08cf2e50-0

Hermes Trismegistus

COLLABORATORS

	TITLE : 08cf2e50-0		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Hermes Trismegistus	August 9, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

08cf2e50-0

1.1 MCP v1.30 (mcpguide v1.40e)

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Document last changed: September 16, 1997

Introduction What MCP is and does.

Installation How to get going?

System Requirements What you need to make MCP work?

Usage Important read!

Features The buttons and gadgets

1.2 Authors

AUTHORS:

Main Authors: -------------

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Additional Authors: -------------------

Vincent Schöttke Soeren Sonnenburg

Phone: +49-[0]3322-3202

Support BBS

If you don't have a modem or an E-Mail-address, you can, of course, write or call us. Unfortunately we can't send new versions via postal letters, because of money reasons.

1.3 Bug Reports

BUG REPORTS:

Since we are not perfect and all first versions have BUGS, we would be very happy to hear about any ERRORS. Of course we're strongly interested in running MCP on all machines BUG-free. Thats why we are grateful about any objective criticism. But, before you send us a BUG report please ask yourself the following:

* Has the MCP been installed properly?

* Are ALL system requirements fulfilled?

* Have you removed ALL programs, doing the same or nearly the same thing?

* Has the MCP-config file been changed only with the Prefs-Program

(changing by hand is not recommended and may be "deadly" if not done

correctly!)?

If you can answer all the questions with a simple "YES", you may tell us the BUG. A highly exact description of it is very important. The more exact the bug description the more quickly the BUG may be removed! If someone, who's not registered, finds a BUG, you must also report your system-configuration (type of machine, processor, kickstart; see the Registration Form section) and the version number of MCP. This report should be sent to one of the authors .

NOTE: Every mail will be read and probably answered !!

1.4 Developer

DEVELOPER:

We invite any programmers to volunteer to code small parts for themselves and for us. For instance, a Pointer-Prefs-Program for the 16 color pointer or a new function for MCP.

Unfortunately we have no time to code such programs ourselves. That's why we would be happy for any help offered. If anybody wants to code himself, you should contact one of the authors and we will send you special developer information.

1.5 Distribution

DISTRIBUTION:

MCP is FreeWare! It's really a great program, but it isn't released as ShareWare. Nowadays everbody makes his program ShareWare. What's up guys? Don't make money! Make good tools!

You are free to distribute MCP as long as the original archive is kept in tact. Commercial use or its inclusion in other software packages is expressly prohibited without prior contsent from the Authors . You are not allowed to make money with the distribution of MCP, especially the selling price of the disk with MCP may not be higher then $5 or the same amount in other currency respectively, with the exception of disks from Computermagazines.

1.6 Features

FEATURES:

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

SAVE * USE * TEST * CANCEL

ACTIVATE ON WORKBENCHTITLE

ALERT-HISTORY

ALERT-TIMEOUT

APPCHANGE

ASSIGNPREFS

ASSIGNWEDGE

AUTOMOUNT

BORDERBLANK

CACHEFONT

CAPSSHIFT

CHANGE WORKBENCHTITLE

COPYMEMQUICK

CRUNCHPATCH

CYCLETOMENU

DEFAULT PUBSCREEN

DOS-WILDSTAR

FONT SEARCH

FORCE HIRES POINTER

FORCE NEWLOOK-MENUS

FORMAT PROTECTION

FRAMEIHACK

HOTKEYS

LEFTYMOUSE

LIBRARY SEARCH

LOCK PATCH

MAPUMLAUTS

MEMORY PATCH

MOUNT HAPPY-ENV

MOUSE-SPEEDER

NEW GADTOOLS

NEW TOOLTYPES

NEWEDIT

NO CAPSLOCK

NO DISPLAYBEEP

NO ICONBORDERS

NOGURU

NOTOPAZ

PATCHMATH

PATCHOPENWB

PATCHRGB32

POINTER BLANKER

POINTERPATCH

POWER SAVER

PROCESSOR

PUBMODES

QUICKDRAW

1.7 FixJump

FixJump V1.0

(C) Copyright 1997 by ALiENDESiGN

Introduction:

This program will fix all problems with jumping bootpictures.

Installation:

Start it before your bootpicture program and after the needed monitors in your startup-sequence. It's not allowed to open a screen before the FixJump command and, therefore, it's recommended to start the needed monitors, then call 'FixJump' and then start the Picviewer.

For Example:

...

Devs:Monitors/Multiscan

C:FixJump

C:OpenAWS

.... all other calls follow here

How does it work:

It will set the right overscan values in all started monitors. It only loads the overscan.prefs out of the ENVARC:.

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E-Mail: zerocom@cs.tu-berlin.de

1.8   History of Guidefile

History of Guidefile

(The english and german guide are written by Hermes Trismegistus)

0.90 First rough draft.

1.00 First offical release to developer.

1.10 Some link errors fixed.

1.20 Added updated history file for MCP104.

1.30 Added new improved German to English translation to guidefile.

Used 3.0 guidefile code (as I got new ROMs).

Added bold, italic, wordwrap.

Added many new buttons and links to accommodate new text.

Removed "AlienDesign" logo on front page because backslash was

messing up the internal amigaguide 3.0 format codes.

Included "AConv" program to change 3.xx code to 2.xx code.

1.31 Added updated history file from MCP105beta.

Added "Force NewLook-Menus" link to guide.

Added "Index" link to guide.

Removed nasty space-errors using "HeddleyFix" (to be used with all

subsequent guides).

1.32 Added new "AlienDesign" Logo with added code to circumvent 3.0

guidefile format quarks.

Added "WorldMap" link.

Added "GuideFile History" link.

Removed guide wordwrapping as it seems to be messing up.

Fixed "MCP Manual Config" page as the wordwrapping from the

previous version messed it up.

Added updated MCP105 history file

Added "FixJump" program to support programs section

Added "One Req" link to guide

1.33 Fixed messed up Liability Section

Inserted last minute doc changes from programmers

Fixed several truncated pages (Have no idea why this happened?

Possibly from E-Mail transfer of guide to developer.)

Added Quick-Jump Page-lists links to Feature page

First coding of German (v1.33g) guidefile.

1.35 Added MCP V1.10 features and history

Removed "MCP Manual Config" Page

1.40 Changed the look on the Features Page to mimic more closely the

layout of new MCP110 style.

Added quick jump buttons to each individual feature page.

New links for new MCP features added.

I think I got the Word Wrapper to work. :) What a pain!

1.9   Installation

INSTALLATION:

Automatic method:

The easiest way of installing MCP is via the supplied Installer-Script. The script is written in such a way that nothing will be overcopied! Please remove all programs which have the same or nearly the same functions as MCP, since they could cause Problems. After the successfull installation you must insert the MCP-call to the startup-sequence. This call should be early in the script to use all functions.

z.B. Startup-Sequence:

C:SetPatch QUIET

C:PatchControl (included since V1.02)

[...]

C:Copy ENVARC: RAM:ENV ALL QUIET NOREQ

C:Assign ENV: RAM:ENV

C:MCP

... all the following commands are placed here !

Please do not change the Hunks in the MCP !!! (e.g. with Hunkmerge from Imploder)

*** OR ***

Manual method:

Copy the appropriate MCP program (68000/68020+) to your "C:" directory.

Copy the PatchControl program to your "C:" directory.

Copy the "mcpsupport.library" into your "LIBS:" directory.

Copy the "mcpgfx.library" into your "LIBS:" directory.

Copy the "MCPPrefs" program into your "Prefs" directory.

Copy the contents of "ENVARC:" into their respected places.

Copy the "Reqtools.library" to your "Libs:" drawer.

Copy "GuruHistory" and "MCP.gurudat" to your "S:" directory.

(be sure to set the default paths for these files in the

MCPPrefs program)

Copy the documentation to your preferred location.

Add the following lines to your "Startup-Sequence" file:

C:SetPatch QUIET

C:PatchControl (included since V1.02)

[...]

C:Copy ENVARC: RAM:ENV ALL QUIET NOREQ

C:Assign ENV: RAM:ENV

C:MCP

...all the following commands are placed here !

Important:

1) If you are using ARQ and you want to have both ARQ and the Assignwedge operating, you must start MCP like this:

c:Patchcontrol #?ARQ

c:MCP

.

.

RUN >NIL: ARQ

2) If you have switched on the function 'No Iconborder' and it doesn't work then an other program patches this call. In the most cases it's a monitor driver (for example Piccolo) and then you should type the following text behind Patchcontrol:

c:Patchcontrol #?Piccolo (or an other monitor driver)

or c:Patchcontrol #?ARQ #?Piccolo

1.10   Introduction

INTRODUCTION:

Some time ago, in July 1994, a new project began: a Workbench-Utility incorporating a diverse set of features, features which nobody had ever dared to put into one small package. First, only a few, small features were implemented; but then, MCP became more powerful. Now it's time for the whole world to enjoy MCP. The routines are compatible and usable on (hopefully) all Amiga machines. Try MCP and you will see that you can't live without it!

At the designing stage, we ardently renounced the support of Kickstart 1.x, since every serious AMIGA-User is working on Kickstart 2.x or 3.x. We would be happy if MCP is used often, and we promise to continue to develope MCP.

MCP was coded to optimize your Amiga operating-environment. It will greatly unburden your startup-sequence by replacing many of those single-package utilities. Furthermore, the code of MCP is mostly implemented in a more professional and CPU-effecient way. This is one of the first public releases of MCP. There are certainly some bugs in it, and we hope that many of you will help us to remove them so that MCP can be the best all-encompassing utility available.

For those users of MagicCX we want you to refer to the following advantages:

- it is FreeWare !

- it doesn't use as much memory (in comparison to the functionality)

- it offers extraordinary characteristics, which can't be found in MagicCX

Features of MCP:

- PropHack

- Force Hires Pointer

- Wait Validate

- NewEdit

- Assign-Manager

- WBTitle-Clock

- ReqToolsPatch

- moving solid windows (fully systemconform)

- sizing of solid windows (fully systemconform)

- PackerPatch (every program can load crunched files)

- 16 colour Mouse-Pointer

- new Workbench-Titlebar

- complex ScreenManager

- Format Protection

- ToolAlias (changing the Default Tool in the icons)

- CacheFont

- New ToolTypes (additional ToolTypes for Games etc.)

- MouseAccelerator

- Drive NoClick

- setting DRI-Pens

- AssignWedge

- automatic Screen Activation

- Requester Timeout

- exchange AppIcons

- exchange TopazFont

- Blanker (supports SwazBlanker and GarshneBlanker)

- Dimmer

- MousePointer-Blanker

- Guru-History (saving of all Guru's)

- NoGuru

- PatchRGB32

- Screensmenu (for comfortable selection of screens)

- patch for memorymanagement (e.g. turning off the ChipMem)

- DOS star (* instead of #?)

- Force NewLook-Menus

- Hotkeys

- MUI-Preference-Program

- programmed in 100% Assembler

and some else.

1.11   LIABILITY

Liability:

With the usage of MCP you agree to the following announcement-declaration:

THERE IS NO LIABILITY TO THIS PROGRAM-PACKAGE,IN REFERENCE TO THE

ASSERTED LAWS. THE COPYRIGHT OWNERS, AND/OR A THIRD PARTY, PLACE

THIS PROGRAM PACKAGE AT YOUR DISPOSAL "AS IS" (EXCEPT WHERE THIS

IS FIXED ANYWHERE ELSE IN A WRITTEN WAY) WITHOUT ANY GUARANTEE IN

ANY FORM (INDIRECT OR DIRECT FORM). THE FULL RISK OF QUALITY AND

FUNCTIONALITY OF THIS PROGRAM IS AT YOUR OWN. IF THE PROGRAM HAS

A BUG, YOU HAVE TO PAY ALL COSTS OF THE NECESSARY SERVICE-WORKS

AND REPAIRS FOR YOURSELF.

