

# **Windows PowerPro**

**Version 3.5**

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## Table of Contents

Overview.....	6
PowerPro License and Warranty .....	7
Configuring PowerPro .....	8
Setup Dialog.....	9
Automatically Moving the Mouse Cursor to a Dialog Button.....	9
Minimizing a Window to the Tray .....	10
Changing Explorer List and View Settings .....	11
Advanced configuration options .....	11
Exporting and Importing Configurations Using Text Files .....	13
Automatically Hiding Windows .....	15
GUI Control Configuration Options .....	16
Caps Lock, Num Lock, and Scroll Lock .....	17
Scrolling with Mouse Movements.....	17
Manual Scrolling with Mouse.....	17
Automatic Scrolling with the Mouse .....	18
Automatically Pressing Buttons when Mouse is Stopped over Them.....	19
See Mouse Cursor Position and Window Information .....	19
Command Lists Dialog .....	20
Configuring a Command List Item.....	21
Special Labels for Buttons.....	22
Date and Time Format.....	23
Resource Usage Displays .....	24
Other Displays .....	25
Command List Properties .....	26
Tool Tip Setup .....	28
Working with Invisible Bars .....	28
Command List Setup Dialog.....	29
Active Window Switching with Buttons.....	31
Working with Tray Icons .....	33
Creating Bar Buttons from the Files and Subfolders of a Folder .....	34
Tray Icon Buttons .....	34
Omitting Windows and Words from Active Window Lists .....	35
Hiding Windows.....	35
Automatically Running Commands when Windows Open.....	36
Adding Entries to the Explorer Right Click Context Menu.....	37
Purpose .....	37
Configuration .....	37
Displaying Different Items for Different Files.....	38
Example.....	38
Hot Keys and Mouse Action Commands .....	40
Hot Key and Mouse Action Setup .....	40
Entering Hot Key/Mouse Action Information .....	41
Hot Key/Mouse Action Explanations .....	42
Window-Specific Hot Keys .....	43
Scheduler .....	44
Entering Information for A Scheduled Command.....	45
Scheduler Setup .....	46
Running Programs After the System is Idle for a Specified Time .....	47

Alarm Log .....	47
Timers.....	49
Setting Timers and Associated Commands .....	50
Setting Timer Value and State .....	51
Timer Logs.....	51
Media Dialog.....	53
PowerPro Sounds.....	53
Command Entry Controls .....	54
Running Multiple Commands .....	54
PowerPro Built-In Commands .....	55
Bars and the *Bar Command .....	56
Screen Edge Positions .....	58
Showing Other Bars when you Click a Main Bar .....	58
Using Subbars to Display Different Parts of Bars .....	59
The Section/Subbar Approach to Configuration.....	60
Drag and Drop onto the PowerPro Button Bar.....	61
Using the keyboard to access the button bar.....	61
Adding a Button .....	62
Changing a Button.....	63
Deleting a Button .....	63
Moving Bar .....	63
Positioning the Bar .....	63
Creating an Autohide Bar .....	64
Creating a New Bar .....	64
Removing a Bar.....	65
Bar Look .....	65
Positioning PowerPro Bars in or beside the Foreground Window .....	65
Clipboard Manipulation, Tracking and Copying .....	67
Clipboard History Tracking .....	68
Clip Filters.....	69
Desktop Command.....	70
Saving and Restoring Desktop Icon Positions .....	70
Changing Screen Display Resolution.....	71
Using *Exec.....	72
Suspending Alarms .....	73
Tiny Type and Run Dialog.....	74
Logging Keystrokes.....	75
Date/Calendar Calculations and Display.....	76
Prompting for Yes/No Information .....	77
Sound Volume .....	77
CD Functions:.....	77
Writing Entries to a File .....	77
PowerPro *File Commands .....	79
Working with a Randomly Selected File.....	80
Sending Keys to Other Windows .....	82
Specifying the Window to Receive the Keys.....	83
Specifying the Keys to be Sent using *Keys .....	83
Examples of Keys Commands .....	85
Sending Keys to Programs When They Are Started.....	86
Selecting some Keys to be Sent from a Menu .....	86

Creating Menus or Bars of Favorite Folders using *Keys .....	87
Formatting Menus and Bars with *Format.....	89
Changing the Look of an Item with *Format Item .....	89
Sending a Sequence of Mouse Clicks and Moves.....	90
Displaying Menus with *Menu .....	92
*Menu Folder .....	93
Format of *Menu Folder.....	94
Special Folders for *Menu Folder .....	96
Entering Format Information for Folder Contents Command .....	97
Using *Folder Contents Menu with a Large Folder Tree.....	99
Window-Specific Bar and Menu Contents.....	100
Working with Explorer Windows .....	101
Displaying a Message with *Message.....	102
Accessing the Screen Saver with *ScreenSaver .....	102
Shutdown Windows or PowerPro.....	102
Command Scripts .....	103
Keyword Values.....	110
MessageBox .....	116
InputDialog .....	117
FormatDate and FormatTime .....	117
Help on Expressions .....	119
Sample Script .....	119
Running a Script from a File .....	120
Working with Tray Icons from Other Programs .....	124
Training PowerPro to Recognize Tray Icons from Other Programs .....	124
Changing the Wallpaper with *Wallpaper.....	125
Virtual Desktops .....	125
Explanation of Virtual Desktop Menu .....	127
Virtual Desktop Setup.....	128
Initializing Desktops Using the Configuration Dialog .....	129
Wait Command.....	130
Manipulating Windows of Running Programs .....	132
Specifying the Action for *Window Command.....	133
Specifying the WindowID for the*Window Command .....	135
Window Handles.....	135
Keyboard Macros .....	137
Favorite Folders and File/Open Save Dialogs .....	138
Windows PowerPro Command Line .....	140
Information for Stiletto Users.....	141
Purchasing PowerPro.....	142
Frequently Asked Questions (with Answers) .....	143
Power and Flexibility of PowerPro .....	145
Demonstrations and Samples .....	147
Demonstration of Menus and Context Menus.....	147
Demonstration of Subbars and Manually Shown Bars .....	147
Demonstration of *Window Commands .....	148
Demonstration of Sending Keys with *Keys.....	148
Demonstration of Hot Keys and Mouse Actions.....	149
Demonstration of *Menu Folder .....	149
Demonstration of Keyboard Macros.....	150

Demonstration of Running Commands when a Window First Opens.....	150
Virtual Desktop Sample .....	151
Notes .....	152
Skins .....	154
Using Skins.....	154
Creating Skins .....	156
Sharing PowerPro Configurations .....	163
Plugins.....	164
Contact for Questions or Support.....	166
Index.....	167

## Overview

Windows PowerPro incorporates these features:

- Any number of small-footprint button bars  
(e.g. fit over title bar of maximized window).
- Use of any mouse button to launch commands.
- Drag and drop files to start commands.
- Up to 95 user-configurable command menus with submenus.
- Floating button bar, choice of many resolution-independent standard positions, or place in active window caption.
- Direct access to start menu
- Hot key, tap key, and mouse action activation of commands.
- Hot keys which depend on the active program.
- Activate commands by mouse actions including press and hold, click caption, horizontal/vertical movements.
- Show menus from hot keys, mouse actions.
- Menu subsections and button bars which are displayed only if a given program is active.
- Display menus built dynamically from folder contents.
- Switch to or close any active task, from a button bar or a menu.
- Text label, icon, clock, date, timer, or resource display on any button.
- Built-in commands for screen saver, windows exit/restart, browsing and running files (with history), moving the button bar, playing sounds, and others.
- Control of Caps Lock/Shift and Scroll Lock.
- Scrolling with the middle mouse.
- Tray minimization.
- Virtual desktops.
- Alarms, regular chimes, and scheduled activation/termination of commands.
- Wallpaper display and switcher/randomizer.
- Save and restore desktop icon positions.
- Screen saver switcher/randomizer.
- Randomization and testing of system and application sounds.
- Send a sequence of keys to a running program or to a program that you start with PowerPro.
- Tool tip (balloon) help to display the commands for any button.

Windows PowerPro is intended to supplement the Win95/98/NT 4/5 shell by providing quick, minimal-mouse click access to your most used commands while taking up little desktop space, and to provide utilities related to Windows start-up and time, with one consistent interface.

## PowerPro License and Warranty

The Windows PowerPro program, DLL, Help File, Word Document File, and readme file are all Copyright 1998 by Bruce Switzer. All Rights Reserved.

The PowerPro scripting tutorial in [PPST 1.01.chm](#) was developed by Alexander Cicovic and the PPTF.

The PowerPro icon was created by Jonas Hjortland.

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The 32 bit version of Windows PowerPro is free.

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The jpeg conversion routines in this software are based in part on the work of the Independent JPEG Group.

## Configuring PowerPro

### Purpose

You configure Windows PowerPro buttons, menu contents, media, hot keys, and alarms with the Configure Windows PowerPro set of tabbed dialogs.

You start this dialog by right-clicking anywhere on the Windows PowerPro bar with the Ctrl key pressed, by pressing and holding down any button on a bar, by running the Windows PowerPro configure program pproconf.exe from the Accessories section of your Start menu, or by associating the \*Configure built-in command with a button, menu item, or hot key.

### Configuration

The command displays a set of tabbed dialogs as follows. These tabs also correspond to the actions you can select with the \*Configure command to control which tab is initially displayed.

Setup sets functions which customize your Windows interface and allow you to enter the code you obtained when you purchase Windows PowerPro.

GUI Control sets functions which customize your Windows interface.

Command Lists allows you to change the contents of command lists.

Key/Mouse allows you to assign commands to hot keys, mouse actions, or screen corners.

Scheduler allows you to add or change alarms.

Timers controls the value and commands of timers.

Media controls the sounds, wallpaper, and screen saver allows you to specify how Windows PowerPro should automatically change them.

The \*Configure command lets you use the action AddNewReminder to add a new scheduled message.

Windows PowerPro can position the tabbed configuration dialog as always-on-top; you can change this with advanced dialog.



## Setup Dialog

### Purpose

The Setup dialog allows you to move the cursor to the default button of new dialogs and optionally press the button; to automatically tray minimize applications when they are minimized, to automatically hide new windows when they are opened, to track explorer windows as you open them, and to force explorer windows to a given view. You can also access the Registration, virtual desktop setup , advanced setup dialogs, and import/export dialogs. If PowerPro is running, you can save and restore desktop icon positions with the corresponding buttons. You can also show all hidden bars with "Show All Bars".

### Configuration

This dialog is activated by clicking on the "Setup" tab of the configuration dialog.

#### Cursor to Default Button

You can have Windows PowerPro automatically move the mouse cursor to the default buttons of a dialog.

#### Automatic Tray Min

Enter a caption list windows to be minimized to the tray instead of the task bar.

#### Automatic Hide

Enter a caption list windows to be minimized to the hidden when created.

#### Automatic Tray Min

Enter a caption list windows to be minimized to the tray instead of the task bar. Check "traymin if program starts minimized" to have PowerPro tray min windows which match the caption list and which start minimized or which are minimized when PowerPro starts.

#### Explorer Windows

You can specify that Windows PowerPro track Explorer Windows for use with the \*Menu Explorer command.

You can specify that Windows PowerPro should force settings for Explorer view and arrangement.

### Automatically Moving the Mouse Cursor to a Dialog Button

Check the "Cursor to default button" checkbox on the Setup dialog to have Windows PowerPro automatically move the mouse cursor to default button on a dialog.

You can omit certain dialogs by including their captions in a caption list in the edit box beside the checkbox. You need not enter the whole caption: enter xxx\* for captions starting with xxx , enter \*yyy for captions ending in yyy and enter \*zzz\* for captions containing zzz anywhere.

You can have Windows PowerPro automatically push the default button by including the caption of the window in the "Press default button" edit box at the bottom of the dialog. You need not enter the whole caption: enter `xxx*` for captions starting with `xxx`, `*yyy` for captions ending in `yyy`, and `*zzz*` for captions containing `zzz` anywhere. Windows PowerPro will wait for 1 second before pressing the button by default; you can change this wait time with the internal `PressDelay` option.

If you gray check the checkbox, Windows PowerPro only moves mouse cursor and presses the default button for captions specified in the "Press default button" edit box

#### Find/Replace text

Shows a dialog allowing you to search for text throughout the configuration file and replace it by other text. For example, if the folder path to many of your commands changes because you moved some files, you can use this dialog to search and replace the path throughout commands. For more complex editing of your configuration, use import/export buttons to send configuration to a text file, then edit this text file, then re-import the text.

#### Restore Backup/Restore Previous

Unless you indicate otherwise on the advanced setup dialog, PowerPro keeps five generations of backup for your configuration file. A copy of the current configuration is kept in `!auto backup of ...`, and a copy of the five previous configurations are kept in `!Previous auto backup of ...`. You can restore these backups using buttons on the Setup dialog. This button can also be used to restore the results of the most recent use of the Apply button.

### **Minimizing a Window to the Tray**

If you run many programs at once, you can reduce task bar clutter by minimizing a window to the tray. When you minimize to the tray, Windows PowerPro creates a tray icon for the program and minimizes and hides the window. Clicking on the tray icon restores and activates the program. Right clicking on the icon shows a menu allowing the program to be restored, maximized, or closed.

There are three ways to minimize to the tray: use a `*Window traymin` command attached to a hot key, bar button, or menu item; set the program to start initially as tray minned on the command entry controls; or place the caption or exe file name in the "Automatically minimize to tray" edit box on the Setup configuration dialog.

You can replace normal minimization to the task bar by minimization to the tray by using the edit box on the Setup configuration dialog. Separate entries by commas. If the entry in the edit box ends with a `*`, then windows with captions starting with the characters before the `*` will be minimized to the tray; if the entry starts with a `*`, then windows ending with the characters following the `*` will be minimized to the tray. Finally, you can also select windows to be minimized by using `=filename` to work with the program filename.exe (omit path and .exe).

A convenient way to manually access tray minimizing is to assign the `*Window traymin` command to a hot key corresponding to right-clicking the minimize box.

Normally, Windows PowerPro uses the icon of the minimized program as the tray icon. But you can change this behavior and select any icon by creating a special command list. Set up a command list item in this special command list for each new icon you want to use. Set the command list item name to match the caption of the window to be tray minimized, and set the

command list item icon to the desired icon. The command list item commands can be left at (none). Use \*xxx as a command list item name to match windows with captions ending in xxx, yyy\* to match those starting in yyy, and =ExeName to match all programs called ExeName. Finally, use the drop down box on the command list setup dialog to select the command list.

If you are using virtual desktops, showing a tray icon will also switch to the virtual desktop it was part of when it was tray-minimized.

## Changing Explorer List and View Settings

You can affect the view (large icon, small icon, detail, list) and arrange (date, name, type, size) settings for Explorer in two ways: you can force the settings for all cases using drop down boxes on the Setup configuration dialog, and you can change the settings for specific cases by sending keystrokes to Explorer windows.

To force the same settings for all newly-opened Explorer windows, use the drop-down boxes on the Setup configuration dialog. Set the first drop down to **No, Single, Double, or All** to select which types of Explorer Windows to force, then select the desired view and arrangement options. These forced settings will normally override all folders, including the last 50 opened where Explorer also stores a setting, but if you hold down the shift key while opening the new window, Windows PowerPro will not override the Explorer settings.

For a convenient way to change the settings for Explorer windows while you are working with them, send keys to the active window (of course, you can use the tool bar as well). For example,

Command      \*Keys  
Parameter    "a-v i d"

sends **Alt-V**, then **i**, then **d** to the active window which would set date sort arrangement for Explorer. You could attach the above command to a hot key or a menu attached to a hot key.

You can also use start Explorer at a specific folder and with specific settings as follows:

Command:    c:\windows\explorer.exe  
Parameters   /select,D:\Program Files\leudora 3\Attach\\*. \*  
More Commands: \*Keys {to \*\*attach} "a-v g"

This command launches Explorer and uses the Explorer command parameters to select folder **D:\Program Files\leudora 3\Attach**. It then sends key strokes **Alt-v g** to select large icon settings. The **+\*\*attach** tells Windows PowerPro to wait until a window with caption ending in **attach** appears before sending the keys.

You could create a menu of commands like the above for favorite folders.

If you send keys to Explorer when it is launched from Windows PowerPro, the settings will replace any settings forced by the Setup dialog.

## Advanced configuration options

configuration dialog which lets you set many less-used Windows PowerPro options. There are four tabs: configuration lets you change options controlling the configuration dialog, Other

controls miscellaneous features, characters let you define or change special characters used in commands, and limits set timer and count limits.

### Configuration

Include desk icons	If checked, desktop icons will be included on the Start Menu shown by pressing the Capture button on command configuration controls.
No Auto backup	Check to prevent PowerPro tasking automatic backups of configuratio files.
Run reconfigure	If checked, any command list called Reconfigure will be run after the configuration dialog is closed with OK. The could be used to restart *waits or to reset *Format Items.
Config on top	Check to display configuration dialog as topmost
Remember column widths	Check to have PowerPro store column widths set in configuration dialog lists.
Icons on configuration	Check to display item icons on command lists in the configuration dialog. (This will slow display of these lists.). Gray check to display icons only for command lists marked "Show as Bar".
Location of command list click	Use to control which tab is displayed initially when you double click command list item. Check to display tab of clicked item (left or middle or right). Gray check to only display left/middle/right for auto show as bar command list. Uncheck to always display left.

### Other

Show all windows	If checked, all windows for a task are shown whenever any window for that task is activated.
Show tray min	Shows windows which PowerPro has tray minimized if they are activated, eg by launching a document which the window program is associated with.
Play .wav files	Check to have PowerPro play .wav files used as commands; uncheck to use standard associated program for .wav (eg Media Player).
Stop Alt-F4	Prevent alt-F4 from closing bars.
Use timer for active	Check to have active bars refreshed every 2 seconds. Gray check for refresh every 1 second. Only needed if active bars are non-responsive due to interference of another program.
Fast Send Key	Uses a faster engine to send keys but does not work for some very rare ctrl-key combinations (eg ctrl-tab)
Allow only alphas	Allows only alphanumerics in file names formed from captured clipboard items
User internal folder	Check to use folder icon in PowerPro.exe file; uncheck uses system folder icon (which may fail in NT).
Restore desktop	PowerPro restores saved desktop icon positions when the screen resolution is changed; however, this option may cause Explorer aborts on some systems.
No restart	If checked, PowerPro will never prompt for a restart after execution of *Exec Resolution.
Parameter dialog position	Select starting position for dialogs displayed by input and inputdialog operators

## Characters

Start and end char	Specify characters to replace {} for specifying special keys when sending keystrokes.
Expression character	Use this character to insert expressions or variables with &(expression)
Quote must precede	Affects how the quote is used with expression char and prompt char. If checked, then the quote must precede either for the script insertion or prompting to occur. If unchecked, then a preceding quote stops the script insertion and prompting.
Process expression	Check to have expression character recognized and processed in assign, if, and for. This is advanced usage; normally, you do not use the expression character in these statements. If unchecked, then any usage of the character is replaced by blank.
Reverse results	Use at the start of hot key targets in window caption matching strings to select windows which do not match the following strings.
File name character	Used with open/save file tracking, this is the underlined character in the title beside the file name edit box.
Command separator	Obsolete. Use this character to separate multiple commands; leave blank for preferred {enter} (start each command on new line).
Clipboard character	Obsolete. Leave blank and instead use &(clip) instead, where & is expression character, to insert the first line of the clipboard.
Prompt character	Obsolete. Leave blank and instead use &(input "title") or &(filemenu "c:\path\file.txt") instead to prompt for input, where & is expression character.
Allow single character variable names ...	Meant for compatibility with scripts created for older versions of PowerPro. You should leave this unchecked, which means than the expression insertion character must always be followed by ( to be processed.

## Limits

Max menu row	Sets maximum number of rows in *Menu Folder and *Menu Explorer
Explorer Windows	Sets maximum number of entries in *Menu Explorer; you may need to restart PowerPro if you change this value.
Button held down	Button configuration dialog shown after button held down for this number of milliseconds; set to a large number to disable.
Scroll interval	Sets time in milliseconds between scroll steps when automatic mouse scroll is activated.
*Menu Folder interval	Sets time in milliseconds before tool tip appears for *Menu Folder and *Clip menu. Set 0 to disable tool tip.
Marker Window	Sets the number of pixels used in the marker for hidden bars.
Time mouse hovers	hover time in milliseconds for cases when bars are set to activate left click after mouse hovers over button.
Send keys delay	Set delay in milliseconds for first key and subsequent keys
Hook disable	Set non-zero to disable internal hooks. Only needed in rare configurations.

## Exporting and Importing Configurations Using Text Files

You can use the Import from Text and Export to Text buttons on the Setup dialog to write parts of the configuration file to a text file or to read text back into a configuration file. You might find this useful to make mass changes to a configuration. The configuration information that can be read or written is limited to command lists, scheduled events, timers, and hot keys.

Exporting to a text file produces a file with this format:

A line [`*Hot`] signals the start of the hot keys. Each hot key is then written on one line as follows:

`hotkey "target" switches command!`work`

where

`hotkey` is an integer giving the hot or mouse action

`target` is the target, always in double quotes

`switches` is an integer encoding the how to start, switch to, and on top settings

`command` is the command text; if the exe name contains blanks, it is followed by a `þ`

`!`` is a separator between the command and work strings

`work` is the starting folder or formatting keywords for certain built-in commands

Each command list in the text file is started by a line `[name]`, where `name` is the command list name. There are five lines for each command list entry:

`"name" icon*tooltip`

`L switches command!`work`

`M switches command!`work`

`R switches command!`work`

`F flag width textcolor backgroundcolor`

where

`"name"` is the item name, always in quotes

`icon` gives the number and file for the icon

`*` separates the icon from the tool tip

`tooltip` is the tool tip text

`L` starts the left command; see hot key for command format

`M` starts the middle command; see hot key for command format

`R` starts the right command; see hot key for command format

`F` gives the own text and own background flags, the width, and the text and background colors as RGB integers.

When you import files, you only need to include the command lists you want to import. If a command list of the same name already exists, it is overwritten. The [`*hot`] section is also optional. If present, it overwrites existing hot keys. Scheduling is cumulative, however; imported events are added to existing events (but duplicates are ignored).

The import file must follow the above format. However, for command lists, you only need to include the `L`, `M`, `R`, `F` values where the command is not (none) or the `F` values are not all zero.

## Command Line Operations

If you want to read text into an existing or empty configuration file, start the pproconf.exe program as follows:

```
c:\yourpath\pproconf.exe c:\anypath\newconfig.pcf
```

If newconfig.pcf exists, it is read and then can be modified by importing text. If it does not exist, Windows PowerPro will create an empty configuration (after prompting to confirm).

You can import or export using only the command line.

```
c:\yourpath\pproconf.exe /i:"c:\path\import.txt"
```

imports into the standard configuration. Note the colon (:) and double quotes which follow the /i. Both must be included and without spaces. You must put the full path to the import text file within the double quotes. Also, the configuration program pproconf.exe cannot already be open.

To export the whole configuration, use

```
c:\yourpath\pproconf.exe /x:"c:\path\exportall.txt"
```

To export just scheduled events, use

```
c:\yourpath\pproconf.exe /s:"c:\path\exportsched.txt"
```

To export just command lists using the Left command only format, use

```
c:\yourpath\pproconf.exe /L:"c:\path\exportleft.txt"
```

The character following the / is the letter L.

You can precede the / by a .pcf path if you are not using the standard pproconf.pcf in order to import or export from another .pcf file.

## Automatically Hiding Windows

You can specify that Windows PowerPro should automatically hide any windows, should they become visible.

Put the comma-separated captions of the windows you want to autohide in the Auto Hide edit box on Setup dialog. For example,

\*HideMe\*

in this edit box will cause any windows with a caption containing HideMe to be hidden.

## GUI Control Configuration Options

### Purpose

This dialog configures many options related to the way you interact with Windows.

### Configuration

The GUI Control dialog is selected by clicking on the "GUI Control" tab from the Configuring command.

There are check boxes for controlling Caps Lock, Num Lock, and Scroll Lock keys.

You can indicate that windows should be centered when switched-to from the active window list or the active task buttons.

You can indicate that Windows PowerPro should show more of windows which it activates and which are mainly off the screen.

You can specify that Windows PowerPro should disable the screen saver while a RAS connection is active.

You can specify that if a scheduled \*ScreenSaver or media tab command changes the saver while it is running, then the running saver should be changed to the new one.

You can indicate that Windows PowerPro should show window size and position whenever any window is moved or sized.

You can have PowerPro force newly created windows to be completely on screen.

You can specify that Windows PowerPro should enlarge the file list windows use in file open and save dialogs (only works for programs that use standard Windows dialogs).

You can set the maximum width of taskbar buttons; for example, setting this to 22 produces a button consisting solely of the icon.

You can use the middle mouse button and mouse movement to scroll windows.

You can indicate that Windows PowerPro should pan (move) windows into view when the mouse is held over them at the screen edge; you can set the speed of panning by setting the step size in pixels.

You can ask Windows PowerPro to press buttons, select combo box items, etc., if the mouse is stopped over the button for a specified time.

You can indicate that Windows PowerPro should activate windows when the mouse passes over them and set a delay in milliseconds for how long the mouse has to be over the window for it to be activated. You can further specify that the active window should only be changed if the mouse is over a caption.

You can specify that Windows PowerPro automatically track text pasted to clipboards.



You can specify the sort order for the task bar. Check "Sort taskbar" to sort entries alphabetically. For further control, you can specify the exact order of windows by listing their captions. Use xxx\* to match any captions starting with xxx, \*xxx to match any caption ending in xxx, and \*xxx\* to match any caption containing xxx. Separate entries in the edit box with commas. Put a dash (-) in front of an entry to force it to the right end of task bar. For example, if you put \*notepad, \*agent\*, -\*explor\* in the edit box, then all windows with captions ending in Notepad would be placed first on the task bar, followed by all windows with agent anywhere in their caption, followed by all other windows in alphabetical order, followed by all windows with explor in the caption.

### **Caps Lock, Num Lock, and Scroll Lock**

The GUI Control dialog contains check boxes to permit you to control the behavior of the Num Lock, Scroll Lock, and Caps Lock keys.

You can specify that pressing shift always clears caps lock, to avoid reversed mixed case like Windows PowerPro. Or you can disable the caps lock key completely.

By setting the "Shift Clears Cap Lock" check box to the gray-checked state, you specify that shift should clear caps lock only when a letter is pressed with shift.

You can also completely disable the caps lock key.

You can disable the Scroll Lock key. This key is rarely used, and when activated unknowingly, causes irritating behavior from the arrow and other keys.

You can disable the Num Lock key. Check the setting the set the key permanently off; gray check to set the key permanently on.

