to enter the new device's/volume's
name (the application's name). You may of course enter a pattern for a
device's/volume's (application's) name here (see Using wildcards, for
more).

    To determine the type of entry you are editing, use the Cycle gadget
underneith the String gadget. You may choose between 'Device' and
'Volume'. This step is necessary because ForceIcon has to know how to
deal with the entry. Not available for Applications/AppIcons, as there
is only one type of entry.

1.12 ForceIcon.guide/WildCards

Using wildcards

    For a device's/volume's (application's) name you may enter a pattern
for the ease of setting up definitions for several drives using a single
entry. All standard AmigaDOS wildcards are supported. Please consult
your user's manual to find out which they are and how to use them.

    Here are some examples:

    For setting all volumes/devices which start with "ABC" and end up
    with "XYZ" you'll enter

                              ABC#?XYZ

If you want all devices/volumes but the ones which end up with XYZ
you'll enter

~(#?XYZ)

Say you have several devices starting with FF followed by a number
which indicates the unit number (like FF0: for example). You'll enter

FF?

That's all about it. Simple, isn't it? This way you won't have to
add dozens of entries with all the same settings to the list, thus
reducing the size of the list and the time to create it.

The same applies to the names of applications.

1.13 ForceIcon.guide/Snap

Using "Snapshot" on Icons
****

You may even use "Snapshot" from the "Icons" menu of your workbench
to add entries to the list of monitored entries. Simply select an icon
of the volume you would like to add to the list or the entry you want
to update. Then select "Snapshot". Not available for
Applications/AppIcons, as there is no way to find out, whether
Workbench tries to Snapshot a normal icon or an AppIcon

NOTE 1: You have to enter the Preferences program in order to save
the changes.

NOTE 2: "Snapshot" only works for volumes which either have been
added to the list of entries before, or if the volume/device in
question is write-protected. Otherwise, ForceIcon would intercept all
attempts to capture positions of any Disk.info file written, so you
wouldn't be able to snapshot "normal" icons anymore. For imported
devices, you have to add the new entry manually.

1.14 ForceIcon.guide/MagicWB

Notes on MagicWB
****

As stated above some icons were taken from the MagicWB distribution,
created by Martin 'XEN' Huttenloher. Most of you might already know
MagicWB. If so, you may skip this part. This is only for newbies.

MagicWB is a special set of icons, fonts and patterns for an 8 color
Workbench, which will give a very impressive and professional look to
your Workbench. Due to the fact that MagicWB icons rely on an 8 color

Workbench and a special set of color settings you might have noticed
that the icons look kind of strange on your normal setup.

I strongly recommend that you get hold of MagicWB. It's simply great.

1.15 ForceIcon.guide/Thanks

Whom I must say 'thank you'
****

I would like to thank the following people

Martin Taillefer
    For answering several questions

Olaf 'Olsen' Barthel
    For suggestions and beta-testing

Ralph Babel
    For suggestions on how to implement device dependancy and for
    pointing me to a "bug".

Henning Schmiedehausen
    Who sent in the diffs for the changes he made on ForceIcon

Christopher A. Wichura
    For plenty of suggestions

Stefan "stuntzi" Stuntz
    For MUI and the nice 'Nasen' phone calls

Martin 'XEN' Huttenloher
    For the special ForceIcon icons and for MagicWB. Furthermore for
    the nice chats (Nase, Bauch)...

        ...and all the others I forgot

1.16 ForceIcon.guide/UpDates

How to obtain updates
****

    ForceIcon will be available on ADS, FRAS, FTP, and Fred Fish disks
(CDs) as soon as there is a new release available.

1.17 ForceIcon.guide/Address

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How to contact the author
*************************
```

   If you have any questions, suggestions, bug reports or anything else
you want to tell me, you may contact me under one of these addresses.

   Either use normal snail mail:

     Kai Iske
     Brucknerstrasse 18
     63452 Hanau
     Germany
     Tel.: +49-(0)6181-850181

   or reach me using electronical mail

     INTERNET: iske@informatik.uni-frankfurt.de
     COMPUSERVE: Kai Iske, 100524,1201
     FIDO: Kai Iske, 2:244/6302.11
     ZNET: KAI@SWEET.RHEIN-MAIN.DE

1.18 ForceIcon.guide/Commercial