UNDER NO CIRCUMSTANCES, THE COPYRIGHT OWNERS OR A THIRD PARTY

DISTRIBUTING THIS PROGRAM PACKAGE, AS ALLOWED, JUST BEFORE, CAN

NOT BE HELD RESPONSIBLE FOR ANY DAMAGE CAUSED IN ANY USUAL,

SPECIAL, OR ACCIDENTAL WAY OR BY THE PROGRAM PACKAGE (SURROUNDING

BUT NOT RESTRICTED ARE THE LOSS OF DATA OR NOTCORRECTLY DISPLAYED

DATA OR LOSSES CAUSED BY YOU OR A THIRD PARTY OR BY A FAULTY WORK

OF THIS PROGRAM PACKAGE WITH OTHER PROGRAMS), ALSO IF THE OWNER

OR A THIRD PARTY HAS BEEN POINTED AT SUCH POSSIBILITIES OF DAMAGE.

1.12   MUI Info

MUI:

The MCPPrefs program uses MUI - MagicUserInterface

(c) Copyright 1993-97 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of a MUI-application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards, public domain disks, or any Aminet sight.

If you want to register directly, feel free to send DM 30.- or US$ 20.-

to:

Stefan Stuntz

Eduard-Spranger-Straße 7

80935 München

GERMANY

Phone: +49-89-313-1248

E-Mail: stuntz@informatik.tu-muenchen.de

NOTES:

1)

It is not necessary to register MUI to use MCPPrefs, but you should consider registering, as you will be able to save the graphical look of MCPPrefs.

2)

MUI is needed by the "MCP Prefs" program only. The main MCP runs independently from MUI and from its libraries.

3)

It's enough to have the MUI-Libraries in your 'LIBS:' directory to start the Prefsprogram.

1.13   New Ideas!

NEW IDEAS:

If anybody has other ideas, other than those already present in the TODO section, you should tell us. We will try to included them in future versions of MCP.

1.14   Registration

REGISTRATION:

MCP is FreeWare and MailWare! We hope, that many of you use this program and that through your letters and registration, we can remove as many bugs as fast as possible. If you have written your own program, we would be happy if you send us a keyfile.

We would invite whoever uses MCP to register FOR FREE. All registered users will receive the latest version of MCP via E-Mail and will receive all the beta-versions of it. Also, we would be happy, if you do not have an E-Mail address, that you register by snail-mail, because we're interested in how many people are using MCP regularly.

Please note that the statement about city and land in the registration form is really important to us because we are marking all the users on a big world-map . This world map will be included in future versions of MCP.

For those, who have no E-Mail-address, the latest version is available via modem at the following support-BBS . You can also post your registration information, suggestions, and any questions there too.

If you do not have a Modem or E-Mail-address, you can, of course, write or call us (Authors). Unfortunately we can't send new versions via postal letters, because of money reasons.

1.15   Registration Form

- Registration Form:

Please send the registration form below, or the equilvent of its information, to ONE of the Authors E-Mail or Snail-Mail addresses.

We recommend our WWW-Page to register ONLINE!!!

http://www.mcp.home.pages.de

- - - - - - - - - - - - - - - - - snip - - - - - - - - - - - - - - - - -

MCP - Registration

Prog Version : MCP V1.30

Name :

E-Mail :

Telephone :

City, Country:

Computer :

Kickstart :

Processor :

Memory :

Graphics Card:

Comment :

I do agree, that some programs from ALiENDESiGN or new habits of the MCP

could be tested on my computer.

- - - - - - - - - - - - - - - - - snip - - - - - - - - - - - - - - - - -

If anybody wishes to send some money for the support of MCP, we would be very happy. With this money, we will improve the support of MCP by sending more versions via snail-mail and send a couple of disks to computer fairs.

Please send contributions via postal letters to one of the authors.

1.16 System Requirements

SYSTEM REQUIREMENTS:

- An Amiga Computer (the most powerful machine around!)

- Kickstart V2.04 or higher

- A MC68020 for the newest version or a MC68000/10 for an older

version, because the newer versions doesn't support the old

MC68000

- MUI (Magic User Interface) V2.1 or greater (for the MCP Prefs)

NOTE: MUI 3.0 or above is necessary to use the drag and drop feature of the MCP prefs program and to use the new MUI hidden help bubbles.

1.17 How to get MCP

- How to get MCP

The easiest way to get the newest MCP (including beta-versions) is to mail to zerocom@cs.tu-berlin.de with the following SUBJECT!!!!!:

MCP-REQUEST (for the uuencoded version)

MCP-REQUEST-AT (for the binary attached version)

MCP-REQUEST-SPLIT (for the 62kb splitted version)

You have to type in capital letters and the body of the mail should contain nothing, because this request will be automatically answered. Please check your reply-address, because we send the newest MCP-version to this address.

Or you can get MCP in our WWW-Page at: http://www.mcp.home.pages.de

or http://www.home.pages.de/~mcp

or http://www.cs.tu-berlin.de/~zerocom/mcp.html

Special thanks to Mario Cattane (padrino) which got the addresses on home.pages.de with a lot of persuasion to the previous owner!

And here are the BBS's where you can get MCP:

1) Uphold The Law

(ALiENDESiGN wHQ)

Sysop : Ramses && Paso

Nodes 1,2: +49-(0)30-47411057 (USR V34+ Modem)

Nodes 3,4: +49-(0)30-47411058 (Euro ISDN)

2)

Devils Coast

Name : Devil

Domain : .Turboland.de

Sysop : Cybermaxx

Computer : A3000/A3640

Modem : Port 0 - USR 33.6k

Port 1 - BSC ISDN-Master

Onlinetime : Port 0 - 19:00-07:00

Port 1 - 24h

Software : Prometheus Version 1.9xxx

3)

AMIGA Center Porta

Address: AMIGA Center Porta

Feldrain 3

32457 Porta Westfalica

Germany

Tel: 05722 / 23632

Fax: 05722 / 3743

Diskversion: Fullversion > 5$ + postage

Update > 0$ + postage

BBS: Blacky BBS in Bad Nendorf (Germany)

+49-[0]5723-74226 (28800 Bps)

System Amiga 2500 with PMBS

Lostalamour in Herford (Germany)

??? under construction ???

+49-[0]5221-689700 (28800 Bps)

+49-[0]5221-?????? (I S D N)

System Amiga 500 with FastCall

NOTE: MCP is in the board ACP > MCP Support !

4)

FILDER BBS

Node1: +49-[0]7153/971192 (v.34 & v.FC)

Node2: +49-[0]7153/971193 (ISDN)

Login: GAST Location: /SUPPORT-NET/WB/MCP

System: A3000 16MB-Ram RETINA ZIII

Mail to: SYSOP@FILDER.gun.de

5)

Spaceland BBS

Bochum, Germany

+49-[0]2327-790677 (28800 Bps)

Login: GAST

System: A1200 with PMBS

Location: 01-BINAER/01-AMIGA-PD/00-MASTER-CONTROL-PROGRAMM/MCP

01-BINAER/01-AMIGA-PD/00-MASTER-CONTROL-PROGRAMM/MCP-BETAS

6)

TurboLand SAAR BBS{uu}

Boxname : TURBOLAND SAAR bbs

Node... : TLS

Domain : .TURBOLAND.de

Sysop.. : TURBO.B.

Computer : Amiga 1200

Harddisks : 7.3 GB

Modem.. : TKR prolink ISDN + V.34

Port 0 : +49 (0)6897/842597

Port 1 : under construction

Online. : 9pm - 6am

Boxsoftware : Prometheus 1.xx

Support Boards : MCP-SUPPORT/Betaversion (Free Download)

/Vollversion (Free Download)

LIMITED ONLINE-TIME !

7)

Pleasure Station 9{uu}

Sysop : Tobias [fIZZ] Persson

Fidonet : 2:200/630.0

Open : 24Hrs / day..

BBS Phone : 46+(0)44-53451

Modem : Usr Courier 33k6 (soon X2)

Software : Xenolink

HardWare : Amiga 4000/030 With 18mb fast ram, 2mb Chip,

GVPScsi controller, GVPIoExtender...

8)

Suicide BBS in Bielefeld (Germany){uu}

Nodename : Suicide

Domain : .Turboland.de (Domain-Server)

Sysop : Ravestar

Computer : Amiga 3ooo / o6o | 6o Mhz / 66 MB Ram

5,5 Gig HD + CD-Rom

Port #0 : 05205-4225 (Active 288UF V.34/FC)

Port #1 : 05205-4225 (Active 288UF V.34/FC)

Port #2 : 05205-4215 (BSC ISDN-Master II)

Port #3 : 05205-4215 (BSC ISDN-Master II)

Online : 24 h

BoxSoft : Prometheus Version 2.X

Support-Board : 1>AMIGA-Area/!MCP-Support

Login : Gast or Sauger (free MCP support)

9)

AMiGA CiTY bBS{uu}

Boxname : AMiGA CiTY bBS

Computer: A2ooo/6o 3.9GB SCSI

Ports : Port 0 - 0911/698527 [28k8/ISDN] 24h

Port 1 - 0911/698551 [33k6] 24h

BoxSoft : Prometheus Version 2.xx

USERNAME: MCP

PASSWORT: SAUGER

1.18   Support Programs

- Support Programs:

PatchControl: This program enables system patches to be removed safely without having to reboot the machine or causing it to crash. MCP needs this program running for many of its features.

ConvertAP: This program converts the assigns from the program "AssignmentPrefs" to MCP format. After running this program MCP will take over these assignments and you can discontinue the use of "AssignmentPrefs."

ConvertAM: This program converts the assigns from the program "AssignmentManager" to MCP format. After running this program MCP will take over these assignments and you can discontinue the use of "AssignmentManager."

FixJump: This program stops that annoying jumping from occuring when displaying a boot picture while Iprefs loads. This program is provided as an extra and is not internally part of MCP. See accompanied section FixJump for more information.

NOTE: The Install script runs ConvertAP and ConvertAM automatically.

1.19   Secret Part by Fli7e

... Welcome to the SECRET PART of the MCP GUIDE ...

Well, Stefan & Vincent asked me to do a little MCP Grafix for

the PREFS program placed on the left side ... After I finished

the grafix work I decided to make a litte and fast handmade

ASCII to be placed in top of the guide. Also finished!

And last not least this secret part .. harhar ... I dunno who ever

will read this ...

signing: fli7e/sADˆcS!ˆhJBˆkLF

1.20 Thanks

Thanks:

A "thank you" to the following people:

- Flite for the very nice MCP-Logo in the Prefs.

- Trevor Moris for the MCP-Drawer icon, the smoothed MCP-Logo and a

16 color mousepointer.

- Torsten Bach (LSI) for Betatesting, new ideas, the icons and the first

german documentation

- Hermes Trismegistus for coding the English and German Guidefile and

for grammer checking the English Guidefile translation.