### **Scrolling with Mouse Movements**

#### **Purpose**

You can scroll windows vertical or horizontally using mouse movements. This avoids having to move the mouse to the scroll bar to scroll the window. You can scroll either automatically or manually. Automatic scrolling scrolls the window even when the mouse is not moving; manual scrolling requires mouse movement to scroll the window.

### **Manual Scrolling with Mouse**

You can start manual scrolling in one of two ways: by attaching a command to a hot key/mouse action or by the middle mouse button.

To start scrolling with a hot key, attach this command to the key:

Command     \*Exec

Parameter    scroll

Scrolling only occurs for the window which the mouse is over when the hot key is activated. Scrolling continues until the left mouse button is clicked.

To set up middle mouse scrolling, use the GUI Control configuration dialog. Check the Scroll checkbox there to scroll only while middle mouse down; gray-check to scroll with middle mouse up until left button clicked.

To scroll a window, activate the \*Exec scroll hot key or hold down middle mouse and move in desired direction. For ordinary check, scrolling will continue even if the mouse stops. For gray check or the scroll command, scrolling will pause unless the mouse is near the top or bottom of the window. You can control or disable speed of automatic scrolling with Scroll interval advanced option.

To scroll pages (instead of single lines), click the right mouse button while the window is scrolling.

To quickly move to the start or end of the file, hold the Alt key down and move the mouse in the desired direction.

Mouse scrolling only works with applications that use standard windows scroll bars.

Some applications, such as Microsoft Internet Explorer, already support mouse scrolling. You can disable Windows PowerPro scrolling for these or any window by typing the caption of the window in the edit box beside the middle scrolling check box. Separate captions of different programs by commas. Normally, you will not type the whole caption, but rather only a part. Use \*xxx to match all captions ending in xxx. Use xxx\* to match all captions starting with xxx. Use \*zzz\* for captions containing zzz anywhere. For example, \*Internet Explorer will match MS IE windows.

### Automatic Scrolling with the Mouse

To scroll windows automatically, execute this command from a hot key or mouse action:

Command	*Exec
Parameter	autoscroll

A small gray rectangle with the letter "s" will appear in the current window. Move the mouse above it to scroll up; the further the mouse is from the gray rectangle, the faster the window is scrolled. Move the mouse below the rectangle to scroll down; the further the mouse is from the gray rectangle, the faster the window is scrolled. The slowest scrolling speed is set by the scroll interval on the advanced dialog.

Right click to scroll a page. Middle click to scroll 5 lines. Left click to stop scrolling.

You can optionally set the scroll speed by including the number of milliseconds between auto scroll steps with the \*Exec autoscroll command. Use 0 to disable automatic scrolling; in this case scrolling is accomplished solely with middle click (5 lines) and right click (page).

Many newer programs support autoscrolling internally if you middle click on one of their windows. To automatically take advantage of them, define a hot key (say tap shift) which sends a middle mouse click to the programs which support autoscroll and executes the Windows PowerPro command otherwise. To do this, define the hot key twice, and use the target window feature on the second definition. For example, to use native autoscroll in Internet Explorer:

Hot Key:	tap shift
Command	*Mouse
Parameter	middle
Target	*Internet Explorer

Hot Key:	tap shift
Command	*Exec
Action	autoscroll
Target	

### **Automatically Pressing Buttons when Mouse is Stopped over Them**

You can ask Windows PowerPro to automatically press buttons when the mouse is stopped over them for a specified time.

Use the check box on the GUI Control tab to do this. You can also set the stop time with the spin box. If you want Windows PowerPro to automatically select standard menu items too, gray check the box.

By default, Windows PowerPro will automatically press buttons (including radio buttons and check boxes), combo boxes, combo box list items, standard toolbars, and tabs in standard tabbed dialogs. Windows PowerPro also will automatically press the minimize, maximize, close, help, and system menu buttons in captions and will automatically open standard menus in menu bars.

You can use the "except" edit box to specify a caption list of windows where the automatic press is not to occur.

You can add or remove window types to this list as follows: Assign the command  
\*Exec  
autopress  
to any hot key. (Avoid using Alt as a modifier key for the hot key as this will close open menus.)

Move the mouse over the window of interest and activate the hot key. If the window type is not currently one that is automatically pressed, Windows PowerPro will add it to its list. If it is one that is automatically pressed, Windows PowerPro will remove it. In both cases Windows PowerPro notifies you of the results with a message box.

If you use "Cursor to default button" from Window Control tab, Windows PowerPro will not press the button moved-to by this features unless you move the mouse from where Windows PowerPro positions it.

### **See Mouse Cursor Position and Window Information**

You can have Windows PowerPro display a small window with the mouse screen position and the size and position of the window under the mouse. This display can be activated manually or it can be automatically shown whenever you move or size a window.

To manually show the information window, execute this command:

Command: \*Exec

Action: WindowInfo

The window will be displayed until you execute the command again (ie to stop display, execute the command again).

To show the information automatically whenever a window is moved or sized, use the check box on the GUI Control dialog.

The information window has six lines of text:

- mouse screen coordinates, both Absolute (point 0,0 is top-left of screen) and Relative (point 0,0 is top-left of window under mouse)

- window coordinates: (left,top) - (right, bottom) of window under mouse

- total window size: width x height

- client window size and aspect ratio

- window caption

- window class

The client window excludes the border, caption, menu bar, tool bars, and status bar. The aspect ratio is the width of the client window divided by its height.

The display window uses the same colors and font as the tool tip window.

If the mouse cursor is over an Edit box, the contents of that box are shown are the caption. This can be useful to see password fields.

For the automatic display, to have the information in the display updated dynamically as you move or size a window, you must have the Windows option "Show Window Contents While Dragging" activated; this option is available in NT4 and Win 98 or in Win95 with MS Plus!.

## Command Lists Dialog

### Purpose

The command list dialog is used to create the list of commands for:

- display as a menu

- display as a bar

- displaying tray icons

- running as a script

- creating keyboard macros

- creating commands to run when windows first open

There are two steps involved with using these features: use the Command Lists dialog to create the list of commands and then use a command like \*Menu show or \*Bar show to display the command list as a menu or a bar.

### Configuration

Select the command list you want to work with from the drop down at the top of the dialog, or, to create a new one press New list. Press Properties to control how the command list will be displayed as a menu or bar.

Select an item and use the controls at the right of the dialog to add or change it. You can also right click on an item to access a popup menu of configuration options, or you can double click on the item to change it. When you edit an item, Windows PowerPro takes note of which command (left, right, middle) you clicked on, and starts the command edit dialog with this command.

There are several ways to add new items:

By using Add Before and Add After to add an item and configure all commands and features.

By dragging them from Explorer or a desktop icon or the start menu itself (Win98 only): Use "Programs" to open an explorer window or use any other explorer window and drag/drop to set the left command, icon, and label from the dropped item. The item is added after the current selection.

By using Quick Add to add a new item after a selected item and set the left command to a file or a Start Menu entry. Only the left command and a subset of command features can be set with Quick Add.

Press Apply to immediately test changes using Windows PowerPro. If you cancel the configuration dialog, applied changes will be removed.

If you want Windows PowerPro to automatically display the command list as a bar, check the "Show as Bar" box at the right of the dialog. You can also use the \*Bar command to control display of bars.

### Configuring a Command List Item

Name: To set the item label, type a label of up to 127 characters into the label combo box or select a special label using the info... button. Leave the label edit control blank to omit a label (eg if you just want to show an icon). For command lists displayed as menus, you can optionally precede any letter in the menu item name by an & to use that letter as a menu mnemonic to select that item from the keyboard.

Tool tip: Enter tool tip text. You can create multi-line tool tips with the separating character specified on the tooltip setup (default is slash (/)). You can display dynamic information on tool tips using \*Info. The multi-line character still applies within the information displayed by \*Info.

Background and text color: Check the box and use the Set button.

Hide: check to hide this item when bar or menu displayed (does not apply to \*Format commands).

Hide icon: Check to hide icon. Can be set programmatically with \*Format item.

Disable/No 3D: If command list is shown as a menu, disables this item. If shown as a bar, eliminates 3d effect when mouse cursor over button.

Hover clicks: If "Hover Clicks" is checked on command list properties, this drop down is used to select which bar button command is activated by hovering; you can also select **none** to disable hover this for button.

Width: Leave 0 for default width, which is just wide enough to accommodate the text and icon. Set to a positive number to specify a fixed width in pixels. Set to a negative number to specify that the width should be the default width plus the specified width (negative sign removed). Width is only used for buttons, not menu items.

Height: Leave 0 for default height or for height set on command list properties; else set button height in pixels.

Icon: Choose the source for the icon from the drop down if you want the icon to be based on the Left, Middle, or Right Command. Or browse for an icon file with the ... button. Use the spin box to choose a specific icon from a file.

Commands: Items can have three associated commands: use the left/middle/right buttons to access each set of command entry controls for each item. Use the find button or the command dropdown list to set a program or enter a builtin command.

## Special Labels for Buttons

### Purpose

You can display dynamic text to monitor time, date, resources on your system, or other information. This text can be displayed on button labels, as menu item labels, on tool tips for bars, menus or tray icons, or in the system tray replacing the clock.

### Configuration

Set the start of the item label or tool tip to \*Info and then use the Info button in the top left of the item configuration dialog to select a dynamic resource keyword to add to the end of the \*Info display. Keywords are replaced by the corresponding system value. There are three types of keywords:

- time/date
- resources
- other , such as clipboard contents, virtual desktop name, variable contents, free disk space, timer value

You can also put arbitrary text on a \*Info display by putting it in quotes (e.g "any text"). Only alphanumerics need be put in quotes; special characters like % or / do not need to be put in quotes.

The case of keywords is important. Most keywords are in lower case, except for a few time/date keywords (eg MMMM, HH).

For bar labels and the system clock, use the width field on the command list item to make sure there is enough room to display the text as it is updated. Use a positive large width or a negative width (which sets the buttons width to the initial \*Info size plus the absolute value of the width).

Tray icon text is normally forced to one line. But you can have multiple lines by setting positive values for both the height and width of the item associated with the \*info field which replaces the clock. In this case PowerPro will word wrap the text in a rectangle of the specified size.

\*Info displays on bar labels are updated once per second.

## Examples

\*Info gdi/user dunrate

shows gdi and user resources separated by slash then current download rate on DUN connection.

\*Info yyyy MMM dd HH:mm:ss swap ppmem%

shows year, short month name, day number (with leading zero), minutes, seconds, swap file size, percentage of free memory. Could look like 1999 Sep 04 13:18:22 60 15%. Note special characters : and %.

\*Info "c:" disk c "d:" disk d

Shows free space on disks c and d.

## Date and Time Format

Use the \*Info labels of the command item dialog to specify date or time display. Use these sequences of letters. The case of the letters is important:

offset n	Add n minutes to current time before processing following date/time items; the number n can be positive or negative.
shortdate	Short date format (as set on Control Panel\regional)
longdate	Long date format (as set on Control Panel\regional)
d	Day of month as digits with no leading zero for single-digit days.
dd	Day of month as digits with leading zero for single-digit days.
ddd	Day of week as a three-letter abbreviation.
dddd	Day of week as its full name.
M	Month as digits with no leading zero for single-digit months.
MM	Month as digits with leading zero for single-digit months.
MMM	Month as a three-letter abbreviation.
MMMM	Month as its full name.
yy	Year as last two digits, but with leading zero for years less than 10.
yyyy	Year represented by full four digits.
w	week number with no leading zero.
ww	week number with leading zero if less than 10.
daynum	day number of year
h	Hours with no leading zero for single-digit hours; 12-hour clock
time	Time format (as set on Control Panel\regional)

hh	Hours with leading zero for single-digit hours; 12-hour clock
H	Hours with no leading zero for single-digit hours; 24-hour clock
HH	Hours with leading zero for single-digit hours; 24-hour clock
m	Minutes with no leading zero for single-digit minutes
mm	Minutes with leading zero for single-digit minutes
s	Seconds with no leading zero for single-digit seconds
ss	Seconds with leading zero for single-digit seconds
t	One character time marker string, such as A or P
tt	Multicharacter time marker string, such as AM or PM

Put characters in double quotes to avoid being scanned for date/time codes.

### Example

\*Info "London" offset +360 ddd yy/MMM/dd h:mm:ss t  
could show  
London Sun 98/Sep/19 7:53:01 P

## Resource Usage Displays

Windows PowerPro can display Windows resources on bar button or menu item labels or tool tips by using the \*Info entry from the name field of the Command List Item dialog.

Use any combination of the following keywords in any order to display the resources. Keywords must be in lower case. Keywords must be in lower case.

gdi (95/98)	Displays the percentage of free GDI resources
user (95/98)	Displays the percentage of free USER resources.
pkmem	Displays free physical memory in Kilobytes.
pmem	Displays free physical memory in Megabytes.
ppmem	Displays percent free physical memory in Megabytes.
vkmem	Displays free page file plus physical memory in Kilobytes.
vmem	Displays free page file plus physical memory in Megabytes.
cpu	Percent CPU in use (approximate).
swap (95/98)	Swap file size in megabytes.
swapinuse (95/98)	Swap file size in use in megabytes.
pswapinuse (95/98)	Percentage of swap file in use.
dunin (95/98)	Kilobytes received since DUN modem connected.
dunout (95/98)	Kilobytes sent since DUN modem connected.
dunrate (95/98)	Running average of kilobytes received per second.
battery (95/98/2000)	Percent of battery power remaining; 255% means no information available
allbattery (95/98/2000)	The display consists of these three fields: percent of battery power remaining (255% means no information available)



character + if battery charging, - if discharging, ? if unknown charging status

**AC** if ac connected, **DC** if battery power being used; ?? if unknown.

Any other text in the \*Info item label is displayed without change. For example:

\*Info gdi/user Virtual: vmem

displays the GDI and User resources separated by a slash, then the word "Virtual", then the free virtual memory in megabytes.

Resources displays are updated once per second.

If you are running win95 and the dun modem displays are not working, try upgrading to at least DUN driver 1.3 driver from Microsoft [www.microsoft.com](http://www.microsoft.com) (Dun 1.3 comes with Win98).

## Examples

\*Info user/gdi pkmemK

shows user and gid resources separated by a slask, them physcial memory followed by "k"; sample output would be 78/80 123K

## Other Displays

Other \*Info button labels (all keywords must be in lower case)

clip n	Shows text on clipboard; use n to limit to first n characters.
var v	Show variable v (only variables a-z can be used, not x0-x9)
deskname	Current <u>desktop</u> name.
desknum	Current <u>desktop</u> number 1-9.
disk x	Free space for disk x.
timer x	Value of timer x in hours and minutes; label can be any text.
timerdays x	Value of timer x in days, hours, and minutes; label can be any text.
timersec x	Value of timer x in hours, minutes, seconds; lab can be any text.
uptime	shows time since Windows started in hours:minutes
uptimesec	shows time since Windows started in days or hours:minutes:seconds
uptimedhm	shows time since Windows started in days:hours:minutes.
uptimedhms	shows time since Windows started in days:hours:minutes:seconds.
uptimedays	shows time since Windows started in days
cdcurtrack	current cd track number
cdlasttrack	last cd track number
defaultprinter	name of default printer.
keylog	X if logging keys, empty otherwise.
keylogfile	name of currently open key logging file, empty otherwise.
expr (ex)	Evaluates the expression ex, e.g. expr (dunrate/10).

Although `expr ()` can be used to mimic most of the other `*info` labels, you will save CPU time on your system if you use the `*info` label when it exists. One appropriate use of `expr` is a more convenient replacement of `var v` where `v` is set by a complex expression in a script.

## Command List Properties

### Purpose

The Command List Properties dialog sets the menu/bar position for a command list, and the color, visibility, base height. You can configure a bar to be invisible.

### Configuration

To access the dialog, select the command list to be configured in the drop down of the Command List tab and press the Properties button. You can use the tabbed dialog to access command properties which apply whether the command list is displayed as a bar or a menu, properties for bars only, and properties for active buttons and folder buttons on a bar. Press the Apply button at any time to preview the effect of any formatting command on currently visible bars.

### Bar and Menu Properties

You can change the command list Name, whether or not tool tips appear, and what size icons, if any, appear on the bar or menu when displayed (menus only display 16x16 or 32x32 icons). (Note: PowerPro only reads true 48x48 and 64x64 icons from .ico files; from other files it uses stretched versions of the 32x32 icon).

You can also set a background color, a text color, and a font for this command list. You can set the maximum number of characters of text to be displayed (set to 127 to display all text specified in the item label). You can also access tool tip setup.

For situations where you are displaying a command list as a bar and a menu, you can use a checkbox to force 16x16 icons for the menu display, you can use a checkbox to indicate that menu text should be taken from the tool tip (and so be different from the bar text), and you can use a checkbox to have the maximum text limit apply to bars only.

The hide after feature shown under Bar properties can also be used to close a menu after the mouse cursor is off of it for the specified time.

For both menus and bars, you can set a .bmp file to be tiled for bar background. Use \* to have PowerPro set the background bitmap to the wallpaper under the bar or menu. For menus with backgrounds, you can set the horizontal offset in the bar section to indent the text and icons on the main menu to show a bit map pattern in the left (you may have to set the bar position to eg caption to enable the offset field for entry).

### Bar Properties

These apply when the command list is displayed as a bar.

Use "Position" to set the bar position.

Use "height" to set button height in pixels. All buttons must have same height. A zero height uses the default but you may have to manually set height for vertical or rotated text.

Use "hide after" to set whether PowerPro should hide the bar or menu -- see visibility (hiding also applies to both bars and lists shown as menus).

You can specify a screen edge to be bumped to show the bar and the amount of time the mouse must be held at the edge to show the bar; this time is the same for all bars. You can also specify that the bump must be within the boundaries of the bar at the screen edge. If you prefer a different approach to showing bars, you can also show bars by defining a hotkey or bar or menu command to execute the \*Bar showcommand. Note that "showing" bars applies to two cases: invisible bars and non-top most bars (which are hidden by other windows).

For Win98/2000, you can choose how to use slide animation when hiding and showing the bar. You must also check "Use slide animation" on command list|setup.

Use "marker" to create a small marker strip when bars are hidden.

Use "offsets" to specify offsets for positioning in or near the active window and screen edge positions.

You can check the following format options for a bar

border	check to draw a thin black border around the bar
3d Frame	check to show white border at top of bar and dark border at bottom to give 3d look to bar; use to size and shape bar if "bar size to sum of buttons" unchecked.
no flicker:	Eliminates bar flicker (but uses more memory to draw bar).
vertical bar	buttons are aligned beneath one another
hover clicks	if mouse hovers over button, that button is left clicked; set hover time on <u>advancedsetup</u>
flat	check for flat bar; gray check to avoid button border when mouse passes over
same size	check to force all buttons to width of first button
all desks	sets bar to be displayed on all virtual <u>desktops</u> ; unchecked displays on desktop when bar is first shown
topmost	check to display bar always on top
bar size	if checked, bar is automatically resized to accommodate all buttons; if unchecked, use 3D sizing frame to manually size and shape bar (floating or fixed position only).
right icon	icons are shown on the right of text
gradient	bar color varied specified number of steps with specified background color in middle of color range
vertical text	text is shown one letter per line running down button; set button height >0 too
rotate text	text is rotated and runs up the button; set button height >0 too. Not all fonts can be rotated, you may have to also set font to (eg) Arial using "Own Font"
text under	check to display text under the icon on bar buttons
center text	centers text label

You can also ctrl+right click the bar to get the configuration menu and set format options from the Look submenu.

You can force new rows on non-vertical bars with the \*Format NewBarRow command. You can start a new row and show a horizontal separator line with \*Format NewBarRowLine. Finally, you can insert a vertical separator line with \*Format BarVerticalLine.

If you gray-check "Hover left clicks", only \*Menu commands are activated by hovering over a button. After displaying a menu, if you move the mouse to a different button where left clicking shows a menu too, then the first menu is closed and the second menu is opened.

To change a bar size manually, make sure the position is Floating or Fixed, Sizing Border is checked (look configuration menu accessed by ctrl-right click), and "Bar size to sum of buttons" is unchecked: then left-drag the bar border.

### **Active Buttons**

Set the number of active buttons and tray icon buttons and whether they should display icons only. You can also specify that the last button in the command list should be used to set the middle and right commands and the colors for active buttons and you can specify whether the foreground window should be shown pressed. You can specify a list of captions to control which windows/tray icons appear as active buttons. If you want this list to apply to tray icons only, put a # at the start. You must install tray icon support before tray icons buttons will work; see below.

### **Folder Buttons**

Specify a folder whose entries will appear as buttons at end of bar.

### **Tool Tip Setup**

Use the Tool Tip setup button on the Bar and Menu Properties or the Command List Setup dialogs to access a dialog which controls the look of tool tips. With this dialog, you can set:

Background and text color for tool tips.

A character used to create multi-line tool tips. Whenever this character is found in tool tip text, a new line is started. For example, you could create one line per command for buttons or menu items which have left, middle, and right commands.

Whether slide animation is used to show the tooltip (Win98/2000 only).

Whether PowerPro will draw tool tips for its tray icons; this allows multi-line tool tips.

The delay until tool tips appear for bars.

The delay until tool tips appear for \*Menu Folder and \*Window menus (zero means no tool tip).

### **Active Buttons**

Set the number of active buttons and whether they should display icons only. You can also specify that the last button in the command list should be used to set the middle and right commands and the colors for active buttons and you can specify whether the foreground window should be shown pressed.

### **Working with Invisible Bars**

The Bar Properties configure dialog contains options for hiding Windows PowerPro.

Set the time for autohide to a value greater than zero to enable hiding. When the mouse cursor is moved off the bar for this number of milliseconds, the bar will be automatically hidden.

You can also set the amount of time the mouse must be held at the edge to show the bar (this time is the same for all bars).

To show the bar, choose a screen edge from the drop down on the Properties dialog. Bumping this screen edge and holding the mouse at the edge for the time specified at the Hot Key setup dialog will show hidden bars. If you want the screen bump to be limited to only showing the bar if the edge bumped is within the bar boundaries, check "Bump must be within bar size".

If you want a small marker window to show at the screen edge of a hidden bar, check "Show Marker Window".

For Win98/2000, you can choose how to use slide animation when hiding and showing the bar. You must also check "Use slide animation" on command list|setup.

You can also show a bar by assigning the \*Bar Show or \*Bar ToMouse commands to a hotkey, another bar button, or menu item and then executing this command.

You can also show all hidden bars from the Setup tab of the configuration dialog.

If you cannot make your bar visible, run the PowerPro Configure program from the accessories pproconf.exe program and reset the bar properties to avoid hiding.

## Command List Setup Dialog

### Purpose

This dialog controls general appearance of command lists displayed as bars or menus. It is also used to specify the command lists used for tray icon, auto run, active button icon, tray minimized icons.

### Configuration

The Menu and Bar Setup Dialog is selected by clicking on the Setup button from the Command Lists dialog. A tabbed dialog will appear allowing you to select options for menus only, bars only, both bars and menus, and for command lists being used for special purposes such as tray icons.

### All Menus

Cache Menu Icons: check to store icons for menus in separate memory managed by PowerPro. This will allow menus to be displayed more quickly but will require more memory. Uncheck to use the Windows operating system icon cache. Gray for caching large icons.

Force cursor over newly opened menus: if checked, Windows PowerPro will force the mouse cursor over newly opened menus; especially useful if you autohide menus after the cursor is moved off of them.

Right selects command in menus: if checked, selecting a menu item with right will execute the corresponding command from the command list. (You may also use middle click to select the middle command, but this feature does not work on all systems and currently is not guaranteed to be reliable). You must make sure "Display Menu on mouse down" is not gray-checked to use this feature.

Track new windows for \*Menu RecentCommands: you must check this to have PowerPro maintain the recent commands menu.

Default no icons Check to specify no icons on newly configured command list properties.

Hide \*Menu Folder Will automatically hide \*Menu Folder and \*Clip menus when mouse moved off of the menu.

Icons on \*Window and \*Menu folder menus: check to include icons on these menus.

### **All Bars**

Less 3D effect: Less pronounced outlines are used when drawing 3D borders on buttons. Gray check to make button height two pixels smaller by eliminating extra space used to draw this border.

Stop Alt-F4: If checked, press Alt-F4 when a Bar is the foreground window will not close the bar.

Use timer: If checked, a timer will be used to ensure refresh of active bars and caption-positioned bars. Normally, should be left unchecked.

Hide caption bars if no active windows: check to hide bars positioned in the captions when there is no active window.

Clicking active button of foreground minimizes it: check to PowerPro minimize the window of the active button when clicked and it is the foreground window .

Show tray iconized windows on active buttons: check to show windows which PowerPro has tray minimized on active buttons. Gray check to show all hidden windows.

Dynamically update text on active buttons: check to have text dynamically updated on active buttons. You must restart PowerPro after changing this option. This option may cause the taskbar to display blank buttons on some Windows systems.

Display menu on mouse down on bar button: if checked, \*Menu Show commands are executed as soon as you click down on a mouse button with this command. Gray check to have the mouse up select the menu item. Gray checking is not compatible with checking "Right selects commands in menus option" option (see above).

Include dialog windows for caption position: check to include dialog windows when positioning bars in captions.

Move Bars to edge: If checked, PowerPro automatically moves screen edge bar positions to the appropriate screen edge.

Drag to move: If checked, left click and drag any button to move bar; if unchecked, you must ctrl-left click and drag to move.

Use slide animation: Bars are shown and hidden using a slide animation (Win98/2000 only).

You can set the marker window size in pixels. Marker windows can optionally be displayed for hidden bars.

You can set the time the mouse hovers over a button for the button to be clicked, assuming "Hover Clicks" is checked on the command list properties of the bar.

### **All Bars and Menus**

You can set the default color, text color, and font for bars and menus.

Omit these strings: insert a list of strings separated by commas; these will be removed from the window caption displayed in \*Window menus and active buttons.

List of captions of hidden windows Insert a list of captions for hidden windows to appear on active buttons.

Default background If set, this background will be used for all bars and menus. You can override for an individual bar or menu by setting the background for that bar or menu to **none**.

### **Special Command Lists**

Run Monitor: If checked, PowerPro will run the command list called Monitor once per second (gray check for once every two seconds). This can be used to perform background processing, eg updating bar item format. Make sure to debug your command list by manually \*Script Running it before activating the repeated running. You can also used the command \*Exec Monitor reverse to set or clear the repeated running of the Monitor command list.

Use PowerPro tooltips: If checked, PowerPro will draw tool tips for its tray icons; this allows multi-line tool tips.

