

ModePro

COLLABORATORS

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WRITTEN BY		August 27, 2022	

REVISION HISTORY

<i>NUMBER</i>	<i>DATE</i>	<i>DESCRIPTION</i>	<i>NAME</i>

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Chapter 1

ModePro

1.1 ModePro Manual

ModePro 4.51 The Screenmode Promoter and Public Screen Manager Copyright 1994 - 1998. All Rights Reserved.

Michael Rivers <http://home1.gte.net/mrivers/> IBrowse users, click here to goto my site!

WB2.1 and WB3.X compatible, WB2.04 needs the V38 of the 'asl.library'

Distribution ATO ATO provides many of ModePro's translations! [Introduction](#)

[Installation Preference's Interface](#) 4.47 [Arguments and Tooltypes](#) 4.48 [Promoting Workbench Promotion Tips & Tricks](#)

!!!! **WARNING** !!!! [Technical Details](#) 4.48 [Author](#)

[Version History](#) [Future Thanks...](#)

IMPORTANT! See [Installation](#) if you are installing ModePro manually!

1.2 Introduction

What is ModePro?

ModePro is an application or screen specific screen "promoter" for WB 2.1(or WB2.04 and ASL v38) and above. ModePro also is a simple public screen manager. You can define public screens that automatically open and close as needed.

ModePro determines which screens to promote via three lists: · Screen Names - Lists screens by name that should be promoted. · Program Names - Lists programs whose screens should be promoted. · Screen Modes - Lists screen modes that could be promoted. (see [Promotion List Gadgets](#))

Each list can contain any number of promotion entry names. When a program attempts to open a screen, ModePro will search the lists in the order above. If it finds an entry that matches the screen, ModePro will promote the screen using the options the entry specifies. ModePro allows you to use any AmigaDOS wildcards for the entry names.

There is also a fourth list, · Public Screens - List of public screens ModePro will manage.

This is where ModePro keeps a list of Public Screens, when these public screens are requested by other programs, ModePro will open them, and when the public screen isn't needed anymore, ModePro will close it. Most of the options available to Promoted screens are available to Public screens. Also see [Creating a Public Screen Entry](#)

ModePro can promote a screen's mode (or Display ID) 3 different ways: · Specify the Monitor Type - In this case you can change for ex. an NTSC screenmode to PAL. · Specify the exact Screen Mode, and optionally Depth and Palette · Have a ScreenMode requester pop up each time the screen is opened · Or ModePro can be told not to promote the screen mode at all. - so you can use ModePro's other features. (see [Promotion Method & Dimension Gadgets](#))

You can also specify these options for all promotion methods: · Autoscroll · Center · Interleaved screen bitmaps. (V39+) · Force screens to be planar. (V39+) (see [Option Gadgets](#)) · The WB2+ 3D look for the windows and screen (see [3-D Look Gadgets](#)) ·

1.6 Promotion List Gadgets

Promotion List Gadgets

1 [Gl Program Names] +-----+----+ |#|| |#||#| |#||#| 2 |#|| | 7 |#|| | |^|| | | _____ |V|| | 3 [Name Gadget] | 4
[Add] [Delete] 5 6 [Select]

1. Promotion List Cycle Gadget This gadget switches which promotion list is being displayed. There are four lists: · Screen Names The Screen Names list contains screen titles, if a program opens a screen who's Title matches an entry in this list it is promoted. · Program Names When a program in this list opens any screen, ModePro promotes the screen. · ScreenModes When a screen is opened using a screen mode in the list, it is promoted.

· Public Screens If a public screen is requested that matches an entry in this list, ModePro will create that screen, closing it when necessary. Also see [Creating a Public Screen Entry](#) .

Note: If a screen that is to be opened matches entries in multiple lists, ModePro will search the lists in this order Screen Names, Program Names, and then ScreenModes.

2. Promotion List This list displays the entry names in the list selected by the above gadget. Click on an entry to edit the options for that entry. *Double click on an entry to disable or enable that entry, on WB3+ systems, the entry will appear ghosted when disabled. The name of an entry can contain wildcards, ModePro supports all [AmigaDOS wildcards](#) . When using wildcards remember that the lists are scanned in the order of Screen Names, Program Names, and ScreenModes, each list is scanned from top to bottom, so if "#?" is in the list no other entries below it will be checked. In v4.25 wildcard support was added for the ScreenModes list. Promoting screen modes using wildcards can be tricky if you are not familiar with the Amiga wildcard system. I have provided some examples to help: NTSC:#?Laced#? will match NTSC interlaced screens NTSC:~(#?laced#?) will match NTSC screens that are not interlaced. #?Laced#? will match any interlaced screens #?HAM#?LACED#? will match HAM screens that are interlaced. #?HAM~(#?LACED#?) will match HAM screens that are not interlaced

3. Name Gadget This allows you to edit the selected name in the list. When this gadget is active, the Up and Down Cursor keys will allow you to select another item in the list gadget, pressing Shift and either Up or Down will change the priority of the selected item.

4. New Gadget Creates a new entry in the list

5. Remove Gadget Removes the highlighted entry in the list

6. Select Gadget This gadget will allow you to choose the name for the active entry from a list. The list will contain either all the open screen names, all of the programs name, a list of screenmodes that are currently available or any open public screens. The Screenmode list has an entry for each type of monitor that will promote all of the screenmodes of that monitor: ex. "NTSC:All".

7. Priority Slider Gadget This slider is used to adjust an entries priority

1.7 Promotion Method & Dimension Gadgets

Promotion Method & Dimension Gadgets

1 [Gl Promotion Method] 2 [Select Screen Mode...] 3 [Screen Mode Display] 4 Overscan: [Gl xxxx Size] 5 Width:[] Height:
[] 6 7 [/] Colors: [####] 8 9 [/] Palette [Edit...] 10

1. Promotion Cycle Gadget This Gadget has the four following values: (When the Public Screens list is active, only the latter two options are available) · None This option is useful in the case that you may not want the dimensions, screenmode, or overscan changed but would like a 3D or autoscrolling screen. · Monitor Type This option promotes a screen to an equivalent resolution under another monitor type specified in the text gadget, therefore you can promote an NTSC screen to say...an equivalent EURO36 screen, making interlaced screens more bearable. ModePro uses the BestModeID function when running AOS 3+, which should give better results when promoting to graphics cards. · Screen Mode When ModePro promotes a screen with this option it will promote it with the specific screen type listed in the text gadget. You may also set the width height and overscan of the screen but the number of colors will be taken from the program that requested the screen .Use the Select Screen Mode... gadget to select the screen mode of your choice. Also make sure the display mode can handle the number of colors the application program wants, forcing a program to open a 32 color hires screen on an Old Chip Set or Enhanced Chip Set machine will not work. · Requester When ModePro promotes a screen with this option it will bring up a ScreenMode Requester for you to pick a screen mode. Use the Select Screen Mode... gadget to select the initial values of the screen mode requester when it opens. Notes: If you are using

a non-AGA machine you may find that the list of screen modes has been limited, this may be a result of the program asking for a screen depth not available at higher resolutions. Also, when the screen mode requester appears because of this option no other program may open a screen until the requester is closed. Warning: Some programs can't handle screen sizes other than what is coded into the program, some may work, some may crash, some may put garbage all over the screen.