```
We got to do a commercial, now, kids. See you after these messages
******************************************************************
```

   Well, as you are reading this documentation, I want to point you to
some other programs I wrote:

MagicCX 1.0
     MagicCX is the definite commodity/system enhancer for any Amiga
     running OS 2.x or better. It is a very powerful and flexible
     system. It incorporates many, many features known from other
     commodities, while offering new, unseen features. External
     preferences program allows full control over MagicCX. It offers a
     special module design, known from Workbench. You may install/use
     modules/functions by simply dragging them to a Modules directory,
     if not used, move them to a storage directory. Offers
     ModulesManager program for Users of OS 3.x and up. Comes with
     manuals in English and German. Localized under OS 2.1 and up.
     English, German translations available. Utilizes Installer for
     installing MagicCX to your system. Compact system installation.
     Only a few files will be spread around your system. All others are
     kept in a single directory. Only basic functions (window
     activation and such) are built into the main program. The
     remaining features were put into external modules. MagicCX comes
     with 18 (for now) different modules you may choose from. Flexible
     blanker system with two internal blankers and 8 (for now) external
     blanker modules. Utilizes powerful gadget layout library.

KCommodity 2.5a
     Multifunctional commodity for OS 2.0 and up. Includes
     window-activator, time-display in several modes and formats, alarm

function, KeyStroke-Clicker, time to environment, Window/Screen
cycling, LeftyMouse, ESC-Key can close Windows, Revision Control
System, telefone bill calculator, Screen-/Mouse-Blanker, Mapping
of german "Umlauts", PopUp Shell, AppIcon support, LeftyMouse, user
definable HotKeys. Fully controllable via ARexx-Port,Exploding
Windows, Screen Dimmer, Mouse accelerator. It incorporates the
features of several smaller tools in one whole with a "User
Interface Style Guide" compliant GUI in order to let the user have
a simple control panel for all the functions. It comes as three
different programs in order to minimize size. These programs are:
The main program (running all the time), the Prefs program (for
setting up KCommodity; only launched on demand, thus reducing
memory usage), and a special Screen grabber type program which
will be launched as soon as you hit a specific HotKey. Using this
grabber you may copy Screen/Winodow contents to a gfx-capable
printer or even to an IFF-ILBM file. KCommodity is completely
localized to nearly every language supported by the system and
even comes with a new language file for suomi.

MUIProCalc 1.4
     MUIProCalc is a MUI-based calculator much like Jimmy Yang's Calc
     3.0. It still lacks the plotter, but it offers a quite flexible
     history facility for inserting previously entered expressions.
     Different output formats offered and plenty of functions the user
     may choose from. Furthermore the look of the calculator may be
     customized. ARexx Port for ease of calculating from within an
     editor. Some functions are able to return TeX compatible output.
     Results or inputs may be copied to the Clipboard.

     MUIProCalc comes with a fancy GUI you may configure to your needs.
     Function gadgets may be flipped through using pages so that they
     don't eat up too much of space. MUIProCalc supports an
     input/output history you may configure so that you may re-insert
     previously entered expressions/results. History entries may be
     copied to a userdefiniable clipboard unit. It features various
     display/output bases such as decimal, hexadecimal, octal, and
     binary and of course calculation sizes ranging from 8 Bit to 32
     Bit width. Angles may be displayed as radians or degrees.
     MUIProCalc offers an ARexx port you may use to calc expressions
     externally. These commands are able to return TeX compatible
     output such as "1\cdot 10^{-5}". It comes with two example
     scripts for use with CED Pro.

Move 37.11
     This is not just another Move command it features more: Recursive
     directory movements (including creation of destination dir),
     pattern support, and command line flags like those known from e.g.
     C:Rename...and many, many more

Man 37.13
     This is a simple MAN command, known from UNIX systems. The
     advantage is, that it recognizes .guide files to be AmigaGuide©
     documents. MAN then uses a different viewer in order to display
     the AmigaGuide© document. Furthermore MAN recognizes TeX-DVI
     files as well, using a different viewer to display them. You may
     configure MAN using environment variables.

```
Touch 37.4
     Touch is another Unix style Touch command for the Amiga. For every
     given file (including patterns) it will set the time and date to
     the current system time and date. If a given file does not exist
     it will be created then, just the way Unix Touch handles non
     existent files.

