

NewMode_E

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Chapter 1

NewMode_E

1.1 NewMode - English manual

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```

(Where no screen has gone before...)

Version: 3.1

The NewMode chapters:

Why NewMode
Information about NewMode

News
About the new version

Copyright
Copyright information

Installation
How to install NewMode

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1.2 NewMode - English manual

*** Just why NewMode ? ***

NewMode is a utility which makes it easily possible to promote screens which are not opened the way you like it. NewMode 'hangs' into the OpenScreen and OpenScreenTags procedure, changes the parameters to your favourites (e.g. screenmode, number of colours, position, size, overscan...) and then opens the screen using the changed parameters.

So it is possible to assign an 800*600 graphics card screen mode to a text program, which usually only offered the screenmodes 640*256 and 640*512.

NewMode enables these changes in a simple way, as a kind of a screen mode requester appears before opening the screen, in which you can perform your changes.

Here it is time to tell the concept of NewMode. NewMode works program-orientated, i.e. that NewMode promotes the program's screens, as if you give each of your programs an new and capable screenmode requester.

Now there are different screen promoters working screen-orientated. Here, for example, all PAL:HiRes screens are promoted to NTSC:Hires. This is not NewMode's job and it won't become. Think about it: You can promote any screen the way you want- You achieve the same in a slightly different way.

Which emphasizes NewMode:

- NewMode recognizes the programs primary by their names. Additionally, e.g if a program opens more than one screen, NewMode recognizes screen names, screen data or the function having opened the screen.

So you have a great palette of characteristics to recognize screens.

- Simple Intuition user interface, no confusing and hardly understandable script files. NewMode is similar to Workbench preference programs.
- Choose your screenmode using a filter function making the search faster and easy to handle.
- NewMode becomes visible anytime a screen is opened, or when an unknown screen is opened, or simply not at all (thus capable to promote screens).
- A multi-purpose comparison option enabling to compare the single characteristics (program name, screen title, screen data). You can even define the number of characters of the screen title, which NewMode shall compare.

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*** What's new ? ***

Comparing this version with former ones, a number of things have been changed, as there are:

- Both `OpenScreen()` and `OpenScreenTags()` and even `OpenScreen` with `ExtNewScreen` structure and screens with a `CustomBitmap` (with some restrictions) are promoted now
 - Locale support
 - Font adaption
 - A new simpler and more understandable user interface
 - completely re-entrant, i.e. there can be promoted more than one screen simultaneously
 - NewMode will activate `Autoscroll` itself, if the screen is larger than the visible area
 - Promotion can be (de)activated for each entry
 - Comparison of program name (NEW), screen title or screen data
 - More screen data is included for comparison
 - User mistakes formerly leading to dead-ends are now intercepted in time
 - This manual as a Guide file
-

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*** Copyright ***

NewMode V3.1 (Amiga) -
© 1992-94 by Andreas Linnemann, Ringstraße 26, D-27313 Dörverden-Barme

NewMode is freely distributable, but the only copyright still belongs to Andreas Linnemann. This means that NewMode may be freely given for private usage, if there is not taken more than a copy fee. This fee must not be more than 5 DM or \$5 US.

NewMode can be included into Public Domain series, for example the AmigaLibDisk (Fred Fish), SaarAG ... This includes the CD-ROM versions of these series.

Any commercial publication or usage of NewMode and the corresponding files is prohibited. This is only possible with my written permission.

There is no guarantee for NewMode to work 100% correctly. Usage of NewMode at your own risk. The author can not be taken responsible for any damage caused using NewMode.

Barme, 29.03.1994

Andreas Linnemann

(program author)

1.5 NewMode - English manual

*** Installing NewMode ***

At first there are the following requirements:

- You are using Operating System 2.04 (37.175) oder higher
- Your Workbench is installed correctly

If you have been using NewMode V1.x or NewMode V2.x, you can not use your old configurations with this version I'm afraid. The lots of changes make it nearly impossible to convert the files. You will have to promote your programs once again. It will pay !

There is not much to say about installing NewMode. Simply take care that NewMode is called once when booting from Workbench, as it must be always active to work properly.