Using the drop down boxes, you can specify that the commands on a command list should be used for:

- to display tray icons
- to provide a command list to control commands to be run when a specified window first opens
- to provide a command list control the icons assigned to tray minimized windows
- to provide a command list control the icons assigned to active buttons

### **Active Window Switching with Buttons**

#### **Purpose**

If you want to configure your own version of the task bar, you can create Windows PowerPro buttons which automatically track each top-level window on your system so you can quickly switch to a new active window by left clicking a button and activate a menu to close or minimize by right clicking the button. This is an alternative to the list of active windows menu item which can also be used for active window switching. The advantages of buttons are that all active windows are immediately visible on the button bar and that switching is done with a single click. The disadvantage of the button bar is that extra desktop space is used.

## Configuration

You set up active task buttons with the Command List Properties dialog. To display active buttons, set the maximum number of buttons to a number greater than zero. Windows PowerPro will display a button for each active task. You can have active buttons along with normal buttons, or you can have a bar of active buttons only (in which case the command list for the bar is empty).

To display text on active buttons, you must set a button width to accommodate text by configuring the final (or only) command list item to have the desired button width in pixels and by checking "Last for Setup" on the active button tab.

Normally both button and text will be displayed on an active button. To display the icon only, check the "Icons Only" check box.

To select which windows appear as active buttons, enter captions in the edit box of Active Button properties.

To ensure that active button text is dynamically updated, check "Dynamically update active button text" on Command List|Setup|All Bars.

You can control the look of active buttons and the commands for all active buttons by checking "Last item for setup". In this case, include an extra item in the command list at the end. This last item in the command list is not displayed as a button. Instead its text and background colors and its commands are assigned to each active button. If you assign a \*Windows command to this last button, use the **activebar** target window to have the \*Window action apply to the window selected by the active button.

Normally, the bar size is fixed and the buttons grow and shrink. Instead, you can cause the bar itself to set its size according to the number of active buttons by checking "Bar size set to sum of buttons" on Bar Properties or the Look submenu shown by ctrl-right clicking the bar. Set the button width for on the "Last item for setup" button; otherwise the button width will be set to the width of an icon.

## Further Information

When displaying the icon for a window on a button, Windows PowerPro normally uses the window class icon. You can specify your own icons for programs by creating a special command list and selecting this command list with the icon menu drop down on the Command List Setup dialog. Create one entry in the list for each program with an icon that you want to specify. Set the list item name to =exename, where exename is the name of the program exe file without the path and without the .exe extension (eg =winword for Microsoft Word). Leave the item commands set to (none). Set the item icon to the icon you wish to use for all windows from exename.



You can control whether hidden and tray minimized windows are displayed on active buttons with a check box on the Menu and Bar Setup dialog. You can also use this dialog to select specific hidden windows to be displayed by including them in a caption list.

You can use the omit list to cause any active window to be excluded from the active task buttons or to edit the name of text for the active task buttons. Or, you can use the \*Exec Window built-in command to hide the window.

You can cause activated task windows to be centered using a switch on the GUI Control dialog. Gray check to center the mouse cursor as well.

You can control whether or not active buttons are sorted using Command List|Setup. If sorted, you can control the sort order of active button by using the "Sort order for active buttons" edit box on the command list setup. Enter a list of caption entries separated by commas and using \*xxx\* for captions containing xxx, xxx\* for captions starting with xxx, \*xxx for captions ending in xxx. Then any active buttons with captions matching the first entry will sort to the start of the bar, followed by any matching the second, and so on; captions not matched appear at the end. For example, if this field was set to \*explor\*,\*agent\* then any windows containing explor in the caption would start, followed by any containing agent, followed by all others.

Some programs interfere with the hooks PowerPro uses to track active windows for the active bar. If you find PowerPro active bars are not responsive, try checking "Use timer for active buttons" on Advanced dialog.

## Working with Tray Icons

(Win98/95 only)

You can access all icons in the system tray with a \*Menu Tray, or with active buttons. For the menu or a button, left or right click to activate the correspond tray icon function; middle click (or left+shfit) to access the double click function of the tray icon.

The text on the menu or button is set from the tool tip of the tray icon.

Before using this feature, you must install tray support. To do so, activate the configuration dialog, for example by ctrl-right clicking a bar and selecting configure, select the setup tab, and press the "Install Tray Support" button. You will need to reboot your system to start this feature (this allows PowerPro to capture all tray icons as they are created).

You can also use the \*TrayIcon command to work with or hide individual tray icons.

If you want to display only certain tray icons, you can use the edit box on the Command List Properties|Active Buttons tab to specify the exe file name or window caption for the tray icon. To find out the exe file name, you can use the Windows 98 program "System Information" or you can use \*Exec WindowInfo over a window displayed by the tray icon.. To find the window caption, try running the command \*Menu Show menu hidden which will show all windows and their captions. For example, the Windows 98 dial-up tray icon shown when a dial-up is active is shown by the program rnaapp.exe, so putting

#=rnaapp

will show this tray icon only (the # means display of active windows is not affected).

If you logoff, you will lose tray icon support. You must reboot to restore it.

This feature only works reliably in Win95/98. Some users have got it to work in W2K and XP, but others reports it makes their systems unstable.

### **Creating Bar Buttons from the Files and Subfolders of a Folder**

You can add buttons to the end of a bar based on the files and folders in a subfolder. Left clicking on a button on such a bar runs the associated file or opens the associated subfolder with \*Menu Folder. Right clicking on a button shows an explorer view of the folder (if a file is clicked) or the subfolder (if a subfolder is clicked).

To create folder buttons, create a command list and make sure you check "Auto show as bar". You can create ordinary buttons with the command list or you can leave the command list empty to have only buttons from the folder. Then use the Command List | Properties dialog and set the name of the folder in the edit box "Show Entries in this Folder as Left-Click Buttons at end of Bar. Use a wildcard file name to select the files to display (eg \*.\* or \*.txt) or you can omit the wildcard file name which is the same as specifying all files with \*.\*. When the bar is shown all entries in this folder will be shown as buttons. You can use &() expressions in the folder name; the expression is re-evaluated each time the bar is closed and opened (or refreshed).

Check "Show text" to have the file name shown as text beside the icon. You can set the maximum number of characters in the label with Maximum Text Label on Properties.

Check "Auto refresh" to have PowerPro automatically update the bar any time a file is added or removed from the folder. Or you can manually refresh the bar by ctrl-right clicking on the bar and selecting Refresh Folder Buttons.

Check "Show hidden to show hidden files. Check "Sort folders to start" to put buttons representing folders at the start of the set of buttons. Check "2- pane explorer window" to show a 2-pane explorer window when a folder button is right clicked. Select sort method from drop down.

Use the Menu Format button to set the \*Menu Folder format of the menu displayed when you left click a button assigned to a subfolder.

You can set the look of the buttons, whether tool tips are displayed, the size of the icons, and so on using the Properties of the command list.

You cannot use active buttons and folder buttons on the same bar.

### **Tray Icon Buttons**

Using the Command List Setup dialog, you can specify that Windows PowerPro display a the items in a command list as a tray icon on the Win95/NT4 task bar. Configure a command list to contain the tray icons you want and then select that command list on the Command List Setup dialog.

You can also use this feature to replace the text of the clock in the system tray by any dynamically varying text using a \*Info. Configure any command list item name with a text label and this label will replace the clock.

Left/middle/right mouse clicking on the tray icon runs the commands configured on the item.

You can include tool tips for any tray icon. These tool tips can contain dynamically varying text using a \*Info labels; note however that Windows limits tray icon tool tips to at most 63 characters.

The icon displayed in the tray is the one chosen for the item. If no icon is available, the Windows PowerPro icon is used.

The width of the text item replacing the clock is set from the width field. If the width is zero, then the length of the initial value of the \*Info field is used. If the width is negative then the width is given by the initial width of the \*Info field plus the absolute value of the width (i.e. the width provides a buffer beyond the initial field size).

### **Omitting Windows and Words from Active Window Lists**

You can use the omit list edit box on the Menu and Bar Setup dialog to omit either words from a window name or to omit windows completely from the list of active windows or the active task buttons.

To omit a word, type the word followed by a comma. For example, you could use this technique to delete vendor names.

To omit an entire window, type the window name as it appears in the caption title of the window followed by a comma, e.g. Program Manager in the omit list will mean that no entry for Program Manager will appear.

If you include a string followed by an asterisk (\*) and comma in the omit list, then any active window with caption text starting with that string will be deleted. For example, 1MBFort\* will delete any program name starting with 1MBFort.

You can also delete any window associated with the program filename.exe by including =filename in the omit list (no .exe, no path).

### **Hiding Windows**

You can use the \*Exec Hide Window built-in command to hide windows. You might use this if you do not want a window to appear on the Windows TaskBar, or the Windows PowerPro the list of active windows or the active task buttons.

When you execute a hide window command, the cursor changes to a cross. Left click on the window you wish to hide. This window, its top-level parent, and all the parent's children will be hidden.

You cannot hide a Windows PowerPro window or the desktop window. Some other programs will also refuse to be hidden.

If you execute hide window but then decide you do not want to hide a window, left click the mouse on the desktop or on a Windows PowerPro window to cancel the operation.

If you want to show a hidden window, configure a Windows PowerPro list of active windows to show hidden windows, assign this command to a menu, then execute the menu and select the hidden window from the list.

### Automatically Running Commands when Windows Open

You can automatically run commands when a window with a specified caption is first created. A command could send keys, or press a button, or set the window position, or move the window to an existing virtual desktop, or execute any other Windows PowerPro command.

Use a command list to do this. Each item on the command list corresponds to a command you want to run when a window opens. The command list item name specifies a caption list of the window. Use `xxx*` as a command list item name to match any captions starting with `xxx`, `*yyy` to match any captions ending in `yyy`, and `*zzz*` for captions containing `zzz` anywhere. Use `c=xxx*` to match windows with a class containing `xxx`. You can also specify a entry of `=exename` to match any window created by the program with .exe file name `exename` (no path, no .exe). Finally, you can specify `filedialog` to match file open/save/save as windows, `explorer` to match single or dual pane explorer windows, `explorer1` for single pane explorer windows, or `explorer2` for dual-pane explorer windows.

Specify the command list name in the "Open" drop down box on the Command List Setup dialog. Once this is done, each time a new window is opened and the caption matches a command list item name on that command list, Windows PowerPro will execute the corresponding command from the command list.

To press specific buttons on the windows, use send keys to send alt-x, when x is the button mnemonic letter, with {to autorun} at start of the \*Keys sequence.

To position the newly opened window on the screen, use \*PowerPro Window Control with autorun as the target window id of the command.

To show a menu, you can use \*Menu Show. However, you may have to put \*wait 1 in command and \*Menu Show in more commands if you find the menu disappearing as soon as it is shown due to other activity on your system when the window first opens.

If you only want to run commands if the new window is a dialog, precede the caption/path with a #. If you only want to run the command if the new window is not a dialog, precede the caption/path with a \$.

If you want the command to apply to single pane explorer windows (folder windows) only, precede it by an !. If you want the command to apply to 2-pane explorer windows only, precede it by an @.

Windows PowerPro normally executes all commands in the command list which match the caption. However, if the caption matches a the command

Command     \*Script

Parameter   quit

then no further command list entries are checked.

### Examples

Suppose you create a command list with these entries and specify its name on the Command List Setup.

Name         \$\*notepad

Command     \*Window Position 30 50 100 200 autorun

Name         \*bothersome dialog\*

Command     \*Keys {to autorun}{en}

Name         \*explor\*

Command     \*\*Vdesk MoveAutorun explorer

Then whenever a non-dialog window with caption ending in notepad was opened, it would be positioned to 30 50 and sized at 100 200. Also, whenever a window with "bothersome dialog" in its caption was opened, the enter key would be sent to it. If a window containing Explor in its caption appeared, it would be moved the desktop named explorer (this desktop must already exist).

## Adding Entries to the Explorer Right Click Context Menu

### Purpose

When you right click a file or a folder in Explorer, a context menu is displayed. Actually, two different menus are displayed: one for files and one for folders. PowerPro lets you add options to either or both of these menus. You can configure to display menu items for all files/folders and you can also configure to selectively display other items for selected file names or types.

### Configuration

First, you must install PowerPro context menu support by pressing the button on the Setup tab of the configuration dialog. Then you need to create a command list to hold the items you want to add to the menus. If you want to add to the menu for files, you must create a command list called Context. If you want to display menu items beside folders, you must create a command list called ContextFolder. The command list names must be Context for files and ContextFolder for folders.

The Context item names and associated commands will be added to the right click menu for all explorer files. If you select one of the items, the left command will be executed with the selected file path added at the end of the command line. For example, if you had an item command \*Wallpaper ChangeTo, and you selected file c:\path\mypaper.jpg, then the command executed would be \*Wallpaper ChangeTo c:\path\mypaper.jpg. If you select several files, the command is executed separately for each one.

If you want the selected file name to be placed in the midst of the command, put a | where you want the file name; for example

```
*File Copy "|" c:\standard\output.txt
```

will copy the selected file to c:\standard\output.txt.

Note that you must include the quotation marks if appropriate when using |. Use || to get the folder excluding the file name.

```
c:\prog\salamand.exe "||
```

"as a command will run salamand.exe with the folder path on the command line.

If you right click on a shortcut in explorer, the file pointed at by the shortcut will be used.

You can use \*Format to insert separators, columns, and submenus in the menu.

The command list will be inserted directly into the main menu. Start with a \*Format StartSubmenu if you want to insert the items on a submenu.

Before processing commands, the variable Context is set to 0; this allows the files in multi-file selection to be counted or special processing for the first file by using Context as a flag.

### Displaying Different Items for Different Files

You can use \*Format Context to make the items displayed depend on the file selected. The file name is matched against the \*Format text; for example, if the \*Format Context test is \*.txt, then the items after the \*Format Context will only be displayed if the file selected ends in .txt. If you select several files, the first one determines the text matched against \*Format Context.

You can use multiple \*Format Context commands to match different types of files. You can use any of the \*xxx\*, \*xxx, and xxx\* patterns to match file names: \*xxx\* matches a file name containing xxx, \*xxx matches a name ending in xxx, xxx\* matches a name starting with xxx.

### Restrictions

You can display at most 128 items. You can display at most 9 submenus. You cannot embed \*Window menu or \*Menu Folder commands.

### Example

Suppose the Context command list is set to the following items.

Item Name	Command, Action, Parameters
Purge	*Exec Prompt 1 Purge *Script if flag 1 *File DeleteNoRecycle
Edit	*Format StartSubmenu
WordPad	C:\windows\wordpad.exe
NotePad	C:\Windows\notepad.exe
Myeditor	C:\Program Files\Myeditor\myeditor.exe

	*Format EndSubmenu
	*Format Context *.bmp, *.jpg
Wallpaper	*Wallpaper ChangeTo
Edit	C:\program files\image\image.exe
	*Format EndContext

Clicking on a file will display a file purge item and a submenu of editor selections. If the selected file is a .bmp or .jpg file, then items for wallpaper changes or processing with the image program will also be displayed.

## Hot Keys and Mouse Action Commands

### Purpose

Hot/Keys and mouse action commands let you associate a hot key or a mouse movement with starting a program, changing the look of a window, changing your windows configuration, sending keys, showing a menu, or performing any other Windows PowerPro function. Hot keys let you expand the way you interact with Windows.

### Configuration

The Keys/Mouse dialog is displayed when you click on the Keys/Mouse tab. Press Add to add a new hot key, Delete to remove one, and Edit (or right or left doubleclick) to change a hot key.

### Further Information

Hotkeys normally do not function if a Dos or console windows is active. But you can change this and many other aspects of hot key performance with the Setup dialog:

You can create global macro keys to paste text phrases or paragraphs by assigning the \*Keys built-in command or the \*Clip File command to a hot key. Or create a menu of \*Keys commands and \*Menu Show the menu using a hot key/mouse action.

You can assign double click to a mouse action by associating the mouse action with the \*Mouse command.

By using mouse stroke hot keys which execute \*Menu Show commands and which depend on which program is active, you can define menus which depend on the active program and which appear after a mouse stroke.

The Win modifier key is also used internally by Windows; you cannot redefine hot keys that Windows has already defined.

Note on chording: some mouse drivers "miss" the second mouse up when two mouse keys are released at once leading to strange mouse behavior; to clear, you may have to press and release each mouse key separately.

## Hot Key and Mouse Action Setup

### Purpose

Use the Setup tab to fine tune Hot Key/Mouse Action command execution.

### Configuration

You can use the check boxes to specify that double tapping is needed for the tap ctrl/alt/shift hot keys or for function key hot keys (this only applies to function keys used without Alt, Ctrl, Shift, Win).

You can use the check box to specify that Windows PowerPro will wait for up to 1.5 seconds for all modifier keys (alt, ctrl, shift, win) to be up before executing any hot key command. If unchecked, Windows PowerPro only waits for commands which send keys.



To make it easy to navigate menus shown by hot keys involving Ctrl or Shift, you can use a check box to specify that Ctrl is Enter and Shift is down arrow while a menu shown by a hot key is open. Note that you can assign a \*Show Menu hot key to Ctrl+down (arrow) or Ctrl+up arrow as well, and then use the arrow and Ctrl keys to navigate the menu. Use Alt or Esc to dismiss a menu.

To avoid activating the hot key action if a full screen program or a DirectX program is running, check "Disable bump or screen corner if full screen program running".

You can use the checkbox to disable screen edge bump and screen corner hot keys while a menu is showing to prevent accidentally closing the menu when selecting an item near the screen edge or corner.

You can specify the PowerPro should ensure the list of hot keys on the configuration dialog reflects the local keyboard.

You can specify that PowerPro should recognize keyboard hotkeys entered when a Dos or console window is active, except for tap keys and \*Macro keys. Gray check if you find slow performance with \*Keys commands; however, if you gray check you may have problems if you send hot key characters with \*Keys.

You can use the checkbox to specify that PowerPro should prevent the mouse wheel actions from being sent to other programs when a mouse forward only or back only hot key is defined. Gray check to block the sending only if the target field is matched. This may not work in all cases.

You can specify the character to be used for char then key hot keys. The character cannot be a letter or a digit, and you cannot use the shift key with the character.

You can specify a delay in milliseconds for the screen corner and screen bump commands; the command will only be executed if you leave the mouse cursor in the corner or at the edge for at least the specified delay.

You can specify a delay in milliseconds for the tap key commands; the command will only be executed if the tap key is held down for **less** than the specified delay time.

You can specify a minimum hold time for mouse press and hold hot keys,

You can fine tune the mouse stroke hot keys by adjusting the minimum length of the stroke in pixels, the maximum deviation from horizontal/vertical, and maximum time allowed to complete the stroke. You can also specify a stop time; if the stop time is greater than 0 then the mouse must stop after that number of milliseconds after the completion of the stroke for the hot key to be activated.

## Entering Hot Key/Mouse Action Information

Key/Mouse: At the top of the hot key edit dialog is a set of check boxes and a drop down used to select hot keys/mouse actions and modifier keys for the hot key/mouse action.

Disable: Check "Disable" to disable a key without removing it from the list. Disabled keys are prefixed by **X-** in the list of hot keys.

Target: You can assign hot keys/mouse actions which run only when a specified windows are active or when the mouse is at a specified position by using the Target Window edit box. Leave this edit box blank to have the hot key apply to any window. Enter a captionlist to have the hot key apply only to the windows or mouse positions matched by that list.

(To help you remember the purpose of the hot key, you can record a comment in the Target Window edit box by putting a semi-colon (;) ahead of the comment.)

The command entry controls at the bottom of the edit hot key dialog are used to change the command or builtin (\*) command run when the hot key is activated.

### Hot Key/Mouse Action Explanations

You can use these actions to activate commands with hotkeys.

prefix key then char	press and release the prefix key then press any key
screen top left	move mouse to top left screen corner
screen top right	move mouse to top right screen corner
screen bottom left	move mouse to bottom left screen corner
screen bottom right	move mouse to bottom right screen corner
bump screen	moving mouse to screen edge
left anywhere	left mouse click anywhere
middle anywhere	middle mouse click anywhere
right anywhere	right mouse click anywhere
left desk	left mouse click on desk top
middle desk	middle mouse click on desk top
right desk	right mouse click on desk top
left caption	left mouse click on anywhere caption; if no modifier keys, you
must wait momentarily	
middle caption	middle mouse click anywhere on caption
right caption	right mouse click anywhere on caption
right caption double	right mouse double click anywhere on caption
middle caption (left half)	middle click on left half of caption
middle caption (right half)	middle click on right half of caption
right caption (left half)	right click on middle half of caption
right caption (right half)	right click on right half of caption
middle sys menu	middle click on system menu icon in caption
right sys menu	right click on system menu icon in caption
middle minimize	middle click on minimize icon in caption

right minimize	right click on minimize icon in caption
left close box	left click on close box icon in caption
middle close box	middle click on close box icon in caption
right close box	right click on close box icon in caption
middle maximize	middle click on maximize/size icon in caption
right maximize	right click on maximize icon/size in caption
middle border	middle click on window border
right border	right click on window border
middle double anywhere	middle double click
right double anywhere	right double click
left hold	press and hold down left mouse button
middle hold	press and hold down middle mouse button
right hold	press and hold down right mouse button
left <u>drags</u>	Separate left, right, up, and down short drag hot keys are supported. You can control the maximum number of pixels that PowerPro will interpret as the hot key using Configure Keys Setup.
while forward/back	move mouse wheel one position forward then quickly back; must be at least one second after any other mouse wheel movement to avoid inadvertent activation
while forward only or back only	move mouse wheel one position forward or back. Use Key setup to control whether the mouse wheel is also sent to other applications
chord l+m	chord (simultaneously press) left and middle button
chord l+r	chord (simultaneously press) left and right button
chord m+r	chord (simultaneously press) middle and right button
horizontal move	move mouse back and forth horizontally
vertical move	move mouse up and down vertically
tap shift	press and quickly release shift key
tap ctrl	press and quickly release ctrl key
tap alt	press and quickly release alt key
tap caps lock	press and quickly release caps lock key
tap apps	press and quickly release apps key (beside right ctrl)

## Window-Specific Hot Keys

### Purpose

You can define hot keys which function depending on whether or not windows you specify are active or whether or not the mouse is at a specified position. This allows you to define hotkeys to have different actions depending on the active window.

### Configuration

To define a hot key which only functions for specified programs, define a hot key as usual, but use the Target Window edit box on the hot key configuration to enter the list of windows for the hot key.

To define a hot key which functions for all but a specified list of programs, put a ~ at the start of the Target Window edit box and then list the windows for which the hot key is to be ignored.

For example, the following command definition sends the key sequence Alt-F S Alt-F4 to NotePad and Explorer only (this sequence saves the active file and then exits):

Command:	* Keys
Parameter:	"%fs%{f4}"
Target Window	=Notepad,Exploring*

You can define the same hot key several times if you want to use the same command for several programs or you can define the same hot key to mean different things in different programs.

Instead of windows, you can specify that the mouse must be at a screen corner or screen edge or quadrant with @topleft, @topright, @bottomleft, @bottomright, @top, @bottom, @left, @right, @quadtopleft, @quadtopright, @quadbottomleft, @quadbottomright.

You can define a hot key to have specific meaning for certain programs and other meanings for other programs by defining the hot key multiple times with different Commands and Target Window entries.

When you press a key which is a hot key, Windows PowerPro uses the following searches to select from the possibilities:

First, search to see if there are any hot keys defined solely for the currently active window. If so use them.

If there are no hot keys specifically for this window, but there are hot keys for all windows or all but certain windows (and the active window is not excluded), execute them.

If the only hot keys which are defined are specific to other programs, then send the raw input key to the currently active program.

## Scheduler

### Purpose

Use the Scheduler dialog to set alarms to run commands or display messages at predefined times. You can set alarms to repeat on a regular basis. You can also set alarms to be run after your computer has been idle for a specified time, when an idle period ends, and for when Windows PowerPro is initially started.

## Configuration

The list box of the alarm contents dialog shows the list of alarms, sorted with the earliest at the top. Use the New button to add a new alarm, the Delete button to remove an alarm, or use the Edit button or double click on an alarm to change it. You can also right click on the list of alarms to access a popup menu.

Adding or changing an alarm activates the Edit Scheduled Command dialog.

## Further Information

Alarms are usually used to start commands, but you can also use alarms to close running programs by running a \*Window close command.

To quickly add a new message box (reminder) alarm, run the \*Configure AddReminderMessage command.

To run a series of commands when an alarm is rung, use the alarm to execute a \*Script run command. To run a series of commands at a startup, associate a startup alarm with a script.

You can specify the year, month, day ordering for dates, and other aspects of alarms, using the Setup dialog.

Windows PowerPro only checks to see if a scheduled event should occur once per minute. If you set an event for now, it will not occur until the next minute.

PowerPro will not run scheduled events while the Configuration dialog is open.

When a message box alarm rings, you can change the message text and re-schedule it, if you like. You can select the time until the next alarm from a drop down box or by entering at as months:days:hours:minutes. When the alarm message is shown, for message box alarms which you show repeatedly, you can request that the message alarm be copied and shown again as well as being saved to be shown again after the interval time.

## Entering Information for A Scheduled Command

Type: Select from an idle, post idle, start-up, or normal alarm. Idle alarms are rung after the specified number of hours and minutes of no keyboard or mouse action, start-up alarms are rung when Windows PowerPro starts, and normal alarms are rung at a specified time.

Date and Time: Set the scheduled time for normal alarms using the date, hour, and minute controls.

Interval: Scheduled commands can be configured to repeat: use the interval drop down to control whether and when the alarm is recycled to be re-used. You can select a standard recycle interval from the drop down box or you can enter a specific interval as up to four numbers separated by colons: months:days:hours:minutes.

Command: Enter the command to be run in the command entry controls at the bottom. Use the builtin (\*) command \*Message to enter a reminder message.

Run if missed: Check to have command run if it occurs when PowerPro is not running: missed events will be run once when PowerPro next starts. This setting gives individual control of whether missed events are run. You must uncheck the setting on Scheduler|setup which applies to all alarms for if it is checked all missed events are always run.

No sounds: Check to disable any sound for this event regardless of sounds set on scheduler setup.

Log: Check to have alarm actual time and command written to the log file pproconf.alarmlog each time the alarm is activated. You can also check "Keep Log File" on Scheduler|Setup dialog to have all alarms logged, regardless of whether the Log item is checked for any individual alarm.

## Scheduler Setup

### Purpose

Windows PowerPro has alarms to let you start commands at defined times. The Scheduler Setup dialog provides control of these features.