BreakName 37.0
     BreakName is an addition to the well known C:Break command. It may
     break CLI processes by issuing either the complete path+filename,
     or simply the filename of the process to break. Useful for
     breaking from within scripts

MailQueue 37.0
     This is useful if you are running some sort of connection to the
     InterNet and if you are using SMTP to send off mails. SMTP offers
     the possibility to queue messages before sending them off.
     MailQueue will monitor your spool directory and display the number
     of queued messages. This way you may never quit a connection
     before all messages were sent off.

     All these programs may be found on AmiNet or on Fish Disks/CDs.
```

1.19 ForceIcon.guide/History

```
Program history
***************

     Revision V1.7
     -------------
     created on Mittwoch, 24.08.94 17:01:39  by  Kai Iske.   LogMessage :
      -*-  changed on Monday, 16.01.95 01:41:26  by  Kai Iske.   LogMessage :
       - Changed layout of Prefs program to standard Prefs type
         window. Except for "Create icons?" everything should
         be fine, now.
         (Suggested + Requested by : Georges Goncalves)
      -*-  changed on Montag, 16.01.95 01:19:59  by  Kai Iske.   LogMessage :
       - Added full featured AppIcon support.
         (Requested by : Georges Goncalves & Peter Källegren)
      -*-  created on Mittwoch, 24.08.94 17:01:39  by  Kai Iske.   LogMessage :
       - FIcon-Prefs requested any muimaster.library, even though
         V7 was minimum!

     Revision V1.6
     -------------
     created on Tuesday, 31.05.94 00:36:05  by  Kai Iske.   LogMessage :
      -*-  changed on Freitag, 19.08.94 00:59:59  by  Kai Iske.   LogMessage :
       - Using ForceIcon you may even "SnapShot" Disk icons now.
         Use SnapShot and then select SAVE from the Prefs program
      -*-  changed on Donnerstag, 18.08.94 19:31:04  by  Kai Iske.   LogMessage :
       - No more quit requesters will be shown
         (Requested by : Bernhard Moellemann)
      -*-  changed on Donnerstag, 18.08.94 19:12:10  by  Kai Iske.   LogMessage :
       - You may now even enter relative coordinates (relative to
```

```
     Workbench Screen's width/height) for the icon's position.
     This is accomplished through negative values for
     IconX/IconY
     (Requested by : Bernhard Moellemann)
 -*-  changed on Donnerstag, 18.08.94 18:46:52  by  Kai Iske.   LogMessage :
  - IconPosition window is smaller now
     (Requested by : Bernhard Moellemann)
 -*-  created on Tuesday, 31.05.94 00:36:05  by  Kai Iske.   LogMessage :
  - Sort routine could create enforcer hits!


Revision V1.5
--------------
created on Wednesday, 13.04.94 15:15:29  by  Kai Iske.   LogMessage :
 -*-  changed on Tuesday, 24.05.94 15:02:04  by  Kai Iske.   LogMessage :
  - Width/Height for Drawer window were handled the
     wrong way. (Swapped)
     (Reported by : Juergen Zeschky)
 -*-  changed on Tuesday, 24.05.94 14:59:44  by  Kai Iske.   LogMessage :
  - The Drawer window wasn't updated, when one changed the
     Integer gadgets
 -*-  changed on Tuesday, 24.05.94 14:58:44  by  Kai Iske.   LogMessage :
  - When opening the Position window, it's position was always
     set to the position which was specified when the EditEntry
     window was opened, thus no intermediate changes were
     reflected. Same applied to the Drawer window
     (Reported by : Michael 'Mick' Hohmann)
 -*-  changed on Wednesday, 13.04.94 15:25:11  by  Kai Iske.   LogMessage :
  - Added note about AmiCDROM 1.9 to the docs
     (Suggested by : Manuel Fischer)
 -*-  changed on Wednesday, 13.04.94 15:21:25  by  Kai Iske.   LogMessage :
  - Added note to docs about disks not containing a Disk.info
     file. READ THIS!
 -*-  created on Wednesday, 13.04.94 15:15:29  by  Kai Iske.   LogMessage :
  - Position window wasn't moved, when user changed the
     contents of the integer gadgets (IconX/IconY)