2. Select Screen Mode... Gadget Use this gadget to select a screen mode, monitor type, or the default settings for "Requester" promotion.
3. Screen Mode Display Gadget Simply displays the active screen mode
4. Overscan Cycle Gadget This gadget allows you to specify the overscan type using the last two promotion options.
5. Width Gadget This gadget allows you to specify a width using the last two promotion options
6. Height Gadget This gadget allows you to specify a height using the last two promotion options. Notes: Specifying -1 for either will cause the screen to be opened in that screenmodes standard Width or Height. Specifying 0 for either will cause the screen to be opened in the dimensions the programs specifies.
7. Colors Check Box Allows you to specify the depth of the screen. In order to specify the number of colors, you must set the promotion method to 'Promote Screen Mode' or 'Use Screen Requester'. Also, this has no affect on HAM, HAM-8 or ExtraHalfBright screens or screens that use a custom(application supplied) bitmap.
8. Colors Slider This gadget specifies the number of colors on the screen if the Color Check Box is checked, and/or, the number of colors in the palette if the Palette Check Box is checked.
9. Palette Check Box If this is checked, ModePro will open the screen with a palette specified by you. The number of colors in the palette is indicated by the Colors Slider.
10. Edit Palette Gadget When this gadget is clicked, ModeProPrefs will open a screen that contains the Palette Requester. No palette will be defined until you click the Ok Gadget in the requester at least once after the Palette Check Box has been checked for the first time on a particular entry in the promotion list.

Palette Requester

1.8 Option Gadgets

Option Gadgets

1 AutoScroll 2 Interleave 3 Behind 4 Blank Border 5 Force Planar 6 Centering:[G|Both Directions]

1. AutoScroll Check Box This option will make a promoted screen AutoScroll. If a screen was originally set to autoscroll you cannot force it to not autoscroll by leaving the checkbox unchecked.
2. Interleave Check Box This will open a screen with an interleaved bitmap which will increase graphics speed slightly and reduce the flickering that appears when moving big images on the screen. This option is available under Workbench 3.0 and above only. Warning: Some programs will not function properly or may crash with this option checked.
3. Behind Check Box This will make a screen open behind all other screens.
4. Blank Border Check Box This turns on the Blank(Black) Border option (the unused overscan area is turned black). Note that if your using a utility that turns on the Blank Border feature globally, ModePro will not turn the option off if you leave this option unset.
5. Force Planar Gadget This option will force the display memory for the screen to be allocated as bitplanes. This may be needed to promote some programs which expect the Amiga's standard planar graphics to graphics cards whose displays are generally chunky.
6. Center Cycle Gadget This gadget allows you to center the screen. The gadget has three values: · None Don't center the screen. · Horizontally Center the screen horizontally only. · Vertically Center the screen vertically only. · Both Directions Center the screen both horizontally & vertically.

This option may not work on all screens.

1.9 Font Gadgets

Font Gadgets

1 Font:[GI Program] 2 [Select Font...] 3 [] 4 [/] Aspect Correction

1. Font Cycle Gadget This gadget selects how the font for a screen is picked, the get has three values: · Program Uses the font that the program specifies. · System Uses the system default specified in the system's Font preferences. · Specify Uses the font specified in the Font Name & Size display gadgets. Until version 3.0, this option sometimes had strange affects on screens that were promoted with this option. In version 3.0 any screen that uses this option will have to be closed before you can quit ModePro.

The following gadgets are disabled if the Font Cycle Gadget is not set to Specify pecify.

2. Select Font... Gadget Opens a font requester so you can choose a font.

3. Font Name & Size Display Displays the font name & size.

4. Aspect Correction Check Box Corrects the aspect of a font so that it doesn't appear distorted when appearing on screens of various aspects. However, this may not work with a lot of bitmap fonts. Outline fonts(CG, Type1) should work fine.

1.10 3D-Look Gadgets

3D-Look Gadgets

1 [/] 3d-Look 2 [/] Default [Reset] 3 | | | | 4 | | ^ | _____ V [5][6]

1. 3-D Look Check Box This will give a promoted screen the WB 2+ 3D look.

2. Default Check Box If this is set ModePro will use the system's ROM Default pen settings. WB3.x users will get the settings from Palette Preferences, note that the "4 Color Settings" are used from Palette preferences editor, however, 2 colors screens get the ROM default.

Notes: You cannot force a screen to not have the 3D look by leaving this box unchecked.

3. Reset Gadget This will set the pen list to their default values. The default values will be taken from the default Public screen (usually Workbench)

4. Pen List This displays the pen names and their values

Pens OS Desc. Detail 1.x obsolete Block 1.x obsolete Text 2.0 Text on background Shine 2.0 Bright edge on 3d objects(gadgets, windows. Shadow 2.0 Dark edge on 3d objects Fill 2.0 Active window border/Selected gadget fill Fill Text 2.0 Text over Fill Background 2.0 Background color of unselected gadgets and inactive windows borders High Text 2.0 Highlighted text color Bar Detail 3.0 Text color in screen title bar Bar Block 3.0 Color of screen title bar Bar Trim 3.0 Trim under screen title bar

5. Current Pen Name Display Gadget This displays the current pen name your editing.

6. Pen Value Gadget This gadget allows you to change the value of the selected pen. Hit Enter to advance to the next pen. Hitting Tab will also advance to the next pen, but it will also change the active string gadget. Also, press the Up or Down Cursor keys to select another pen to edit while this gadget is active. Negative values are acceptable, the pen is selected by subtracting that number from the number of colors on the screen, if you type in -2, and there are 16 colors, then the pen will use color 14.