### Configuration

The Scheduler Setup dialog is displayed when the Setup button on the Scheduler dialog is clicked. Set check boxes to:

- Have Windows PowerPro ring alarms which occur when Windows PowerPro is not active. Otherwise, missed alarms are not rung but are recycled or discarded according to the alarm setting. (However, alarms less than four minutes old are always rung).
- Play the alarm sound when an alarm displays a message box.
- Play the alarm sound when a command is run by an alarm.
- Keep an alarm log.
- Specify that a ringing alarm should stop any running screen saver.
- Specify whether captions for alarm message boxes should be set to message
- Specify whether or not alarm messages should be shown on top of the active window when the alarm rings. Gray-check to specify messages to be shown "always on top".
- Specify whether Escape should close alarm message boxes.
- Specify whether the date picker or separate year/month/day edit boxes should be used to set the date for alarms in the Scheduled item dialog.

The dialog also contains several drop down lists which you use to:

- Set the format for dates in the alarm list.
- Set the screen position for alarm message windows.
- Set a chime at a regular time during the hour (eg every 15 minutes).
- Set a resource warning level percentage to have Windows PowerPro display a message box whenever GDI or USER resources fall below this level. You can also monitor resource usage with a button label set by the command list item dialog.

Use the Media dialog to set the sound associated with alarms and chiming.

## Running Programs After the System is Idle for a Specified Time

You can run a program after the system has been idle for a specified time by using an alarm. For Windows PowerPro, idle means that no keyboard or mouse input has been received. Other programs may be running but as long as no keyboard or mouse actions occur then the system is considered to be idle. You can also use post-idle alarms to run programs after the idle period ends.

Use the radio button to select an idle alarm. Then set the time to the amount of idle time to elapse. For example, set the time to 00:30 to indicate that the program should be run if the system is idle for 30 minutes.

For post-idle alarms, select the post idle radio button. The post idle alarm command will be run after you move the mouse or press a key after an idle alarm has occurred. Note that you must use an idle alarm in order for the post-idle alarm to function; you can use an idle alarm with command set to (none) if necessary. When a post-idle alarm occurs, the \*Script variable lastidletime is set to the total number of seconds the computer was idle (including idle time before the idle alarm occurs).

For example, if you want to mute sound while you are away from the computer, use an idle alarm of \*Exec VolumeAll 0 and a post-idle alarm of \*Exec VolumeAll 255.

The minimum idle time is one minute.

You can have many idle alarms each with different idle times.

The Interval setting for idle alarms is forced to be "Save for re-use". If you want to remove an idle alarm, you must delete it with the configuration dialog.

If the program to be run by the idle alarm is already running, Windows PowerPro will not restart it.

Windows PowerPro only detects mouse or keyboard events which are directed at GUI programs. It does not detect input to Dos or Console programs. If you use such programs extensively, you may find Windows PowerPro activates idle alarms in error.

## Alarm Log

You can ask Windows PowerPro to log alarm events by using the Keep Alarm Log check box on the Scheduler Setup dialog.

The log file will have the same name as the configuration file used of Windows PowerPro, except that the file extension will be .alarmlog. For example, the log file for the default configuration is PowerPro.pcfg.alarmlog. The log is always placed in the same directory as the Windows PowerPro .pcfg file.

A log file entry will be written whenever an alarm rings. It will consist of the following fields, separated by blanks:

Current Year

Current Month

Current Hour

Current Minute

Alarm Year

Alarm Month

Alarm Hour

Alarm Minute

Alarm command and parameters.

Alarm work directory/message.



## Timers

### Purpose

Windows PowerPro has 26 timers that you can control and optionally display as button labels. The timers are identified by the single-letter labels a, b, c, ..., z.

Timers can be used to launch commands at three different times: when the timer starts, when it stops, and at a specified reset interval.

Timers can also be used to track time spent online or using a specific program. Windows PowerPro can produce a timer log to detail this tracking information.

### Configuration

You can change timer settings using the dialog or using commands.

To access timers from a dialog, select the Timers tab from the configuration dialog.

You can also start, stop, toggle, and clear any of the timers with built-in \*Timer commands. This command allows the following actions:

Start	starts the indicated timers
Stop	stops in indicated timers
StartStop	start the timer if stopped; stops it if it is running.
Clear	zeros the timer
Set	sets and starts or stops the timer

For Start, Stop, StartStop and Clear, you also need to enter the single letter identifications of the timers to be affected. You can enter more than one timer, but do not put blanks between the letter of the timers.

You can also use the Set Timer command to start, stop, or toggle timers and to set their value.

Using the item dialog, you can have Windows PowerPro place a timer as the label on any button. Use the \*Timer entry for the item name field in this dialog to indicate which timer is to be displayed. You can also a label is to be shown with the timer value.

A running timer is displayed in the form **hhhh.mm** (hours, then a period, then minutes).

A stopped timer is displayed in the form **hhhhxmm**.

To automatically clear a saved timers once per day, set up an alarm with these characteristics (using timers c and g for example):

Time:	12:01 AM
Interval	Alarm again in 1 day
Command:	*Timer Clear cg

The "Ring Missed Alarms" checkbox on the Setup dialog must also be checked for this to work (unless you start Windows PowerPro each day at 12:01!). You can use a similar technique to clear timers once per month (ring on first of month at 12:01)

You can ask Windows PowerPro to log all timer events in a file. Check the "Timer Log" checkbox on the timers tab to log all timers. To log only some timers, check the Log check box on the individual timer configuration dialog.

## Setting Timers and Associated Commands

PowerPro has a set of 26 timers. You can configure them using the Timer dialog from the Timer tab on the configuration tabbed dialog. Double click on a timer to configure it.

Use the check boxes and buttons to set or clear any timer, start or stop it, and assign a label to the timer (the label can be displayed on the button with the timer and in the timer log).

You can specify that the timer should start automatically when Windows PowerPro starts. You can specify that the timer values should be saved and restored when Windows PowerPro starts and stops. You can indicate that the timer should count down.

You can specify that a timer should run only when a RAS connection is active or when a specified program is active (the foreground window).

To associate a timer with a RAS (dial-up) connection, check the "Run Timer when Dialup Active" check box and set the timer name to the dial up name. Windows PowerPro will automatically start and stop the timer according to the status of the RAS connection. You can associate more than one timer with the same connection: eg have a daily timer and a monthly timer. (To create a daily/monthly timer, add an alarm which clears the timer daily/monthly). To have a timer which runs when any dial-up is active, set the timer label to "\*any".

To associate a timer with a program, check the "Run Timer Program Active" check box and set the timer name to the exe file name of the program to be timed (eg netscape for Netscape Communicator) Windows PowerPro will arrange for the timer to be running only when the specified program is the foreground (active) program

You can also associate a command with starting, stopping, and resetting the timer using the command entry controls .

The reset command is used in conjunction with the Reset Hour, Minute, and Second values.

For timers which count down, whenever the timer reaches zero, any associated reset command is executed. If any of the Reset Hour, Minute, or Second is greater than zero, the timer is reset to that value. Otherwise, the timer is stopped. For timers which count up, if any of the Reset Hour, Minute, or Second is greater than zero, the associated command is executed whenever the timer reaches a multiple of the number of seconds represented by the Reset values. For example, to execute a command every 5 seconds, set the reset second to 5 and the reset hour and minute to 0. Or to run a script every 1 minute and 30 seconds, set the reset minute to 1, the reset second to 30, and the reset command to a \*Script run command.

You can also use the \*Timer Set built-in command to set a timer value and state.

## Setting Timer Value and State

Use the built-in \*Timer Set command to set the value and state of one or more timers. The parameters edit box of the command is structured as follows:

If it starts with +, the timer is started; with - the timer is stopped, and with \* the timer is toggled. Use of one of these characters is optional: if omitted, the timer state is unchanged.

Next, optionally, comes the single letter @ or \$ if you want to add or subtract the value, rather than setting the value. Omit the @ and \$ to set the timer.

Next come the single letter timer ids of the timers to be adjusted, with no blanks.

Finally, the new timer value is indicated as three numbers: hours, minutes, seconds, separated by blanks.

## Examples

+a 0 0 0      Clear timer a and start it.

+a 0 0 120    Start timer a at 120 seconds.

be 0 10 20    Reset timers b and e to 10 minutes, 20 seconds; leave their running/stopped state unchanged.

-c 1 0 0      Stop timer c and set its value to one hour.

a q 2 3 0     Adds 2 hours and 3 minutes to timer q.

## Timer Logs

You can ask Windows PowerPro to log timer events by using the Timer Log check box on the Timer dialog or the Log check box on the individual timer configuration.

The log file will have the same name as the configuration file used for Windows PowerPro, except that the file extension will be .timerlog. For example, the log file for the default configuration is PowerPro.timerlog. The log is always placed in the same directory as the Windows PowerPro .pcf file.

A log file entry will be written whenever a timer starts, stops, or is re-set. As well, when Windows PowerPro shuts down, a stop timer entry will be written for any running timers. When Windows PowerPro starts up, a start timer entry will be written for any automatic start timers.

The logs have fixed-format records structured as follows

Column	Contents
1	Always blank.
2-8	Button of last timer command.
9	Always blank.
10	Timer id (single character).
11	Always blank.

12	Action: "+" if timer started, "-" if timer stopped, "0" if cleared, "R" if reset
13	Always blank.
14-17	Year when event recorded.
18	Always blank.
19-20	Month.
21	Always blank.
22-23	Day.
24	Always blank.
25-26	Hour (military clock, ie 24 hour time)
27	Always blank.
28-29	Minute
30	Always blank.
31-32	Second
33	Always blank.
34-41	Total timer value in seconds.
42	Always blank.
43-47	Whole hours in the timer.
48	Always blank.
49-50	Whole minutes in the timer.
51	Always blank.
52-53	Seconds in the timer.

To be clear: the timer value is shown in two different formats: columns 29-36 show the timer value in seconds. Columns 38-48 show the timer value as hours, minutes, seconds.

## Media Dialog

### Purpose

The Media dialog is used to set sounds, screen saver, and wallpaper, and to control automatic changes of these files by Windows PowerPro.

### Configuration

To change sound, wallpaper, or screen saver information, double click on an entry from the list or use the Edit button.

When you select an entry to be edited, you will be able to change the associated file and to select whether and how often PowerPro will automatically change the file.

If you let PowerPro automatically change wallpaper, you can specify that when PowerPro picks a new wallpaper, it should first pick a random folder from the parent of the current wallpaper's folder, then pick a new wallpaper from within that folder. Check this option to have a random folder chosen only at PowerPro startup or gray check to have a random folder chosen for each automatic change. You can also specify that wallpaper changes should not occur if a full screen program, like a game or screen saver, is running.

Windows PowerPro allows you to use jpeg files as well as bmp files as wallpaper.

When Windows PowerPro changes the screen saver, you can set whether or not Windows PowerPro will stop any running saver and restart with the new saver using the Setup dialog.

## PowerPro Sounds

Windows PowerPro sounds are set from the Media dialog.

You must have a sound card and the appropriate drivers or the PC speaker driver to hear sounds in Windows.

Windows PowerPro supports access to many standard Windows sounds in the Registry plus these sounds:

Windows PowerPro Chime	Plays whenever Windows PowerPro chimes (see Scheduler Setup dialog)
Windows PowerPro Alarm	Plays whenever Windows PowerPro alarms (see Scheduler Setup dialog). Use a single asterisk to have the PC Speaker beep for alarms.
Windows PowerPro Clip	Plays whenever Windows PowerPro captured a clipboard item.

## Command Entry Controls

### Purpose

Windows PowerPro uses a standard set of configuration controls to enter commands to be run by a button, menu item, hot key, timer, scheduler, and so on. A command is a file or program you want to launch or it is a built-in command used to manipulate windows or running programs or to change your Windows configuration. Built-in commands start with an asterisk (\*).

### Configuration

To enter a command: type the command into the edit box, select it from drop down, press the program files button to select a command from the start menu, press the file browse button to browse for a file, or use the wizard button to select a command using wizard menus. Following is a description of the remaining controls:

If you enter a file or program: you can use the parameters edit box to enter command parameters. If you select a built-in \* command, PowerPro will show dialog controls specific to that command.

Use the Copy and Paste buttons to copy and paste commands between different sets of command entry controls.

Use the Apply button, if present, to save the current configuration for testing; applied configurations will be removed if you use the cancel button. (When you press Apply, the configuration is also saved in the file pproconf.apply and you can return to this configuration with the "Restore previous backups..." button on the Setup tab.). Use the Test button to have PowerPro run the command after applying the current configuration.

For file commands, you can set the starting window position (normal, minimized, maximized, tray minimized, hidden), the topmost status, and whether or not PowerPro switches to an existing window of the same program if it is already running. You can also enter the initial working directory for the program.

You can prompt for input or insert text from calculations by using expressions. Set the "expression follows" character to (say) & on setup|advanced dialog, dialog tab chars. The to prompt for input anywhere in the command or parameter, use &(input "title")

You can also insert the results of an expression directly as text anywhere in a command or parameter, for example  
&(date select 4)  
would insert the 4four digit year.

To use the character & without change, precede it by a single quote (').

You can use the More Commands edit control to enter multiple commands.

To play a sound each time a command is run, enter the .wav file name for the sound in the More Commands edit box. You'll also want to check "Play .wav internally" on advanced dialog to have PowerPro play the sound (rather than the associated program for .wav).

## Running Multiple Commands

There are two ways to run multiple commands:

Put all the commands on a command list and use \*Script. Using a script is the most general way to specify multiple commands and works for any number of commands which you can store in either a command list or a file.

Or configure the commands to run from a single set of command entry controls. This is convenient for a small number of commands but there is limited space..

Using the command entry controls, you can specify three or four commands in the More Commands edit box to enter the second and subsequent commands. Start each command on a new line. Enter command directly or use the button for a dialog.

If you specify a file name with blanks as a command, you must put it in double quotations.

You can set the work directory or format file for \*Menu by preceding with the character pair !'.

\*Menu Folder c:\path\test !'cmd "\*\*Script Run ="

You can try to determine how the a program is shown by ending the line with

\*hide to hide the window

\*min to minimize the window

\*max to maximize the window

\*traymin to tray minimize the window

(these options may not work with all programs)

For example

c:\windows\notepad.exe edme.txt !'d:\mydir \*min

starts notepad minimized on file edme.txt with starting folder d:\mydir.

Example:

Command:	Notepad
More Commands	*wait 1
	*keys hello

Starts notepad, waits for 1 second, then sends the "hello".

## PowerPro Built-In Commands

Windows PowerPro comes with a set of built-in commands which let you manipulate running programs and control the Windows configuration. You find the built in commands in the Command drop down control of the Windows PowerPro command entry controls .

The command entry controls dialog automatically prompts you for the actions and information required for each built-in command.

Following are the built-in commands:

\*Bar Work with bars.

*Clip	Clipboard extender and history.
*Configure	Access configuration dialog.
*Desktop	Work with desktop icons, taskbar, resolution, windows.
*Exec	Miscellaneous commands
*File	Move, copy, delete files.
*Format	Change look and layout of menus and bars.
*Keys	Send keystrokes to other windows
*Menu	Display menus built from command lists, folder contents.
*Message	Display a message.
*Mouse	Send a series of mouse actions to another window.
*Screen	Start, stop, enable, disable, change the screen saver.
*Script	Runs a list of commands.
*Shutdown	Shutdown Windows or PowerPro
*Timer	Start, stop, clear, reset PowerPro timers.
*TrayIcon	Activate or hide tray icons of other programs.
*Vdesk	Work with virtual desktops.
*Wait	Wait for an event or a certain amount of time.
*Wallpaper	Change the wallpaper (desktop background).
*Window	Close, min, max, tray min, rollup, etc any window.

## Bars and the \*Bar Command

### Purpose

Use bars to execute commands on command lists from a toolbar. Some features of toolbars:

- You can use left, middle, and right clicking to execute different command.

- Configure bar positions and other features by Ctrl-right clicking a bar.

- Move bars by Left dragging; resize using sizing border (position must be "Floating" and "Bar size to sum of buttons" must be unchecked).

- Bars can be automatically hidden

- Bars can be positioned in the caption of the active window

- Bars can be positioned as screen bars which reserve screen space like the Windows Taskbar.

- One bar can be positioned on the Windows Taskbar.

- Bar buttons can be pressed using the keyboard

- Bar visibility can be based on the active window

- Files can be drag/dropped on bar buttons from explorer; left drag drop runs the button command and right/drag drop configures a button.

You can move the bar by clicking and dragging any button. If you find that you are moving the bar when you do not want to, you can set use the bar setup dialog to require that ctrl be down for dragging a bar to move it. In this case, you can also position bars by assigning the \*Format Drag command to any button and then clicking and dragging that button. After moving a fixed position bar, you can return to the fixed position quickly by Ctrl-right clicking bar and selecting "Last Fixed".



Bars are configured using command lists and their look is set using Bar Properties. Bars can be shown automatically at start-up by checking "Show as Bar" on the Command Lists dialog, or they can be shown using the \*Bar show command.

The buttons on bars can come from three sources: the entries in a command list, the files and folders in a folder on your disk, and the currently active windows on your system.

You can force new rows on non-vertical bars with the \*Format NewBarRow command. You can start a new row and show a horizontal separator line with \*Format NewBarRowLine. Finally, you can insert a vertical separator line with \*Format BarVerticalLine.

### Configuring the \*Bar Command

Use the following actions with \*Bar:

Show	Shows a bar.
Hide	Hide a bar but keeps it in memory (for faster reshow).
HideShow	Hide a bar if visible; show otherwise.
Close	Closes a bar and removes it from memory.
ToMouse	Temporarily moves bar to mouse. Usually used with hotkey. Floating position only.
Keys	Readies bar to receives keys.
SelectSubBar	Shows a subbar.
SelectSubBarToMouse	Shows a subbar at the mouse
SelectSubBarToButton	Shows a subbar aligned to a button

For Win98/2000, when showing a hidden bar, you can specify that slide animation be used by preceding the bar name with one of \*vertical, \*horizontal, \*fromtop, \*frombottom, \*fromleft, or \*fromright. For \*vertical and \*horizontal, Powerpro will select the direction depending on which half of the screen the mouse is positioned. If it is, you can also use \*none to override any default slide animation. For example

For example

```
*Bar
Show
*vertical myBar
```

For \*Bar Show and \*Bar HideShow, you can also request that the mouse be moved to be position over the bar by preceding the bar name with \*move, eg

```
*Bar
Show
*move mycommandlist
```

This can be used to prevent an autohide bar from disappearing when it is shown if the mouse is not over it.

You can combine slide hints like \*fromtop and \*move using the words in either order.

You can also use \*Window to access bar. The commands hide, hideshow, show, position, and close can be used. Use the bar name as the caption to access a single bar or use c=PowerProToolBar as the class name caption to access all bars.

### Screen Edge Positions

You can position a PowerPro bar at a screen edge and have it reserve a strip screen space like the Windows taskbar by selecting the Top, Bottom, Right, or Left Screen Edge position on the Bar Properties dialog or on the Position submenu of the configuration menu shown when the bar is Ctrl-right clicked.

There are two types of screen edge bars: current size and full screen.

For current size, set the bar orientation and size first. PowerPro will automatically move the bar to the appropriate screen edge if "Move Bar to Edge for Screen Positions" is checked on Command List setup. You cannot change the bar size once you select this position. Change the position back to floating if you want to change the size. PowerPro will try to set the reserved desktop space to be just large enough to accommodate the bar. But you can fine tune the size of the reserved space using the vertical (for top/bottom edge) or horizontal (for right/left edge) offsets on the Bar Properties dialog.

For full screen, PowerPro will move the bar to the selected edge and set the bar height or width to the full screen. You can change the size of the other dimension of the bar by dragging the bar border.

If the bar is not an autohide bar, it will reserve screen space. In this case, the Windows system will automatically move desktop icons and windows out of the area reserved for the bar.

### Showing Other Bars when you Click a Main Bar

You can configure a bar to show other bars at your mouse when you click a button. For an example, try the BarShowsBars configuration which you should find installed in your Powerpro folder and which you can access by ctrl-right clicking a bar, selecting Change Configuration from the resulting menu, and then selecting BarShowBars from the resulting submenu.

Click any button. Another bar will appear with commands to be launched.

This effect is configured by creating a separate command list for the bars which appear when you click the main bar. Each of these other bars are autohide bars with "Auto Show as Bar" checked.

Ctrl-right click the bar and note the configuration of Bar command list. The Saver buttons shows the command list ShowOne at the mouse. The other buttons use the \*Bar SelectSubbarToButton command to show a subbar of the ShowBar command list aligned with the clicked button. The advantage of the subbar approach is the only one command list (beside the main bar) needs to be maintained.

Note how the ShowAll and Showone bars use the vertical slide setting on the Command List Properties to control slide animation (win98/2000 only).

To show the vertical bars when the mouse hovers of the main bar, select Properties for Command List bar and check hover clicks.

To return to your standard configuration, ctrl-right click bar, select Change Configuration menu, submenu item pproconf.

## Using Subbars to Display Different Parts of Bars

Subbars let you can display some buttons on a bar and hide others. You can use a \*Bar command or the virtual desktop name to indicate which parts of the bar should be displayed.

### Configuration

There are two steps to creating these subbars.

First, you put a \*Format StartSubBar at the start of each subbar and a \*Format EndSubBar at the end. These must be Left commands. Use the list item name of the \*FormatStart SubBar to set the name of the subbar. Buttons which are not within subbars are always displayed. (You cannot nest subbars. You can repeat the same name on different \*FormatSubBar commands.)

Second, you use the command

\*Bar

SelectSubBar

xxx @PartBar

to show the subbar called PartBar on bar xxx. All other subbars are hidden. Note that you have to specify the bar name, then an @ sign, then the subbar name. You can omit the bar name (but not the @) if the \*Bar SelectSubBar command is on the same bar as the \*Format SubBar.

There are many ways to configure the command: you could put the \*Bar SelectSubBar command on an always-shown button on bar xxx, or on another bar, or on a hot key, etc.

Buttons which are not within subbars are always displayed. You cannot nest subbars. You can repeat the same name on different \*FormatSubBar commands (ie the subbar does not have to be a contiguous set of buttons).

When a bar is first displayed, the first subbar in the command list is shown.

In addition to using the SelectSubBar command, you can also show a subbar when you switch to a virtual desktop. Give the subbar the same name as the virtual desktop. Check "Show subbar of same name as vdesk" on virtual desktop setup.

### Example

Suppose a bar called mybar is configured as follows (middle button omitted for clarity):

Item Name	Left	Right
Select	*Bar SelectSubBar mybar @edit	*Bar SelectSubBar @misc

```

edit          *Format StartSubBar
edit1         c:\windows\notepad.exe
edit2         c:\windows\wordpad.exe
              *Format EndSubBar
all           c:\windows\explorer.exe
misc          *Format StartSubBar
m1            c:\windows\calc.exe
m2            c:\windows\paint.exe
              *Format EndSubBar

```

Then left clicking the select button would show the edit1 and edit2 buttons; right clicking select shows m1 and m2 buttons. The all and select buttons would always be shown.

### The Section/Subbar Approach to Configuration

Some skins configurations require a section/subbar approach to the pproconf.pcf file. This type of bar has a set of (so called) section buttons to select a subbars and each subbar consists of a set of launch items. For example, the LaunchKaos program and its skins use this approach. The idea is to use a subbar to group launch items with a common purpose, eg editors or internet, and use the subbar selection button to select that category. In general the list of items in a command list for this type of bar will look like this:

```

Editors      *Bar          SelectSubbar  @editors_
Internet     *Bar          SelectSubbar  @Internet_
Utilities    *Bar          SelectSubbar  @Utilities_

Editors_     *Format      StartSubbar
              items for editors subbar here
              *Format      EndSubbar

Internet_    *Format      StartSubbar
              items for internet subbar here
              *Format      EndSubbar

Utilities_   *Format      StartSubbar
              items for utilities subbar here
              *Format      EndSubbar

```

For convenience, the subbar name in the above example has been chosen to be the bar category label followed by an underline.

You will likely want to check "Show \*Bar SelectSubbar as pressed" on Command List|setup which will cause PowerPro to show the selector button corresponding as the visible subbar as pressed.

You can quickly create a subbar and a button for selecting that subbar from the command list configuration dialog by clicking Quick Add, or right clicking the list box and selecting Quick Add,

and then selecting "Selector and new subbar" from the menu. The selector is added after any currently selected button in the list, and the subbar is added to the end of the list.

For a sample of such a bar, Ctrl-right click on any bar, select "Change configuration" menu item, and then select "subbars" from the resulting submenu.. If you have installed the sample [skins](#), you can see how Skin Sample Kaos and Skin Sample Newbie display this pcF configuration.

This approach to configuration can take a lot of screen space. If you prefer to use less screen space, you may wish to replace the \*Bar selector buttons with a button or hot key which displays a menu of \*Bar Selector commands.

### Drag and Drop onto the PowerPro Button Bar

You can **left** or **right** drag and drop a set of one or more file names from the Explorer/File Manager or Explorer onto the Windows PowerPro bar to start a command with the file names as the parameters or to configure a new or existing button.

Left drag and drop starts a command with dropped file(s) as the parameter. Right-drag/dropping file(s) onto the bar activates a menu allowing you to select the button to receive the file or to be configured or to quickly add a new button using the dropped file as the left command.

Sometimes you want to drag and drop files in the middle of the command line. To do so, put the character "|" at the point where you want the dropped files to be placed. The "|" will be replaced by the dropped files when the command is run and the text following the "|" will follow the dropped files. Do not forget a space after the "|", if needed.

You can drag and drop files to Active Buttons, and they will be passed to the executing program (if the program does not accept dropped files, you will hear an error beep).

Windows PowerPro always attempts to start a new instance of a command when a file is dropped on a button.

### Using the keyboard to access the button bar

You can use the keyboard to access the commands on a Windows PowerPro button bar.

First, you need a way to activate the bar from the keyboard. Set a hot key to the following command:

Command	*Bar
Action	Keys
Parameter	name of command list for bar

When you activate the hot key, the mouse cursor will be moved to the bar and the bar will be ready to receive any of the following keystrokes:

L                    activate left command of current button (you can also use Enter)

M	activate middle command of current button
R	activate right command of current button
left arrow	move to next button
right arrow	move to previous button
end	move to last button
home	move to first button
up arrow	move to next row in multi-row bar
down arrow	move to previous row in multi-row bar
Ctrl+Enter	show configuration dialog
Esc	return the mouse cursor to position preceding *Bar Keys command

### Using \*Bar Format to Change Bar Format

Use \*Bar format to change the background, autohide interval, or position of a bar.

To configure the command, select \*Bar command, Format action, and set the command list drop down to the bar to be accessed. Then enter format keywords to specify the new bar attributes. Use the button at the right of the format keywords dialog to select the keywords. The keywords are:

**back** "file.bmp": changes the background to file.bmp or use back none to remove background; put file name in double quotes if it contains blanks.

**back2** "file.bmp": changes the background to file.bmp or use back none to remove background; put file path in blanks if it contains blanks.

Use both back and back2 to alternative between two backgrounds each time the command is executed.