- Michael Gollmick for making the english translation

- Kamel Biskri for the idea of the iconborder patch. (Big greetings ;-)

- Jan 'One' Skypala for the '_asl.library'

- Eetu Ojanen for info about the Gary and Ramsey

- Walter Trautmann for financial support

- Andre Jonsson for the swedish guide

- Riccardo Varotto for the italian guide

- David Le Corfec for the french guide

- Michal Kozusznik for the polish guide

- Jason Parker for the NewIcons package for MCP

- all guys which have sent us some money without request

- all Betatesters of the MCP

- all registered users (especially Mario Cattaneo for his unstoppable

tests and Martin Steigerwald for the News checking ;-)

- all people who sent us Bugreports and new suggestions

- Eric Totel for his wonderfull MUI-Builder

- Nico François and Magnus Holmgren for the cool ReqTools.library

- T.F.A (especially Price) for the great ASM-One V1.29

- Stefan Stunz for MUI.

- Commodore for the Amiga, one of the best computers ever built!

- Amiga Technologies for the resurrection of the Amiga.

... Have fun with the MCP !

The ALiENDESiGN Team

Special Thanks to the people which have translated the catalog files...

- Martin Caspersson and Fredrik Hallenberg for the swedish catalog

- Bo Thorsen and Mark Holm for the danish catalog

- Sinisa Lolic for the croatian catalog

- Giovanni Addabbo for the italian catalog

- David Le Corfec for the french catalog

- Ernesto Poveda Cortes for the spanish catalog

- Vlad Komkov for the russian catalog

- Sinan Gurkan for the turkish catalog

- Eivind Olsen and Dag Stenstad for the norwegian catalog

- Ville Pispa for the suomi catalog

- Ji Yong Dijkhuis for the nederlands catalog

- Michal Kozusznik for the polish catalog

1.21   Things to Do

ToDo:

This list will now be internal. Be sure it is very big.

1.22   Usage

IMPORTANT USAGE NOTES FOR MCP:

Use the Prefs-program to set your configuration. Please note that to run the Prefsprogram you only need the MUI-Libraries in your 'LIBS:' directory, the entire MUI package is not necessary.

MCP requires the program PatchControl to be running, in order to safely alter some of the features. Without this program running, the system may crash when changing or altering the settings. See the Installation section for more information.

1.23   World Map Project

- WorldMap

Select below using the appropriate button to see the world map of all registered MCP users.

Press * here * if you have multiview.

Press * here * if you have display.

If you are not on the map, then why not register? Registration is Free!

NOTE:

1)

The file "Worldmap.iff" must be in the same directory as this guidefile to work correctly. You must also have either the program "display" or "multiview" in your directory search path.

2)

This feature may not yet be implemented in this release of MCP guide.

1.24   Alert-History

- Alert-History:

MCP will write every crash into a 'GuruHistory' file. Sometimes, for debugging purposes, it is interesting to know which program caused the crash, and what was the exact reason. The generated file is in ASCII format and has the following scheme:

Date : Date and time of the crash.

Task : Which Task caused the crash (also task-address).

Error : the appeared alert.

By : Main group of alert.

Cause : A more exact description of the error.

MCP reads the Gurunumber and the GuruTask from addresses $100 and $104, so it's not impossible that a value exists at this address and MCP takes this value as a Gurunumber. Normally the addresses are clear (if no guru appeared), but some Processorboards or some programs write random datas to these addresses.

Please note that the Enforcer writes these reads as Hits, but it's okay. It's no other way to get the Gurunumber after Reset!

ATTENTION: These hits will also appear if you have deactivated the Alert-functions !!!

NOTE: To get more detailed information about the crash, exactly after the crash, you have to activate the NoGuru function. If the 'NoGuru' function is switched off, the crash will be added to the 'GuruHistory' file directly after rebooting the machine.

1.25   Alert Timeout

- Alert Timeout:

This function let you define a timeout for an Alert, so this Alert will be cancled after the given delay if you type nothing. The time must be given in seconds.

NOTE: This function only works with kick3.x !

1.26   Appicon Change

- AppChange:

Now you are able to change the icons that are created by the programs themselves (AppIcons). You see! Some programs create only the ugly 4-colour icons, which look very bad on MagicWB (or NewIcons). With this patch you can use your own, more pleasing, icons for a particular program. MCP searches in the 'ENV:Sys/' directory for an icon, which has the name 'def_Appname.info' and replaces the old AppIcon with the new one.

Example:

If you start "PowerPlayer," MCP tries to open the icon 'def_Powerplayer.info' from the 'ENV:Sys/' directory as an AppIcon replacement.

1.27 Assign Prefs

- AssignPrefs:

With this function activated, it is finally possible to remove all your Assigns (except ENV:) from the Startup-Sequence and the User-Startup and then enter them into the page "Lists - AssignPrefs". If you are a former user of "AssignManager" or "AssignPrefs", you can let your Assigns be converted at installation by the included converter programs. The converted Assigns will be entered automatically to the configfile of MCP. A very interesting thing is the Assign-Late option. If you have a lot of programs on your HD, the amount of Assigns is likely to be very large. It's annoying that you have to scroll every time you open a ReqTools-Requester and press the RMB to show all volumes. The AssignLate function makes the assign only valid, if it is needed the first time. AssignLate is a function, supported directly by the system, and should be used often. All directories by AssignLock will be created automatically by MCP, so you must not create these with MakeDir. Also all subdirectories will be created!!

As an additional function you can set global ENV-variables for a couple of assigns. If you start MCP and the given ENV-variable is set ('1', 'YES' or 'ON') then the next assigns are executed. If the ENV-variable is cleared ('0', 'NO' or 'OFF') then the next assigns will be skipped. An ENV-variable is valid until the next ENV-variable. If you want allow all variables, you must select the 'VAR'-type and give it no name. In the Listview you will see 'everytime' !!

~~~

Below is information pertaining to the additional gadgets, affecting this function. These other gadgets are located on the page "Lists - AssignPrefs". On the "Lists - AssignPrefs" page you enter all the assigns, which should be done, when starting MCP. The 'AssignPrefs' function has to be active to unghost this page. The ListView shows all your entered assigns.

The ListView is classified as follows:

Left - the device to be assigned

Middle - type of assign

Right - path of the assign

An Example: Pinball --> LATE --> DH0:Games

For adding a new assign, you have the following possibilities:

1. Click onto 'New'.

In the left stringgadget, you can enter the device to be assigned.

In the right stringgadget, you should enter the path of the assign,

or choose it by requester. With the cyclegadget you can choose the

type of assign.

or 2. Click on 'Add System-Assign'.

A new window will opened, where you can choose an assign from the

system assign list. This is very important in combination with the

'AssignWedge' function, because the assign is valid in the system.

The following types of assigns are possible:

Late - the assign is done, if the device is called

Path - normal assign (name to path)

Lock - normal assign, but the path-directory is protected from

deletion. If the directory doesn't exists, it will created.

Add - adding an assign to an existing one

(the existing assign must be of the 'LOCK' type!)

Var - ENV-Variable for the assigns

For changing the adjustments of an assign, you have only to pick it from the ListView. Now you can change the name, path or type. With the 'Delete' gadget you may delete an assign from list.

NOTES:

1)

MCP should really be installed in the way, described in the Installation section. Since some Assigns have to be done before IPrefs is started, an early start of the MCP is recommended.

2)

The only assign that is not allowed to be entered into the list is the "ENV:" assign, since MCP loads it's configurationfile from there.

1.28   Assignment Wedge

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- AssignWedge:

Who has never been annoyed by installing a new piece of software, running it and getting the message:

'Please insert volume ??? into any drive.'

Until there was 'AssignWedge', you had to open a shell and had to assign or mount the needed drive manually. After that, you had to start the program again. Now, this hassle is over. This function extends the former requester by adding some gadgets with the following meaning:

Assign : Chooses a directory by a filerequester and adds it to

the systems assigning list.

Mount : Tries to mount the wanted device.

Deny : Suppresses the message requester, everytime a call is

made to this device.

NOTE: The devices added by the 'Assign' gadget should be added to your AssignPrefs , if you need them regularly. This extended requester does not support the Locale system function at this time. If you use ARQ then you should insert "ARQ" after PatchControl (e.g. c:PatchControl #?ARQ).

1.29   AutoMount

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- AutoMount:

This function makes an automount to the given DosDrivers if these drivers addressed the first time. MCP can only watch for drivers which makes normally a requester like 'Please insert volume ... in any drive'. You must give these dosdrivers in the stringgadget as a patternstring without the colon.

Examples: (RAD|DEV) to automount the RAD: and DEV: drivers

~(DEV) to automount all drivers except DEV:

1.30 Border Blanker

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- BorderBlank:

Switches the grey screen border into black.

NOTE: This function needs ECS or AGA chipset.

1.31 Cachefont

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- Cachefont:

If you have a large "FONTS" directory and go to pick a font from a font requester, it most likely takes a long time until you can really pick the font. The wait is over! MCP will create a list of fonts. This list will be called everytime a program calls the 'AvailFonts' system-function. 'CacheFont' is a 100% replacement for AvailFonts!

To generate the fontlist, you have to edit this function in the prefsprogram. Then a new window will opened, asking you, if you want to create a fontlist.

NOTE: If new fonts are copied to the "FONTS" drawer or some old ones are deleted, a new fontlist will needed to be created. Once recreated, the fontlist will reflect the changes when a fontrequester is opened.

1.32 CapsShift

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- CapsShift:

If CapsLock is active and you press the Shiftkey then the Shiftfunction will be deactivated, that called all letters will small.

1.33 Change Trackdisk Settings

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- Trackdisk Prefs:

Here you can enter the value of retries, stepdelay, settledelay and calibratedelay for each drive. Please test the values, but if you get read/write errors, then change back to default.

NoClick : switches off the Drive clicks.

Retries : Number of Retries if an error occurs. (default is 10)

You can set it to 3 or 4 to avoid tracking of the disk

and for example faster checking of MS-DOS disks.

StepDelay : Delay for each drive step. (default is 3000)

SettleDelay : Delay for the settle of the drive. (default is 15000)

CalibrateDelay : Delay for calibrating the drive. (default is 4000)

1.34   CopyMemQuick

- CopyMemQuick:

This patch replaces the system function 'CopyMem' and 'CopyMemQuick' by a highly optimized Movem- or Move16-Copyloop (if possible).

NOTE: Should always be switched on for the maximum of RAM-performance.

1.35   CrunchPatch

CRUNCHPATCH TOOLALIAS ASSIGNPREFS MEMORYPATCH REQUESTERTIMEOUT

- CrunchPatch:

This function activates the tasks on the page "Lists - Crunch Patch", so that they can decrunch packed files. The idea was grown from the fact that many programs are not able to load crunched files or are only able to support some named packers.

The following crunchers are supported:

* PowerPacker

* XPK (no encrypted files)

* StoneCracker

* Imploder

* Crunchmania

If some of these packers are supported by the program, they should be switched off for every single task. This option is useful, since it prevents the decrunching of files twice, and so it saves time.

~~~

On the side 'Lists - CrunchPatch' you can add all Tasks, which will decrunched or protected from decrunch. You have the choice to allow decrunching for some programs with the option 'Include' or you can allow all tasks to decrunch and protect the se ected with the option 'Exclude'. If 'CrunchPatch' is active then the named tasks will be able to load crunched files. For entering a new task, you have to press the 'Add' gadget. Now you can choose a task from the system task list or enter one into the tring gadget. The name may be entered with patterns (e.g. #?). You shouldn't do this with slow machines or if you have many tasks in the list.