1.11 Backdrop Gadgets

Backdrop Gadgets

1 Backdrop:[GI None]

(V39 only)

1. Backdrop: This gadget selects the type of backdrop. · None - no backdrop · Picture - an Image tiled as the background · Color - a solid color

With Picture selected, the following gadgets are available...

2 [File][3] 4 [/] Center

2. File Gadget Click this gadget to select a picture to display in the backdrop.
3. File Display Gadget This gadget displays the selected file.
4. Center Instructs ModePro to center the image.

With Color selected, the following gadgets are available...

6 Color []

6. Backdrop Color Gadget This gadget displays the background color for the screen. Clicking on the gadget will allow you to edit the color. In order for this gadget to work, ModeProPrefs requires that atleast 2 free pens be available on the screen that ModeProPrefs appears on. ModePro uses the OS to pick the best available pen to render in, if there are few or none available pens, ModePro may show the wrong color or no color at all. If CyberGraphics is available and the screen is true color, ModePro will use CyberGraphics to render the color.

1.12 Old Backdrop Gadgets

Backdrop Gadgets

1 [/] Backdrop 2 [File][3] 4 [/] Center (V39 only)

1. Backdrop This gadget enables the Backdrop options.
2. File Gadget Click this gadget to select a picture to display in the backdrop.
3. File Display Gadget This gadget displays the selected file.
4. Center Instructs ModePro to center the image.

1.13 Share Pen Gadgets

Share Pen Gadgets

1 [/] Share Pens 2 Exclude:[] (V39 only)

1. Share Pens This gadget tells ModePro to open the screen using WB3+ shared pen system. This, along with the Public Screen option, will allow you to open programs like MultiView on these screens and allocate the pens for their use.
2. Exclude Gadget This gadget tells ModePro to exclude certain pens from being shared. This is useful when, for example, if you have a program that expects certain pens to be certain colors. Without this option those pens could be modified without the program knowing, which could result in an oddly colored display.

You can specify multiple pen numbers in the gadget by: · Separating each pen number by a comma or space or both (0,1,2,3 or 0 1 2 3) · Specifying a range of numbers using a dash '-' (0-3) · Or a combination of the two (example 0,1,2, 5-10, 12, 14, 16-18)

Note: This gadget will only allow you to enter the characters '0' through '9', ' '(space), ','(comma) and '-'(dash). Entering other characters will make the screen beep.

Example: If you had a program that opened on a 16 color screen, and you promoted it to 256 color, specified 'shared pens' and the program was not aware of the shared pen system, then you'd want to exclude pens 0-15, this way, if you popped Multiview up on that screen, Multiview would not destroy the palette of the first 16 colors.

1.14 Public Control Gadgets

Public Control Gadgets

1 [/] Make Public 2 Name:[]

1. **Make Public Gadget** This gadget specifies whether the promoted screen is to be public or not. ModePro closes screens it makes public asynchronously to the application that actually created the screen. The screen will not be closed until:

- There are no windows open on the screen.
- The application that opened the screen has called the `intuition.library` function `CloseScreen()`. This lets ModePro know the the application is done with the screen, and that it can be safely closed.

Note: You do not need to close all of the 'visitor' windows before you quit the application that opened the screen. If you quit the application before all the visitor windows are closed, ModePro will close the screen as soon as all of the visitor windows are closed.

In v4.30 the way screen titles are handled has changed, the original title is used until the application closes the screen, if the screen remains open because another program has opened a visitor window, a copy of the original title is used.

Screens that ModePro cannot make public are those that:

- Have their BitMap memory supplied to them by the application instead of allowing the OS to allocate the BitMap. (mainly paint programs)
- Have already been specified as being public by the application that is opening the screen.
- Require that the program that created the screen remain in memory.

Note: ModePro cannot be quit until all promoted screens that it has also made public have been closed.

2. **Public Name Gadget** This is the Public Name of the screen. ModePro also places the public name of the screen in the title bar instead of the original title. the public name may have a number appended to it, if multiple public screens with the same name are opened. (ex, 'PUBNAME' 'PUBNAME.2' ...)

1.15 Screen Hot Key Gadgets

Screen Hot Key Gadgets

1 [/] Screen Hot Key 2 Hot Key: []

1. **Screen Hot Key Gadget** This gadget specifies whether the promoted screen is to have a Hot Key that will place the screen in front of all others.

2. **Hot Key Gadget** This will be the Hot Key for the screen.

Notes: Changing the string in the Hot Key Gadget will not affect any screens that are already open. If multiple screens are opened the share the same hot key, pressing the hot key will cycle through those screens. ModePro cannot be quit until all promoted screens that it have this option have been closed.

Tip: If you use FKey or a similar program to launch programs, by setting the **CX_PRIORITY** tooltype of ModePro to a higher value than that of FKey's, you can use one hotkey to start a program with FKey, and then have ModePro pop the screen to the front while that program has its screen open using the same hotkey without FKey running the program again.

1.16 Save, Use & Cancel Gadgets

Save, Use & Cancel Gadgets

1 [Save] 2 [Use] 3 [Cancel]

1. **Save Gadget** Saves the current settings as permanent.

2. **Use Gadget** Use the current settings, they will be lost if the system is reset.

3. **Cancel Gadget** Restore the settings and exit.

1.17 Unknown Screen Gadgets

Unknown Screen Gadgets

1 [Use] 2 [Use & Delete] 3 [Never Again] 4 [Cancel]

When an unknown screen is requested and the **Ask About Unknown Screens** menu item is checked, ModePro will prompt you as to how and if you would like to promote the screen, if you choose to promote the screen, ModeProPrefs will open and the

normal **Save Use and Cancel** gadgets will be replaced with those above. ModeProPrefs forces you to edit the new entry for the unknown screen and decide whether or not you want to keep or delete the entry. Note that while ModeProPrefs is in this mode, the **Promotion List** gadgets will not be available.

1. Use Gadget This gadget tells ModePro to keep the new entry and promote the screen. Note that ModePro doesn't save the new entry to disk until told to do so (by pressing the Save Gadget).
2. Use & Delete Gadget This gadget tells ModePro to promote the screen and then discard the entry.
3. Never Again Gadget This gadgets causes ModePro to add an entry to the promotion list the tells ModePro to never ask to promote this screen again. An entry will be added to a promotion list, however it will be uneditable.
4. Cancel Gadget This tells ModePro not to promote the screen. Unlike the "Never Again" gadget, if the same is requested again, ModePro will ask if you want to promote it.