The easiest way to install NewMode is to pull the NewMode icon into the "WBStartup" drawer of your Workbench. Using the

Tooltypes

you can

you can change NewMode's basic configuration. Using Workbench 2.1 or

higher, you can adapt NewMode to your language. Copy the right catalog into LOCALE:catalogs/<language>/ of your Workbench. NewMode uses the english language, if it does not find a catalog.

If you want to use NewMode effectively, it must be active in the background (like a screenblanker). If NewMode is started being already active in the background, the main window is opened and pushed into foreground.

You can also include NewMode into your User-Startup. Then you must add the CLI parameters according to the

Tooltypes

. Simply enter "NewMode ?" and

see the given parameter list.

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*** Tooltypes ***

Here follows a list of the NewMode tooltypes, with which you can change the basic parameters. These tooltypes (except DONOTWAIT) can be taken as CLI arguments, e.g.

run >NIL: c:NewMode CX_POPUP CX_POPKEY="CONTROL ALT n"

DONOTWAIT

If NewMode is started from WBStartup, you should enter this tooltype, so that Workbench continues working and does not wait for NewMode to finish working.

CX_POPUP=<yes/no>

Here you can make NewMode's window pop up if NewMode is started.

CX_POPKEY=<key>

This tooltype defines the key combination to pop up NewMode's window. Default is "LAlt n". More information about popkeys are found in your Workbench manual.

CX_PRIORITY=<x>

For <x> you can adjust the Commodity priority of NewMode. If two Commodities use the same popkey, the one with the higher priority is opened. Default is "CX_PRIORITY=0"

DEFAULTFONT

If you have problems with the automatic font adaption, you should activate this tooltype. NewMode will use the font "Topaz 8" in all its windows.

MENUENTRY=<name>

Using this tooltype you can make NewMode appear in your Workbench "Tools" menu. Default is "NewMode". This tooltype is deactivated when set into brackets.

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*** The Main Window ***

The main window will be opened, e.g if you press the Hotkey or choose the Tools menu entry. Here you can change NewMode's behaviour or re-edit the programs (screens) you have already promoted. From this window you also can save (or even load) the configuration. Here's a list of the functions in this window.

Programs (list):

All known programs are found in this list.

Edit:

Press this button to change the parameters of the selected screen in the

Edit window

Caution: If you finished your changes in the Edit window and then re-enter the Edit window, your changes will be active, even if the window is still opened.

Remove:

Removes the entry from the program list.

Screens promote/do not promote:

These buttons offer a simple possibility to deactivate NewMode for a short time. If 'promote' is active, NewMode will promote all screens in the way it is defined in it's list and for which promotion has been permitted in the

Edit window

If 'do not promote' is activated, screens will be opened in the normal way, no screen data will be changed. NewMode removes the patch for this purpose.

Ask for

no screen:

NewMode will only become visible if it is intentionally opened pressing the Hotkey or choosing "NewMode" at Tools Menu.

new screens:

NewMode opens the
Edit window
if screens are
opened which don't appear in the program list.

all screens:

Whenever a new screen is opened, NewMode will open the
Edit window

Save:

Closes the main window and saves the current data in the config file. Self-evidently your changes are active

Use:

Closes the main window and activates the last changes. Does not save your changes ! After a reset your changes would be lost.

Cancel:

Closes the main window and rejects all changes (the same as pressing the close gadget)

Pull-Down-Menus:

In the Pull-Down-Menu you find some more functions which can only be accessed using the Pull-Down-Menu. The relating key combinations are given in brackets.

Project:**Open...:**

Here it's possible to open a different-named config file. So you can use more than one config file. A file requester is therefore opened. (right Amiga - O)

Save as...:

You can save your current data using a different name (a file requester is opened). See also "Open...". (right Amiga - A)

About...:

Information considering program and author.

Quit:

The only possibility to remove NewMode from memory (except of using Exchange) (right Amiga - Q)

Edit:**Last Saved:**

Opens the last saved configs (rejects your current changes!)

Restore:

Rejects all changes and rebuilds NewMode to the same status which was present when you opened the main window. Equals "Cancel", but the main window remains open (right Amiga - R)

The expert surely noticed similarities to the Prefs-files. But NewMode is ONE program, and it is not split into Prefs and Work program. So please do not copy it into the Prefs directory to prevent misunderstandings.