If you pick a task in the ListView you can change the following:

EDIT - edit the name of the task

DELETE - the picked task may be killed from list

If you select 'Include' then all packers with an active checkmark which activated for a program will be recognized automatically and the crunched files will be decrunched. If the task supports one or more of these packers, you should deactivate thes gadgets. Otherwise you will waste time decrunching the same file twice.

If you select 'Exclude' then all programs on the left side will be protected from decrunching files, but all other programs can read crunched files in all formats. Unfortunately you can not deactivate single packers.

NOTE: To use the MCP-decrunch-support, you must have the library for each one of the packers. If one library is missing, that packer won't be supported.

1.36   CycleToMenu

- Cycle To Menu:

If you enable this function you can enable a little menu for a cyclegadget if you press on it. It follows a description of the preferences for this function:

MagicWB - Here you can define the look of the menu if the

screen has MagicWB colors

non MagicWB - Here you can define the look of the menu if the

screen has no MagicWB colors

You can define the look and the color for the selected and unselected menu if you click on the corresponding image. The frame will select the border from the complete menu and the fontcolor is the color of the menufont.

Additional to this you can make these options:

min. entries - This is a value which defines whether the menu will

come. If you have a value 3 then the menu comes if

the cyclegadget has 3 entries. If the cyclegadget

has only two entries then the cyclegadget has the

old functionality.

Entry Height - Hight of an entry in the menu.

0 = height equal to gadgetheight

1-10 = height equal to fontheight plus this value*2

Below - If set, the menu comes under the cyclegadget and is

not centered to the active entry

Sticky - Set this if you want make a single click to open the

menu and just after the second click this menu

goes back. In the time between the two clicks you

can move the mouse without pressing a mousebutton.

FixFrameSize - This makes the menu a little bit bigger, so the menu

has the same width as the cyclegadget. That's useful

if you have a big frame around the menu.

TopAlign - Set this to align the active entry (if Below is off)

to the upper edge of the gadget. Otherwise the active

entry is under the mousepointer.

NOTE: Be sure that you don't have running an other CycleToMenu program.

1.37   Default PubScreen

- Default PubScreen:

With this function the frontmost screen will become the default Public screen (if he is one). All requesters will now appear on this screen and not on the Workbench screen. If the frontmost screen is not a Public Screen, the Workbench Screen will be set to Default.

1.38   Font Search

- Font Search:

If a font couldn't be opened, MCP will try to open the font from the system fonts directory. Useful for those programs that search only in their root-directory for fonts files.

NOTE: Only standard fonts (#?.font) will be searched. No (e.g.) PS-Fonts.

1.39   Force NewLook-Menus

- Force NewLook-Menus:

With this function the colors of all the menus are set to 'NewLook' (3.xx standard). The function works only with kickstart 3.x and it can not be used along with MagicMenu, because MagicMenu uses own Menucolors.

1.40   Format Protection

- Format Protection:

The entered device will be protected from formatting by mistake. This feature also protects from formatting by some viruses. To change the device, you have to edit the 'Format Protection' function. A new window will open and you can enter the device name. (This adjustment is case sensitive!!)

In addition to this you can activate the 'NoQuickFormat' option which will protect the given device from QuickFormat and you can set the 'NoBootWrite' option if you don't want that a program can overwrite the Bootblock.

NOTE: Consider carefully, which device you want to protect because only one device can be protected.

IMPORTANT: If you use NSDPatch then you have to add the word "SINGLEPATCHONLY" to each device in the NSDPatch.cfg file !

WARNING:

A QuickFormat will be successful because this part of the formatprogram does not call the device program, it only writes some blocks.

1.41   FrameIHack

- FrameIHack:

This function replaces the frames used by the system (e.g. Buttons). The width of the lines will be changed to give it a much better look in 1:1 resolutions.

Check Resolution : The resolution of the screen will be checked before

changing the frame. If there is no 1:1 resolution,

nothing will be changed.

1.42   Force Hires Pointer

- Force Hires Pointer:

This function sets the mouse to HiRes forever, so you will never see a LoRes mouse anymore. On AGA-machines it's very annoying, especially when an old program uses a LoRes mouse.

NOTE: This works certainly only with system friendly programs which call the corresponding system functions.

1.43   Mount Happy-ENV

- Happy ENV:

HappyENV.Handler will be automatically mounted if no ENV: assigned an startup of MCP and if you have this handler in your L: directory.

You need the original HappyENV package from Martin Gierich to use this function (Aminet: disk/misc/HappyENV.lha).

1.44   Hotkeys

- Hotkeys:

With this function the internal 'HotKeys' (e.g. 'ClickToFront') will be activated. The settings can be made on the 'Hotkeys' side. On this side you can edit all settings for the internal and external Hotkeys.

ListView is divided as follows:

Activate Window :

This 'Hotkey' activates the window under the mousepointer.

Close Active Window :

Closes the active Window.

Cold Reset :

A HARD RESET of your Amiga. Kills all RESET surviving programs

and will set the MMU to off (if available).

CycleScreens :

You may cycle the Screens with this "Hotkey".

CycleWindows :

You may cycle the windows with this "Hotkey".

EnterASCII :

If you hold down the hotkey you can type the ASCII value on

your numeric keypad to show the character. Normally you have

to type three numbers (0-255), but if the first digit is

greater then 2 then you need only two numbers.

ExecuteCommand :

With this 'Hotkey' you can execute a Shellcommand. The Shell-

command can be given with the 'Options' gadget.

Fast Reset :

Easy and faaast(!) RESET for the Amiga 1200.

Hold Mouse X / Hold Mouse Y :

Blocks the mousemoving in the X or Y direction respectively.

Hold Mouse X and Y :

Blocks the mousemoving in one direction, where the direction

is given through the last mousemove.

Insert into Inputstream :

This Hotkey puts a given text or/and a keystroke to the

Inputstream. Following formats are supported:

Text: {} {foofoo}

Keystroke: <> <CTRL LALT A>

Keystroke upstroke: [] [CTRL RALT A]

Example: insert 'Doubleclick LeftMousebutton'

(please make a 'space' after each string)

<lbutton mouse_leftpress>

[lbutton mouse_leftpress]

<lbutton mouse_leftpress>

[lbutton mouse_leftpress]

Insert Clip :

Inserts a text from the clipboard to the current cursor

position.

MapUmlauts On/Off :

(De)Activates the MapUmlauts function.

MemPatch On/Off :

MemPatch-option will be toggled and a requester with

the actual setting appears.

THIS WORKS ONLY, IF THE MEMORYPATCH ON THE MAINPAGE IS

ACTIVATED !!!!

SCSI-Eject :

With this hotkey you can eject for example CDROMs or SyQuest-

media. If it's possible, the media will be loaded with the

next keyclick (e.g. CDROMs).

MCP can't check if the media is outside of the drive and

therefore MCP sends the 'load' and 'eject' commands

alternately.

ShiftKey :

You can emulate the Shiftkey. For example you can emulate the

middle mousebutton as the shiftkey.

Snap :

Here you can define the qualifiers which should be used in

conjunction with the left mousebutton to snap a text.

YOU MAY NOT DEFINE A MOUSEEVENT !!!

Start Blanker :

Turns the Blanker on.

Start Dimmer :

Turns the Dimmer on.

Start DPMS PowerOFF :

Starts PowerOFF mode of Powersaver.

Start DPMS Standby :

Starts Standby mode of Powersaver.

Start DPMS Suspend :

Starts Suspend mode of Powersaver.

System Restore :

Resets the System, if you changed the system status by using

the MCP-ToolTypes.

WindowToBack :

This "Hotkey" will send the active window to back.

WindowToFront :

This "Hotkey" will bring the active window to front.

ZipWindow :

You can emulate the Zoomgadget from a window.

To define a new Hotkey for a function you must click on 'NEW' and on the window you can choose a 'Hotkey', a 'DiskAction' or a 'Timer'. The event on the frontmost page is active !

On the Hotkey-event you must click to 'Sample' and then you can press the (mouse)keys for the function. You must make the mouse and keyinputs separately, though both give later one Hotkey.

Dispose - forbid to forward the Hotkey event. Other programs don't

notice the event, but sometimes it's also usefull to pass

the hotkey to other programs.

Repeat - The function will executed multiple times if you hold

down the hotkey. This is very important for the 'Insert

into Inputstream', because the text or the keystrokes

will be executed multiple times.

If you have active the 'DiskAction' then you can execute a function if you insert or remove a disk. (Try to insert or remove a disk while this side is active :)

With the 'Timer' you can start a function at a 'StartTime' and again after the 'RepeatTime'. The 'StartTime' is the delay after the start from MCP to execute the function first and the 'Repeattime' is the time in seconds to start the function again.

1.45 LeftyMouse

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- LeftyMouse:

The left and right mousebuttons will be exchanged. For a left-hander it's important, because, without this function, it's not possible to reasonably work.

1.46 Library Search

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- Library Search:

Unfortunately some programs need their own library directory and do load their library only from there. With this patch you may move all libraries to the 'LIBS:' directory to prevent useless doubled library files. It's also possible to create a 'Libs:' directory in a program's directory. 'Library Search' will search for libs in 'PROGDIR:libs/' too. You can sort the libs of a program and if you delete that program, you could delete the programs libraries as well.

NOTE: First the program will try to load the library at the place the program wants to have it, then, if it fails, MCP starts a new fetch in the 'LIBS:' directory.

1.47 LISTS PAGE

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

CRUNCHPATCH TOOLALIAS ASSIGNPREFS MEMORYPATCH REQUESTERTIMEOUT

1.48 Lock Patch

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- Lock Patch:

This patch checks the parameter to the dosfunction Lock to prevent invalid values. Some programs call this function with illegal parameters, although are only two valid parameter.

1.49 MapUmlauts

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- MapUmlauts:

This function converts the german Umlauts automatically to the following strings: 'ae', 'oe', 'ue' oder 'ss'. If you type an Umlaut (or use a Snap) you will get the converted chars.

1.50 Memory Patch

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

CRUNCHPATCH TOOLALIAS ASSIGNPREFS MEMORYPATCH REQUESTERTIMEOUT

- Memory Patch:

With this function you can assign a memorytype to a given task. You can give a special task only ChipMem or only FastMem.

This function is very usefull for owners of a Gfx-Card, because the processor from the Gfx-Board can use also FastRam. With a good Workbench emulation you can give FastRam to almost all programs, with the following advantages:

- you are able to open big 256-colour-screens, even if you are low

on ChipRAM (512k or 1MB)

- it increases the system speed partial extremely (e.g. you need

barely processor time if the User-Programs of EaglePlayer are

situated in FastRAM)

This patch shows, impressively, how good a WB-Emulation of a Gfx-Board is working without ChipRAM. If you use this patch, you have to have a look at the following:

You must choose 'Exclude' and then you must enter the following programs:

- if you want to have a mouse arrow at the AmigaScreens (usually

yes), you have to add the task '« IPrefs »' to the list and give

this task Fast- and Chipmemory.

- all programs, which resort to the sound hardware (e.g. all

soundplayers) have to get both memorytypes too.

On AmigaScreens Memorypatch (Exclude) will automatically disabled.