1.18 Arguments and ToolTypes

Arguments and ToolTypes

MODEPRO ** The command line has changed in v4.17 ** Format: MODEPRO [CX_PRIORITY<priority>] [CX_POPKEY<key>] [CX_POPUP<yes/no>] [PREFSCOMMAND<command>]

Template: CX_PRIORITY/N/K, CX_POPKEY/K, CX_POPUP/K, PCMD=PREFSCOMMAND/K, WBPROMOTABLE/S:

Purpose: This program contains the system patches and promotion code.

Tooltypes: CX_POPUP=YES/NO (default YES) (changed from NO in version 3.6) CX_POPKEY=<hotkey> (default lcommand p) CX_PRIORITY (default 0) DONOTWAIT STARTPRI PREFSCOMMAND=<command> (default sys:prefs/ModeProPrefs) Command to run ModeProPrefs. WBPROMOTABLE Normally ModePro will only use certain options for the Workbench screen, this option allows ModePro to use every option for the Workbench screen. This option should not be used lightly. See **Promoting Workbench**

MODEPROPREFS

Format: MODEPROPREFS [FROM<filename>] [EDIT] [USE] [SAVE] [PUBSCREEN=<pubname>] [ENABLEPROMOTION=<yes/no>] [NEWLOOKMENUS=<yes/no>] [ASK_UNKNOWN=<yes/no>] [CENTER_HORZ=<yes/no>] [CENTER_VERT=<yes/no>] [FONT_NAME] [FONT_SIZE<size>] [DEBUG]

Template: FROM, EDIT/S, USE/S, SAVE/S, PUBSCREEN/K, PRO=ENABLE_PROMOTION/K, NLM=NEWLOOKMENUS/K, ASK=ASK_UNKNOWN/K, CH=CENTER_HORZ/K, CV=CENTER_VERT/K, FN=FONT_NAME/K, FS=FONT_SIZE/K/N, DEBUG/S:

Purpose: This program is used to edit the promotion lists and change various options in ModePro.

Tooltypes: FROM=<filename> A preference file to load. EDIT Edit the current settings or the file specified by FROM. USE Use the current settings or the file specified by FROM. SAVE Save the current settings or the file specified by FROM as default. PUBSCREEN=<pubname> Public screen to open the preference editor on. ENABLE_PROMOTION=<yes/no> Turn on or off screen mode promotion. NEWLOOKMENUS=<yes/no> Turn the NewLookMenu patch on or off. ASK_UNKNOWN=<yes/no> Turn on or off the "Unknwon Screen" requester. CENTER_HORZ=<yes/no> Center unknown screens horizontally. CENTER_VERT=<yes/no> Center unknown screens vertically. FONT_NAME= (defaults to the screen font or Topaz) (ex. 'Times.font') FONT_SIZE=<size> (default 8) Specify the Font to use for ModeProPref's interface. Ignored if FONT_NAME is not specified. DEBUG Turns on ModePro's debugging output - most versions of ModePro will ignore this option (it's mostly for my own debugging). If it is available, output is done through the serial port (use sushi).

1.19 WARNING!!

Warning!

Use of this program is done at your own risk. I am not responsible for any damage, injuries or fatalities through the use of this program.

YOU HAVE BEEN WARNED!

1.20 Technical Details

Technical Details

This program patches the following functions:

intuition.library OpenScreen & OpenScreenTagList - Patched with ModePro's promotion function which add's and modifies options, and then calls the original OpenScreenTagList function. CloseScreen - To free resources ModePro allocates from the patch above(Font, Public Screen, and Hot Key options). It then calls original function. OpenWindow & OpenWindowTagList - To set the NewLook menu option and for the Public Screen Manager. LockPubScreen - Patched for ModePro's Public Screen Manager. CloseWorkbench - This had to be patch because this function calls CloseScreen() directly and not thru the LVO. LockPubScreenList - Adds ModePro's public screens to the system's Public Screen list, even when the screen isn't open. This allows applications that normally display a list of open Public Screens, to also display ModePro's as well. UnlockPubScreenList - Cleans up mess created from above.

gadtools.library LayoutMenus - patched to set the NewLook menu option.

These patches can be safely removed as long as no other program patches the functions after this program does. If another program has patched over ModePro's patches, the ModePro will not allow you to quit. The code that removes these patches in 3.0, is considerably better than before, previous versions left themselves open for attack for a short period of time.

1.21 Author

Author

You may send money, suggestions, error reports, complaints and money to:

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or via e-mail:

mrivers@gte.net For current versions of MP, visit <http://home1.gte.net/mrivers>

1.22 Menus

Menus

Project Open... Open a preference file. Save As... Save the current settings to a file ----- About... Obvious
----- Hide Hide interface Quit Quit ModePro (all mode promotion stops)

Edit Last Saved Load permanent promotion list Restore Restore ----- Copy entry to > Copy the active entry to one
of the following lists.

Screen Names Program Names Public Screens

Settings Enable Screen Promotion Indicates whether or not ModePro is active Enable New Look Menus Indicates whether or
not the New Look menu patch is active(v39+) ----- Ask about unknown screens If an unknown screen is open,
ModePro will prompt you as to whether or not to add an entry. Ask about unknown Public Screens If an unknown public screen is
requested, ModePro will prompt you as to whether or not to add an entry. Center unknown screens If you specify these, unknown
screens are centered Horizontally Horizontally Vertically and Vertically

Notes: As of v4.17 the status of the Settings menu items are saved in the preferences file.

Ask about unknow screens - When this option in checked, when a screen that has no promotion entry is opened, ModePro will
prompt you as to whether ot not you want to create an entry for the screen.

1.23 Promoting Workbench

Promoting Workbench

Due to safety reasons ModePro normally allows only certain options listed below to be used on the Workbench screen. However, ModePro has a command line option called "WBSPROMOTABLE" that will allow you to use every option in ModePro on the Workbench screen, however I strongly discourage its use.

ModePro **<parameters>**

Options that can be set are: · AutoScroll · Interleave · 3-D Pens · Screen Hotkey · Share and Exclude Pens · Palette · And that's it!

All of the other options will be ignored due to the side effects they can cause with Workbench, which could have included: · Interference with how the Workbench screen functions. · System deadlocks where screens & windows simply refuse to open. · Workbench failing to be promoted and opening in the normal mode. · Workbench refusing to open at all. · Or in the case of the Center option, simply not having enough information supplied by Workbench on how to adjust the display.

Fortunately, almost everything else is adjustable using the system Prefs.