**autohide** n: changes the interval before automatic hiding to the number n. Use 0 for no autohide. Use -n to alternate between no autohide and autohide after n milliseconds. For example, autohide -1000 alternatives between no autohide and hiding after 1000 milliseconds.

**position** n. Set the bar position to the nth position. Use the menu accessible from the button beside the keyword edit box to set the number. Use a negative number to alternate between floating position and the nth position.

**refresh** Closes and reopens bar. Could be used, for example, to manually refresh folder buttons.

The resulting new bar configuration is always saved in the .pcf file.

Example:

```
*Bar Format xxx  
back2 "*" back none position -1
```

alternates bar xxx between wallpaper and no background and between floating and locked position.

### Adding a Button

1. Ctrl-right click bar and select configure.
2. Select command lists tab.
3. Select bar name from drop down.
4. Select current item to precede or to follow new button.
5. Press Add New After or Add New Before.
6. Enter new name, icon, command on edit item dialog.
7. Press OK.
8. Press OK to close configure.
9. If "Bar size to sum of buttons" is unchecked, resize bar using sizing border to see new button.

### Changing a Button

1. Ctrl-right click bar and select configure.
2. Select command lists tab.
3. Select bar name from drop down.
4. Double click on item to be changed.
5. Enter new name, icon, command on edit item dialog.
6. Press OK.
7. Press OK to close configure.
8. If "Bar size to sum of buttons" is unchecked, resize bar using sizing border to see new button if needed.

Tip: Press and hold a button to quickly configure it.

### Deleting a Button

1. Ctrl-right click bar and select configure.
2. Select command lists tab.
3. Select bar name from drop down.
4. Click item to be deleted.
5. Click delete button or key Del.

### Moving Bar

1. Ctrl-right click bar, select look submenu, make sure Floating is selected.
2. Left click anywhere on bar and drag to new position (you will also need to hold down Ctrl if this option is set on Command List Setup dialog).

Tip: You can assign \*Format Drag command to any button; then click and drag on that button to move bar even if you have set Command List setup to require Ctrl key.

Tip: Use submenu of Floating entry to quickly align bar on screen.

### Positioning the Bar

Floating Position: Bar can be dragged by ctrl-left click. Bar can be resized if sizing border is checked and "Bar size to sum of buttons" is unchecked.

Locked: Bar cannot be moved or resized.

Caption/Above/Below/Left/Right: Bar moved to caption or positioned near active window. Size the bar before selecting this option. Bar can be moved by dragging.

Screen Bar: If not autohide, bar reserves screen space like Windows Taskbar. There are two types of screen edge bars: current size and full screen.

For current size, set the bar orientation and size first. PowerPro will automatically move the bar to the appropriate screen edge if "Move Bar to Edge for Screen Positions" is checked on Command List setup. You cannot change the bar size once you select this position. Change the position back to floating if you want to change the size.

For full screen, PowerPro will move the bar to the selected edge and set the bar height or width to the full screen. You can change the size of the other dimension of the bar by dragging the bar border.

Task Bar: On bar sits on Windows Taskbar.

Fixed: Bar will stay in same position independent of screen resolution.

You can move the bar by clicking and dragging any button. If you find that you are moving the bar when you do not want to, you can set use the bar setup dialog to require that ctrl be down for dragging a bar to move it.

### **Creating an Autohide Bar**

1. Ctrl-right click bar and select configure.
2. Select command lists tab.
3. Select bar name from drop down.
4. Press Properties button.
5. Select autohide delay from "Hide After" drop down.
6. Select screen edge to bump from "Show if Bump" drop down.
7. Press OK to save properties and OK again to close configure.

Tip: If you cannot make a bar appear, use ctrl-alt-del to shut down PowerPro and restart. Bars will appear at start up. Or execute Pproconf.exe program to reconfigure.

Tip: You can control the amount of time the cursor must be held at edge of bar with Key/Mouse tab, Setup button, Screen edge delay setting.

Tip: If you prefer another technique for showing the bar, configure a hot key or button or menu (from another bar) with the \*Bar Show command.

### **Creating a New Bar**

1. Ctrl-right click bar and select configure.
2. Select command lists tab.
3. Press New List and enter name for bar's command list then press OK.
4. Add items buttons for bar using Add New After or Add New Before.



5. Press Properties and set look for bar: icons, maximum text label, tool tips, etc.
6. Check "Show as Bar on Command Lists tab to automatically show the bar at PowerPro start.  
Or use the \*Bar Show command to show the bar when desired.
7. Press Apply to preview (if Show as Bar checked).
8. Press OK to save.

### Removing a Bar

1. Ctrl-right click bar and select configure.
2. Select command lists tab and select bar to be removed from drop down.
3. To stop showing bar while keeping its configuration: uncheck Show as bar. Ctrl-right click bar and select Close bar
4. To remove bar and its configuration information: Press Delete List and then press OK to confirm.
5. Press OK to save.

### Bar Look

Flat: If checked, buttons are shown flush with bar unless mouse cursor is over them. To keep buttons flat even with mouse cursor is over them, gray-check flag on Properties for bar's command list.

Topmost: Bar is shown on top of all other windows.

3D/Sizing Frame: a 3D border is drawn around the bar. If the Position is floating and "Bar size is sum of all buttons" is unchecked, then left clicking on this border and dragging will change the shape and size of the bar. The label "Sizing Frame" will appear only if you can use the frame for sizing; otherwise it will be called 3D Frame.

Border: a black border is drawn around the bar.

Text under icons: text is drawn under icons.

Buttons same size: button width is set by width of first button.

Vertical: Buttons are aligned beneath each other.

Right icons: icons are shown to the right of button text.

Center text: center text label on button.

Bar size from sum of buttons: If checked, the bar size is set by PowerPro and the bar cannot be resized with the sizing border. The size will be changed if there are active buttons as the number of active tasks changes. It will be one row or one column unless \*Format NewBarRow is used to force new rows on non-vertical bars.

### Positioning PowerPro Bars in or beside the Foreground Window

You can position Windows PowerPro bars at the left, middle, or right of the foreground window caption or to the left, right, below or above the foreground window by selecting such a position as the position in the Bar. You can also specify an offset for the bar from the base position with this dialog.

Use Default Menu and Bar to avoid putting Windows PowerPro bars in captions of or beside dialog boxes.

When there is no active window to use for the position will move to a default position on your desktop which you have previously determined by ctrl-left dragging the bar to that position. Or, you can specify that the bar be hidden in this circumstance by checking the appropriate check box on the Use Default Menu and Bar dialog.

If you want to make the window visible only if certain windows are active, use \*Format Context at the start of the bar command list. You can have several such bars, each positioned in the caption of or beside windows but only visible if the specified \*Format Context windows are active.

You can move bars positioned in or beside the foreground window by dragging them. They will be repositioned when a new window becomes active.

## Clipboard Manipulation, Tracking and Copying

### Purpose

The \*Clip command is used to work with the clipboard. Windows PowerPro has commands to copy text or file to the clipboard, to copy the clipboard to a file, and to clear the clipboard.

Furthermore, Windows PowerPro has a clipboard history function: it can track text as you put it to the clipboard and can subsequently display a list of such text items on a menu. If you select an item from this menu, the selected item is recopied to the clipboard and optionally pasted.

### \*Clip Actions

Menu	Show menu ; select an entry to put on clipboard.
MenuPaste	Show menu of recently captured clips history; select an entry to put on clipboard and then automatically paste selected entry using Ctrl-V.
MenuIPaste	Show menu then paste selected entry using Ctrl-Ins.
Delete	Delete selected entry from clipboard history.
File:	Copy file to clipboard.
FilePaste	Copy file to clipboard then paste using Ctrl-V.
FileIPaste	Copy file to clipboard then paste using Ctrl-Ins
CopyThenToFile	Send Ctrl-C then copy clipboard to file. See Manual Copy below for more
ToFile	Copy clipboard to text file
ToFileAppend	Appendclipboard to text file.
ClearClip	Clears clip board.
ClearRecent	Clear recent list of captured clips.
ShortDate	Put date on clipboard in short format. (put *Keys ^v in More Commands to paste).
LongDate	Put date on clipboard in long format.
Time	Put time on clipboard.
Text	Put entered text on clipboard.
TextAppend	Append following text to clipboard. If no text, newline appended.
TextPaste	Put entered text on clipboard and then automatically paste with Ctrl-V.
Copy	Sends Ctrl-C to foreground window for copy.
Cut	Sends Ctrl-X to foreground window for cut.
Paste	Sends Ctrl-V to foreground window for paste.
Capture	Turn capture <i>off</i> , <i>on</i> , or <i>reverse</i> current state You can follow <i>on</i> by a folder name, say c:\path, to start capturing clips in folder c:\path. You can replace foldername by word <i>refresh</i> to have PowerPro reset its internal memory copy of clip files and dates; do this if you insert a new text file into the clip folder without using clip capture(ie use *Clip capture on refresh).

TextPaste will often be faster then \*Keys for long text.

### Manual Copy to Clipboard

You can manually copy selected text to the clipboard and then to a specified file with

Command     \*Clip

Parameter   CopyThenToFile filepath

Windows PowerPro will send the keystroke Ctrl-c to copy selected text to the clipboard, and then will copy the clipboard text to the filepath. Provide the full filepath with the extension . PowerPro will always copy plain text format.

To implement multiple clipboards, create a set of hot key pairs with a manual copy attached to one hot key and a filepaste and the same file name assigned to the other hot key.

### Clipboard History Tracking

To enable automatic tracking of plain text as you paste it to the clipboard, you must check "Keep clips" on the GUI Control dialog. When this is done, Windows PowerPro will automatically track the most recent items pasted to the clipboard. Gray check to capture rich text format as well as plain text.

You can also ask Windows PowerPro to automatically copy selected items to subfolders of your clip folder with filter strings.

If you set a non-zero value for "Milliseconds mouse hovers over \*Menu Folder" on advanced setup dialog, PowerPro will show the first few lines of the stored clip as a tool tip for the \*Clip Menu display.

You can play a sound file each time an item is captured by setting the PowerPro Clip sound on the sound tab. You can run a command list called "ClipCaptured" by checking the "Run ClipCaptured" checkbox.

You can prefix the clip name with a time stamp h:mm:ss by checking this option on the GUI control tab; this will ensure that clips starting with the same text have a different clip name and do not overwrite each other.

To conserve memory, PowerPro normally only captures clips less than 63K in size. You can increase this to 250K by checking "Large Clips" and to 1000K by gray checking "Large Clips" on the GUI Control dialog.

Use the \*Clip MenuPaste command to display a menu of recent clips that have been tracked; selecting one puts the clip on the clipboard and pastes it to the current program. If you check "Show tool tips for \*Men Folder and \*Clip Menu" on Command List setup, PowerPro will show the first few lines of the stored clip as a tool tip for the \*Clip Menu display.

### Further Information

Clipboard plain text is actually stored in a .txt file in the clip subfolder of your main Windows PowerPro folder. You can edit it with your standard editor. You can access that editor from the \*Clip menu by right-clicking the menu item. Clipped rich format text is stored in .clprtf files which only Windows PowerPro can read.

Using Explorer, you can create subfolders of the clip folder and use these subfolders to permanently store text snippets you want to access. Create the snippets by copying them from the main clip folder, by using clip filters, or by entering them directly by saving files from

Notepad or any other editor which can save plain .txt files. You can then access these snippets from the \*Clip menu.

You can access only the clips in one folder xxx with

Command     \*Clip

Parameter    menu xxx

You can show only the automatically tracked text items with:

Command     \*Clip

Parameter    menu active

### Clip Menu Layout

The \*Clip menu command is actually implemented by a \*Menu Folder similar to the following:

Command     \*Menu Folder

Parameter    c:\program files\PowerPro\clip

Format       noext noicons sorttime folderstart folderdot cmd ""\*Clip filepaste"

If you would like a different display of the clip menu, create your own \*Menu Folder command using the above as a model. Note the cmd field which runs a \*Clip filepaste on the selected item.

### Clip Filters

You have Windows PowerPro place captured clipboard items in subfolders of the clip folder by entering filter strings in the filter edit box on the GUI Control dialog. Filter strings take this form

String=subfolder

String is xxx\*, \*xxx, or \*xxx\* to match xxx at start, end, or middle of clipped item; subfolder is the name of the subfolder of the clip folder in your Windows PowerPro directory where you want to put any item matching the String. For example

\*.zip="zip files"

puts any captured item ending in .zip into the subfolder "zip files". Note that you must put the subfolder name in double quotes if it contains blanks.

You can separate multiple matching strings by commas:

\*.gif,\*.jpg,\*.jpeg=Pictures

puts strings ending in .jpg, .jpeg, or .gif into the pictures folder. Avoid blanks in the matching String.

The strings in the clip filter edit box on the GUI Control dialog are processed in sequence:

try\*=tryfiles \*.zip="zip files"

would put any strings starting with try in tryfiles and then any other strings ending in .zip in "zip files".

If the captured item is longer than 250 characters, only the first and last 125 characters are used when checking filter strings.

You can control whether or not items which match a filter are also placed in the active list with a checkbox on the GUI Control dialog.

## Desktop Command

Use the \*Desktop command to control various aspects of your desktop layout. Use these action keywords:

HideIcons	Hides all icons on desktop
ShowIcons	Show desktop icons.
HideShowIcons	Hides icons if visible; shows them if hidden.
HideTaskBar	Hides all TaskBar on desktop
ShowTaskBar	Show desktop TaskBar.
ShowTaskBarautohide	Shows taskbar; re-hides when mouse is moved off taskbar and taskbar is not foreground window. Assign this command to screen bump hot key to show autohide taskbar but prevent inadvertent shows by movements near screen bottom when taskbar is hidden. You may also need *Desktop hidetaskbar as startup scheduled event.
HideShowTaskBar	Hides TaskBar if visible; shows them if hidden.
HideShowWindows	Hides all desktop windows; show them when next executed.
MinShowWindows	Minimizes all desktop windows; show them when next executed.
Savelcons	Save desktop icon positions
RestoreIcons	Restore desktop icon positions
SavelconsGrid	Align desktop icon positions to a grid and then save them.
Resolution	Change resolution
TransIconText	Makes transparent background for desktop icon text; use keyword auto to reset transparency when background changes
IconTextColor	Set color of text under desktop icons; use keyword auto with TransIconText function to reset color when background changes
SetWorkArea	Sets size of work area on desktop screen: that is the size of maximized window. Specify four numbers left, top, bottom, right. Relies on system routine built into Windows which controls effect of command.

## Saving and Restoring Desktop Icon Positions

Use the Built-in commands \*Desktop Savelcons, \*Desktop RestoreIcons, and \*Desktop SavelconsGrid save/restore the relative positions of desktop icons and to align icons according to a grid. Assign the commands to a button or menu, and execute them to save/restore your desktop icons positions.

Positions are stored as numbers which are independent of screen resolution. If you save positions under one resolution and restore under another, the relative positions of icons on your physical screen will not change.

You can align icons to a grid before saving by using SavelconsGrid **n1 n2** in the parameters box of the \*Desktop Icon commands, where n1 is horizontal grid spacing and n2 is vertical grid spacing. The top left corners of icons are moved to the nearest grid point. For example:

Command: \*Desktop SavelconsGrid

Parameter 30 20

aligns icons so that horizontal pixel position is a multiple of 30 and vertical is a multiple of 20.

You can specify the name of the file used to save/restore the icons by putting the file name in the Parameters edit box (after the grid numbers, if you are using them). Do not specify a path;

all files must be in the Windows PowerPro folder. Use the extension **.iconpos**. This allows many different configurations to be kept.

You can use the advanced dialog to specify that PowerPro should always restore saved desktop icon positions when the screen resolution is changed; however, this option may cause Explorer aborts on some systems.

## Changing Screen Display Resolution

You can change the display resolution, color depth, and refresh frequency (NT only) with the built-in \*Desktop Resolution command.

If you use this command with nothing in the parameters edit box, Windows PowerPro will present a menu of valid screen resolutions to choose from. Select one to change and save the new setting in the registry (hold down shift while selecting to avoid saving the new setting). For Win 95, if you change the color depth or refresh frequency, you will be asked if you want to restart windows for the settings to take effect.

To set a resolution without the menu, specify:

Command:           \*Desktop Resolution  
Parameters:        x1 y1 depth freq

where x1 gives the new horizontal pixels, y1 gives the new vertical pixels, depth gives the new color depth (4, 8, 16, 24), and freq gives the new refresh frequency (NT only). Depth and freq are optional. For example, to change to 1024 x 768:

Command:           \*Desktop Resolution  
Parameters:        1024 768

You can alternate between two settings by the following command format:

Command:           \*Desktop Resolution  
Parameters:        x1 y1 x2 y2

When this command is executed, the display resolution is set to x1 x y1 unless it is already that value; in this case it is set to x2 x y2.

Normally, the new settings are saved in the Registry; if you do not want this to happen put the word **nosave** after the settings in the parameter field.

## Using \*Exec

Use the \*Exec command to access various functions; the \*Exec keywords are:

BrowseRun:	Shows a file open dialog; the select file is immediately executed.	
CommandLine	Shows a tiny command line to enter a command to run.	
HideWindow	Shows a dialog allowing you to pick a window to hide.	
ContextMenu	Show right click menu of window under mouse; usually followed by *Keys {to menu}... to select entry from menu. Or you can specify a file or folder to get the context menu for that file. Finally, you can specify an object from Desktop or My Computer virtual folders, such as a local drive, to get its context menu. You must use the same name that appears for the object when you view it with Explorer	
Autoscroll	Starts automatic scrolling.	
ScrollwithMouse	Starts manual scrolling.	<a href="#">ScrollWindow</a> Scroll window under mouse.
ClearRecent	Clears recent command folder on Start Menu.	
AutoPress	Used to learn new types of windows for mouse stop/press	
WindowInfo	Shows/hides a small window showing mouse position and window size.	
Disable	Disables PowerPro until mouse moved over a bar or hot key used.	
Mute	Mutes sounds; run again to reverse.	
RestoreLastMin	Restores last minimized window.	
Alarms	Can suspend or re-activate checks for scheduled programs.	
ClearRecentExplorer	Clears list of recent explorer folders shown my *Menu Explorer.	
ToFile	Writes a line of text to a log file.	
Setenv	Set environment variable.	
Prompt	Sets a flag according to a prompt	
Dos	Starts Dos, runs a command line, restarts Windows (not for NT).	
VolumeAll	Set volume for all playback; enter number 0 (mute) to 255 (loudest). Use + or - in front of number to adjust relative to current setting.	
VolumeWav	Set .wav volume; enter number 0 (mute) to 15 (loudest). Use + or - in front of number to adjust relative to current setting.	
RefreshEnvironment	Refreshes all environment variables from registry (NT only).	
Calendar	Shows a calendar. Use mouse or arrow keys to navigate. Unavailable on early Win95 versions unless IE3 or later has been installed.	
CalcCalendar	Shows two dates/calendars along with day number, week number, and differences between dates. Changing any value updates the others. You can use positive or negative numbers for differences. Use mouse or arrow keys to change dates. Or click on appropriate field of date and type new year, day number, or month number. Unavailable on early Win95 versions unless IE3 or later has been installed.	
Monitor	Can suspend or re-activate repeated running of monitor command list as set on Command List Setup.	
HotKey	Can suspend or re-activate hotkeys. Note: even if you suspend hot keys, a hot key which runs this command will still work so you can tie *Exec HotKey reverse to a hot key to control whether hotkeys are enabled. You can also specify a list of blank-separated hot key numbers after on/off/reverse to act only on those hot keys. The hot key number can be found by exporting the hot keys to a file with setup advanced export text; it is the first number.	



EmptyRecycleBin	Empty recycle bin. Use checkboxes to control confirmation and whether sound is played and animation shown. Unavailable on early Win95 versions unless IE4 or later has been installed.
Explorer	shows the contents of the specified folder in explorer; both file folders and special folders like control panel may be used. Use find button to browse for folder when configuring. Use * for current working folder of active program.
Explorer2	shows the contents of the specified folder in explorer in 2-pane window; both file folders and special folders like control panel may be used. Use find button to browse for folder when configuring. Use * for current working folder of active program.
LogKeys	Log keystrokes to file.
NewFolder	Creates a new file folder.
FindFiles	shows the Windows find files dialog. You can use the edit box to enter a single starting folder. Or use *Keys in More Commands to initialize dialog fields; for example, *Keys %lc:\path;d:\p2%n*.txt sets Look In to c:\path;d:\p2 and Named to *.txt.
FindComputer	Shows find computer dialog.
Print	Print file using associated program.
CD	use command play, next, previous, eject to play audio CD.
SchedulerAdd	Adds a new scheduled event. Specify date, time, and either a command or text (which will be set as a *Message event). The date and time must be each be one number, separated by a blank (no blanks or colons or slashes within date or time). The date can be yyyyymmdd or a number less than 1000 to specify that number of days from now (zero for today). The time can be hhmm to specify the time using 24 hour clock or +hhmm to specify that number of hours and minutes from now. For example *Exec SchedulerAdd 20021225 0900 Merry Christmas. For example, *Exec SchedulerAdd 0 +100 "c:\program files\myprog\myprogra.exe" runs myprog one hour from now.

ChangeConfiguration changes to configuration stored in new pcf file; the new file path can be entered in the command or it will be prompted for if no path is provided.

## Suspending Alarms

You can suspend ringing of alarms by executing the following command (eg though a button or menu item):

Command    \*Exec  
Action      Alarms  
Parameter:  off

To resume alarm ringing, use

Command    \*Exec  
Action      Alarms  
Parameter:  on

To reverse the status, ie suspend alarm ringing if it is active, or resume alarm ringing if it is suspended, use

Command    \*Exec

Action            Alarms

Parameter:    toggle

When alarm ringing is resumed, alarms which would have rung when alarm ringing was suspended are rung or discarded according to the setting of "Ring Missed Alarms" on the Setup configuration dialog.

## Tiny Type and Run Dialog

### Purpose

If you want an easily accessible but unobtrusive command line, use the built-in command \*Exec CommandLine. It creates a small window consisting of a single drop down edit box. You can type any command into this box and press enter to have the command executed. Or, if you have a three-button mouse, you can execute the command by middle-clicking on the edit box.

### Usage

You can select the command from the drop down which stores the last 25 commands entered.

Put the \*Exec CommandLine command as a Windows PowerPro start up alarm if you want the run box to appear when Windows PowerPro starts.

If your command file name contains blanks, you must surround it by double quotation marks.

With NT4/Win98, or if you have installed IE3 or later (even if you no longer use it), you may be able to type World Wide Web URLs directly into a run box and have them executed. Try this to see if you have this feature. If not, then right click on the run box and select "Check for URL"; in this case, Windows PowerPro will send any command line starting with **www.** or containing **//**: to a running browser to be used as a URL (the browser must be Netscape or IE and must already be running).

You can execute a "Dos" command by specifying \*Dos immediately followed by the command line. The command is written to file ppro.bat file (.cmd in NT) in the PowerPro folder and then this .bat file is executed. Use explorer to set the properties of this .bat file to change its configuration (eg full screen versus window). Preced the Dos command by \*hide to run it in a hidden window. For \*Dos commands, if you use \*Script Assign to set the variable CurrentDirectory to a drive:folder, PowerPro will do a cd /d to the directory in that variable before running the command.

You can create your own special processing of the command line by creating a command list script called HookCommandLine. When this script exists, PowerPro executes it just before running the command line. The variable x0 will be set for the script to the contents of the command line, and whatever the script sets x0 to will be executed. If x0 is set to "", nothing is executed. For example, the script could scan the command line in x0 and handle command aliases.

### Configuration

After you first start the Tiny Run Box, drag and resize its width to desired dimensions. Windows PowerPro will remember the location and width the next time the run box is started.

You can further configure the run box by right-clicking on the edit box (not the caption). You can then:

- specify that the run box should shrink when inactive (see below for details)
- specify that the run box should close when inactive for ten seconds
- specify that the run box should/should not be always on top
- specify that all commands except those starting with "win " should be prefixed by \*dos (useful if you use the run box mainly for dos command line commands)
- or specify that all commands except those starting with "win " should be prefixed by the ksh shell prefix \*dos ksh -L -c; you can change the shell prefix with the shellprefix internal option
- specify whether or not the caption and resizing window frame should be shown
- pick a background color for the window
- browse for a file to execute
- execute the command in the run box
- save the current size to be used as the shrunk size
- specify whether the run command should switch to another instance, if it is active
- specify whether Windows PowerPro should try to interpret the command as a URL to send to a running browser

To keep the run box out of the way when not in use, you can specify that it should shrink when not active. Follow this sequence of steps in the order given:

1. Set the caption on.
2. Move to position so that left of window is at desired location.
3. Resize the width to desired shrunk width.
4. Select "save shrunk width" from configuration menu.
5. Resize to desired large width.
6. Select "shrink if inactive" from configuration menu.
7. Turn caption off, if desired.

If you use the keyboard extensively, you may want to configure a hot key to activate the tiny run box (by setting the hot key command to the Tiny Run Box command).

## Logging Keystrokes

You can log keystrokes into a file with \*Exec LogKeys.

To start logging keys to file c:\path\mylog.txt, use

```
*Exec  
Logkeys  
c:\path\mylog.txt
```

To stop logging, set the file name blank. To switch between logging and non logging, put an = in front of the file name:

```
*Exec  
Logkeys  
=c:\path\mylog.txt
```

will start logging the first time the command is run, stop it the next time, and so on.

You can write a heading to the logging file by checking that option on the \*Exec Logkeys configuration. You can also write a heading using \*Exec ToFile with filename set to log to refer to the currently open logging file.

If you omit the path, the key logging file is assumed to be in the same folder as the PowerPro configuration file (.pcf).

The configuration checkbox option "All Keys" lets you determine how invisible keys like Alt and PageDown are handled. If All Keys is **not** checked, then only visible keys, spaces, tabs, and Enters are written to the file. If All Keys is checked, then all keystrokes are written to the file using the \*Keys notation for special keys, eg {alt} or {pgdn}. In addition, {alt}, {ctrl}, {shift}, and {apps} will be written twice: once for key press and again for key release. Files logged with "All Keys" checked can be played back using \*Keys {from ...}.

You can use the \*Info keyword logkey to display an X on a button label if logging is active or the keyword logkeyfile to view the file name of a logging file. You can also access this information in \*Script variables with \*logkey and \*logkeyfile.

### **Date/Calendar Calculations and Display**

Use \*Exec CalcCalendar to show a dialog with two calendars and with calculations for day number, week number, and difference between dates in days, weekdays, and weeks. As detailed below, changing any field on the dialog refreshes all the others.

The dialog is shown at the current mouse position. To center it instead, put \*Window Center Active in More Commands of command entry controls.