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*** Edit window***

In the edit window you can see and change the screen data of the selected program list entry. Parameters like screenmode, position, size, number of

colours and overcan mode can be changed. Here is a list of functions in the edit window:

Programname:

Here you can change the name of the list entry, but it is just a help for you to keep survey. Default is the name of the program having tried to open a screen.

Promote:

- Yes: Promote this screen
 - No : Do not promote this screen
- (not all functions are so complex...)

Mode filter:

Makes it possible to reduce the shown screenmodes according to certain characters:

- Standard: Lists all available screenmodes.
- Workbench: Lists all screenmodes compatible to Workbench.
- Extra Half Brite: Lists only ExtraHalfBrite (EHB) modes.
- Hold And Modify: Lists only Hold and Modify (HAM) modes.

Screenmode:

Lists the available screenmodes and enables the choice of a new screenmode for the current program list entry. Here it can occur, especially with screens with a "Custombitmap", that not all modes are available for a program. In this case these modes are removed from the list.

?(question mark):

Types information about the current screenmode

Colors:

Defines the number of colors a screen can use. This gadget can not be changed with screens with a Custombitmap.

Position:

Here you can change the horizontal and vertical position of the screen:

- Default: Takes the position given by the program
- H-Center: Centers the screen horizontally (x-positioned)
This is only possible in Overscan/AutoRoll mode
- Custom: Enables the definition of a custom position in the number gadgets "Left" (horizontal position) and "Top" (vertical position).

Size:

- Default: Takes the size given by the program.
- Screen: Takes the size of the selected screenmode including Overscan.
- Custom: Enables the definition of a custom size in the number gadgets "Width" and "Height".

This funtion is disabled if screens with a Custombitmap occur.

If you enter your own size, it may occur that the screen is bigger than the size your monitor can currently display. An example would

be a 1024*1024 screen in an Euro72 mode. In this case NewMode automatically activated Autoscroll mode. If you touch the screen borders with the mouse pointer, the screen will scroll to show the "invisible" parts of the screen. This function is found as the "Autoscroll" switch in the "Screenmode"-Prefs.

Overscan:

Enables the selection between the following overscan modes:

- Text size
- Graphics size
- Maximum size
- Extreme size

Text- and graphics size for a screenmode can be changed in the "Overscan" prefs.

Use:

- if the window was automatically opened: changes the screen parameters the way you selected them and opens the screen with these changes; takes the screen into the program list
 - * HINT: You should then and when open the main window in order to SAVE your changes... *
- if opened by pressing "Edit": Takes your changes into the list and returns you to the main window.

More options...:

Opens the options window of the edit window. This was needed because all functions did not fit on the edit window (considering the users still working on a 640*200 screen).

Cancel:

- after auto-opening: Open the screen without any changes
- after opening by pressing "Edit": Do not take changes into the list and return to the main window

This time:

(only available with auto-opening): Opens the screen considering changes, but does not take any changes into the program list; your changes will be lost. Excellent for trying out some possibilities.

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*** More options ***

Now one more window offering some special options is opened:

Compare:

- Program name: identifies the screen using the file name of the program having opened the screen; please do not change the file name later, or NewMode won't be able to identify the screen in this way any more. The file name is shown below.

- Screen name: identifies the screen by comparing its title.
You can also specify the number of characters to be compared.
So many characters are displayed below (followed by an arrow).
If the screen is untitled, this option will be deactivated.
- Screen data: identifies the screen comparing the other
screen data (solution, mode, color depth ...). Solution and
depth are shown below, but showing more data would have
exceeded the space of this window.

Generally it is the easiest way to identify a screen comparing the file name, unless you keep renaming your files or the file name is changed by the program. For this case, the other options are available.

Use font 'Topaz 8':

Forces the screen to use the font "Topaz 8" (mainly for older programs which do not yet support different fonts).

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*** One standard example using NewMode ***

This part of the manual is written to simplify the usage of NewMode to the beginner and will surely also help the advanced user.

The following situation: You are the proud owner of a new graphics card and could not yet force your text program to open its working screen using one of the beautiful screenmodes your graphics card offers; it just used Standard PAL-HiRes. NewMode now makes it possible to define the screen mode which your text program shall use.