Revision V1.4
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created on Saturday, 19.02.94 01:27:31  by  Kai Iske.   LogMessage :
 -*-  changed on Thursday, 24.03.94 16:43:23  by  Kai Iske.   LogMessage :
  - EditEntry window's cycle gadgets (IconPos, UseIcon etc..)
     are volume type senstive now, ie Ignore,Use,Inherit will be
     available when Type is set to "Volume",  while Ignore and
     Use are available when editing a device.
     (Suggested by : Christopher A. Wichura)
 -*-  changed on Wednesday, 23.03.94 12:49:17  by  Kai Iske.   LogMessage :
  - Inheritance of device settings is individually controlled
     for every entry through a cycle gadget, so that you may
     tell which items to inherit and which to ignore, or use.
     (Requested by : Christopher A. Wichura)
 -*-  changed on Tuesday, 22.03.94 23:19:46  by  Kai Iske.   LogMessage :
  - You may now force Window size/position and flags
     (display flags)
     (Requested by : Christopher A. Wichura)
 -*-  changed on Tuesday, 22.03.94 18:32:58  by  Kai Iske.   LogMessage :
  - The ListViews will show volumes in white color now, so
     that you may distinguish whether an entry is a Volume or a
```

```
      Device
-*-   changed on Saturday, 19.03.94 17:58:56  by  Kai Iske.   LogMessage :
 - Diskobject for Iconify Gadget will obtained from the
   program's icon
-*-   changed on Saturday, 19.03.94 17:52:54  by  Kai Iske.   LogMessage :
 - Added online-help support
-*-   changed on Saturday, 19.03.94 17:17:15  by  Kai Iske.   LogMessage :
 - Made behaviour of obtaining settings from a device entry
   for a volume entry switchable from ToolTypes/commandline
   options.
-*-   changed on Saturday, 19.03.94 16:24:58  by  Kai Iske.   LogMessage :
 - ForceIcon will use memory pools for allocations now.
-*-   changed on Saturday, 19.03.94 16:23:41  by  Kai Iske.   LogMessage :
 - For volumes, for which some flags aren't set (like IconPos or
   UseIcon) ForceIcon will take the settings of the device
   the volume resides in as long as it is a) defined and b)
   the missing flag is set there.
   (Suggested by : Christopher A. Wichura)
-*-   changed on Saturday, 19.03.94 15:43:18  by  Kai Iske.   LogMessage :
 - DiskChanges on startup protected by Semaphore
   (Suggested by: Christopher A. Wichura)
-*-   changed on Saturday, 19.03.94 15:42:06  by  Kai Iske.   LogMessage :
 - LoadPrefs() protected by Semaphore
   (Suggested by: Christopher A. Wichura)
-*-   changed on Thursday, 17.03.94 18:24:44  by  Kai Iske.   LogMessage :
 - If you quit the EditEntry window using "OK", ForceIcon_Prefs
   will send a disk change to the device in question...
 - Improved semaphore locking mechanism. Chris didn't like it,
   so I changed it, even though I can't see his point (for now)
   (Requested by : Christopher A. Wichura)
-*-   changed on Wednesday, 16.03.94 22:23:30  by  Kai Iske.   LogMessage :
 - Added FlushMemory switch/tooltype
 - Only devices in the list (or their volumes) will get a
   disk change on startup now
   (Requested by : Christopher A. Wichura)
-*-   changed on Wednesday, 16.03.94 22:22:13  by  Kai Iske.   LogMessage :
 - Added server prefs concept. ForceIcon is a simple program
   now, w/o any GUI. A seperate Prefs Editor has been added
   (using MUI) to configure ForceIcon.
 - Rearrangement of List after editing an entry didn't work
-*-   changed on Saturday, 12.03.94 19:32:33  by  Kai Iske.   LogMessage :
 - Again changed the routine for getting the list of available
   volumes/devices
   (Suggestions by : Ralph Babel)
-*-   changed on Saturday, 12.03.94 19:31:48  by  Kai Iske.   LogMessage :
 - Didn't convert a string to upper-case before calling
   ParsePatternNoCase(). This has to be done for OS 37
   Systems.
   (Reported by : Christopher A. Wichura)
-*-   changed on Saturday, 12.03.94 14:23:12  by  Kai Iske.   LogMessage :
 - Added special code to check for block mounted devices.
   (Supplied by : Christopher A. Wichura. Thanks Chris)
-*-   changed on Thursday, 10.03.94 14:23:11  by  Kai Iske.   LogMessage :