To change either of the dates, you can click on the day, month, or year subfield within the date and then use the arrow or number keys to enter a new value. Or you can click on the drop down arrow, and then select day, month, or year by clicking on that field.

Use the dialog as follows:

To display week number or day number of a date: set the top date and read the day and week number.

To display difference in dates in days, weekdays or weeks: set both dates and read the difference. The difference excludes the day of the later date (eg two day difference between July 2 and July 4). Differences will be negative if the second date precedes the first date.

To show the date for a given week number or day number: set the week number or day number and read the first date.

To find the date a given number of days, weekdays, or weeks before or after a given date: set the first date and set the difference (which can be negative for before) then read the second date. Remember that the day of the later date is excluded from difference calculations.

The week number definition follows the ISO standard: Week 1 of any year is the week that contains 4 January, or equivalently Week 1 of any year is the week that contains the first Thursday in January.

To just display a calendar, you can also use \*Exec Calendar.

### Prompting for Yes/No Information

Use \*Exec Prompt to prompt for a Yes/No answer and set a flag with the result. For example:

Command     \*Exec

Action:       Prompt

Parameter    14 Any text

displays a message box with "Any Text" and sets flag 14 according to whether the result is yes or no.

You can also prompt for a yes/no/cancel result by using a variable instead of a number:

Command     \*Exec

Action:       Prompt

Parameter    c Any text

Displays a yes/no/cancel dialog and sets c to 0 for no, 1 for yes, 2 for cancel.

### Sound Volume

You can mute sound volume with this command

Command     \*Exec

Parameter    mute

Each time this command is executed, the mute setting is reversed.

You can set the volume for .wav files only with \*Exec VolumeWav n, where n is a number between 0 and 15. Use +n or -n to adjust volume relative to current setting. You can set the volume for all playback with \*Exec VolumeAll, where n is a number between 0 and 255. Use +n or -n to adjust volume relative to current setting.

### CD Functions:

Use \*Exec CD to control your audio CD player. Enter one of the following commands in the parameters box.

Play n       Plays tracks start an number n. Omit n to play starting with track 1.

Next         Plan next track.

Previous     Play previous track.

Eject        Ejects (opens door for) default audio CD.

Close        closes door for default audio CD.

### Writing Entries to a File

You can use the following command to write a line of text to a file:

Command        \*Exec  
Action          ToFile  
Parameter      "filepath" text

writes the text to the end of the file given by filepath. Enclose the filepath in quotes if it contains blanks. A single blank after the filepath is ignored and then the text after this blank is written.

Use a file name of log to write the text to a currently open key logging file.

#### Examples

\*Exec ToFile

c:\logs\log1.txt this is the text

writes this is the text to c:\logs\log1.txt

\*Exec ToFile

"c:\logs path\log1.txt" &(date) date included

writes the date then the phase date include (assuming & is variable insertion character) to

c:\logs pth\log1.txt

## PowerPro \*File Commands

You can also select a file at random from a folder and copy it over a specified file.

The \*File actions are

copy	copies one file path to a second path; you can use wildcards to copy many files
rename	renames one file path to another: can be used to move files to another folder; you can use wildcards to move/rename many files
move	same as rename
extchange	Change, remove, or add a file extension.
delete	deletes a file; you can use wildcards to delete a set of files
deletenorecycle	deletes a file without putting it in the recycle bin;
deleteold	deletes files in folder older than specified number of days.
copyrandom	copies a randomly selected file to a specified file path
runrandom	runs a randomly selected file
commandrandom	runs a command with a randomly selected file as a parameter

Put double quotation marks around file paths which contain blanks.

For Copy and Rename, if the second path is a folder, then the file name for this target is taken from the file name of the first path.

If you check "Confirm" in configuration, then deletes or overwrites of a file or creation of a new directory will be confirmed first. If you check "Folders", then folders will be included in \*.\* wild card operations.

For DeleteOld, you must provide a number of days then a folder path, optionally including wild cards in a file name. All files older than the specified number of days are deleted to the recycle bin. You can use recent as the folder name to access the folder of recently accessed documents.

Extchange works as follows: First put a file path to be changed, possibly with wildcards, or use | as the first file name if the \*File Extchange command is in a context menu. After this first file path, put a single dash (-) to remove the extension, or +xxx to add .xxx as the extension, or yyy to replace current extension with yyy. For example, if a context menu contained

\*File Extchange

| +jpg

adds .jpg to the files selected in explorer when the context menu is clicked.

Click [here](#) for more information on copying and running commands with random files.

### Examples

\*File

Copy

c:\mypath\in.txt c:\output\out.txt

copies in.txt to out.txt.

\*File

Rename

c:\mypath\in.txt c:\output

moves in.txt to folder c:\output.

## Working with a Randomly Selected File

### Purpose

The \*File RunRandom/CopyRandom/CommandRandom actions can be used to select a file at random using a file path with wild cards that you provide. The selected file is then copied to a specified target file; or is run directly; or is used in a command line to execute a program or batch file that you specify.

One use of this command is to set up your own randomization routines for system files. For example, you can randomize the Windows shutdown screens by creating .bmp files with the appropriate size and color depth, putting the files into a folder, and using the command to copy a randomly selected file over c:\windows\logow.sys. Take a backup copy of logow.sys before experimenting with this.

To implement randomization on a schedule, put the command as a scheduled command.

### Configuration

CopyRandom:                      Parameters:    filepath outfile

selects a file at random from the filepath (which must contain wildcards like \*.bmp) and copies it over outfile.

RunRandom:                      Parameters:    filepath

selects a file at random from the filepath (which must contain wildcards like \*.bmp) and runs it using the program associated with the file extension.

CommandRandom                  Parameters:    commandpath filepath args

selects a file at random file filepath (which must contain wildcards like \*.\*), then runs the command given by commandpath using a command line consisting of the commandname, the selected file, and finally the args. If you want the command to be run invisibly, put **\*hide** after the args at the end of the parameters edit box. If the command being run is a .bat file, you may want to use explorer to set its properties to include **close on exit**. This is especially important for commands run invisibly.

### Examples:

Command    \*File CopyRandom

Parameters: "c:\my logo files\\*.bmp" c:\windows\logow.sys

copies a random bmp file from c:\my logo files over the logow.sys file.

Command    \*File RunRandom



Parameters: "c:\zounds\\*.wav"

plays a random wav file from c:\zounds.

Command \*File RandomCommand

Parameters: "c:\program files\bat\exec.bat" "c:\random\\*.\*" arg2 arg3 \*hide

selects a random file from c:\random, then executes the exec.bat file with the selected file as the first argument, then arguments arg2 and arg3. The command is run in an invisible window.

## Sending Keys to Other Windows

### Purpose

Use the \*Keys command to send keystrokes to other windows. The keystrokes entered in the parameters edit box are sent to the currently active window. You can send keys to enter text, such as canned phrases or passwords, or you can send keys to automate functions by sending Alt-key or Ctrl-key pairs recognized by programs to execute their functions. For example, functions on menus can often be accessed by Alt-ab where a is the first character of the menu name and b selects an item on that menu.

### Configuration

Type letters, digits, special characters in the parameters edit box. Special characters like function keys or the date/time can be entered using {xx} abbreviations, such as {enter} or {back 3}. You can use the find button on the configuration dialog to select a special key or to record keys.

To specify an Alt-prefixed key, prefix it by %; similarly use ^ for Ctrl key, + for Shift, and combine as needed (eg %^ for both Ctrl and Alt). Note that you can often simulate menu selections by sending % followed by a set of characters; eg %fn sends Alt-fn which does a File|New menu selection in many programs.

Beware of these characters which have a special meaning for Windows PowerPro:

%	use {pe} or {%} (% alone signals Alt)
^	use {ca} or {^} (^ alone signals Ctrl)
+	use {pl} or {+} (+ alone signals Shift)

### Example

Command	*Keys
Parameter	hello, world

Sends hello, world to active window.

Normally keys are sent to the currently active window. But you can switch to another windows first by preceding the sequence of keys with {to xxx} where xxx selects the new target window.

If your sequence of keys causes the window receiving the keys to open a new window or menu to receive subsequent keys, you may need to insert a wait in your key sequence to allow the new window to open and be readied to receive the keys. Use {w1} to insert a wait on one tenth of a second.

If you have a large number of keys to send, you can store them in a file (say c:\path\filename.txt) and then use \*Keys {from c:\path\filename.txt} to send the keys. If you specify a file name without a path, then the file is assumed to be in the same folder as the PowerPro configuration file. You can use many lines in the file to make it easier to enter and check the keys; all line ends are ignored. You can also put a comment at the start of the file by putting \*\* at the start of the first line in the file, then any number of lines of comment text, then \*\* again at the end of a line.

PowerPro has two methods of sending keys, the "fast" method (journal hooks) and a slower method, which is the default. Use `Configuresetup|advanced|others` to change. The default method works for most keys, but the fast method is needed to send shift in XP and W2K. You can temporarily select the fast method for a single `*keys` command by preceding the keys to be sent with `{fast}`:

`*Keys {fast}{home}+{end}`

To send mouse clicks, use `*mouse`.

You can control the delay between sent keys with the advanced options.

## Specifying the Window to Receive the Keys

For the overview, see sending keys.

The `*Keys` command normally sends keys to the foreground (active) window. You can reset the foreground window before sending the keys by putting `{to xxx}` or `{toAny xxx}` at the start of the keys to be sent. The difference between the two is that `{to xxx}` only works with visible windows and always leaves the focus at the window receiving the keys whereas `{toAny xxx}` works with both hidden and visible windows and returns the focus to the window which had it before keys were sent.

For both, `xxx` indicates the target window and can be:

:	
*	sends keys to current active window
=File Path	sends keys to program run from that "File Path"
Title	sends keys to window with caption "Title"
PartTitle*	sends keys to window with caption starting with "Part Title" (Note asterisk at end)
*PartTitle	sends keys to window with caption end with "Part Title" (Note asterisk at start)
*PartTitle* and end)	sends keys to window with caption containing "Part Title" (Note asterisks at start and end)
autorun	sends keys to window of last window matched by autorun menu
activebar	sends keys to window of last window referenced by active bar button

If the `{to xxx}` window is not found, you will normally get an error message. Precede the window id with the character `^` to avoid the error, eg

`{to ^*notepad}`

avoids the error message if no Notepad window is open.

## Specifying the Keys to be Sent using `*Keys`

For the overview, see `*Keys`.

Send letters, numbers, and other keyboard characters by typing them as you want them to be sent.

To specify an Alt-prefixed key, prefix it by `%`; similarly use `^` for Ctrl key, `+` for Shift, and combine as needed (eg `%^` for both Ctrl and Alt). Alternatively, you can use `{alt}` to toggle Alt up/down which allows multiple keys to be sent with Alt down: eg `{alt}ab{alt}` sends Alt-Down, a, b, Alt-Up. Similarly for `{ctrl}` and `{shift}`.

Use {datelong}, {dateshort}, {time} for sending the current date and time. To send the time without seconds, use {time}{back}{back}{back}.

You can change the either the { or the } or both to any non-alphanumeric using the Advanced dialog. They can be set to the same character.

Use the following character pairs enclosed in {} for special characters. You have a choice between the long form and a two-letter abbreviation.

You can repeat the character up to 29 times by placing the repeat count following a single space just before the closing brace, eg {left 5} for five left arrows:

{param}, {pp}	Insert the parameter prompt character (default ?).
{clip}, {cc}	Insert the clipboard character.
{var}, {sv}	Insert the script expression character.
{plus}, {pl}	Plus (also can use {+})
{percent}, {pe}	Percent sign (also can use {%})
{caret}, {ca}	Caret (also can use {^})
{}	Inserts the brace.
{brace}, {br}	Curly Brace (
{enter}, {en}	Enter
{space}, {sp}	Space
{quote}, {qu}	double quote
{question}, {qn}	question mark
{greater}, {gt}	greater than sign >
{less}, {lt}	less than sign <
{tab}, {ta}	Tab
{esc}, {es}	Escape
{up}, {au}	Up arrow
{down}, {ad}	Down arrow
{left}, {al}	Left Arrow
{right}, {ar}	Right Arrow
{ins}, {in}	Insert Key
{del}, {de}	Delete Key
{back}, {ba}	Backspace Key
{home}, {ho}	Home Key
{end}, {ed}	End Key
{pgup}, {pu}	Page Up
{pgdn}, {pd}	Page Down
{pad+}, {p+}	Numeric Pad +

{pad-},{p-}	Numeric Pad -
{pad*},{p*}	Numeric Pad *
{pad/},{p/}	Numeric Pad /
{pad0},{p0}	Numeric Pad 0 (similar for pad 1 through 9)
{scrolllock},{sl}	Scroll lock ("use fast send keys" on advanced setup must be unchecked)
{capslock},{cl}	Caps lock ("use fast send keys" on advanced setup must be unchecked)
{date}, {ds}	date in Windows short format
{prevshort},{ps}	previous day's date in Windows short format
{nextshort},{ns}	next day's date in Windows short format
{datelong},{dl}	date in Windows long format
{time},{ti}	time in Windows format
{fn}	Function Key "n" (eg {f1} for function key 1; do not use the letter n)
{wn}	Wait n tenths of a second (eg {w1} to wait one tenth of a second).
{nnn}	Send character with decimal ascii code nnn (first n cannot be 0).
{alt},{at}	Toggle Alt down/up; use {at}ab{at} to send Alt-down, a, b, Alt-up.
{shift},{sh}	Toggle Shift down/up; use {sh}def{sh} to send DEF.
{ctrl},{co}	Toggle Ctrl down/up; use {co}{ta}{ta}{co} to send Ctrl-Down, tab, tab, Ctrl-up.
{win},{wi}	Toggle Win down/up; use {wi}p{al} to open accessories.

{filemenu c:\path\items.txt}You can select keys to be sent from a menu

Example: "%fnhello^v%{f4}" sends Alt-F, then n, then hello, then ctrl-v, then alt-f4.

If you have only one key to send, the surrounding double quotes are not needed. You can send at most 200 keys.

To send Alt+xxx keys (eg alt+0181 =μ), use {alt}{pad0}{pad1}{pad8}{pad1}{alt}.

### Examples of Keys Commands

For the overview, \*Keys.

Command     \*Keys

Parameter    ^{ed}

Sends Ctrl+End to the active window. This key combination often tells the program to go to the end of the information being displayed.

Command     \*Keys

Parameter    "this text contains spaces"

Sends **this text contains spaces** to the active window.

Command:     \*Keys

Parameter    {to =prog}^{ho}abc

Sends Ctrl-Home followed by **abc** to window started from prog.exe.

Command: \*Keys

Parameter: {to \*Notepad}%fo

Sends Alt-f followed by **o** to the window with caption ending in **Notepad**. This would select the open command from the menu.

## Sending Keys to Programs When They Are Started

For the overview, see sending keys.

Since Windows is a multitasking system, starting programs and sending them keys requires care. You must make sure the program you are starting is ready to receive them.

To start a program and send it keys at start up, use multiple commands. For example, to start c:\ql\myprog and send alt-g n, specify

Command c:\ql\myprog.exe

More Commands \*wait ready

\*keys "%gn"

The sequence \*wait ready causes Windows PowerPro to wait until the program is ready to accept input before sending the keys.

If the \*wait ready does not work for some reason, try \*wait 2 (or some other digit) to wait 2 seconds.

You can also wait for up to 5 seconds until a window with a specified caption appears by preceding the caption with a + and using the {to xxx} option:

Command: \*Explorer

More: \*keys {to+\*Exploring\*}"%v!"

Start Explorer, then waits for up to 3 seconds for the window with a caption containing **Exploring** to appear, then sends Alt-v followed by ! to the window with caption starting with **Exploring**. This could set the list view for Explorer. This is especially useful with Explorer, where the ! may not work (since Explorer is always running). You must use the \*Keys command for this approach.

## Selecting some Keys to be Sent from a Menu

When sending keys with \*Keys, you can display a menu of selections to determine some of the keys to be sent. The selections are stored in a file which specifies the menu item text and the corresponding characters to be sent.

Use

\*Keys {filemenu c:\path\items.txt}

for this feature. Each line in c:\path\items.txt is of this form

name=keys

There may be many lines in the file. Each line will display a menu item with the menu text set to **name**. If you select a menu item, the corresponding keys will be used. If you do not select a menu item, then no keys will be sent at all.

The keys can contain special sequences like {tab} or modifier keys alt or ctrl (% or ^). You can also use name= with no following keys to allow a selection of nothing without canceling the entire \*Keys command.

The name field may contain an & which will cause the following character in the name to be a menu mnemonic selecting that menu item from the keyboard.

You can put blank lines in the file. You can put a line consisting of the word **sep** in the file for a horizontal menu separator and a line of **colsep** to start a new menu column. Use **startsubmenu sss** to start a submenu called sss and **endsubmenu** to end a submenu

You can conditionally include portions of the menu by using

Contextif (expression)

Title=result

Endcontext

The title=result line is only included if the expression is true. You cannot nest contextif.

You can have other keys to be sent beside the {filemenu}; for example:

\*Keys abc{filemenu key.txt}yz

will send abc, then the selection from key.txt, then yz.

You can use more than one filemenu.

If you specify a file name without a path or with a relative path, then the file is assumed to be in the same folder as the PowerPro configuration file. If the filename contains a \*, the \* is replaced by the exe filename of the foreground window, which allows the selected file to depend on the active window. Finally, you can use two file names with {filemenu} by separating the file names with a comma. For example

{filemenu keys\\_common.txt,keys\\*.txt}

with Microsoft Word in the foreground would create a single menu from the entries of

c:\program files\powerpro\keys\\_common.txt

followed by

c:\program files\powerpro\keys\winword.txt

## Creating Menus or Bars of Favorite Folders using \*Keys

You can create menus or bars to send favorite folders to file open/save dialogs. PowerPro has built-in commands to make this easier for you. If you want more control of the format of these bars or if you want to understand how these built-in commands work, then you will want to review the following information.

Use

\*Keys

{to folder}c:\path

to send the folder path c:\path to an open/file save dialog. The {to folder} tells PowerPro to automatically select the file edit box to receive the keys, save the contents of that box, send the keys to change to c:\path, and then restore the previous contents of the file edit box.

If you are not using English Windows, you must set the letter beside "Folder" on advanced setup to the underlined letter in the title beside the file edit box on your open/save dialogs.

To create a bar or menu of favorite folders, put a series of \*Keys commands in a command list and show them as a bar or a menu with (eg) a hot key that runs a \*Bar or \*Menu. If you use a bar, you can make the bar appear only if a file open/save dialog is open by putting

\*Format Context

filedialog

as the first command in the list, and positioning the bar in the caption or beside the active window (use a vertical bar). Don't forget to check "auto-show as bar".

Normally, PowerPro executes the selected files as a command. But you can run another command with the selected file or folder as a parameter by checking "Use Last Button for folder button command." (Usually you make this a hidden button). PowerPro will execute the command with the selected file or folder a command parameter. Normally, the selected file is placed in double quotes after a space.. You can control the placement of the file by using a | to indicate the desired position:

\*script assign x1 length "|" -1

would assign x1 the length of the file path less 1. Note that you must include the quotation marks if appropriate when using |. Use || to get the folder excluding the file name.

Note that with | and ||, PowerPro does not insert any spaces.



## Formatting Menus and Bars with \*Format

### Purpose

Use the \*Format command to control the look of menus and bars. You can use \*Format Context and \*Format Item with menus and bars. Other \*Format command can only be used in command lists displayed as menus.

### Configuration

Use the following actions with \*Format:

Separator	Inserts a horizontal separator in a menu;
NewBarRow	starts a new row in a bar.
NewBarRowLine	starts a new row in a bar and draw separator line.
BarVerticalLine	draws a vertical line in a bar.
NewColumn	Start a new column in a bar or a menu.
NewColumnLine	Start a new column with a separating vertical line.
StartSubMenu	The following items in the list appear in a submenu.
EndSubMenu	Ends the submenu. You can nest submenus up to 4 deep.
Context/ContextIf	Starts a menu section or bar which depends on active window. or an if condition
EndContext	Ends portion of menu depending on active window or if condition.
Item	Changes colors and text associated with menu or bar item.
Drag	Assign to a bar button and then click-drag that button to move bar.

## Changing the Look of an Item with \*Format Item

Execute the \*Format Item command to change the look or text of an item on a command list used for a bar or menu.

When you configure this command, use the button to access a dialog which will set the keywords needed to change item text or color and to specify whether or not the item should be visible and should use its own colors. You also specify the command list and starting and ending item number (starting at 1) of the item to be changed. You can specify an item number of 0 to indicate the last button pressed on any bar, in which case the list name is not used.

There are restrictions on changing the text associated with special \*Info labels. You cannot change the text from an ordinary item label to a \*Info special label or the reverse. You cannot change tool tips using \*Info at all.

When you set new item features with the dialog, you can use a checkbox to indicate whether the new item values are to be written into the configuration file. If they are not written, then the values will be reset if you later manually use the configuration dialog and save the new configuration. If this is not what you want, you could put the \*Format Item commands to reset the desired values in the Reconfigure command list, as set by the advanced setup dialog.

## Sending a Sequence of Mouse Clicks and Moves

You can use the \*Mouse command to send a sequence of mouse clicks, mouse positions, and mouse moves to the active window. You can combine alt, win, shift, ctrl with these mouse clicks. The parameters field of this command contains a series of two letter commands which indicate the mouse actions to perform. The commands which move or position the mouse are followed by two numbers giving the move or position value in pixels.

Here are the commands. You can use either the long form (eg leftclick) or two letter short forms (ll):

leftclick or lc	left click (both left down and left up)
leftdown or ld	left down
leftup or lu	left up
leftdouble or ll	double click left (note: lc lc will not work)
middleclick or mc	middle click (both middle down and middle up)
middledown or md	middle down
middleup or mu	middle up
middledouble or mm	double click middle (note: mc mc will not work)
rightclick or rc	right click (both right down and right up)
rightdown or rd	right down
rightup or ru	right up
rightdouble or rr	double click right (note: rc rc will not work)
save or sa	save current position position
alt or al	reverse alt key (ie press if up, release if down)
shift or sh	reverse shift key (ie press if up, release if down)
win or wi	reverse win key (ie press if up, release if down)
ctrl or ct	reverse ctrl key (ie press if up, release if down)
save	save current mouse position
restore	restore saved mouse position
mo x y	move mouse x pixels right, y down (x or y can be negative)
screen or ab x y of screen)	set mouse to absolute position x y (absolute means 0 0 is top left
relative or re x y active window)	set mouse to relative position x y (relative means 0 0 is top left of

### Examples

Command    \*mouse  
Parameter   ll  
sends double left click.

Command    \*mouse  
Parameter   ctrl leftdown leftup ctrl  
sends ctrl-left click.

Command    \*mouse  
Parameter   re 20 50 rc

position mouse at 20 50 with respect to active window then sends right click

Command \*mouse

Parameter ld mo 30 -40 lu

sends left down, move 30 right, 40 up, left up (eg will draw a line in MS Paint).

Command \*mouse

Parameter ab 40 60 lc

More: \*keys abc

moves mouse to absolute position 40 60, sends a left click, then sends letters abc

## Displaying Menus with \*Menu

### Purpose

Use \*Menu to display a menu. It can be built from a command list (\*Menu Show), the files in a folder (\*Menu Folder), recently executed commands (\*Menu RecentCommands), captured Explorer folders (\*Menu Explorer), or the Windows Start menu.

### Configuration

Use the following actions with \*Menu:

Show	Show a command list. Use *Format to insert submenus and separators.
Folder	Create a menu from a folder.
Recent	Shows a menu of recently executed commands. You must check "Track recent commands" on Command List setup.
Explorer	Show folders recently accessed with Explorer. You must check "Track explorer" on Setup dialog.
StartMenu	Show Windows start menu at mouse cursor. Alternatively, you can assign *Menu Folder StartMenu to a hotkey.
Tray	Show tray icons as menu.
UnderMouse	Show menu bar of the window under the mouse. Only works in Win95/98. Must be assigned to hot key or as part of menu shown by hot key.

Note that there are two steps to showing a menu: defining the command list, say xxx, and then executing a \*Menu show xxx command. For example, to show a menu by pressing a button, assign \*Menu Show to a bar button command; see the default bar menu button for an illustration. To show a menu by activating a hot key, assign the \*Menu Show command to a hot key

If you have a bar configured to show a menu with \*Menu Show xxx, you can quickly configure menu xxx by Alt+clicking the bar button with the \*Menu Show command.

You can use \*Menu Show or ShowAtButton to show a command list as a menu.

\*Menu ShowAtButton is meant for use on bar buttons and shows the menu aligned with the button used to display it. For horizontal bars, the menu is shown below or above the button, depending on which half of the screen the bar is in; for vertical bars, the menu is shown to the left or right of the button.

\*Menu Show gives more control of the menu position. Use the edit box "Blank or enter position" to enter a keyword specifying the menu position; the find button displays a menu of valid keywords:

centerundermouse	centers the menu under the mouse
centerscreen	center the menu on the screen
offset n1 n2	shows menu n1 pixels to left and n2 above the mouse (n1 or n2 can be negative)
screen n1 n2	shows menu at screen position n1 (from left), n2 (from top)
button	shows menu aligned under/above last button pressed on horizontal bar

horbuttoncenter	shows menu centered under/above last button pressed on vertical bar
verbutton	shows menu aligned right/left with last button pressed on vertical bar

The keywords horbutton and verbutton perform the same alignment as \*Menu ShowAtButton, except that by using \*Menu Show, you can choose whether horizontal or vertical bar alignment is used.

With \*Menu show, you can display a subset of a command list as a menu as follows. Start display at named item xxx by putting @xxx in the edit box under the one used to select the name of the command list in the \*Menu Show command. In the command list, insert an item \*Format Subbar labeled xxx at the start of the menu subset and end the subset by putting a \*Format Endsubbar at the end. This allows a command list to be used for both a bar with subbars and to contain a packed series of submenus.

## **\*Menu Folder**

### **Purpose**

Using the built-in \*Menu Folder command, you can show a menu listing the files from a folder with subfolders shown in submenus. Left clicking an entry runs the file; right clicking an entry shows the explorer context menu for that entry.

\*Menu Folder can display all three types of folders:

- ordinary file folders
- shell folders, like control panel, printers, my computer
- special folders like start menu programs, recent files, desktop (these special folders are actually folders of shortcuts, usually under your c:\Windows folder)

### **Configuration**

Select the \*Menu command and the Folder action. Then type the folder to be displayed or browse for it using the find button. You can select special folders from the drop down box. You can display more than one folder by listing the folders with a comma after each folder. You can use the word "Separator" to show a menu separator. You can use the word "ColSep" to start a new column in the menu. For example

c:\textfile,colsep,desktop

shows the files and folders in c:\textfile, starts a new column, then shows the desktop.