Now proceed in the following way: Install NewMode (take care that it is always activated), and call its main window (normally by pressing the left Alt key and "N". Now switch "Ask for" to "new screens" and press "Use". Please start your text program. If it tries to open a screen, NewMode will prevent this and open its edit window instead. Switch the mode filter to "Standard" and select a screen mode of your graphics card (e.g 800*600). If you want to use the full size of the selected screenmode, switch "Size" to "Screen". If "Size" would be switched to "Default", the screen would be opened in the same size which the program would have used without NewMode's intervention.

Call "More Options" now and switch "Compare... program name". Please do not rename your text program after this step.

Back in the Edit window, press "Use" (just for fun). NewMode takes your changes into the list and opens the screen with these changes. Look what has been changed, leave the program and call NewMode again (Hotkey or Tools entry). You will find the entry with the text program containing your changes in the program list. If the screenmode did not satisfy you or if there were problems with the program, select the entry and press "Edit". Now you can once again change the parameters. By pressing "Use" your current changes will be taken into the list.

Finally you should switch NewMode "silent" by switching "Ask for"... "no screens". Now NewMode will never open its edit window if you don't want it, but the text program screen will still be promoted. Otherwise NewMode would come into view anytime your screen blanker becomes active and so on, and something like this can make people nervous. Please take care that "Screens... promote" is activated.

If you want to do the same with other programs, proceed in the same way.

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*** Problems and their solutions ***

Here you can find some vital hints to cope with problems occurring during the work with NewMode. The following passage contains frequently asked questions, their cause and their solution, of course.

Problem : Starting NewMode, the error message "Can't open config file" occurs.
Cause: NewMode is trying to load the configuration file from "ENVARC:", although it has not been generated yet.
Solution: Open the main window by pressing the Hotkey (default is "LAlt n"). Click on the "Save" gadget then. The config file is now generated, and the error message won't occur any more.

Problem: The program "RTPatch" cannot be started.
Cause: Unknown. This error was reported only once to me.
Solution: Make sure that RTPatch is started before NewMode is run. (e.g. in the UserStartup). This should work.

Problem: NewMode does not offer all screen modes.
Cause: NewMode contains an "intelligent mode filter". If a screen mode does not have the characteristics to satisfy the program, it is removed from the list.
Example: A program opens a screen and uses a custom bitmap with 16 colors. Here you can't change the number of colors. If you have an Amiga offering "only" the ECS Chipset, the modes offering less than 16 colors (e.g. Multiscan: Productivity) are removed from the list.
This is only one example. Showing all possibilities would exceed the space of this manual. This way is needed to prevent your machine from hanging up by choosing an incompatible screen mode.
Solution: Go and get an AA Amiga or buy a graphics card.

Problem: The number of colors or the size of the screen cannot be changed in the edit window.
Cause: The program uses a custom bitmap. These parameters cannot be changed in this case.
Solution: None.

Problem: The edit window is opened when promoting a screen, but the screen isn't opened. In some cases, an error message (e.g. "Can't open

screen" is issued.

Cause: The program needs a screen with certain characteristics. As you changed them, the program can't open the screen any more.

Solution: Frequently the screen size is the cause of these errors. Try to set the screen size in the edit window to "Default". Due to my experience, this method helps in 80 percent of the cases.

Problem: NewMode comes into view if the screenblinker becomes active.

Cause: NewMode definitely **IS** a screen promoter, and as screen blankers usually open a screen, NewMode tries to promote it, if "Ask for new screens" or "Ask for all screens" is active.

Solution: Take the screen blinker into your list and turn "Promote" in the edit window to "No". Make sure that you turn on only "Compare program name" in the options window, as modern screen blankers keep changing the screen values.

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*** Thanks! ***

Here I want to say thanks to the following persons, who took part in the development of NewMode:

At first there is the NewMode Team (except of me) - Tom Kuhlenkamp and Stefan Schmidt. Worrying about the surroundings of NewMode, they took a big burden from me. Tom designed the manual and translated it into English (yes indeed!). Stefan manages the support, i.e. he cared for beta testers and supplied them with new version. The bugs and complaints were given to me then. Both of them tested NewMode very carefully, of course.