1.24 Promotion Tips & Tricks

Promotion Tips & Tricks

· Imagine - In the Screen Name list use "Imagine" to promote the main screen. (*Imagine is very flakey, it has refreshing problems in version 4 and below) To promote the render screens, use "Imagine#?" in the program list. If your using HAM render screens, make sure you promote to HAM capable monitors, gfx-card users should use normal modes for their quickrenders, (ie 256 colors), Use "Monitor" promotion if you frequently change quickrender screen modes.

Hot keys - Set ModePro's CX_Priority higher than the FKey commodity (it is by default), and use the same key combo to start a program in FKey as you use to bring the screen to the front in ModePro. The first time you use the hot key, the program is run, afterwards ModePro will intercept the hot key and bring the screen to the front.

1.25 Creating a Public Screen Entry

Creating a Public Screen Entry

Many programs support opening on public screens, however the OS provides no way for the average user to open these public screens. Now, ModePro will allow you to create these screens, opening and closing them as they are needed.

To create a public screen entry: Add a new entry to the Public Screens list. Set the name to the name of the public screen(*). Set the Promotion gadget to Screenmode or Requester, set the other options as you see fit, however the Make Public options will be disabled because ModePro already knows this is a public screen.

Also, using wild cards, you can define a generic public screen. For instance if you set the Name to "Public#?", you could then tell different applications to use "Public 1" or "Public 2" or "Public Cow". Each separate name will open a separate screen, but each will use the options specified for "Public#?" (Am I making any sense?)

(*) WB2.X users: The OS is sensitive the the case of public screen names, however ModePro is not.

1.26 AmigaDOS Wildcards

AmigaDOS Wildcards

Note: <z> can be a character or string of characters.

Wildcard Description Example ? Matches any single character. A?B = AAB, ABB, ACB, ADB ... #<z> Matches 0 or more occurrences of <z>. A#BC = AC, ABC, ABBC ... #? Matches anything. AB#? = ABC, ABD, ABCD, ABCOW ... <z1>|<z2> Matches if either <z1> or <z2>. (AB|XZ) = AB, XZ matches. (D|H)OG = DOG, HOG ~<z> Matches everything except <z>. ~ABC = Everything but ABC (<z1><z2>...) Group items together. % Matches a null string. [<z>-<z>] A character range [A-C]OW = AOW, BOW, COW

1.27 Thanks to...

My thanks go to the following people for their support. (Unfortunately this area is incomplete because I've put some of the letters that I recieved in a safe place, however I don't remeber where it is.)

Sylvain Bourcier Frank & Maureen Turner Michael D. Lewis Luca Carminati Amiga Computing Magazine POIRIER Emmanue

Big thanks to the translators... ATO

Dámaso D. Estévez Spanish Alessandro Basso Italian Georges Goncalves French Konrad Dubiel Polish Sigurbjorn Larusson Icelandic JT Eliassen Norwegian Timo Pährisch German (old translation) Andreas Timmermann German (current translation) Oleg Sergeev Russian Tayfun Alacakaptan Turkish Harry Samwel Swedish

and Numerous others who sent in bug reports, comments and thanks.

1.28 Palette Requester

Palette Requester

```
Edit palette of " | ] _____ [ _____ ] Palette +-----
-----+ ||| +-----+ [ Copy ][ Swap ][ Spread ] [ Reset ][ Undo ] _____
Red [ _____ ] 123 Green [ _____ ] 123 Blue [ _____ ] 123
[ Ok ] [ Cancel ]
```

Note about using keyboard equivalents in the palette editor: To Copy, Swap or Spread, you must select the first color, press the key for either Copy, Swap, or Spread, select the second color using the keyboard, and finally press the key for Copy, Swap or Spread again.

Menus

·Load Palette ·Save Palette These two will load or save the palette in IFF ILBM colormaps (CMAP). Which is complatible with most Paint programs. This also means that you can load the palette from most ILBM pictures. ----- ·Ok ·Cancel

1.29 ModePro's Future

Things to do:

"Auto-Sort" promotion lists.

1.30 ModePro History

History

Ver.Rev (M/D/Y) · Info

4.51 (9/1/98) · Overscan Gadget works again. · ModePro may cause programs that handle LockPubScreenList() wrong to display an little error message. · ModePro now handles nested calls to LockPubScreenList() correctly.

4.50 (8/28/98) Bugs Galore with the Share Pens option! · Huge bug added around 4.38, pens allocated with the "Share Pens" option, were freed twice, before and after the Screen they were allocated from closed. · The Exclude option could overread/write its buffer if you specified pens above 255. · The Exclude option now handles number ranges that go down, for example "16-8" instead of "8-16". Before it would have attempted to allocate pens 16-32767 and 0-8, which would have affected the above bug.

4.49 (8/23/98) · Spanish catalogs and installer updated. · Updated installer, all (4) languages now use the same script. The non-english scripts may be missing a few translations. · The Color Backdrop option will use CyberGraphics to fill true color screens if possible. · Fixed a trivial bug in the palette requester that didn't really affect anything.

4.48 (8/11/98) · Added the "WB PROMOTABLE" option to the ModePro icon. · Added the "WB PROMOTABLE" option to the Installer script. · Increased stack size to 10K when ModePro launches ModeProPrefs, it was too low, and sometimes resulted in MPPrefs crashing. · Put docs back together.

4.47 (8/9/98) · The backdrop code was a total disaster, v4.45 introduced new bugs. + ModePro would never free any memory or datatype objects when the screen they were displayed on closed. + Even if it could free the memory and datatype object, the system would have instantly locked up. · Backdrop code updated, fixed and a new option to simply specify a color.

4.46 (7/25/98) · Now patches [Un]LockPubScreenList() functions, this will allow programs that display a list of public screens (Like MUI Prefs) to also list ModePro Public screens, even if they aren't open. · New **Command Line** option allows promoting all aspects of the Workbench screen, however I don't recommend it.

4.45 (6/28/98) · If a backdrop file was specified, ModePro would fail to free the memory allocated for the filename when it should have. · Previously backdrop images were displayed in a borderless 'backdrop' window, the code has changed so that it no longer keeps this window on the screen, this was done because leaving the window open interfered with other programs that also open 'backdrop' windows.

4.44 (5/18/98) · Due to debugging code that was not removed, some archives contained a version of ModeProPrefs that wouldn't load.

4.43 (4/28/98) · Backdrop File Requester now remembers where files came from - REALLY!

