in

COLLABORATORS

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Chapter 1

in

1.1 Documentation for DepthMenu

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          DepthMenu

  Version 2.38 (07-10-2002)
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1.2 Introduction

   Some time ago I noticed that very often I have mess on my screen and it
started irritating me that I couldn't catch on with all this thicket of
windows. I examined some programs available on Aminet and found that none of
them is good for me. Most of them copies idea from Windows95, which is good,
but in my opinion doesn't match Amiga. So I decided to wrote my own program
which should:

– be intuitive,
– be easy to use,
– be small in terms of screen-space,
– use small amound of memory,
– do its job (of course).

   And I found solution looking at MCP "ScreensMenu" option. Because this option
doesnt work on my machine properly, I decided to add this feature also to my
program. And that is how DepthMenu was born.

   When my program exceed above guidelines, I started thinking what else I could
I add to it. So I decided to make interface for external modules, thanks to
which it will be possible to add new functions or affect the way it works.

1.3 What is it?

   This program improves features of system depth gadget (that one on the right
side of window title bar, which is used to move windows to front or back) by
adding popup menu to it containing list of all currently opened windows. From
this menu you can select window which will be activated and moved in front of
all other windows.

The same feature is also added to screens depth gadgets.

   Additionally menu can have some options placed below list of windows/screens;
type of these options depends on external modules.

1.4 Requirements

Requirements:

– an Amiga computer,
– AmigaOS 3.0+,
– popupmenu.library 9.2+ (not included in this archive!).

   You can download this library from Aminet or from home page of this library
(http://www.boing.nu/pm). It is really worth to look there, because you can

find versions of this library dedicated to various processors.

1.5 Installation

Before installation of main program you should install ←
popupmenu.library. To
do that you must unpack downloaded archive pmuser.lha and start "Install"
script from that archive.

After successful installation you should start DepthMenu install script by
clicking on installer icon. Installation is really simple and nobody should
have problems with it. At any moment you can click "Help" button, which shows
detailed description what's going on and for what.

If you use MCP "ScreensMenu" function, and DepthMenu tooltype
NOSCREENSMENU
is not set, you can disable that function.

Please take a look also at http://www.depthmenu.prv.pl page, where (in
"Modules" section) you can find some interesting external modules which improve
possibilities of main program. Their installation usually consists of executing
enclosed Installer script.

1.6 How to use it?

After you run this program you can call menu by clicking right ←
mouse button
on depth gadged of any screen or window.

ATTENTION!
If menu doesn't appear, please check
configuration
.

Select window/screen and it will be moved in front of all the others. When
you select window, it will also be activated.

All other options which can appear at the bottom of windows/screens list are
added by external modules. There are two kinds of modules. Static and dynamic.
The first ones are plain executable files placed in "Modules" directory. The
second ones are created dynamicaly by other programs. For description of added
options you should look in documentations of modules and programs.

To check which external modules you have currently in memory, please open
"About" window. You can do that using shortcut "ctrl alt d" or "Show Interface"
option in system "Exchange" program (or in any other program which replaces its
functions). "About" window contains information about main program and list of
all currently loaded external modules. Newly added external modules (in
"Modules" directory) are loaded into memory automaticaly, so restart of main
program isn't required.

You can use menus also using keyboard. To open screens menu press "alt shift tab" combination and for windows menu - "alt tab" (these combinations can be changed in
                    configuration
                    . After that you can navigate through menu using cursor keys. To accept your selection press "enter". To cancel operation press "esc".

1.7 Configuration

                    You can change configuration of this program using well- ←
                        known system of
tooltypes. And here is what can be entered into icon of DepthMenu:

- NOWINDOWSMENU
Disables windows menu, information about pressing right mouse button over windows depth gadget will be ignored and will be sent to other programs.

- NOSCREENSMENU
Disables screens menu, information about pressing right mouse button over screens depth gadget will be ignored and will be sent to other programs.

- EXCLUDEWINDOW
The window, over which the menu was called, will be excluded from the menu.

- EXCLUDESCREEN
The screen, on which the menu was called, will be excluded from the menu.

- ACTIVEWINDOWONLY
Windows menu will open only over active window. Pressing RMB over other windows will have no effect.

- MAXWINTITLEN=<n>
Maximal window title length (in chars). Longer titles will be cuted. Zero means unlimited length (default).

- MAXSCRTITLEN=<n>
Maximal screen title length (in chars). Longer titles will be cuted. Zero means unlimited length (default).

- CX_PRI=<priority>
As argument you can enter the priority of commodities.library broker (default 120).

- CX_POPKEY=<key>
As argument of this tooltype you can enter shortcut which will open "About" window with information about main program and list of all external modules loaded into memory (default shortcut is "ctrl alt d").