 - When adding a new item to the list, another entry could
   loose the settings for the IconPos gadget. This was due to a
   bug in the sorting routine. Fixed
   (Reported by : Mark 'TheMug' Rose)
```

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     -*-   changed on Thursday, 10.03.94 14:02:35  by  Kai Iske.   LogMessage :
      - Patterns for Volumes and Devices supported now
     -*-   changed on Sunday, 06.03.94 17:38:53  by  Kai Iske.   LogMessage :
      - When launched ForceIcon will now make all connected disks
        disk change, in order to reposition the icons. This way you
        may launch ForceIcon from within your WBStartUp now
        (Requested by : Henning Schmiedehausen)
     -*-   changed on Sunday, 06.03.94 17:20:31  by  Kai Iske.   LogMessage :
      - Enforcer Hit for illegal Locks fixed
        (Changed by : Henning Schmiedehausen)
      - Windows will pop up on default PubScreen now
        (Changed by : Henning Schmiedehausen)
     -*-   changed on Sunday, 27.02.94 17:52:56  by  Kai Iske.   LogMessage :
      - More security checks when removing patches
        (Requested/Changed by : Henning Schmiedehausen)
     -*-   created on Saturday, 19.02.94 01:27:31  by  Kai Iske.   LogMessage :
      - ForceIcon didn't clone all of the window's flags
      - For some icon-substitutes, ForceIcon didn't clone anything
        (Reported by : Michael 'Mick' Hohmann)


   Revision V1.3
   --------------
   created on Sunday, 02.01.94 15:31:32  by  Kai Iske.   LogMessage :
     - Code cleanup
     - Partial rewrite of docs


   Revision V1.2
   --------------
   created on Tuesday, 07.12.93 18:10:09  by  Kai Iske.   LogMessage :
     - Entries may be copied now


   Revision V1.1
   --------------
   created on Tuesday, 02.11.93 23:11:14  by  Kai Iske.  LogMessage :
    -*-   changed on Saturday, 27.11.93 02:12:59  by  Kai Iske.   LogMessage :
     - Recompiled using SAS 6.50
    -*-   changed on Saturday, 20.11.93 18:14:21  by  Kai Iske.   LogMessage :
     - ForceIcon will adopt the orig. window position and size now.
       (Suggested by : Michael 'Mick' Hohmann and me)
    -*-   changed on Saturday, 20.11.93 18:03:08  by  Kai Iske.   LogMessage :
     - Icons weren't positions as set with the Position window.
       (Reported by : Michael 'Mick' Hohmann)
     - Misleading explanation removed from docs
       (Reported by : Michael 'Mick' Hohmann)
    -*-   changed on Saturday, 20.11.93 17:33:51  by  Kai Iske.   LogMessage :
     - The X/Y coordinates may be set manually, now.
       (Requested by : Michael 'Mick' Hohmann)
    -*-   changed on Saturday, 20.11.93 17:24:20  by  Kai Iske.   LogMessage :
     - Edit Entry window's gadget used 'I' twice
       (Reported by : Michael 'Mick' Hohmann)
    -*-   changed on Thursday, 11.11.93 18:43:27  by  Kai Iske.   LogMessage :
     - You may now tell ForceIcon not to patch the position, but
       rather let WB chose a good place. (Good when importing
       volumes via network)
    -*-   changed on Tuesday, 02.11.93 23:23:00  by  Kai Iske.   LogMessage :
     - ListView gadgets weren't adjusted for OS 2.x. - Should check
       for OS 2.x sometime ;)
```

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        (Reported by : Bernhard Moellemann)
     - Changed needed Versions of some libraries from 37 to 36
   -*-   created on Tuesday, 02.11.93 23:11:14  by  Kai Iske.   LogMessage :
     - If there wasn't a filename for the Icon-File the
       FileRequester sometimes showed a weird Drawer-Name
       (Reported by : Dirk Federlein)


  Revision V1.0
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  created on Wednesday, 20.10.93 17:19:27  by  Kai Iske.   LogMessage :
   -*-   changed on Thursday, 28.10.93 17:35:28  by  Kai Iske.   LogMessage :
     - Suggestions for device dependancy by Ralph Babel
     - Bug "found" by Ralph Babel
     - Pos window used to open on default pubscreen, not on WB.
       (Reported by : Bernhard Moellemann)
   -*-   created on Wednesday, 20.10.93 17:19:27  by  Kai Iske.   LogMessage :
       --- Initial release ---
```