The beta-testers should be also mentioned here, who told me or Stefan some bugs or improvement suggestions. These are mainly: Marco Krause, Stefan Raudonis, Manfred Güntner, GIO (?!), Mario Kemper, Stephan Lichtenhagen, Lars Erhardt, Thomas Rotter, Kai Posadowski, Michael Busse, Maik Wieland, Martin Schulze, Mark Ziegeweid, Ulrich Flegel, Elmar Berlik, Frank Busse, Bernd Neudecker and many more...

About Marco Krause I'd like to say, that he helped me very much referring to SAS/C and the Amiga Operating System and brought NewMode forward in a special way. (... he mainly takes attention to a StyleGuide conform programming, which I couldn't satisfy (yet ?) 8-))

I give thanks to Stefan Raudonis and his BBS "COSMOSBOX", which "connected" me to Z-NETZ.

Thanks to "AmigaSpezial" magazine, especially to the author of the workshop about NewMode V1.1, Frank Gärtner. This excellent workshop was published in 3/94 on the pages 77/79.

As a Star Trek fan I'd like to thank Gene Rodenberry for the wonderful science-fiction world he created. Unfortunately he died already. I hope that Star Trek is continued according to his ideas.

Enjoy NewMode everyone who needs and uses it...

Andreas Linnemann

(programm author)

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*** Adresses/support ***

If ypu have problems using NewMode, need a newer version oder have hints about NewMode, you can contact us whenever you want.

Please take into view, however, that this all is only a hobby of us, i.e. we are not interested in spending a fortune for disks and postage. So please have comprehension that letters are only answered if you enclose a correctly stamped and addressed envelope (requesting a new version also a disk).

Written requests (mail) please to:

Andreas Linnemann, Ringstraße 26, D-27313 Dörverden-Barme (GERMANY)
EMail: andreas@cosmos-l.north.de

(Function: program author)

Requests via EMail / BBS please to:

Stefan Schmidt, Meisenweg 1, D-27313 Dörverden-Wahnebergen (GERMANY)
EMail: clausi@concept.north.de
BBS : Cosmosbox, User: CLAUDI, Ports: see below.

(Function: support, supporting beta testers, tests)

Requests in conjunction with this manual:

Tom Kuhlenkamp, Ritzenberger Weg 18, 27337 Blender (GERMANY)
EMail: tomcat@cosmos-l.north.de

(Function: documentation, tests)

You will find newer versions in this BBS:

Cosmosbox, D-27299 Langwedel, Modem +49 4232 3679 oder
+49 4232 8009
ISDN X.75 +49 4232 94040 oder
+49 4232 94041

1.14 NewMode - English manual

*** The history of NewMode ***

(...or the story of the to guys who marched away to buy a Hires Denise)

Once upon a time, at the beginning of 1992, a hobby programmer and his friend marched away to buy a Hires Denise after having bought and installed OS 2.04. After buying and installing it they had to see that hardly any program dared to support those new excellent (in those times) solutions and screen repeat frequencies. Then the friend said: "You could write a screen promoter to solve this problem..."

The hobby programmer was me, and so I created NewMode.

V0.1- First published version, which was developed, because there were
V1.1 no reasonable screen promoters then the ECS chipset was published. The basic concept for NewMode was constituted: NewMode orientates to the screenmodes of the PROGRAMS and not, like other screen promoters, to the screenmode itself. NewMode does NOT promote PAL:Hires to NTSC:Hires, but is promotes the screemode of a program. This basic concept was continued until today.

V2.0b- Published in a "small circle" only. NewMode consisted of two
V2.02b programs now, a patch and a prefs program. Unfortunately I overloaded the program with too many wishes from the users, so that the patch itself was put into the background. But this version worked well, and it had the decisive advantage, that also the OpenScreenTags function was promoted. I had lots of other things to do in those times, I bought a new machine (an Amiga of course) and was busy with a new compiler version. After having installed a graphics card, and NewMode users kept screaming for a new version, I began writing a new version after having planned it carefully...

V3.0a- Completely new programming. Experience I collected during
V3.0b8 programming and new OS versions (2.1, 3.x) required a new program. Completion of the basic functions.

V3.0 Completion of the version to be published: 3.0.

V3.1 Bug in catalog and in the commodity functions fixed. The main window has a zoom gadget now.