All not entered tasks will become only Fastmemory !!!

~~~

For adding a new task, you simply edit the function and click on the 'ADD' gadget. A new window will open, where you can pick a task from the system task list or enter one into the stringgadget by hand.

If you pick a task from the list, you have the following gadgets at your disposal:

EDIT - edit the name of the task

DELETE - kill the picked task from the list

NOTES:

1)

If you have a grey screen after Reset you have an error in your list.

2)

The NoChipRam-Patch works without problems with the Picasso-emulation. But it works also with the CybergraphX emulation since version V2.14 if you SET the ENV-variable 'NOCHIPSCREEN' and UNSET the 'PLANESTOFAST' variable. The scrollfunctions (e.g . pagescroll with Cygnus-Ed) will be twice as fast.

3)

If you have typed a task in the list and this tasks gets all the same only fastmemory then you must include the 'WBL' task to the list. This system tasks loads a program and decode the hunks. Because some programs have Chipram Hunks the 'WBL' task must be included.

1.51 Mouse-Speeder

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- Mouse-Speeder:

This function speeds up the mouse movement. To change the adjustment, you have to deactivate (if active) and then activate the checkmark. A new window will open where you can do the following:

Threshold:

This is the resolution of the Mouse-Speeder How much the

pointer will move in relation to the amount that the mouse

is moved. (To use the acceleration feature, this gadget must

be set for 2 or more points).

Acceleration:

This is the factor of acceleration.

1.52   Solid Windowmoving

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- Solid Windowmoving:

It is possible (fully systemfriendly) to move the windows filled. The speed of moving rests on the following factors:

- size of window

- number of windows laying over another

- the blitter- and the processor-speed

To change the adjustments, you have to edit the function and in the opened window you can make the following adjustments:

max. Surfacesize:

here you enter the maximum size of the window that will be moved

filled. If the window is larger than this value, the window will

be moved normally. This size value is computed by 'width * height'

of the window (e.g. 200 * 100 = 20000).

only WB-Windows:

only Workbench windows (with icons inside) will be moved filled.

Program windows will be moved normally.

Certainly you can enable or disable windows for the solid window moving. You can see an example for this on the Patternmatching page.

NOTE: On systems with a fast Gfx-Board (e.g. Cybervision64) the windows move nearly in realtime.

1.53   NewEdit

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- NewEdit:

Now you can better control stringgadgets. At this time MCP supports the following keystrokes:

'ALT' + 'Cursor left' - move Cursor one word to left

'ALT' + 'Cursor right' - move Cursor one word to right

'ALT' + 'Backspace' - clear the left word from Cursor

'ALT' + 'Delete' - clear the right word from Cursor

'RCOMMAND' + 'l' - switche the string to lower case

'RCOMMAND' + 'SHIFT' + 'l' - switche the string to upper case

'RCOMMAND' + 'c' - copy the string to the clipboard

'RCOMMAND' + 'v' - add the clipboard contents

'RCOMMAND' + 'SHIFT' + 'v' - overwrite the string with the clipboard

contents

'LCOMMAND' - use old 'RCOMMAND' hotkey

1.54   NewGadTools

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- New GadTools:

This function is very powerfull. Now it's possible to change the look of all gadgettypes from the gadtools.library. Because a lot of programs and the whole system uses these gadgets you can change the complete look. Unfortunately some programs uses own gadgets (e.g. Reqtools) which can't be changed ;-(

Here is a little description how you can change the look of the gadgettypes:

1) In most of the cases you can define the look for screens with the MagicWB colors and for other screens. (Certainly you can deselect one of these types and then they are not changed.)

2) In the Pattern-String you can give a pattern for tasks which will preserved from changing. You can see an example for this on the Patternmatching page.

Button - Look

Cycle - Look

XEN-Style/Standard type of the cycle image in the

cyclegadget.

Slider - Look

NewLook type of the slider background

(NewLook=raster, otherwise color)

Knob/noImage slider with a little knob in

the middle

Scroller - Look

NewLook type of the slider background

(NewLook=raster, otherwise color)

Knob/noImage slider with a little knob in

the middle

Arrows - Look

XEN-Style/Standard type of the arrow image in the

arrowgadget.

FixSize influence the size of the

arrows

(Screen 2:1 (Pal Hires, Ntsc Hires) X=1 Y=0)

(Screen 1:1 (Hires Interlaced) X=1 Y=0)

(Screen 1:1 (1024*768) X=1 Y=1)

Checkmark - Look

XEN-Style/Standard type of the image in the

checkmark gadget

ListView - Look

Text / Number - Look

Radiobut. - MagicWB if the Radiobutton should have

MagicWB style.

The 'small underscores' option makes the underscores a little bit smaller. This improves the look in some cases.

1.55   No Capslock

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- No Capslock:

Disables the Capslock key. When activated, if you press it, nothing will happen. This is a nice feature for those of you that are frequently hitting the Capslock key (when you don't want to) while typing away.

1.56   No DisplayBeep

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- No DisplayBeep:

Disables the DisplayBeep from the system.

1.57   No Iconborders

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- No Iconborders:

Removes the borders from all Workbench icons to allow a better look with NewIcons.

The idea for this patch came from Kamel Biskri (author of NoFillNoDraw Aminet: util/wb/NoFillNoDraw.lha).

1.58   No Guru

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- NoGuru:

This function extends the system-crash-request and offers more possibilities to choose. If a program crashes, a window with the following contents appears:

upper part:

Task : Address and name of the task, crashed.

Error : which GURU has occurred.

By : Main group of alert.

Cause : more detailed description of the GURU.

PC : Address of the ProgramCounter.

D0-D7 : Content of the data register.

A0-A7 : Content of the address register.

lower part:

Continue - Continue execution of the program.

Suspend - Program will be frozen (but stays in memory).

Remove - Program will be removed from memory and all windows

and screens, belonging to the program will be

removed from system too.

Change PC - Address of ProgramCounter can be changed.

Jump to RTS - Jumps to a RTS.

Reboot - Resets the system.

If the Guru should be saved, you can enter a delay, to prevent a crash while it writes to the 'GuruHistory' file. First it will be written, then the entered delay time begins and then the requester will appear. You can adjust this by editing the function. If the Guru should not be saved you can enter this in the appearing window too.

NOTE: If the function Alert-History is active, every Guru will be written into the 'GuruHistory' file in the selected Directory. If you know more Gurus, please inform us!

1.59   No Topaz

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- NoTopaz:

With this function, the standard Topaz font will be exchanged with a new one. For changing the font, you have to edit the function. A new window will open, where you can adjust the font.

NOTE: The font must be 8 points high and also 8 points wide. It also can't be a proportional font.

1.60   PatchMath

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- PatchMath:

This function will fix an error in the 'mathieeesingbas.library' on systems with 68040 processor and kickstart 3.x. The functions IEEESPMul() and IEEESPDiv() of this library crash due to invalid FPU instructions.

The original code is from Matthias Scheler and is available in the 'MathPatch.lha' archive on the Aminet.

1.61   PatchOpenWorkBench

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- PatchOpenWB:

This patch is only necessary, if you run Kickstart 3.x. An error in the system, which may occur when opening the Workbench program, will be removed. If a task with a negative priority starts the Workbench program, the system will hang up. If this patch is switched on, the priority will be set to 1, the WorkBench will be started and finally the task will be set to its former priority.

1.62 PatchRGB32

- PatchRGB32:

This patch is only useful if you have a Gfx-Board, Kickstart 3.x and no AGA-Chipset (e.g. A2000/Kickstart 3.x/PicassoII). This patch removes a BUG in the Kickstart 3.x, so that everytime a 24-bit palette is used.

NOTE: This function has no meaning on other machines; however if the patch is not used in conjunction with the above stated hardware, it could happen that the colors appear false.

1.63 Pointer Blanker

- Pointer Blanker:

The mouse arrow can be switched off after an entered time or by pressing a key (KeyBlank). The mouse arrow is switched on again by moving the mouse. This is a good feature to have activated, especially if you write texts, as it is sometimes disturbing that the arrow blocks the reading of the text underneath. The KeyBlank function is therefore interesting, since it switches off the mouse arrow when you use the keyboard.

NOTE: You must enter a zero value to the blanktime if you want to only blank the mousepointer with a keypress.

1.64 PointerPatch

- PointerPatch:

This function is another extraordinary feature of the MCP. Now it is (for the first time!) possible, to use a 16-colour Mouse arrow on the Amiga. To change the Mouse arrow, you have to edit this function. A new window will open, where you can choose a 16-colour IFF picture with the gadget 'Generate' (first for the normal MousePointer and second time for the BusyPointer).

To properly generate a pointer You have to note the following:

- If you have an OCS/ECS machine: the arrow must be smaller or the

same as 16 points wide and 24 points tall.

- If you have an AGA machine: the arrow must be smaller or the same

as 32 points wide and 48 points tall.

Larger sizes are not supported by the system! If the picture is larger than this resolution, MCP will crop the left upper corner in the width and height of the size that the machine can use. With the option 'Flicker Delay' you can disable the flickering on some machines, but on the most computers it's not needed.

NOTES:

1)

You need at least Kickstart 3.0 for this function.

2)

The 16-colur arrow does not work with a VGA-Only Monitor, since only one sprite is possible with VGA-Only. Nevertheless, if you want to use it with VGA-Only, you should use our Monitor package.

3)

This patch doesn't works with a GFX-Board, because all known boards have only one sprite with 3 colors.

4)

We welcome any nice MousePictures sent to us. It would be very kind if you would allow us to publish these MousePictures. If you don't want to paint your own mouse arrows, you can use the included one.

1.65   Power Management

- PowerSaver:

This option provides the support of the 3-Part-Powermanagement. The timeout for all three parts can be given with the following options:

Standby: This mode reduces the monitor's power consumption to

15W or less.

Suspend: This mode reduces the power comsumption of the monitor

to 7W or less.

PowerOff: This mode is comparable to a real PowerOff and reduces

the power consumption of the monitor to about zero.

DMA: With this mode the complete Screen-DMA will be switched

off. The processor can work faster in the Chipram and

the screen is black. (works only on Amiga-Screens)

NOTE: You need at least ECS-Chipset, CyberGraphX or a Retina graphicscard.

IMPORTANT: Please take care that your monitor supports Powermanagement (DPMS), because we doesn't takeover any liability for any damage. For this function the vertical and horizontal syncs are switched off !!!

1.66   Processor

- Processor:

The processor options, situated in the right on the Editwindow, will be activated with this function.

The single options have the following meaning:

VBR to FastMemory : moves the VectorBaseRegister ins FastRAM (010+)

Instruction Cache : switches on the CPU Instruction Cache (020+)

Data Cache : switches on the CPU Data Cache (030+)

Copyback : switches on the CPU CopybackMode (040 only)

Instruction Burst : switches on the CPU Instruction Burst (030 only)

Data Burst : switches on the CPU Data Burst (030 only)

(at the 040/060 'Burst is not switchable,

since it is not changable by software)

Branch Cache : switches on the CPU Branch Cache. (060)

SuperScalar : switches on the CPU SuperScalar Cache. (060)

StoreBuffer : switches on the CPU Store Buffer. (060)

HalfInstrCache : halfs the CPU Instruction Cache. (060)

HalfDataCache : halfs the CPU Data Cache. (060)

DisableFPU : switches off the FPU. (060)

SSP to FastMemory : copies the SystemStackpointer to Fastmem.

(This is only worth using if your original

processor was an 68000 or an 68EC020 and you're

using a turboboard with fastram.)

Speed Ramsey : Switches the Ramsey-Chip (only A4000) to the

60ns RAM-Mode. The system will only work if the

RAM-Chips are good enough.

NOTE: If the computer crashes after start of the

MCP, the RAM speed is not high enough and you

should disable this function.

FastGary : Switches off the waiting period after the occur

of a BUS-Error. A BUS-Error occurs, if the processor

makes an illegal memory call (means Enforcer-Hit).

(a must for every A4000/030 !!!)

MapROM : The MCP loads an external Kickstart-file and

resets the computer. Works only on Computers with