4.42 (4/3/98) · Revamped Installer script · Many new translations provided by the ATO. · Minor GUI re-work. · Palette editor now has a box with the active color at the top of the requester, this was only added because of problems with changing the palette on true-color. · Fixed bug that could occur when ModeProPrefs would startup. For example, if you add an entry or few, select the last entry, hit cancel, and reopen ModeProPrefs, it assumed that there would be as many entries as there were before, and would either disable most of the interface, or display garbage.

4.41 (3/21/98) · Added ability to disable entries by double clicking on them, on WB3+ systems the Entry name will be ghosted, however, on WB2.X system, the entry name will look the same, but the option gadgets will be disabled.

4.40 (3/18/98) · Backdrop File Requester now remembers where files came from. · Fixed some spelling errors.

4.39 (1/30/98) · Update to Spanish and Swedish catalogs.

4.39 (12/28/97) · True color backdrops now work on true color screens. (requires V43 picture.datatype) · German catalogs have been updated up to version 4.35, thanks to Andreas Timmermann · Fixed low memory error in LayerHook code.

4.38 (12/21/97) · ModePro's public screens wouldn't close if they had a backdrop. · Backdrops are now loaded on ModePro's process. · Screens that were not promoted didn't close.

4.37 (12/18/97) · Fixed bug that happened when the OpenScreen patch couldn't allocate memory, which caused all successive calls to OpenScreen and CloseScreen to be stopped.

· New Turkish catalog! · Added backdrop support Needs WB3+, (No TrueColor support *YET*!) + Backdrop support requires WB3+ + Uses code from the LayerHook archive + If V43 Picture datatype is loaded, it will load 24bit pictures, however, on true color screens the picture is still dithered. + Loading datatypes needs to be done on a separate task, currently there is a delay between when the screen opens and when the program opens its window

4.36 (11/8/97) · Palette requester now has menus to Load and Save the palette.

4.35 (10/12/97) · Entries that are non-editable are highlighted on WB3+ The following were added in version 4.34(++), that were only available from my website. · Kludge around centering Picasso96 screens, P96 overscan limits are not defined. Now ModePro will not center screens when the overscan settings don't make sense. · Spanish catalogs, Thanks to Dámaso D. Estévez! · Minor change in the way screen hotkeys are dealt with internally. · More therapy for centering code. Uses intuition/QueryOverscan() to get dimensions now. 4.34 (8/30/97) · While ModeProPrefs opens its windows, the "Ask Unknown ..." options are temporarily disabled, as soon as the prefs window is opened the settings are restored. This is to prevent a deadlock from occurring in case ModeProPrefs has to open its own screen, or opens on a non-existing public screen. · ModePro's exit code didn't check to see if the CloseWorkbench() patch was safe to remove. · Tweaked the screen centering code.

4.33 (7/20/97) · For WB3.x Users, ModePro now uses the Palette Preference settings for "4 Color" screens for the Default 3-D Look.

4.32 (7/20/97) · ModePro exit code added check to see if anyone is still inside the patch code. · ModeProPrefs could quit before ModePro returned all the messages MPPrefs sent. This could cause random crashes when ModePro finally did return the messages. Most notably when you selected the old Quit menu item (Now "Quit ModePro"). · Crash after the **Unknown Screen**

- Requester** is hopefully gone. · Also if ModeProPrefs can't be started after answering the Unknown Screen Requester, ModePro will time out, and not promote the screen. · Changed Hide menu item to "Quit" and "Quit" menu item to "Quit ModePro", to be more consistent with system preferences. · Default HotKey changed from "lcommand p" to "lamiga p", which is the something.
- 4.31 (6/15/97) · Added **Sort List** option to Edit Menu. · Reworked the way screen titles are handled when an entry has the Make Public option selected. See **Public Control Gadgets** .
- 4.30 (6/14/97) · Added Unknown Public Screen option, similar to Unknown screen option. See **Unknown Screen Gadgets** and the **Ask about unknown Public Screens** menu item.
- 4.29 (6/4/97) · New entries created when an unknown screen is opened will be saved to the prefs file if you click on "Use" or "Never Again" · Fixed in error were MPPrefs didn't use localized strings for a few gadgets
- 4.28 (5/26/97) · Reworked the way ModePro deals with unknown screens. See **Unknown Screen Gadgets** and the **Ask about unknown screens** menu item. · Added Blank Border and Behind **options** . · Added Default option to **3D Look** . · Added Screen Modes to the "Copy to" **menu** items. · Fixed bug in "Copy to" menu, when to entry was copied, MPPrefs would activate the wrong list if you copied to the Screen Names or Program Names lists.
- 4.26 (5/18/97) · Finally fixed a major complaint from translators, now ModeProPrefs will determine the key for a gadget just from the gadget's name, the separate entries in ModeProPrefs.cd for the key and shifted key are no longer needed. · ModeProPrefs finally sports a resizable GUI. · More to come soon!
- 4.25 (4/30/97) · Added Wildcard support for the ScreenMode list. See **Promotion List Gadgets** for more info. · Fixed Enforcer hit when opening the screen mode requester by clicking on the "Select Screen Mode..." gadget. Is really a bug in "asl.library"
- 4.24 (4/20/97) · In ModeProPrefs; Removed Promotion options "None" and "Monitor Type" when the Public Screens list is active since those options don't work.
- 4.23 (4/19/97) · Fixed bug in MPPrefs where it's window was closed before MPPrefs was done with it, this bug was introduced in v4.19 with the new GUI code. · Fixed bug introduced in 4.17, if you had no entry for the Workbench screen, and you closed and reopened WB (using ScreenMode for ex.) ModePro would not open anymore screens or allow MPPrefs to open. (Technically, I didn't released a semaphore when I should have)
- 4.22 (4/16/97) · Fixed ancient bug where using the Palette option caused the Center options not to work on WB3+.
- 4.21 (4/13/97) · Fix bug that was introduced around v4.19, where selecting a promotion list that was empty would cause the Promotion List Cycle Gadget to not work. · Public Screens now have there own list. · Added Copy To options,to Edit menu. See **Menus**
- 4.20 (4/11/97) · Added the ability to create Public Screen that are opened and closed as needed. See **Creating a Public Screen Entry** .
- 4.19 (4/7/97) · Fixed bug where using -1 as a value for one of the 3D Look Pens, causing part of the Pen list to be ignored. · Fixed long standing bug which sometimes caused MPPrefs to place it's window too high if it opened it's own screen. · Main GUI and Palette GUI now use same gadget layout code.
- 4.18 (1/25/97) · Removed some debugging code the was printed to the serial port when using the Share Pens & Exclude options.
- 4.17 (12/14/96) · ModePro will take options from it's icon if none are specified on the command line (Like MPPrefs). · Most of ModePro's command line options and tooltypes have been moved to ModeProPrefs and changed. + All the Catch_ options have been replaced with the "ASK_UNKNOWN" option. + Since "NEWLOOKMENUS", "ENABLE_PROMOTION" "ASK_UNKONWN" "CENTER_xxxx" and "DEBUG" are options of MPPrefs, these options can be changed from the shell or icon without opening the ModeProPrefs window by specifying the "USE" option. · MPPrefs menus have been revamped. The "Catch" menu has been replaced with the "Settings" menu: + "Enable Screen Promotion" (moved from the Projects menu) + "Enable NewLook Menus" (moved from the Projects menu) + "Ask about unknown screens" (replaces the CATCH stuff) + "Center unknown screens". See **Menus** for more info. · MPPrefs will now save the options in the Settings menu. · New translations.
- 4.16 (10/29/96) · Fixed big bug in the Screen Mode list: + If you didn't choose one of the "(monitor):All" screen modes, MPPrefs always set the screen mode to "Old:NTSC:Low Res" or "Old:PAL:Low Res". + Fix memory leak which was the cause of the above bug, it occured evey time you clicked on "Select" with the Screen Modes list active, every screen mode item in the select list was allocated twice, and only one item was freed. On top of that the duplicate item that was used was not initialized completely.
- 4.15 (10/11/96) · ModePro can be disabled from the commodities Exchange program now.
- 4.14 (9/22/96) · Bug fix in screenmode promotion. Using "(Monitor):All" would promote everything, instead of just promoting that monitor. · Attempt to fix glitch where the palette editor may have cut off the first digits(s) on the Red: Green: & Blue: sliders. · Confirmed, the "CED" bug was fixed in 4.13.
-