The Format Keywords edit box is used to hold keywords which control which files are displayed and how they are displayed; for example, you can change the sort order and you can change the number of entries per menu column. You usually do not enter the keywords directly; instead use the find button beside the enter keywords edit box to set these keywords with a dialog. See below for details on this dialog.

You can use \*Menu Folder to explore a large tree of files and folders, but if there are more than 13000 files in the folder and its subfolders, you need to use a special approach. You could exclude files or folders using the Format Keywords. Or you can navigate one folder at a time; see below for details on this approach

You can program your own processing for the files from \*Menu folder by creating a command list script called HookMenuFolder. This script will be executed for each selected file with x0 set to the full path to the file, x1 set to any command from the keyword dialog, and x2 set to the folder used to run \*Menu folder. Note that x1 is the command you specified before substitution

of the selected file (eg js are not processed yet). You can change x0 and x1 in any way. If you set both x0 and x1 to "", PowerPro does nothing. If you set only one of x0 or x1 to "", , PowerPro runs the command in the other.

Examples:

**Command:** \*Menu Folder

**Folder:** Desktop

to display a menu of the shortcuts on your desktop.

**Command:** \*Menu Folder

**Folder:** c:\work\monthly report

to display a menu of the files in c:\work\monthly report.

**Command:** \*Menu Folder

**Folder:** c:\work\monthly report\new\*.xl?

display only files matching the wild card filename new\*.xl?.

**Command:** \*Menu Folder

**Folder:** Control Panel, c:\ut\myfiles, Sep, Programs Startup

to display a menu of your Control Panel, all files in c:\ut\myfiles, programs file Start up, with menu separator after c:\ut\myfiles.

The command will try to calculate the appropriate number of entries per menu column based on screen resolution and menu font; if you are unhappy with the choice you can set it with an advanced dialog option.

### Format of \*Menu Folder

Use the \*Menu Folder command to display the contents of one or more file folders or special folders as a menu with submenus for subfolders. You can control the look of the menu, how subfolders are processed, the contents of the menu, sorting, and the command executed by using the dialog which is accessed by pressing the find button beside the edit box "enter format keywords or use find button for dialog". Although you can edit the keywords directly, (see [here](#)), its simpler and safer to always use the dialog accessed by pressing the find button.

### Controlling Look of Menu

Exclude icons: check to avoid icons on menu. You may also want to check "Add ... to folders to easily distinguish folders in this case.

Add ... to folders: adds ... to folder names making it easier to distinguish them from files if icons are not used.

No file extensions: Removes .xxx extensions from files shown in the menu

Exclude files: Only includes folders in menu; useful with "Add explorer entry" to navigate folders and then explore one.

Exclude folders: Shows only files; no submenus or subfolders appear.

Add explorer entry: Add an entry to start of each menu and submenu

Assign menu mnemonics: Adds up to 36 menu mnemonics 0, 1, ...a, ...z to top level menu entries to allow them to be easily selected from the keyboard.

Menu position alignment: Select position for menu: at mouse, centered on screen, centered under mouse, aligned with last pressed button (beneath or on top), aligned with last pressed

button (to the left or right). Alignment with last pressed button left/right or bottom/top depends on which half of screen bar is in.

Start new column after this number of entries (middle of dialog): starts a new column each time this number of entries is placed in a menu. Use checkboxes to determine whether this applies to the main menu only or all submenus and to control whether a line is drawn between columns. Set to 999 for a single column menu which will scroll under Win98/2000.

List text to this number of characters: use to limit file names to keep the menus a reasonable width. Use Setup|advanced to specify that tool tips will be shown; the tool tip shows the entire file name.

Default background: Use default background from command list|setup.

### **Submenus and Subfolders**

Expand subfolders to max depth: If unchecked, or if checked and a depth greater than 0 is specified, submenus will not be created for subfolders; instead, clicking on a subfolder displays its entries in a menu. This option is useful for navigating large menu trees which take a long time to load into memory if all submenus are loaded at once.

Add back etnry: Useful with previous "Show subdirectories" option to provide for navigation back up the folder tree.

Embed items in outer menu: If you create a command list to display as a menu and put a \*Menu Folder in that command list, then the \*Menu Folder menu is not generated until you click on the command when the command list is displayed. If you prefer that the \*Menu Folder be generated and displayed as part of the command list manual menu, then check this option.

Make submenus from folders: Useful when you have several folders listed in \*Menu Folder command. Normally, the entries in the folders listed in the \*Menu Folder command are placed in the main menu. If you prefer, submenus can be created for each entry by checking this option.

Expand folder shortcuts: Normally shortcuts to folders which appear in the folders scanned by \*Menu Folder are not expanded into submenus and clicking on them displays the folder contents using explorer. Check this option to expand the shortcut instead as a submenu.

### **Sorting**

Use the dropdown to select the sort order and the check box to specify that all folders should be sorted to the start.

### **Specifying Files and Folder to Include**

You can limit to files with certain extensions by including these extensions separated by blanks in the edit box; for example

.xls .doc .ppt

includes Microsoft Excel spreadsheets, Word documents, PowerPoint presentations.

Alternatively, you can omit files by preceding extensions with a dash, eg

-.exe -.dll

omits exe and dll files.

You can omit certain folders by listing names separate by commas in the edit box.

### **Specifying command to execute**

Windows PowerPro normally runs the file selected from the menu by running the associated command; you can instead specify the command and any parameters by putting the command and parameters in the edit box:

c:\windows\notepad

would cause the file to be read into notepad. PowerPro will create a command line consisting of the command you specify followed by the selected file. You can use PowerPro built-in commands too:

\*File Delete

in the edit box would delete the selected file.

If you want to run a file path with blanks as a command, enclose it in single quotes:

'c:\program files\myprog.exe'

Normally, the selected file is placed in double quotes after a space and command. You can control the placement of the file by using a | to indicate the desired position:

\*script assign x1 length "|" -1

would assign x1 the length of the file path less 1. I Note that you must include the quotation marks if appropriate when using |. Use || to get the folder excluding the file name.

\*keys {to folder}||

Note that with | and ||, PowerPro does not insert any spaces.

If you have selected "Add explorer entry", you can use another file manager (or any command) by instead of explorer by specifying it, eg

'c:\program files\2x\2xExplorer' '\*'

Note single quotes which will be replaced by double when run.

### Zeroing Variables

You can zero variables before the menu is displayed or before processing the files with \*all by listing the variable names, separated by blanks.

### Specifying Another Menu Item Name for Add Explorer Entry.

You can enter a new string to use instead of explorer as the menu item name with the you have checked "Add Explorer Entry..."

### Special Folders for \*Menu Folder

Using the built-in \*Menu Folder command, you can display a menu of the special folders used by Win95/NT 4. To access special folders, the parameters edit box for this command can contain one or more of the following (separated by commas).

start menu	start menu entries
desktop	shortcuts on your desktop
recent	recently accessed documents
templates	standard document templates
personal	personal favorites folder
programs	menu of all program folders (current user for NT4)
programs xxx	menu of programs folder xxx (eg Accessories)
Allprograms	menu of all program folders
Allprograms xxx	menu of programs folder xxx for All Users profile (NT4 only)



AllStart Menu	start menu for All Users profile (NT4 only; note no space after All)
AllDesktop	desktop for All Users profile (NT4 only; note no space after All)

## Entering Format Information for Folder Contents Command

See Folder Contents Menu for an introduction. You can use the work directory edit box to control the files displayed in the menu. Use the dialog accessed by ... to set the format keywords or enter them directly as follows:

Columns	<p>Use <b>autocol n</b> to automatically start a new column every n entries; this gives the menu a toolbar look (applies to top level menu only, not submenus). Use <b>autosoftcol n</b> to automatically start a new column every n entries without including a bar between the columns (applies to top level menu only, not submenus).</p> <p>Use <b>autocolall n</b> to automatically start a new column every n entries; this gives the menu a toolbar look (applies to top level menu and submenus). Use <b>autosoftcolall n</b> to automatically start a new column every n entries without including a bar between the columns (applies to top level menu and submenus).</p>
Text labels	<p>Using <b>maxtext n</b> limits text labels to n characters.</p> <p>Using <b>omit</b> deletes the phrases in the "omit strings..." edit box on the special config tab; <b>omit</b> is applied before <b>maxtext</b>.</p> <p>Using <b>mne</b> in the menu box means Windows PowerPro will assign single character menu mnemonics to the first 36 items on the main menu to allow them to be easily selected with the keyboard.</p> <p>Using <b>noext</b> in the edit box means file extensions will be removed from menu item names.</p>
Position	Placing <b>offset n1 n2</b> shows the menu offset n1 characters to the right and n2 characters below the mouse cursor; <b>n1</b> or <b>n2</b> can be negative.
Sorting	<p>Use <b>nosort</b> in the edit box so that the items will not be sorted.</p> <p>Using <b>sortext</b> in the edit box means items to sort by file extension.</p> <p>Put <b>sorttime</b> to sort most recently change files first.</p>
Subfolders	<p>Use <b>folderdots</b> in the edit box means "..." is added to folder names; this is useful with NoSubDir if you do not use icons in menus.</p> <p>Use <b>folderstart</b> in the edit box sorts menu entries with folders at start.</p> <p>Put <b>folderback</b> in edit box to add Back (previous folder) entry when NoSubDir specified.</p> <p>Use <b>nofolders</b> to omit all subfolders.</p> <p>Use <b>foldershortcut</b> to expand all folder shortcuts in the menu and <b>foldershortcuts2</b> to expand only those folder shortcuts with names ending in <b>_x</b>.</p> <p>Use <b>nosubmenu</b> in the edit box means all files from subdirectories will be listed in the main menu.</p> <p>Use <b>empty</b> in the edit box means empty folders will be included in the menu (normally, they are excluded).</p> <p>Use <b>nosubdir</b> in the edit box means no subdirectories will be included. The names of subdirectories are still shown; if selected, a *Folder Contents Menu is shown for that subdirectory.</p>

Explorer	<p>Use <b>nofiles</b> in the edit box means only folder will be shown and not files; useful with the <b>explorer</b> option to traverse large folder trees.</p> <p>Place <b>explorer</b> in the edit box to add a menu entry "Explore" to all submenus; left clicking on it will open a single-pane Explorer window on the selected directory and right clicking will show an *Folder Contents menu for the folder (useful with <b>nofiles</b>). Uncheck "Switch to if active" to allow new Explorer window to open if explorer is already running. You can use another file manager (or any command) instead of explorer by specifying it with cmd, eg</p> <pre>cmd "'c:\program files\2x\2xExplorer' '*'"</pre> <p>Note single quotes which will be replaced by double when cmd run.</p> <p>Place <b>explorer2</b> in the edit box to add a menu entry "Explore2" to all submenus; left clicking on it will open a double-pane Explorer window on the selected directory and right clicking will show an *Folder Contents menu for the folder (useful with <b>nofiles</b>).</p>
Icons	<p>Place <b>noicons</b> in the edit box to omit menu icons (only works if the Folder Contents menu is not embedded in another menu).</p> <p>Place <b>back</b> in edit box to use default background from command list setup.</p>
Execution	<p>Place <b>*all</b> in edit box to execute all commands, rather than displaying a menu.</p> <p>Place <b>*allclose</b> in edit box to close all commands, rather than displaying a menu.</p> <p>Place <b>*allcloseforce</b> in edit box to force closed all commands.</p>
Embed	Place <b>embed</b> in the edit box is used if the *Folder Contents command appears in a menu: it causes the menu entries to be embedded within that menu rather than appearing when the *Folder Contents command is selected (embed must be in lower case).
Position	<p>Place <b>center</b> in edit box to center menu on screen.</p> <p>Place <b>under</b> in edit box to center menu under mouse.</p>
File date	<p>Putting a number <b>n</b> in the work directory edit box means that only files accessed more recently than <b>n</b> days ago will be included.</p> <p>Placing <b>sortext</b> in the edit box means items will be sorted by file extension.</p>
Fileman	Follow this keyword by a string which replaces "Explorer" in menus when explorer keyword used.
Exclude	Follow this keyword by a list of folders, separated by commas, and enclosed in double quotes. These folders will be excluded. For example, Exclude "c:\window, c:\program files" excludes the Windows and Program Files folders.
Command	Follow the keyword <b>cmd</b> by a the command to be executed; enclosed in double quotes. Use a   to indicate whether the selected file is to be placed in the command line. If the command to be executed is a file path containing blanks, you must enclose it in single quotes. Use single quotes instead of double quotes throughout.
Zero	Follow the keyword <b>zero</b> by a list of one or more variable names, enclosed in double quotes, and separated by blanks. These variables will be initialized to zero before the files are processed.
Extension	To include files with only certain extensions, list the extensions separated by blanks including the initial period.

To exclude files with certain extensions, list the extensions to be excluded, separated by

blanks, and include a - in front of the period of each extension.

#### Examples:

autosoftcol 2 offset -15 0 maxtext 5

Start a new column every 2 entries; limit labels to 5 characters, and offset 15 characters to the left of the cursor.

nosubdir .exe 15

Include .exe files accessed less than 15 days ago from main directory

.xls nosubmenu

Include Excel spreadsheets from all subdirectories on one menu.

-.dll -.bak

Exclude dll and bak files.

\*Menu

Folder

c:\path\to\files

\*all nofolder cmd "\*\*script runfile DoFiles =|" zero "FCount"

runs script file DoFiles for each file with x9 set to each file name in turn. No menu is displayed. Variable FCount is initialized to zero.

### Using \*Folder Contents Menu with a Large Folder Tree

PowerPro limits the menu and submenus shown by \*Menu Folder to at most 13000 files and 1000 Folders.

To access folder trees with more files, use one of the following approaches.

To show an entire disk, select in work directory:

**Command:** \*Menu Folder

**Parameter:** c:\

**Format** nosubdir autocol 16 folderback

The nosubdir keyword is also selected by checking "Show subdirectory only when parent entry clicked" on \*Menu Folder format keyword dialog. Shows a menu of all files/folders for top level of drive C; selecting one folder shows that folder as menu. Or, if Shift key held down when selecting from menu, shows entire folder as explorer Window. (Autocol 16 automatically starts a new column in the menu every 16 entries). Also shows a back entry in each menu to allow you to go back up the folder tree.

Another approach for large directory tree:

**Command:** \*Menu Folder

**Parameter:** c:\  
**Format** explorer nofiles

Shows a menu of all folders for drive C with single explore entry in menu for each folder. Left click on this entry to show files for that folder in Explorer window. Right click to show files in \*FolderContents Menu.

The first technique shows the menu faster, but requires clicks to go up or down the folder tree.

## Window-Specific Bar and Menu Contents

### Purpose

You can specify that portions of a menu or a whole bar should only appear if specified window or program is active. Use the \*Format Context and \*Format EndContext built-in commands to do this.

This is useful, for example, to set up menu entries attached to hot keys where different parts of the menu appear depending on which program is active when the hotkey is pressed. The menu could contain \*Keys commands to send keys to activate program features; \*Format Context would be used to display the \*Keys commands which were appropriate for the active program.

For menus only, you can also use any if command condition in the parameter edit box. For example,

Command \*Format ContextIf  
Parameter modem

Shows the menu portion only if a DUN modem connection is active.

The \*Format Context the function can also used on a button bar to show or hide the bar depending on the active program. Such a bar could be attached to active window; different bars would then appear depending on which program is active. Each could contain commands relevant to the active program.

### Configuration

To create a program-specific portion of a menu, you insert a \*Format Context command into the menu. In the parameters edit box, put a list of window captions and exe file names. Use \*xxx for captions ending in xxx, yyy\* for captions starting with yyy, and =exename for all windows from the program with .exe file exename (no path). Follow this command by the program-specific menu entries. End with the \*Format EndContext command.

To create program-specific bars, put the \*Format Context command as the command for left clicking the first button and enter the list of window captions to control when the bar is visible with this command. Do not use a \*Format EndContext.

The following illustrates a set of menu entries to send control-I (view images) and Ctrl-arrow-left (go back) only if Netscape Navigator (netscape.exe) is active.

Item Name: Netscape only  
Command \*Format Context  
Parameter =netscape

Item Name: Images  
Command \*Keys  
Parameter ^i

Item Name: Back  
Command \*Keys  
Parameter %{al}

Menu Item Name: End  
Command \*Format EndContext  
Parameter

You cannot use these commands in menus attached to clicking on the desktop as the desktop will be the active program in this case.

### Working with Explorer Windows

Use the built-in \*Menu Explorer command to re-open a folder that you recently used with Explorer,.

You must check the Windows Explorer option "Display the full path in the title bar" on Explorer View|Options.

If you then check "Track Explorer" on the Setup configuration dialog, Windows PowerPro will remember the last 32 file folders that you open with Explorer, PowerDesk, or 2XExplorer. Activating the command

Command \*Menu Explorer  
Parameter

displays a menu these folders sorted by path, last accessed, or drive.

To clear the list of explorer windows, use \*Exec ClearRecentExplorer.

PowerPro also puts a text mirror copy of the tracked recent folders in the file explorer\_windows.txt. This file can be used for Keys {filemenu c:\program files\powerpro\explorer\_windows.txt to access the tracked folder names.

Right clicking on the menu with shift or ctrl down will remove the selected entry from the recent explorer list.

To clear the list of explorer windows, use \*Exec ClearRecentExplorer.

Windows PowerPro will remember whether you used a single or double pane Explorer window and use this configuration. If you wish, you can force a single pan window by holding down **shift** when you select a folder name from the menu, or you can force a double pane window by holding down **ctrl**.

To create a menu of favorite folders, create a command list with a set of commands like this

Command: \*Exec Explorer

Parameter      c:\the\folder\path

Then display it with \*Menu Show. You can also add the \*Menu Explorer command to this command list to combine the menu of favorite folders with the menu of recent folders.

Instead of \*Exec Explorer, you may prefer

Command:      c:\windows\explorer

Parameter      /e,/select, c:\the\folder\path

` Omit the /e for a single pane window. This will produce the same result as \*exec explorer.

## Displaying a Message with \*Message

Use the \*Message command to display a message. If you assign this command to a scheduled alarm, the message will appear as a reminder at the specified time. You will be able to update the interval until the message is shown again, or discard the message, or create a copy of the message to be shown again after 5/15 minutes while the original message is reset to be shown again at the standard interval.

You can automatically close the message box after n seconds by including the number n with the command.

If you find that the \*message is not taking the focus when you want it to, try using the On Top checkbox or putting \*takefocus at the end of the message.

## Accessing the Screen Saver with \*ScreenSaver

Use the \*ScreenSaver command to start, stop, enable, disable, or change the screen saver. You can also change the saver from the media dialog.

The \*ScreenSaver actions are:

Enable	enables the saver
Disable	disable the saver
TempDisable	disables the saver until the mouse is moved (see below)
Start	starts the saver
Stop	stops a running saver
Change	changes saver to a saver (.scr file) in same folder, either random or sequential
ChangeTo	changes saver to specified file
ChangeTimeout	changes saver timeout to specified value (in minutes)
ChangeRestart	set, clear, or reverse setting of restart saver when changed setting on GUI Control dialog

The TempDisable command is normally used with a screen corner hotkey. Moving the mouse to the hotkey screen corner which activates the command will disable the saver until the mouse is moved again.

## Shutdown Windows or PowerPro

Use the \*Shutdown command to exit PowerPro or Windows. When you configure this command, you can also use checkboxes to specify whether an confirmation dialog should be shown, and whether open programs should be forced to close (possibly losing information) for a Windows shutdown.

The \*Shutdown actions are:

PowerPro	PowerPro exits
Dialog	Shows the windows exit dialog
Reboot	Shuts down window and reboots system
Restart	Shuts down system with warm windows restart
Logoff	Logs off current user
Windows	Shuts down windows

## Command Scripts

There is a tutorial on scripting in the file PPST 1.00.chm in the PowerPro folder.

### Purpose

You can run all the commands on a command list or a file with a single \*Script command. You can program scripts with variables, if, and jump commands to wait for some condition or to create loops and conditionally execute commands.

You can store scripts in command lists or in files, but you will usually find it easier to work with scripts stored in files

The commands in a script can be

- Windows commands, like c:\windows\explorer.exe
- PowerPro built-in commands, like \*Wallpaper
- Script programming commands, like \*script if()do

The actions associated with the \*Script command as follows:

*Script Assign v expression	Assigns a string or number to a variable
v=expression	Assigns a string or number to a variable
*Script Run commandlist	Runs a script from command list (only left commands are used)
*Script RunFile	Runs a script from a file
*Script If	Test an expression to control whether next command is executed
*Script If()do	Test an expression to control whether a block of commands is run
*Script Else	Used with *Script If()do
*Script EndIf	Used with *Script If()do

*Scrip For	Starts a for loop
*Script Endfor	Ends a for loop
*Script Break	Break out of a for loop.
*Script Jump	Jumps to a label in a script.
*Script Quit	Ends execution of a script.
*Script Flag	Assign a value to a flag.
*Script Debug	Writes following text to a debug window
*Script Close commandlist	Ends all programs listed in command list
*Script CloseForce	Ends all programs listed in command list, forces them closed, possibly losing data.

Click runfile for details of using files for scripts through \*Script runfile. You will usually find it more convenient to work with files when creating scripts of any complexity. Files are easier to type. You can use indenting to show program logic. You can omit the \*Script when entering \*Script commands and you can omit the leading \* from all commands. You can add comments.

You can use variables outside of scripts to insert text into commands by defining the expression insertion character using Setup|Advanced|Chars. For example, if the insertion character is & and you executed

```
*Assign fpath "c:\thefolder\"
```

then running

```
*Notepad &(fpath)file1.txt
```

would cause Notepad to open c:\thefolder\file1.txt.

Once you define the insertion character, you can temporarily suspend its special meaning by preceding it with a quote, e.g.

```
*Message put '& in message
```

displays

Put & in message.

You do not use the expression insertion characters in assignment, if, and for statements. If you do, it will be ignored, unless you have checked "process expression character" on setup|advanced|characters.

Windows PowerPro normally starts executing the script with the first command on the command list. But if you put the command list item label of a command list item after the command list name (preceded by @), PowerPro will start at that entry:

```
Command *Script run
```

```
Command List mymenu @cmd2
```

runs all commands on mymenu starting at the one labeled cmd2. Put the command list name in double quotes if it contains spaces.

For convenience, you can preset variable x9 for the script by putting the value for x9 after an equal sign (=);

```
Command *Script run
```

```
Command List mymenu =value for x9
```

This is often used in a cmd option for \*Menu Folder or with an explorer context menu; for example

```
*Menu
```



Folder

c:\dir

cmd "\*\*Script runfile aScript ="

which runs scriptfile aScript with whatever file is selected.

You can use the wait command in a script started with \*Script call to wait for some condition. For example, you could run a dialer, wait for the modem, then run a program which accesses the modem; see below for a sample of a script which does this.

## Variables

PowerPro lets you create variables to hold text or numbers and be used in expressions. Variable names must start with a letter and consist of up to 23 letters and digits and underscores. The case of letters is ignored. You cannot use any of the following as variable names:

mci, not, andom, vdeskempty, mounted, length, anywindow, visiblewindow, activewindow, validpath, input, inputcancel, timer.

Variables store text strings, but PowerPro will automatically interpret the strings as numbers when appropriate (.e.g "-5" + "3" is "-2").

You assign a value to a variable using the \*assign statement and an expression or var=expression:

For example

var1= "abc"

\*assign w2 length(var1) + 5

LCheck = var1 le "def" and w2 >3

assigns the variable var1 the string "abc", the variable w2 the string "8", and the variable LCheck the string "1" (representing true). Note that the \*Script has been omitted from the \*assign samples as you can do in script files (but not with command lists).

If you do not assign a value to a variable before you use it, the variable is initialized to the empty string ("") which is treated as zero in arithmetic or logical expressions.

You can use variables outside of scripts to insert text into commands by defining the expression insertion character using Setup|Advanced|Chars . For example, if used the insertion character & and you executed

Path = "c:\thefolder"

then running

Notepad &(path)\file1.txt

would cause Notepad to open c:\thefolder\file1.txt.

You can also use the insertion character to insert an expression directly into a command:

Notepad &(date select -6).txt

opens a file with the same name as the last 6 digits of the current date.

You do not use the expression insertion characters in assignment, if, and for statements. If you do, it will be ignored, unless you have checked "process expression character" on setup|advanced|characters.

The variables x0-x9 have a special function with respect to scripts. There is a set of variables x0-x9 that you can use outside of scripts. In addition, each time you call a new script, a new set of variables x0-x9 gets created and initialized to the previous x0-x9 (up to maximum of three new sets). This set of variables can then be used locally by the script. When it returns, the variables x0 and x1 are set to the values of these variables in the called script. But the variables x2-x9 are left at their previous values in the calling script. This means you can use variables x0-x9 in scripts as follows:

- x0-x9 are always passed to a called script
- x0-x1 are set to the values they had at end of called script (results of script)
- x2-x9 are not affected by any use of them in called script.

You can prompt for a variable using the input function

\*Script assign v input "enter the value"

which will prompt for input to set the variable v using a dialog box titled "enter the value".

For advanced users: you can create vectors of variables using the insertion character. For example,

\*Assign x0 41

\*assign vec&(x0) "stuff"

would replace &(x0) by 41 and then assign the variable Vec41 the string "stuff". You need to check Setup|Advanced|Chars "Process expression character in assign" for this to work.

### Conditional Statement If and If()do/Else/Elseif/Endif

Use conditional statements if and if()do to control which part of a script gets executed. For

\*If (expression)

the statement following the if is skipped if the expression evaluates to 0 or the empty string "". Or if the \*Script if is followed by More Commands, these commands are skipped rather than the next statement if the if is false. Note that the expression must be in parentheses. You can only use \*if()do inside of a file or command list script; it will not work in More Commands. You can also use \*Script with no Do outside of a script to control following More Commands.

To control more than one statement, use

\*If (expression) do

statements

\*elseif (expression)

statements

\*elseif (expression)

statements

\*else

statements

\*endif

Note keyword do following the if. The expression must be in parentheses. The one or more statements following the \*If()do are skipped if the value of the (expression) is 0 or "" until an elseif with an expression which is not 0 or "" or an else are found and the statements following

the elseif/else are executed instead. Otherwise, the statements following the if()do are executed then the statements between the else/elseif and endif are skipped. You can use any number of elseif statements, including none. You can omit the else and its statements. If both else and elseif appear, the else follows all elseifs. You can nest other if()do-else-endifs within the statements follow the if()do or the else. For example

```
*if (ctrl or v>3) do
    *Message ctrl is down or v is greater than 3
    *assign x 12
*else
    *Message ctrl is not down or v is le 3
*endif
```

Shows the first message when the expression is true (evaluates to non-zero) and assigns x the value 12. Otherwise the second message is shown.

```
*if (a eq 1) do
    *debug a is 1
*elseif (a eq 2)
    *debug a is 2
*elseif (a eq 3)
    *debug a is 3
*else
    *debug a gt 3
*endif
```

Selects one of the \*debug statements depending on the value of a.