- CX_SCRMENUKEY=<key>
As argument you can enter shortcut which will open screens menu on screen which is "on the top" of all others (default is "alt shift tab").

- CX_WINMENUKEY=<key>

As argument you can enter shortcut which will open windows menu (default is set
to "alt tab").

ATTENTION!
When you enable at the same time NOWINDOWMENU and NOSCREENMENU tooltypes,
program will be "useless" :).

   If you want to change the look&feel of the menus itself then look at the
PopupMenuPrefs tool, which is delivered with popupmenu.library (see also

               Installation
).

1.8 Limitations

   Program doesn't activate screens after moving it in front of all others. You
could use other programs to do that, for example MCP "Screen Activation"
option. DepthMenu should work with them fine (with MCP it works).

   Menu doesn't work on screens/windows which hasn't got depth gadget. However
if a window like that is the active one and you will use the keyboard, the menu
will open (in the middle of the screen).

   Windows list doesn't contain windows which haven't got depth gadget and
system borders at the same time. A good examle of that window is window of
dynAMite (it is caused by the fact that all the buttons and docs windows
created by, for example DirectorOpus or ToolDaemon, have got the same
parameters, but of course they shouldn't appear in menu). In case of dynAMIte
this was solved by external "dynAMIte.module" module.

1.9 History

   In square brackets you can find names (nicks) of persons, which informed me
about some troubles or suggested me some improvements.

2.38 Bug fixes, improved API (requieres changes in already created modules).

2.36 Fixed bug causing problems with some external modules, many changes in
     Installer script, slovak translation [Jan Zahurancik], spanish translation
     [Javier de las Rivas], italian translation [Rosario D'Angelo].

2.35 New API bug fixes [mANDI], new tooltypes (ACTIVEWINDOWONLY [Alexander
     Niven-Jenkins], EXCLUDESCREEN and EXCLUDEWINDOW [Jerome Chesnot],
     MAXSCRTITLEN and MAXWINTITLEN [Dagfinn Olsen], CX_PRI) added, usage with
     keyboard extended [Olivier Fabre], documentation fixed [Jean Holzammer],
     french translation [Jerome Chesnot], hungarian translation [Márton Dósa].

2.30 New modules API, bug fixes.

2.20 Added keyboard support for menus, decreased minimal required version of
     popupmenu.library from 10 to 9.2, added option to quit from program in

information window, improved internal program structure.

2.12 Modified error handling procedure, fixed Polish catalog.

2.11 Reported bugs removed [grxmrx].

2.10 Added localization support
     (internal version).

2.00 Added system of external modules, minimize and maximize options moved to
     external module, improved error handling procedure, added Installer
     script, and optimized code.

1.82 Two bugs removed: message about error during calling screens menu when
     only one screen is available [Damian Stolarek] and [Dariusz 'gural' Gora],
     and second bug was in function of minimizing windows [Damian Stolarek].

1.80 Added options to change window sizes, added configuration via tooltypes,
     improved error handling procedure, optimized code, added AmigaGuide
     documentation.

1.76 Removed some conflicts with MagicMenu [Dariusz 'gural' Gora], changed
     sorting procedure to case-insensitive (oversight caused by the fact that
     windows with names started with small characters are very rare), improved
     finding titles for windows and screeens without names.

1.72 Fixed some bugs: removed some Enforcer Hits [Jaca/Dreamolers-CAPS] and bad
     cooperation with programs which hold for a moment all screens operations
     [Damian Stolarek].

1.70 Removed "BORDERLESS" tooltype, improved selection of windows which should
     appear in menu, and improved finding names for windows and screens without
     names.

1.60 Added "BORDERLESS" tooltype [Rafal 'Manius' Mania],

1.50 Improved recognition of depth gadgets, now it works also with windows
     which haven't contain system borders, windows menu now also contains
     windows without system borders, and if window haven't got name the name of
     program which opened that window is shown in menu.

1.41 Improved handling of Commodities Exchange,
     (internal version, unavailable for users).

1.40 Fixed some bugs in sorting procedure, which causes system hang-ups in some
     situations [Grzegorz 'QLX' Kulinski].

1.30 First public release.

1.10 Acknowledgments

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- for documentations and website translations:
Amiga Translators' Organisation,

– for catalog translations:
Jan Zahurancik (slovak), Javier de las Rivas (spanish), Jerome Chesnot (french), Márton Dósa (hungarian), Rosario D'Angelo (italian),

– for reporting bugs and suggesting new features:
many, many people, too many to mention them all here, big thanks to all of you!

1.11 Contact

If you like this program or you have some troubles with it or you have suggestions, please contact me by one of the following methods:

– E-MAIL (recommended)
  yak@yak.prv.pl

– SNAIL MAIL
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Please look also at http://www.depthmenu.prv.pl page, where you can find latest information and newest versions of main program and external modules.