- 4.13 (7/25/96) · Slight change in open window patch in an attempt to fix the {b}"CED"{ub} bug.
- 4.12 (6/13/96) · Fixed Mungwall hit that occurred when screens that use any of the "Font", "Public Screen", "Hot Key" or "Force Planar" options were closed on systems running WB3+.
- 4.11 (4/20/96) · ModePro's command line option CenterAllHoriz and CenterAllVert turned the option off, instead of turning it on like it should have, fixed. · ModePro no longer complains if it can't find the preference settings in ENV: or ENVARC: at startup. (3/30/96) · 2 years old. *(<18·)
- 4.10 (4/8/96) · Bugfix in ModePro's command line.
- 4.9 (4/6/96) · Bugfix in palette requester which occurred when the bits per blue and green were not the same. · Enhanced BestModeID call. (V39) · Little GUI work. Now remembers where the prefs window was at last, and which node was being edited.
- 4.8 beta version · Promote Monitor Type now uses the BestModeID function when running on WB3+ systems. This should give better results when promoting to graphics cards. · Keyboard equivalents for gadgets. · Force Planar display option. · Fixed error in determining where a screen should be centered to. · If MPPrefs has to open a screen for itself to open on, it now uses either the default system font or the user specified font for the screen instead of Topaz 8. · ModePro has new command line and tooltype options to center all screens that it does not promote.
- 4.6 beta version · Palette Promotion added. · Pressing a screen hotkey will activate a window on that screen. · Screen Promotion will can promote all the screenmodes of a particular monitor. · Starting ModeProPrefs from the cli or via the PrefsCommand option of ModePro with no parameters on the command line will cause the prefs editor to use the icon tooltypes as options. · Setting the Width & Height gadgets to 0 will cause a promoted screen to open in the dimensions the application specifies. · The Center screen option has been expanded to allow horizontal only, vertical only or centering on both directions. · Replaced the Pen Name display and Font display gadgets with my own functions, which look better
- 4.5 (11//95) debug version. · This version of ModePro has a Debug option. · Fixed a bug in the Locale support, basically wasn't allocating the appropriate amount of ram for the word "New" in the promotion list. Was allocating enough for a 9 letter word, which was fine for "New", but not fine if the translation of "New" was longer than nine letters. · Added promotion by ScreenMode. Easy to implement in the patch, but a pain in the ass to implement in the prefs editor. · Added the Select button to allow you to choose from a list of names or screenmodes for an entry in the promotion list. · There was a major hole when promoting Workbench. If the Workbench screen was closed, and not reopened (an option in many paint programs to save ram), ModePro would have problems: If a HotKey was assigned to the Workbench screen and the HotKey was pressed, if the hotkey to bring up the Preferences program was pressed, and probably some other things as well. · Minor interface changes: Changed order of the [Promotion List Cycle Gadget](#) to reflect the priority of the lists. Wrote my own code to display the number of colors for the [Color Slider Gadget](#). The original GadTools code was totally unsatisfactory, esp on WB2.X. 4.1 (9/18/95) · Fixed a bug with the OpenWindow patches, which interfered with programs that used the original OpenWindow() function and used the extended ExtNewWindow structure. (Most noticeable in Arq) · Allows limited promotion of the Workbench screen. see [Promoting Workbench](#).
- 4.0 (9/5/95) · Program now comes in two sections, a daemon and a Prefs editor. · Cleaned up the 3D Pen list (V39 only)

Old History

1.31 Really old History

- 3.9 · Beta Ver. limited distribution. · Screen Hotkeys
- 3.6 (7/25/95) · Beta Ver. not distributed · Locale support. · Fixed some enforcer read hits. 3 happened when the promotion list is empty and 2 would happen if no font was selected with the Font option set to Specify. · Fixed glitch where the Depth gadgets were refreshed twice, in a row. Which would sometimes cause 2 of the above enforcer hits · Fixed the labels in the Overscan gadget, Extreme and Maximum were in the wrong order. · Changed default value of CX_POPUP to YES to be more consistent with the rest of the system commodities. · Now uses ReadArgs() to parse CLI parameters. · Screen to front HotKeys. · Cleanup of code for Loading & Saving Prefs.
- 3.5 (6/8/95) · Squashed more bugs. · Overhaul of interface code. · Added ability to set the interface font. [More info](#) · Support for WB3+ pen sharing. · Added ability to set screen depth. · Now supports _all_ AmigaDos wild cards. [More info](#) · Now frees memory, if allocated, for the File, Font and ScreenMode requester when ModePro's window is closed, previously the memory was not freed until ModePro was quit.

· Fixed bug in file saver where info relating to the Font was saved even when it should not have been(Font modes 'Program' & 'System') this had a side effect of messing up the Public options if the Font mode was 'Program' or 'System'. · Fixed minor glitch with the Public Name string gadget.