a MMU (or on an A4000/040).

FastROM : Copies the ROM - Kickstart into FastRAM. Usual

only used on older Amigas with 16-Bit ROMs (A500,

600,1000,2000).

(MMU needed)

NOTE: The function MapROM is still in the developmental phase and can't be switched on as off now.

1.67   ScreenManager

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

ScreenManager

The ScreenManager is a wonderful promoter, which can do nearly anything for you, if you only know how :-)

First of all: The ScreenManager is able to change (nearly) every existing Screenattribute, but if the program which uses this changed screen will still working flawless depends hard on the things you change and what it does expect from its screen. That means sometimes testing is needed to get the best results.

And that´s how it works: As in every decent programming language one make use of IF/THEN-constructions to specify when and what should be changed.

If you are looking at the ScreenManagers page in MCP-Prefs right now, you will surely see three listviews.

The first is for specifying names for the different IF/THEN-pairs you will set up. That means the name is just for you and has no meaning for MCP.

The second one specifies all IF-Conditions, that have to be true to execute the third (THEN-)list. That means all IF-Conditions (of one name) are linked via logical AND.

A first example: If you want to change a single screen for a particular program follow these instructions step-by-step:

First List

(Press ADD and enter a Name.):

An_Incredible_Meaningful_Name_To_Know_What_Is_Going_On

ATTENTION !!

The namelist is always completely execute top to bottom, no matter if all IF-conditions of an entry were true or not. If you don´t want to, see below (THENs - Break).

Second List

(Press ADD, choose the item you want to be checked in the cycle-gadget (here ´Screenname´) and insert what it should be via typing or choosing from the popuplist (the popuplist shows all attributes of running programs, in cases of screennames, tasknames ... or any available attribute for tags, ids ...)

Screenname: RawSpeed Controller Performance Test v1.10 by Russel Miranda

Third List (Another ADD-Button to press and another thing to choose out of the uppopping listview (see below for explanation))

DisplayID Name:CVision: 8Bit 640 x 480

So, what have we done until here ?

This: IF the screenname is the given one THEN set the screenmode to CVision ...

You see, the basicfunction of any promoter, wasn´t that easy ?

But that´s not all. So here we go, refining it in some (maybe strange) ways. For example it is possible to revise if the opening task of the screen really is RSCP and not a wit, that opens a screen with the same name. What we do have to do is adding a IF-Condition (By pressing ADD, you know), choosing Taskname out of the cycler and typing it in (or choosing it out of the popup if RSCP is running at the moment). Well, now we are harder to fool :-) But what happens if RSCP becomes wiser and is opening a graphiccardmode at his own, maybe even in higher resolution and we still force him on such a tiny screen ?

Prevention! :)

Let´s do another IF-Condition:

DisplayID Name: ~(#?CVision#?), means: only if the screenname doesn´t contain CVision go ahead and do the THENs.

As you can see here, it is able to use patterns, but it isn´t possible to use all the AmigaDOS-Patterns, since a tiny own routine is used, what make thinks a little easier and faster.

Supported Patterns are:

- the normal 0-upto-a-lot-chars-joker ´#?´ and the one-char-joker ´?´

- you can link patterns with logical OR by using ´|´, e.g. (to?e|n#?ttob?)

- to negate a COMPLETE pattern use ´~´, e.g. ~(to?e|n#?ttob?)

That´s all, EVEN NO ´*´ !! ... matching is case-insensitive.

All the rest you need to know are all the possible IFs and THENs, but to get a clue you have to now what a so called ´Tag´ is. Tags are used to set screenattributes. All Tags of a screen are predefined by the system, but may be changed by the calling program. Since the systemdefault settings were not guaranteed to stay the same over the complete evolution of the system, they can be forced to be on or off. One can examine in the IF-conditions if a tag is set or not. In the THEN-conditions they can be set.

Look, all these IFs around here

ScreenName

Compares if the screenname of the screen to be opened matches the given pattern.

TaskName

Compares if the taskname of the screen to be opened matches the given pattern.

DisplayID

Compares if the screenname of the screen to be opened matches the given. All at your system available IDs can be listed and selected.

Additional (for experienced users) one can specify a mask to promote complete monitors to another one, e.g. PAL --> DblPAL.

The mask is given in hexadecimal number of eight just after the DisplayID, like this:

DisplayID: ´00021000 ffff1000´

The given DisplayID and the DisplayID of the screens that wants to open at the moment are both linked via logical AND with this mask and then compared, that means only the Bits which are set in the mask are going to be compared. So it´s possible to remap complete monitors and still get the right resolutions.

Since this isn´t easy, we will give you here the most important ones:

AmigaMonitors (e.g. PAL) ffff1000

HAM & EHB fffffccf

Examples:

PAL-Monitor: DisplayID: '00021000 ffff1000'

NTSC-Monitor: DisplayID: '00011000 ffff1000'

PAL-Monitor (all HAM-Screens): DisplayID: '00021000 fffffccf'

see also THEN - DisplayID

And even more, THENs

DisplayID

Changes the screenmode to the one given by it´s ID, a special feature it is possible to select ´Like First ScreenID´ and you will always get the same screenmode as the first screen has at the moment. This option is useful for stupid screenblankers (e.g. some Garshneb.) , which always open on a preset screenmode leading to resynchronisations of your monitor if the first screen has different mode than the blanker opens.

Here can be given a mask too (see also IF - DisplayID) to promote complete monitors. This mask is also linked via logical AND with the screenmode id the program wants to open and everything which isn´t zero will be replaced in the selected to-screenmode. Normally the mask is just the negated mask which was given in IF - DisplayID.

The corresponding masks to above are:

AmigaMonitor 0000efff

HAM & EHB 00000330

Examples:

DblPAL-Monitor: DisplayID: '000a1000 0000efff'

DblNTSC-Monitor: DisplayID: '00091000 0000efff'

DblPAL-Monitor (HAM-Screen) DisplayID: '000a1000 00000330'

The mapping of different AmigaMonitors is just possible because the higher bits select the monitor (PAL, NTSC, MULTISCAN ...) and the lower ones specify the attributes as resolution, interlaced ... Unfortunately he mapping of different graphiccardsystem isn´t that easy.

DisplayID Name

Selects the screenmode by its name.

Autoscroll

Switches Autoscroll on, so you can scroll around on the screen with your mouse if the complete screen isn´t visible, e.g. oversized or dragged screens.

Overscan

Selects the overscanarea for the screen.

DRI-Pens

Here you can set the pens to be used for the GUI-elements to paletteentries (maybe have a look at the WB-Paletteprefs). With this function you may ´emulate´ and now disappeared MCP-function, SetDRI-Pens. Like this:

IF: Tag not available: 8000003a THEN: DRI-Pens: -1 (default).

This entry should be the first of your name list, so it is always executed.

Break

IMPORTANT! Breaks the execution of the first (Name-)list. Normally every entry is checked, even if a former couple of IFs did become true.

LockPens

Locks Colors (nice to use in combination with SharePens s.b.). It is possible to lock a special color or a given paletteentry.

An entry in the colorlist looks like this:

<Paletteentrynumber or -1> <red> <green> <blue>. If as first number a -1 is given a new color will be allocated, if not the given paletteentry will be locked and set to the given color. This option may replaced the MagicWB-Demon or other programs of that kind.

Center Screen

This function will center screens that are opened in an Overscan screenmode but have a smaller resolution. E.g. if a screen is opened in a resolution of 640*480 but in VideoOverscan mode (656*495), it will be placed in the exact middle of this (656*495), instead of in the upper left corner.

Tag

The following tags can be set or cleared. It is not impossible that a program really doesn´t like some screenattributes you would like to set, also not every combination of tags makes sense.

Left

Sets the left offset of the screen.

Top

Sets the top offset of the screen.

Width

Sets the width of the screen.

Height

Sets the height of the screen.

Depth

Sets the depth of the screen in bits.

Detail Pen

Sets the Pen to be used for rendering details in the screen title bar and menus.

Block Pen

Sets the Pen to be used for rendering block fills in the screen title bar and menus.

Title

The given text becomes the titletext of the screen.

Type

Customscreen, if the screen may only be used from the program which opened it Pubscreen, if also foreign programs are allowed to open their windows on it. Workbenchscreen, not useful, guess why.

Public Screenname

Name of the screens.

Showtitle

ON: Titelbar will be showed.

Screen Behind

ON: Screen will be opened in the background it will not popup as first screen.

Quiet

ON: Screen has no visible titlebar, but dragging and depth arranging is still

working.

Full Palette

ON: Initialize color table to entire preferences palette (32 colors beginning with V36), rather than the subset from V34 and earlier.

All Tags explained below this line are v39 (OS 3.0) and higher only !!! Please don´t try them on obsolete systems.

Draggable

ON: screen can be dragged

Exclusive

ON: Screen will never be visible if any other screen is (partly visible). He won´t be draggable or visible behind dragged screens.

SharePens

ON: Every not preset (via dri_pens) colors aren´t locked and can be allocated by any program (useful for e.g. MagicMenue). But, if the opening program don´t allocate its colors and depends on a static palette, you will get false colors if foreign programs are allocating and changing paletteentries.

Interleaved

ON: Enables interleaved bitmaps for this screen, what is faster, softer to scroll, but may cause problems with old programs.

LikeWorkbench

ON: Builds a screenmode which is as near as possible to the Workbenchscreen in color, size ...

All Tags explained below this line are v40 (OS 3.1) and higher only !!! Please don´t try them on obsolete systems.

MinimizeISG

ON: The InterScreenGap (while dragging) will be minimized.

OFF: default, at least three noninterlaced Lines between two screens.

1.68   PubModes

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- PublicScreenModes:

The two options of this function can change the modes from the PuplicScreens.

Shanghai - ever opens a new PuplicWindow on the actual PublicScreen.

PopPubScreen - If a window opens on a Publicscreens then this screen

will be popped to front.

1.69   QuickDraw

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- QuickDraw:

This function uses the system-function RectFill() (which draws filled rectangels) to draw horizontal and vertical lines. On normal Amiga's and most of the graphic cards it draws the lines about 50 percent faster and normally it should work with all programs.

1.70 QuickLayers

- QuickLayers:

With this function all window operations will be accelerated. Some functions of the "layers.library" will be replaced and a recognizable higher speed of moving (enlarging, reducing, opening, and closing of windows) will be reached.

1.71 RAM Patch

- RAM Patch:

This patch makes a change to the RAM-Handler, so that the real size of the free RAM will be showed. Normally the free RAM-Size is always zero, but now its' the real free RAM. This works with all programs !

1.72 ReqTools Patch

- ReqTools Patch:

This function changes the system vectors in a way that all system messages and requesters will be opened from the 'reqtools.library'. This function is a replacement for 'RTPatch' and the requester replacement function in 'ReqChange'. In addition to this, some minor bugs (mostly in RTPatch) have been removed. The AssignWedge function of 'ReqChange' is also implemented to MCP! To get to the hidden gadgets that access the various library patches, you have to edit this function on the mainpage and then you can choose the checkmarks for each of the 'Intuition-', 'Asl-', 'Arp-' and 'Req-' libraries. In addition to this, it is possible to open the requesters in exactly the size, adjusted by the ReqTools Preferences program. The ARQ mode allows the requester patch to use the 'ReqTools Patch' and 'ARQ' together.

NOTES:

1)

If you use ARQ then you must give the 'ARQ' option to PatchControl.

2)

ARQ is the animated requesters package written by Martin Laubach. The latest version (ARQ183.lha) is available at any Aminet sight and on many BBS's.

3)

RTPatch is a requester enhancement package written by Nico Francois. ReqChange is a tool to facilitate the using of requesters by falling back on ReqTools-Requester. The program was written by Magnus Holmgren and is available at any Aminet sight and on many BBS's, too.

1.73 Requester Timeout

- Requester Timeout:

This function allows you to answer different Requesters after a specified period of time. The requesters can be specified by the following features:

Title: pattern of requesteratitle

BodyText: pattern of text inside the requester

Gadget: pattern of the gadgets.

If the Requester was identified by MCP, the time specified in 'Timeout' will be waited, and then the gadget, defined by 'Gadget number' will be pressed.

~~~

The 'Requester Timeout' page defines the requesters to be effected. If you want to add a new requester, simply press the 'New' gadget. The requester can be determined by the following entries:

Title: pattern text for the requester titlebar

BodyText: pattern text for the requester text

(All <RETURNS> must be replaced by a '#?'. You must also

take care that no '"' is in the pattern text. Usually a

small part of this text will be enough to recognize the

requester)

Gadgets: pattern text for the gadgets

(The single gadgets have to be connected by a '#?'!)

You don't need to enter all entries, if the requester is determined exactly by the entries you made. If an entry is defined, ALL requesters will be answered after the selected period of time. The delay time of terminating the requester may be in sec nds by the entry 'TimeOut'. If you enter a '0', the requester will not appear, since it is answered immediately. The value in the entry 'Gadget' is the synonym for the gadget to be pressed. The value '0' represents the most right one gadget. The other g dgets can be determined by counting the gadgets starting with the most left one, beginning with value '1'.

Example:

```
_____

|·| Request |ø|o|

|──────────────────────────────────|

| Demo Requester |

| _____ _____ _____ |

| | SAVE | | USE | | CANCEL | |

| ‾‾‾‾‾‾ ‾‾‾‾‾ ‾‾‾‾‾‾‾ |

_____
```

The requester should press the following gadgets automatically:

SAVE: GadgetNumber = 1

USE: GadgetNumber = 2

CANCEL: GadgetNumber = 0

NOTE:

1)

Only ReqTools requesters can be answered. Thats why it is recommended to activate the ReqTools Patch .

2)

This function must not be used to automatically cancel Shareware-requesters.

1.74 SAVE USE TEST CANCEL

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- SAVE:

The adjustments will take hold, saved to "ENVARC:" and the MCP-Prefs will be closed.

- USE:

The adjustments will take hold, and the MCP-Prefs will be closed.

- TEST:

The adjustments will take hold, but the MCP-Prefs will stay open and you may test them.

- CANCEL:

The MCP-Prefs will be closed and no change will be made.

1.75 Screen Activation

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- Screen Activation:

Who has never been annoyed from bringing a new screen to front and wanting to pick a menu or wanting to edit in a text-editor window and nothing happens. The reason is that the screen isn't active. This function always activates the most front screen automatically.

NOTE: MCP remembers the last active window and the last active gadget on every screen and if a screen comes to front, it activates this window and this gadget automatically again (should always be switched on).

1.76 Screen Blanker

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- Screen Blanker:

This function enables the usage of a screensaver. At this point in time, all Swazblanker and Garshneblanker modules are supported. In addition, there is a simple Blanker, which brings up a black-coloured screen.

Unfortunately, the preferences of the Swazblanker and Garshneblanker modules have to be adjusted with the Blankerprogram. All the information from this program settings is read at the start of the MCP. If you make any changes to the blankers, after MCP is running, you will have to reload the modules at every blanking, or restart MCP. Unfortunately this extra step is unavoidable.

More settings to the Preferences of the screenblanker are situated on the extra window if you edit this function. There you can select the time in seconds until the blanker will start and in the Listview you can select a blanker. The 'random' blanker choose randomly a blanker from the given and the 'Black' blanker makes only a black screen.

Certainly you can include or exclude several tasks for the blanker.

NOTE:

1)

If no processor-time left while blanking then the blanker will stop a second and then the internal Blanker comes up!

2)

If you run Executive you must insert a 'PingTask' task to the entries in Executive, because this task is needed for Garshneblanker and must have a priority of 5 !!!

1.77 Screen Dimmer

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- ScreenDimmer:

With this function a dimmer is switched on. it enables the soft dimming of the most front screen, as long as you do not move the mouse or press any key in the entered time. Especially on machines with the new AGA-Chip-Set it looks very good when the screen is dimmed slowly before the screen is fully blanked. Furthermore it has the advantage of ableness controlling some actions in this time (e.g. Error-Requesters).

If you edit the function then you get a new window and you can make the following settings:

Time - Is the time until the blanker starts

Depth - is the depth, to be faded to (adjustable from 0%-100%)

0% = no dimming 100% = black

Delay - delay between the dimming steps in 1/50 secs.

0 = no delay 255 = 255/50 secs delay

Step - number of steps to be dimmed at once.

1 = 1 step 255 = 255 steps (if possible)

NOTE: On AGA-machines you should enter 1 for the DimmStep value and a 4 on GfxBoards for a soft fading. Besides only WB-Modes will be dimmed (no 24Bit Modes).

1.78 ScreensMenu

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- ScreensMenu:

If you press RMB on the ScreenDepthGadget, a pull down menu will show all the available screens. You can now choose a screen to be brought to front. This function is particularly useful, if you have a lot of screens open, because you can jump directly to that screen. You can also define the maximum width of the menu.

1.79 Set DRI-Pens

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- Set DRI-Pens:

Do you know screens and windows that look flat? Is the depth gadget or a file requester painted in only one color? This function changes this behaviour (it should be activated always).

This function does not change the look of the window. Only the pens are reset to more 3d-looking values. 'Set DRI-Pens' should also be used together with 'SysIHack' or other programs, since they mostly do not set the pens correctly themselves.

NOTE: This feature of course only works if the screen has 4 or more colors.

1.80 ShapeShifter

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- ShapeShifter:

This function makes a couple of advantages if you use the program ShapeShifter. If you edit this function you can choose the following settings:

LockTask - If a Amigascreen is in the foreground then the

ShapeShifter will be freezed to protect the

Amigascreen from overwriting if you have a

graphics card.

1.81   SizeWindow

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- Size solid windows:

This function makes it possible to enlarge/reduce the size of a window filled (fully systemfriendly).

For more detailed information, please refer to the section Move Full Window . The entry 'Surface size' is not available to this function.

1.82   Snap

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

MCP Snap Documentation

Snap was entirely written by Sören Sonnenburg 1995-97.

Introduction

Features

Requirements

Configuration

Thanks

History

To do

FAQ

The Author

If you want snap Proportional-Fonts, then please send a postcard or a big E-Mail to me..

(The feature will be made after 1000 postcards or 1000 EMails :-)

1.83   Snap Introduction

- Snap:

Not snapped yet ? Then try it and you`ll never miss it !

It is something out of the cut and paste era.

Here a short description:

With this Snap function you can frame a text on the screen and let the

computer type it for you multiple times. The framed text will be copied

to the clipboard and therefore a couple of other programs can insert this

text. To make this function working you must edit the Hotkeys

page and there you have to edit the 'Snap' and 'Insert Clipboard' hotkeys.

Please be sure that you assign only a key to the 'Snap' hotkey, because the

mouseclick with the left mousebutton will be internally added.

1.84   Snap Features

MCP snap combines the POWER of Powersnap with the SPEED of the good old snap.

Actually it features:

-snapping of fonts with a width <= 16 and ysize <1024

-snapping of text that is directly written on a picture (try DPaint) see

-snapping of bold/underlined/invers/changing colors

-first snap to handle small letters at the first click (try snapping a single dot)

-geniously configurable

-snapping on screens >8 bit

-optional try all nonprop fonts in memory

-optional try user specified fonts beside the rastports default font

1.85   Snap Requirements

You need an Amiga with OS2.0 or higher.

I suggest using this snap with 68020+ due to 68020 optimized ASM routines.

1.86   Snap Configuration

Font-List:

Snap will try all fonts in this (in the given order) list after the rastports

default font. You should insert your mainly used fonts there.

Note that only opened fonts will be tried. So a long list must not mean a longer

snapping time. (Except snapping fails and you have got a lot of fonts in memory).

Colorsnap:

Enable snapping of text over pictures. That means if there are more than 2 colors

in in the area of a single character snap will try color after color until a character is

recognized or no color is left. You should enable this only on fast machines (68030+).

I needed it to snap the icon text on my WB.

Note that colourful ANSIS can be snapped without enabling this switch.

Extend Area:

If you release your LMB while snapping and then go on selecting, the selected

area will extend. Otherwise one edge is fixed on the first clicked character.

Try all fonts:

Snap will try all opened fonts after the rastports default font and the fonts

specified in the fontlist.

No Displaybeep:

Snap won`t beep if no character was recognized.

EOL Errorskip:

Snap will kill all unrecognized characters at the end of each line.

Try bold fonts:

Snap will try bold fonts too (after the normal-styled fonts).

Note that you need to click on a normal-styled character first. If you want snap

to recognize bold characters at first see Try bold fonts first.

Try bold fonts first:

Snap will try bold fonts,after all fonts in all colors have been tried.

Error sign:

The character that will be inserted for an unrecognized token.

Snap Mode:

Here you can configure how snap behaves when clicking:

-Normal first click: a square area is selected

doubleclick: a word is selected

next click: a full line is selected

next clicks cycle between these modes

-Area Snap first click: a word is selected

next click: a full line is selected

next click: a square area is selected

next clicks cycle between these modes

-Line Snap first click: a full line is selected

next click: a square area is selected

next click: a word is selected

next clicks cycle between these modes

Crawling direction:

Configures the direction of the crawling ants (left or right).

Crawling speed:

0= no movement

1-7=crawling speed (the higher the faster)

Pen:

The color of crawling ants (usually pen 0=black

pen 1=white

pen 2=blue)

Snap pattern:

The pattern of the crawling ants (3333 is a good idea).

1.87   Snap Thanks

I want to say thanks to: Frank Fenn

Stefan Sommerfeld

Andreas Wenzel

Note: Who wants to be FAMOUS ?

1.88   Snap History

97-03-7 Snap V1.0 introduced

<a lot of undocumented work>

It all started with an Idea in 1995.

1.89   Snap Todo

Well... there is really a lot. But don`t forget I do not get any mony out of my work, if you want

me to include more.

+snapping of:

-proportional fonts (this snap is designed to handle prop fonts. But I don`t see any sence in it to

complete my code)

-italic fonts

+snapping in screentitle

+asyncrone snapping

+picture snapping

+MultiSnap (ala Powersnap)

+FLI (flexible line distance -> ever tried to snap in Multiview ? *SOON*)

1.90   Snap FAQ

This list is actually empty. I hope it will be.

1.91   Snap Author

If you have wishes refering Snap, feel free to contact me as follows:

Snail Mail:

Sören Sonnenburg

Fischerinsel 2

10179 Berlin

Email: sonne@hoshi.in-berlin.de

Subject: SNAP:<Your title> (I may not find your mail if you don`t do so)

Phone: +49 (0)30 20450337

FAX/BBS: +49 (0)30 20450338 (leave a message to sonne)

1.92 Snap Index

1.93 Sun Options

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- Sun Options:

With this feature it is possible to activate some of the following options:

SunMouse - activates the window below the mouse arrow

SunPoptoFront - brings the window below the mouse arrow to front.