(3/30/95) · ModePro is 1 year old :)

3.0 (3/21/95) · Fixed a major bug(from v2.5) with the Specify font option, which would cause the font to change on the promoted screens if another promoted screen was opened with Specify font option and the two fonts were different. · Added another system patch to CloseScreen(), this was required to fix the font bug, and for the new public screen management. · New Font sensitive interface which also required some reworking of the interface: "HighlightText:" in the pen list is now "High Text:" "Use Screen Mode Requester" is now "Use Screen Requester" · MP will again try to promote LikeWorkbench screens. · If MP fails at promoting a screen, MP will make a second attempt to open the screen without promotion. · MP will *not* promote the Workbench screen. · Most screens can now be made public. This was more work than I thought it would be :^) See **Public Options** . · When the 'Catch' menus are enabled, newly caught items are added to the top of the list.(2.8 added to the bottom). This was done to make things cleaner and to get rid of some redundant code.

2.8 (2/20/95) · Fixed a few minor discrepancies. · ModePro no longer promotes screens that use the LikeWorkbench option. · Now when a program is run for the shell of cli, the actual program's name and not "Shell Process" is added added to the Program List if the "Catch Programs Name" menu is selected. · Previously, when a program opened a nameless screen, the screen wouldn't match with the "#?" wildcard, now it will. · Added "<No Name>" keyword for the screen promotion list. See **Promotion List** .

· The patch has been updated to use less stack. (about 200 bytes less) · Fixed a serious bug with the file & font requesters, caused by opening and closing the requester, then closing and reopening ModePro's window, and then reopening the requester. · ModePro can no longer be forced to quit if another program has patched over the same library functions ModePro has. This is for your safety :^). · When the 'Catch' menus are enabled, newly caught items are now added to the bottom of the list. This was done to simply window updates. · The pen 'Highlight Text' has the space removed because under 2.X the 'H' was being truncated. · Screen mode requesters now list all modes available under 2.X. · Basic mop-up of bugs introduced in v2.6

2.6 (12/14/94) · The stack size specified in the v2.5 icon's information was too small, this caused ModePro to crash when the window was opened. · Options not available in WB2.X will be ghosted when run under WB2.x. · Fixed the preference file loader, if a file was saved under WB 2.X would not load the font information correctly under 3.X and vice-versa.

2.5 (11/26/94) Added the ability to: · Specify the font, · Have screens Interleaved(V39+ only) · And have screens centered when they open. · Under V39+ ModePro can force windows to open so that there menus use the new look(black on white), only works on GadTools menus.

2.3 (10/17/94) · Bug fix. The string gadget below the list was always displaying the first item in the list, but it happened on WB2.04 and probably WB2.1, and not WB3.1

2.2 (10/08/94) · Did something, but I forgot:)

2.1 (8/03/94) · Bug fix: Forgot to free ASL file requester memory when ModePro was quit. · More code cleaning.

2.0 (7/07/94) · New features: user selectable pens for 3-d look commodity hotkey support added.(finally) · Bug fix: File requester now works correctly. (forgot to add a / between the path and the filename when required)

1.5 (6/04/94) · Bug fix: Stupidity error. I forgot to free memory when an entry was removed or when the program was ended. · New features: AmigaDos wildcards can now be used. · Priority slider.

1.3 (5/21/94) · Bug fix: ModePro wouldn't Unlock the pubscreen that its window was on if another program opened a screen while ModePro's window was open. · Minor menu work

1.2 (5/19/94) · Tried to make code WB2.1 compatible.

1.1 (4/18/94) · ModePro is now a commodity. · Minor code cleaning. · Spelling correction.

1.0 (3/30/94) · Initial Release

1.32 Distribution

Distribution

ModePro is DonationWare. There is no charge for this program but you are more than welcome to send me money, or gifts. (Amiga stuff preferred)

This software may be freely distributed as long as the following criteria are met:

- The following files must be included: Catalogs/dansk/ModePro.catalog Catalogs/dansk/ModeProPrefs.catalog Catalogs/deutsch/ModePro.catalog Catalogs/deutsch/ModeProPrefs.catalog Catalogs/deutsch/ModeProPrefs.cata Catalogs/español/modepro.catalog Catalogs/español/modeproprefs.catalog Catalogs/français/modepro.catalog Catalogs/français/modeproprefs.catalog Catalogs/Hrvatski/ModePro.catalog Catalogs/Hrvatski/ModeProPrefs.catalog Catalogs/italiano/ModePro.catalog Catalogs/italiano/ModeProPrefs.catalog Catalogs/norsk/modepro.catalog Catalogs/norsk/modeproprefs.catalog Catalogs/polski/ModePro.catalog Catalogs/polski/ModeProPrefs.catalog Catalogs/português-brasil/ModePro.catalog Catalogs/português-brasil/ModePr Catalogs/russian/ModePro.catalog Catalogs/russian/ModeProPrefs.catalog Catalogs/srpski/ModePro.catalog Catalogs/srpski/Mod-eProPrefs.catalog Catalogs/svenska/modepro.catalog Catalogs/svenska/modeproprefs.catalog Catalogs/türkçe/ModePro.catalog Catalogs/türkçe/ModeProPrefs.catalog Catalogs/ÃeÓtina/ModePro.catalog Catalogs/ÃeÓtina/ModeProPrefs.catalog Catalogs/íslenska/modepro.catalog Catalogs/íslenska/modeproprefs.catalog CatalogSource/ModePro.cd CatalogSource/modepro.ct Catalog-Source/ModeProPrefs.cd CatalogSource/ModeProPrefs.changes CatalogSource/modeproprefs.ct Docs/ato.readme Docs/ato.readme.info Docs/faq Docs/faq.info Docs/ModePro.guide Docs/ModePro.guide.info Docs/ModeProITA.guide Docs/ReadMe.info Install/English.info Install/Español.info Install/Hrvatski.info Install/InstallModePro Install/Italiano.info ModePro ModePro.info ModeProPrefs Mod-eProPrefs.info

- No fee may be charged for this software, media fee not included so long as the media fee is reasonable · ModePro may be included in commercial software on the condition that I receive a free registered copy of the commercial software package. · User groups and other non-profit organizations may distribute on their "Monthly Disks"

Atéo Concepts may distribute this program with thier Pixel 64 graphics boards.

1.33 index

Index created by AGIX 1.2 (5.8.94) Copyright © Ralph Seichter

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!!!! WARNING !!!!

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