SunKey - activates the window below the mouse arrow, if a

key is pressed.

The adjustments are reachable by editing the function. On the left side, there are the checkmarks for (de)activating the single functions. With the sliders on the right, you can adjust the delay for SunMouse and SunPoptoFront. If you want to activate the windows by using SunPoptoFront, you have to activate SunMouse too. This allows it to activate the window immediately but bring it to the front a second later.

Certainly you can enable or disable windows for the 'SunMouse' and 'SunPoptoFront' features. You can find an example for this on the Patternmatching page.

NOTE: The delay is displayed in 1/10 sec.

1.94 SysIHack

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- SysIHack:

The standard system-gadgets will be changed to a more 3D look. This function isn't a full replacement for the program "SysI-Hack," because the original "SysIHack" features more functions then the ones effected by MCP's SysIHack.

Additional to the normal SysIHack you can make the four MUI window title gadgets and the KingCON-Iconify window title gadgets in a nice 3D look.

With the 'No Systemgadgets' option you can disable the patch for the systemgadgets and only allow to patch the KingCON or MUI gadgets.

The 'New Propgadget' option gives the scrollbar from the Workbench-windows a little more 3D look.

If you have changed the size of the sizegadget or the arrows, then you can activate the 'Rearrange gadgets' function to rearrange all other gadgets in the right border of a window.

Now some additionally gadgets allowes you to resize the Sizegadget and the Arrows of the windows. This makes a better look on 1:1 screens if you increase the values. Best values for 1:1 are SizeWidth=18, Sizeheight=16, ArrowWidth=18, Arrowheight=16 for the gadgets.

It's also useful to increase the bottom window border on 1:1 screens. Normally the values for the border are Top=2, Left=4, Right=4, Bottom=2, but now you can select the BottomBorder value to 4! You can deactivate the changing of the bordersizes if you set the size to zero!

ATTENTION: If you change the top border, the gadgets in the title are to small. This is a bug of the operating system !!!

NOTE: Don't start the original program "SysIHack" if this function is enabled!

1.95   Tools Alias

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

CRUNCHPATCH TOOLALIAS ASSIGNPREFS MEMORYPATCH REQUESTERTIMEOUT

- ToolAlias:

Who hasn't been annoyed by not being able to (e.g.) view a documentation by double clicking on its icon, because the path in the "Default Tool" in its icon is wrong? With this function it is possible to change the default tools, in the icons, into other ones, named in the list on page "Lists - ToolAlias" (e.g. #?more --> C:PPMore). The "Default Tool" is only virtually changed, if a program reads the tooltype. The original "Default Tool" will remain on the medium. The 'new' "Default Tool" will only be shown if a program is started via icon or the icon is shown (WBInfo, Swazinfo, ...).

~~~

The additonal gadgets for this feature are located on the "Lists - ToolAlias" page in the Prefs Program. On this page all the Default Tools are entered, which should be replaced by other ones. In the ListView there are entered all AliasTools. To add one, you have to p ess 'New'. Now you can enter the Default Tool, which should be replaced, into the left string gadget. The string gadget on the right is for the Default Tool which should be inserted. You can also choose the new Default Tool by requester. The 'Delete' gadget is for killing a Default Tool from the list. The name of the To-Be-Replaced-Default-Tool may also have some pattern (e.g. #?).

NOTE: Only the Default Tool will be changed. In contrast with other ToolAlias-programs, the left-side-entered programs are furthermore useable (maybe from shell, if you want).

1.96   New ToolTypes

G L O B A L L I S T S S S C R E E N M A N A G E R H O T K E Y S

- New Tooltypes:

This function is particularly useful, if you want to start games or demos directly from Workbench and those games don't like your system configurations! You enter the new functions as tooltypes just like the normal AmigaDos toolypes.

You can enter the following Tooltypes to the icons:

MCPNOVBR: sets the VBR to address 0

MCPNOCACHES: switches off all caches

MCPNOICACHE: switches off the InstructionCache of the CPU

MCPNODCACHE: switches off the DataCache of the CPU

MCPNOIBURST: switches off the InstructionBurst mode of the CPU

MCPNODBURST: switches off the DataBurst mode of the CPU

MCPNOCOPYBACK: switches off the CopyBack mode of 68040 CPU

MCPNOCYBER: switches the CyberVision64 GfxBoard to AmigaScreen

MCPNOAGA: switches the AGA-ChipSet to OCS-Mode (KillAGA)

MCPPAL: switches the Screenmode to PAL

MCPNOMEMPATCH: switches off the 'Memory Patch' function

MCPNOBCACHE: switches off the Branch Cache of the 68060 CPU

MCPNOSSCALAR: switches off the SuperScalar Cache of the 68060 CPU

MCPNOSTOREBUF: switches off the Store Buffer of the 68060 CPU

MCPHALFINST: halfs the Data Cache of the 68060 CPU

MCPHALFDATA: halfs the Instruction Cache of the 68060 CPU

MCPTIMEROFF: disables MCPs internal timing, no Dimmer or Blanker

will apear.

MCPDISABLEFPU: switches off the FPU of the 68060 CPU

MCPFLUSH: flushes all unused Libraries and Devices from

memory (Kickstart 3.x needed)

MCPASSIGN0: makes an assign to the system

(e.g. MCPASSIGN0=Games,DH0:Games)

(The assigns must be counted from 0 to 9, e.g.

MCPASSIGN0, MCPASSIGN1, MCPASSIGN2,...)

The system will be switched back to the original state automatically or by pressing the 'SystemRestore' Hotkey (look at Hotkeys
).

NOTE: We received many mails, telling us 'Ambermoon' is not working with MCP. The failure is not in MCP. It is the VBR in
the FastRAM. With that game (and many other too), you should enter 'MCPNOVBR' into the icon, or switch it off by hand.

1.97   Wait Validate

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- Wait Validate:

If MCP starts and a harddisk is validating, then MCP will wait until the end of the validating. The computer can boot normal
without any requesters. This is only usefull if MCP is in your Startup-Sequence.

1.98   WBAbout

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- WBAbout:

With this option enabled MCP shows a new Workbench-About requester which contains additional information to the system
(CPU and Memory) and you can flush the memory (only Kick3.x) or reboot your machine.

If a 'more' gadget is available then you can see the programmers of your kickstart.

NOTE: This extended About requester don't work with ARQ. This is because ARQ don't call the systemroutine after it's own
routine.

1.99   Title Clock

GLOBALLISTSSCREENMANAGERHOTKEYS

- Title Clock:

This is a freely configurable WorkbenchTitleBar-Clock. If you edit this function, you can configure the clock. In the first line, you can choose the way the clock will look. On the lower lines, you can enter the position (x;y) orientated to the left or right screen border. Since the clock is for the ScreenTitleBar you may see nothing if your y-coordinate is to large. You can also choose the font for the clock. Proportional fonts are allowed. If you choose no font, the Screen-Title-Font will be used. The last checkmark is for adjusting the clock. If you activate the options "All Workbench-Screens" and/or "All Public-Screens" then you can allow more screens in the pattern field.

You can see an example for this on the Patternmatching page.

1.100   WB Gauge

GLOBALLISTSSCREENMANAGERHOTKEYS

- WB Gauge:

This is a WBGauge which displays a gauge in the Workbench windows and shows the fullness of the device. The gauge onle appears in the window from the root-directory of the device.

You can define the look and the width of the gauge.

NOTE: In contrast to other WBGauge programs this gauge shows the real fullness of the device. So you will see, that the RAM: is not to every time 100 percent filled, because it's not true.

1.101   Change Workbenchtitle

GLOBALLISTSSCREENMANAGERHOTKEYS

- Change Workbenchtitle:

With this function it is possible to configure and to extend your WBTitleBar to your own desire. To change the WBTitleBar, you have to edit this function. A new window will open where you can change the entered value. How much you can enter belongs to the used font (the best is a proportional font) and to the width of the screen.

The following values are possible:

%os = Kickstart version (e.g. 3.0)

%wb = Workbench version (e.g. 3.0)

%ov = exact Kickstart version (e.g. 39.106)

%wv = exact Workbench version (e.g. 39.29)

%ft = free memory together

%fc = free ChipMemory

%ff = free FastMemory

%Ft = free memory together (in KBytes)

%Fc = free ChipMemory (in KBytes)

%Ff = free FastMemory (in KBytes)

%FT = free memory together (in MBytes)

%FC = free ChipMemory (in MBytes)

%FF = free FastMemory (in MBytes)

%fr = free RetinaRam

%Fr = free RetinaRam (in KBytes)

%FR = free RetinaRam (in MBytes)

%fv = free VMMRam

%Fv = free VMMRam (in KBytes)

%FV = free VMMRam (in MBytes)

%pt = percentage of free memory together

%pc = percentage of free ChipMemory

%pf = percentage of free Fast Memory

%PT = percentage of full memory together

%PC = percentage of full ChipMemory

%PF = percentage of full Fast Memory

%lt = largest free block of all memory

%lf = largest free block of FastMemory

%lc = largest free block of ChipMemory

%rc = percentual fragmentation of ChipMemory

%rf = percentual fragmentation of FastMemory

%nt = number of running tasks

%nl = number of open libraries

%ns = number of open screens

%np = number of open ports

%nd = number of open devices

%pr = type of processor

%cp = type of co-processor

%cs = type of GfxChipSet

%wp = number of free Pens on the WB-Screen

Between the above values you can put whatever characters you want.

The changed TitleBar could look as follows:

AmigaOS V%os %pr/%cp/%cs Chip:%fc(%pc) Fast:%ff(%pf) T:%nt S:%ns

You should insert a sufficient number of spaces between the single

values, to make it easier to read.

NOTE:

1)

MCP tries to identify the old WBTitleBar by searching for 'Amiga' at the beginning of the ScreenTitle. If this fails the function has no effect.

2)

It's not possible to change the Titlebar from the 'DirectoryOpus' Workbench emulation, because this emulation uses own routines.

1.102   Activate on Workbenchtitle

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- Activate on Workbenchtitle:

If you use the Workbench in a low resolution (such as 640x256 points) and open a lot of windows, it can happen that you can't activate the Workbench for picking a menupoint. With this patch it is possible to activate the Workbench by clicking on its titlebar, since this bar is mostly free from windows.

NOTE: This function is very useful if you use 'ToolsDaemon'.

1.103   DOS-Wildstar

G L O B A L L I S T S S C R E E N M A N A G E R H O T K E Y S

- DOS-Wildstar:

If this function is activated, you may use the '*' instead of the '#?' as a wildcard.

1.104   Well Done!

You have found the Secret Part Of This Guide !

May The Force Be With You, And Don't Forget AMIGA THE RULING QUALITY

1.105   Patternmatching

Pattern-Matching codes

Character Description

? it specifies a single character

#<p> means that <p> occures 0 until n times

<p1>|<p2> matches if <p1> or <p2> true

~<p> matches with all strings except <p>

(<p1><p2>...) group elements

% stands for an empty- or zero-string

[<p>-<p>] defines a character area

Examples:

all screens except 'Workbench' : ~(Workbench)

only the 'Shell' screen : (Shell)

all 'Shell' screens : (Shell#?)

only 'one' and 'two' screens : (one|two)

In all lists in the preferences program you can give strings with these patternmatching codes and it's unimportant whether you type the strings in upper or in lower case !!!

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