### **For, Endfor, Break Statements**

Use the For statement to create a loop. The statements

```
for (var=initexpr; testexpr; var=increxpr)
statements
endifor
```

are exactly equivalent to

```
var=initexpr
@loop
if (testexpr) do
    statements
    var = increxpr
    jump loop
endif
```

In other words, the for executes the initialization var=initexpr, then tests the testexpr. If not 0 or "", the statements and the var=increxpr are executed, then the loop is repeated until the testexpr is 0 or "".

You can prematurely end a for loop with the break statement: executing a break skips past the endfor.

You can nest for statements to a maximum depth of 3.

The statements var=initexpr and var=increxpr can actually be any statement (except for or if).

You can omit sections of the for statement:

```
for (; testexpr; var=increxpr)
for (var=initexpr; testexpr;)
for (var=initexpr;;var=increxpr)
for (;testexpr;)
for (testexpr)
```

If you omit the test expression, then it is taken to be true and you will get a loop that can only be terminated by a break or quit.

The form for(testexpr) is equivalent to a while statement as used in other languages.

Do not use jump to exit a for loop. You will get error messages or unexpected results if you do. Use break.

Be careful when nesting for and if()do statements. If an if()do is within a for loop, the corresponding endif must be as well. Also, if a for is within an if()do, the corresponding endfor must be as well. PowerPro does not always check for this, but you will get unpredictable results if you do not nest correctly.

You cannot use for() in More Commands; it only works in scripts.

## Quitting Scripts

Windows PowerPro normally executes all commands until the end of the script, but you can stop execution by the command:

Command	*Script
Action	quit

Follow by the keyword all to quit any calling script too.

## Jump

To jump or loop, use

Command	*Script
Action	jump

Parameters                   xxx

to go to label xxx of the currently executing script for the next command. For scripts in command lists, put the label in the item name field. For scripts in files, create a label xxx by starting a line with @xxx. The rest of the line can be empty or can contain a command.

## Flags

To help with Script programming, Windows PowerPro has a set of 32 flags which you can manipulate and test. To set a flags n1 through n2:

Command                   \*Script  
Action                    flag  
Parameters                set n1 n2

where n1 and n2 are any numbers between 0 and 31. You can omit n2 if you only want to access one flag. To clear flags, use **flag clear n1 n2**; to toggle (reverse) the setting, use **flag toggle n1 n2**. Use **0 31** for **n1 n2** to access all flags.

You can test the flag with the **if** command; use

Command                   \*Script  
Action                    if  
Parameters                (f4)

to check to see if flag number 4 is set; use (not f4) to check to see if it is clear.

You can reference flags in any expression as fn, where n is a number between 0 and 31; if the flag is set, then the value is 1, else it is 0.

You can set flags at start up with the command line.

## Expressions

### Purpose

Use expressions in PowerPro to compute a number or a string.

You can use an expression to assign a value to a variable with var=expression or \*Script assign. You can also use an expression as the condition in a \*Script If()do statement or a \*Format ContextIf. And you can insert an expression directly into a command with the variable insertion characters (say &). For example,

```
x = 5 + 2 *length "abc"
```

assigns 11 to variable x (i.e. 5 + 2\*3).

```
str= select ("abcdef" ,3) ++ "123"
```

assigns "abc123" to variable str.

```
*script if (alpha >= 5 or select(beta, 2) == "ab")) do
```

executes the statements following the if-do if the expression is true (value 1).

```
*Script RunFile &("x_" ++ deskname)
```

runs a script with name given by x\_ followed by the current virtual desktop name.

### Structure of Expressions

As can be seen in the examples, an expression is a series of values and operators. The expression is evaluated from left to right taking into account any parentheses as well as the relative priority of operators (e.g. multiplication before addition so that  $1+2*3$  is 7).

PowerPro can work with either strings or numbers in expressions and will try to use whatever is appropriate to the operator. For example, `"-12" + 9` yields the number 3. `"-12" join "ab"` yields the string `"-12ab"`.

### Values

In PowerPro, a value in an expression can be one of the following

a string literal enclosed in double quotation marks, like `"abcd"`.

a number, like 15 or -22; only whole numbers (integers) can be used

a variable, like `a` or `x4`; see programming for more on variables

a flag (f0-f31); see programming for more on flags

a special keyword, like `date`; see below for keyword details

a function call, like `length(string)` or `window("caption", "notepad")`

a plugin call, like `date.add(date, 7)`

If you want to put a double quotation mark in a string, type two in a row: `""` is the string consisting of a one double quotation mark.

### Keyword Values

Powerpro lets you use any of the following keywords in an expression to get at system values:

date	Todays date as 8 digit string yyyyymmdd (e.g. 2000 12 31)
shortdate	Todays date in control panel regional short date format
longdate	Todays date in control panel regional long date format
xtime	Time in control panel regional time format
time	Time as 6 digit string hhmmss, 24 hour clock, eg. 140515.
timesec	Number of seconds since midnight January 1, 1970
dayofyear	Day of year (eg 35 is Feb 4).
dayofweek	Day of week as single digit (Sunday is 0, Monday 1, etc.)
timezone	Name of current time zone.
uptime	Number of seconds Windows has been running
ctrl	Value 1 if ctrl key is down, 0 otherwise.
shift	Value 1 if shift key is down, 0 otherwise.
alt	Value 1 if alt key is down, 0 otherwise.
win	Value 1 if apps key is down, 0 otherwise.
mouseleft	Value 1 if left mouse button is down, 0 otherwise.
mousemiddle	Value 1 if middle mouse button is down, 0 otherwise.
mouseright	Value 1 if right mouse button is down, 0 otherwise.

pprofolder	Folder of PowerPro configuration (including terminating \)
pproversion	Version of powerpro as four digit integer, e.g. 3310 or 3400.)
disk	Letter of disk where PowerPro as run from (e.g. c)
deskname	Name of current virtual desktop
desknum	Number 1-9 or current virtual desktop.
deskempty	1 if current vdesk empty; 0 otherwise
currentdir	Path to working folder of current foreground window
Subbarname	Name of current subbar
caption	Caption of current foreground window
captionunder	Caption of window under the mouse
exefullpath	Full path to exe name for current foreground window
exefilename	File name (no path, no .exe) to exe file for current foreground window
dunidle (95/98)	Number of seconds since last characterreceived over dial-up
dunrate (95/98)	Dial up rate in characters per second
pmem	Percent free memory
cpu	Cpu usage (98 only)
gdi	Gdi resources (95/98 only)
user	User resources (95/98 only)
threadcount	Number of active threads
processcount	Number of active processes
cdcurtrack	Current CD track
cdlasttrack	Last CD track
defaultprinter	Name of default printer
keylog	"X" if logging; zero otherwise
keylogfile	Name of currently open key log file; empty string "" otherwise
lastidletime	Length of last idle period in which an alarm occurred
clip	First line of clipboard
lastclippath	Full path to last captured clipboard item
lastclipname	File name of last captured clipboard item
lastactivehandle	Window handle to last window selected by active button
lastautorunhandle	Window handle to last window selected by autorun item
cliptrackon	Set 1 if clip tracking is on; 0 otherwise
xmouse	Horizontal mouse position in pixels (0 for extreme left of screen)
ymouse	Vertical mouse position in pixels (0 for extreme left of screen)
xscreen	Screen width in pixels.
yscreen	Screen height in pixels.
paper	Wallpaper file name
saver	Screen saver file name
saveractive	Value 1 if screen saver active; 0 otherwise.
batterypercent	Percent battery power left
volume	Current master volume (0 - 255); can be set by *Exec VolumeAll
muted	Set 1 if muted sound; set 0 otherwise.
acdc	"A" if running on ac power; "D" otherwise
recycleSize	total size of recycle bin on all drives in KB

recycleItems	total number of items in recycle bin on all drives
modem	1 if dial-up connection active; 0 otherwise.
browserURL	URL in current browser window
browserDomain	Domain in current browser window
browserSubdomain	Domain and subdomain in current browser window
inputtext	Display input dialog; same as function input("text") except you cannot set the title.
inputpath	Displays file browse dialog and returns results. Clear flag 0 if cancel pressed; sets it otherwise.
inputfolder	Displays folder browse dialog and returns results. Clear flag 0 if cancel pressed; sets it otherwise.
inputcolor	Displays color dialog and returns results as single number (eg for *Desktop IconTextColor). Clear flag 0 if cancel pressed; sets it otherwise.
inputdate	Displays calendar calculator dialog and returns selected date as 8 digits yyyyymmdd. Clear flag 0 if cancel pressed; sets it otherwise.
inputdatetime	Displays calendar calculator dialog and returns selected date and time as 14 digits yyyyymmddhhmmss where 24 hour clock is used for time. Clear flag 0 if cancel pressed; sets it otherwise.

For example,

```
x = ReplaceChars( browserDomain, "._" )
```

assigns x the Browser Domain with dots replaced by underscores.

```
minutes = (time /100)%100
```

assigns minutes the current number of minutes in the time.

## Operators and Functions

Powerpro has arithmetic, comparison, string, and special operators and functions. You can also call plugins from expressions.

The following functions which take one following operand, like mci("string") or input("title"). The parentheses are optional for functions with one operand, so you can write input "title" or mci "string" as well.

mci	Execute mci command; see section on mci below for details
not	Result is 1 if following expression is zero or empty string; 0 otherwise.
random	Random n returns a random interger between 1 and n.
vdeskempty	Returns 1 if vdesk named by followed string is empty; returns 0 if it is not; returns 2 if it does not exist. Vdesk name can be a single digit n for the nth desktop, desktop name, "" for current desktop, 0 for list of locked windows. Example: vdeskempty 1 examines first desktop. Example: vdeskempty x2 examines desktop whose name in variable x2.
mounted	Result is 1 if following string's first letter is removable disk and is mounted; 0



	otherwise.
length	Compute length of following string; see section on strings below for details.
filemenu	Displays a file as a menu, returning the selected item's text. See section on filemenu in *Keys for details of file layout.
anywindow	Result is 1 if following string is a caption list which matches any open window (visible or not); 0 otherwise.
visiblewindow	Result is 1 if following string caption list matches any open visible window; 0 otherwise.
activewindow	Result is 1 if following string caption list matches the foreground window; 0 otherwise.
validpath	Value is 1 if following string is validpath to file and 0 otherwise. String may contain wildcards (* and ?).
env	Value of environment variable named by following string.
input	Prompts for input using title for input dialog given by following string. To limit input length, start title with =n, e.g. input "=15Enter up to 15 chars". Result if whatever input is entered. If Cancel pressed, result is "".
inputcancel	Same as input, except that if cancel is pressed then a running script and any calling script are immediately ended.
timer	Value of timer in seconds; first letter of following string determines timer, e.g. timer "c" for timer c. You can also use number 1 - 26, e.g. timer 14.

PowerPro also has operators like addition and comparison, as listed in the following table.

*	Multiple two numbers. 5*2 is 10.
/	Divide; result is truncated to nearest integer. 12/5 is 2.
%	Remainder after division; 15 % 4 is 3.
+	Addition. 2 + 2 is 4.
-	Subtraction. 15 - 8 is 7.
++	Join two strings. "abc" ++ "defg" is "abcdefg"
== eq	Result is 1 if values are equal; 0 otherwise. Case of letters strings is ignored in all comparisons, e.g. "abc" is equal to "AbC".
!= ne	Result is 1 if values are not equal; 0 otherwise.
< lt	Result is 1 if first value less than second value; 0 otherwise.
<= le	Result is 1 if value less than or second equal to value 2; 0 otherwise.
> gt	Result is 1 if first value greater than second value ; 0 otherwise.
>= ge	Result is 1 if first value greater than or equal to second value; 0 otherwise.
& and	Result is 1 if both values are 1; result is 0 otherwise
or	Result is 1 if either value is 1; result is 0 otherwise

The grouping in the above table shows the priority of the operators. Operators nearer the top of the table have higher priority. For example, \* priority is higher than + and -; in turn + and - have

higher priority than the string operators which have higher priority than the relational operators like `==`. The operator `or` has the lowest priority.

Note that you have a choice of symbol or keyword for the relational and logical operators (e.g. `==` or `eq`, `&` or `and`). This is helpful if you have set one of the special characters to have another meaning to PowerPro, e.g. if you have set `&` to expression follows character.

Operators consisting solely of alphabets, like *and* or *not*, must be preceded and followed by a blank when used.

Finally, PowerPro has functions of two operands, such as `select("string", 5)` and `case("upper, "string")`. Functions with two operands must always be followed by a left parenthesis; the two operands are separated by a comma. You can nest function calls, such as `select(case("upper, "string"), 2)`

The following table shows the functions with two operands:

max	Maximum of two values eg. <code>max(x0, 7)</code>
min	Minimum of two values eg <code>min("abcd", vstring)</code>
assign	Assigns second string to variable name give by first string; eg <code>assign("var1", "xx")</code> assigns "xx" to var1. Then <code>assign(var1, "000")</code> would assign "000" to variable xx. Result of operation is the assigned value (ie second value).
word	Usage: <code>word("string", number)</code> . Scans the string and returns the word given by number, starting at 1. A word is any sequence of non blank characters. If number is negative, starts from end of string. <code>word("aaa b\$ ccc", 2)</code> is "b\$" and <code>word("aaa b\$ ccc", -3)</code> is "aaa".
Join	Join two strings. <code>join("abc", "defg")</code> is "abcdefg". Same as ++ operator.
inputdefault	Use: <code>InputDefault("default", "title")</code> Prompts for input using title for input dialog and "default" for default value. To limit input length, start title with =n, e.g. <code>input "=15Enter up to 15 chars"</code> . Result if whatever input is entered. If Cancel pressed, result is "".
inputdialog	Shows a dialog to input up to 6 variables; see below for details.
messagebox	Shows a message box; see below for details.
formatdate	Formats a date; see below for details.
formattime	Formats a time; see below for details.
diskspace	Diskspace ("kfree", "c:") returns free kilobytes on drive c. You can use any drive letter. Instead of "kfree", you can use "kuser" (space available to current user in kilobytes), "ksize" (size of drive in kilobytes), and "mfree". "muser", "msize" for the same quantities in megabytes..
ifelse	The first string should contain a comma; result is everything up to this comma if second string is not zero or empty and everything after comma otherwise; e.g. <code>ifelse(10&lt;20,"alpha,omega",)</code> is "alpha". You can also use with three operand: <code>ifelse(expr, s1, s2)</code> returns s1 if expr is not 0 or "" and s2 if it is.
if	The result if the first string if second string is not zero or empty; result is "" otherwise. .
remove	Remove characters from string; see section on strings below for details.

select	Select characters from string; see below for details.
index	Index of second string within first; see below for details.
revindex	Index of last occurrence of second string within first; see below.
fill	Combines strings; see below for details.
case	Changes string case; see below for details.
replacechars	Replaces character(s) by specified replacement character.
window	Determine window coordinates; see below for details.
readline	Usage: readline("filepath", n ) reads the nth line from text file filepath and returns this string; Line numbers start at 1. e.g. x1=3 line=readline ("c:\path\path.txt",x1) assigns third line of file to line. Flag 0 is cleared by readline if a line is read and is set if end of file is reached before desired line number.
vdeskhaswindow	Usage: vdeskhaswindow ("vdeskname","captionlist") returns 1 if named desktop has window matching captionlist.. Vdeskname can be a single digit n for the nth desktop, a desktop name, "" for current desktop, 0 for list of locked windows. For example, vdeskhaswindow( "misc" , ""internet explorer") returns 1 if internet explorer window open on desktop misc.

## String Operators

PowerPro has operators to help you work with strings of characters. PowerPro supports strings of up to 263 characters; longer strings are truncated to this length.

*Length* returns a number representing the length of a string: length ("abc") is 3.

*Join* or ++ is used to join one string to the end of another: "ab" ++ " 1" is "ab1"

*Remove* is used to remove characters from a string. Specify remove(string,number). For example,  
remove ("abcd" , 2)  
is "cd". Use a negative number of remove characters from the end of a string. For example,  
remove( "abcd", -3 )  
is "a".

*Select* is used to select characters from the start, end, or middle of a string. Specify as select(string,number). If number is positive, characters are selected from the start:  
select ("abcde", 3)  
is "abc". If number is negative, characters are selected from the end:  
select ("abcde" ,-1)  
is "e". Finally, to select characters from the middle of a string, use three operands for select. For example, to select the 2<sup>nd</sup> through 4<sup>th</sup> character, use  
select ( "abcde" , 2,4)  
which yields "bcd".

*Index* is used to find one string in another, ignoring case of letters. The operator *index* returns 0 if the second string is not found. If it is found starting at the *n*th position, *index* returns *n*. For example,

```
index( "to be or not to be", "be")  
returns 4.
```

*RevIndex* is used to find last occurrence one string in another, ignoring case of letters. The operator *index* returns 0 if the second string is not found. If it is last found starting at the *n*th position, *revindex* returns *n*. For example,  
*revindex*( "c:\path\to\filename.txt", "\")  
returns 11 (index of last backslash).

*Fill* is used to pad a number or string using a padding string. The expression

```
fill( string, number)  
creates a string of length no less than the first string with the ending characters set by the  
second number or string. For example,  
fill( "0000", 12)  
yields "0012" and  
file("****//", "a")  
yields "****//a".
```

*Case* is used to change the case of a string. The first string tells how to change the case of the second string.

```
case ("lower", "AbcDEf") yields "abcdef";  
case ("upper", "AbcDEf") yields "ABCDEF";  
case ("title", "each WORD capital") yields "Each Word Capital";  
case ("sentence", "Just the firST") yields "Just the first".
```

The string "acronym" creates an acronym from the first character of each word:

```
timezone = "Easter Standard Time".
```

```
case ("acronym", timezone)  
would yield "EST".
```

*ReplaceChars* is used to replace character(s) by a given replacement character. Characters in the first string are replaced according to the second string. The second string must be at least two characters for replacement to occur. The final character in the second string is the replacing characters. All occurrences of any other characters in the second string which occur in the first string are replaced by this final character. For example, the result of

```
replacechars ("xx.x.abc=", ".=_")  
is "xx_x_abc_". The _ has replaced all occurrences of . or =. Unlike other string operators,  
ReplaceChars is case sensitive.
```

## MessageBox

The *messagebox* operator shows a message box with up to three buttons and returns a result indicating which button was pressed. The form is:

```
messagebox ("layout", "text")
```

where "text" is the text for the message box and "layout" contains keywords specifying the buttons and icons for message box. To set the buttons, the "layout" can contain any of

abortretryignore, okcancel, retrycancel, yesnocancel, yesno, ok

To set the icons, the "layout" can contain

exclamation, warning, information, asterisk, stop, error, question

For example

```
messagebox("yesno question" , "continue with script?")
```

displays a yesno messagebox with a question mark icon. The result depends on the button pressed.

Cancel=0, OK=1, Abort=3, Retry=4, Ignore=5, Yes=6, No=7.

## InputDialog

The InputDialog operator displays a dialog with up to six edit boxes to set the values of up to six variables. You can also set the variable to a folder name or a file name. The form is:

```
inputdialog("var1=title1, var2=title2, var3=t3, var1=t4, var2=t5, var3=t6", "caption for dialog")
```

You can use up to six var=title strings, separated by commas. For example,

```
Inputdialog ("x1=Enter new stuff, beta=Value here" , "Two variables")
```

displays a dialog with caption "Two Variables" and two edit boxes. The first box has title "Enter new stuff", is initialized to the variable x1, and is used to reset variable x1 when OK is pressed. The second box has title "Value here" and uses variable beta.

The dialog contains File and Folder buttons to retrieve files and folders. The retrieved names are put in the last edit box which had the keyboard focus before the button is pressed.

The result of the operator is 1 unless cancel is pressed in which case it is 0.

## FormatDate and FormatTime

Formatdate returns a formatted date. Usage is

```
formatdate ("format string",yyyymmdd)
```

where yyyymmdd is 8 digit date. The format string can be longdate or shortdate, to select formats set on Control Panel\Regional Settings. Or it can be a combination of the following

d	Day of month as digits with no leading zero for single-digit days.
dd	Day of month as digits with leading zero for single-digit days.
ddd	Day of week as a three-letter abbreviation.
dddd	Day of week as its full name.
M	Month as digits with no leading zero for single-digit months.
MM	Month as digits with leading zero for single-digit months.
MMM	Month as a three-letter abbreviation.
MMMM	Month as its full name.
yy	Year as last two digits, but with leading zero for years less than 10.
yyyy	Year represented by full four digits.

Case of letters is important. You can use special characters like / or : in the string. For example,

```
formatdate( "dddd, YYYY/MMM/dd", "20020822")
```

returns "Thursday, 2002/Aug/22" (for English locale)

Formattime returns a formatted time. Usage is

```
formattime( "format string",hhmmss)
```

where hhmmss is time using 24 hour clock The format string can be any combination of:

h	Hours with no leading zero for single-digit hours; 12-hour clock
hh	Hours with leading zero for single-digit hours; 12-hour clock
H	Hours with no leading zero for single-digit hours; 24-hour clock
HH	Hours with leading zero for single-digit hours; 24-hour clock
m	Minutes with no leading zero for single-digit minutes
mm	Minutes with leading zero for single-digit minutes
s	Seconds with no leading zero for single-digit seconds
ss	Seconds with leading zero for single-digit seconds
t	One character time marker string, such as A or P
tt	Multicharacter time marker string, such as AM or PM

For example,

```
formattime( "h:mm:ss tt" , "140102") returns "2:01:02 PM".
```

### VisibleWindow, AnyWindow, ActiveWindow Operators

These three operators must be followed by a string which is interpreted as a caption list. For visiblewindow, the result is 1 only if a matching, visible window exists. For anywindow, the matching window can be hidden. For activewindow, the matching window must be the foreground window. For example,

```
*if (activewindow "=explorer")
```

checks to see if explorer is the active window. Another example:

```
v = not ( visiblewindow "*notepad*",*internet explorer")
```

assigns v 1 only if neither notepad nor internet explorer is running in a visible window.

### Window Operator

The window operator lets you get at the position, size, min/max/visible/topmost state, caption, exename, exe full path, window class, and window handle of any window on the screen. Use window ("pos", "caption")

where pos is one of "left", "top", "bottom", "right", "height", "width", "minimized", "maximized", "visible", "topmost", "caption", "exename", "exefullpath", "class", "anywindow", "visiblewindow", "class", , "anywindow", "visiblewindow", "firstwindow" and caption is a caption list string that matches the caption of the window (e.g. \*notepad\* for notepad). You can also use "active" as the caption to select the foreground window, "under" to select the window under the mouse, and "taskbar" to access the TaskBar.

See section on window handles for information on "anywindow", "visiblewindow", "firstwindow".

For example,

window ("right", "\*explorer\*" )

returns the coordinate of the right side of the first window PowerPro finds with explorer in its caption. For example,

window( "caption", "=notepad")

returns the caption of the first window found from notepad.

## Help on Expressions

Note: The PowerPro folder contains a file expressions.txt which you can use to help remember the format and definitions of keywords and operators. Define a hot key to execute the command

\*Keys

{filemenu expressions.txt}

This will display a menu of keywords and operators; select one to add it to currently open editing window. You can edit expression.txt if you like to change the layout of the menu.

(Note: older versions of PowerPro used an operator syntax for functions of two variables, such as "filepath readline n. This will still work but the function syntax is preferable).

## Sample Script

Here is a sample of a script which uses \*wait to wait on the status of both the modem and a program and uses \*Windowto terminate a program.

Starting the script uses the Dundial program, described in dundial.txt in the Windows PowerPro directory, to dial a DUN connection. When the connection is completed, both Microsoft Internet Explorer and a communications optimization program called Speedup are started. The script then waits until the user terminates Microsoft Internet Explorer; then the modem connection and the Speedup program are also terminated.

To configure this script, create a new command list called (say) **internet**. Then enter the items shown below. Once the menu is created and saved, the script can be run with the command:

Command	*Script
Parameter	run internet

Here are the entries for menu **internet**.

Item Name	Dial connection
Item Command	c:/program files/PowerPro/dundial.exe
Item Parameters	DunName UserName Password

Item Name	Wait for connection
Item Command	*wait
Item Parameters	modem

Item Name	Start SpeedUp program
Item Command	c:/program files/speedup/speedup.exe
Item Parameters	
Item Name	Start explorer
Item Command	c:/program files/Internet Explorer/IEplorer.exe
Item Parameters	
Item Name	Wait for explorer to be terminated
Item Command	*wait
Item Parameters	nopath c:/program files/Internet Explorer/IEplorer.exe
Item Name	Hangup connection
Item Command	c:/program files/PowerPro/dunhang.exe
Item Parameters	*
Item Name	End SpeedUp program
Item Command	*Window
Item Parameters	close =c:/program files/speedup/speedup.exe

In a file, the script would look like this:

```
"c c:/program files/PowerPro/dundial.exe" DunName UserName Password
*wait modem
"c:/program files/speedup/speedup.exe"
"c:/program files/Internet Explorer/IEplorer.exe"
*wait nopath c:/program files/Internet Explorer/IEplorer.exe
"c:/program files/PowerPro/dunhang.exe"
*window close =c:/program files/speedup/speedup.exe
```

A problem with this script is that, since a \*wait executes in the background, you will not be able to run another script file (due to PowerPro restriction that script files cannot be run while another script file is doing a \*wait). Another approach which avoids this problems is to remove the \*wait. Replace it by \*Timer Start a, which starts a timer (say) a with a reset of (say) 2 seconds; the reset command should be

```
Command: *script
Action: if
Parameter: (not visiblewindow "**internet explorer**")
More: *Timer stop a
      "c:/program files/PowerPro/dunhang.exe"
      *window close =c:/program files/speedup/speedup.exe
```

This uses the ability of the \*Script if to control the More Commands.

## Running a Script from a File

You can create a command script and store it in a file and then run the file with



```
*Script
RunFile
c:\path\filename.txt
```

If you specify a file name without a path, then the file is assumed to be in a subfolder **scripts** of the folder of the PowerPro configuration file. If the file name has no extension, then .txt is used.

Each line in filename.txt is a PowerPro command or Windows program/document to run. For example:

```
c:\windows\notepad.exe
wait visiblewindow *notepad*
keys abc
```

would run notepad, wait for a notepad window to be visible, and then send the keys abc.

Any line starting with a semi-colon is ignored and can be used as a comment. Blanks at the start of a line are ignored and can be used to indent to show structure.

If the file name of the program you want to run from a script contains blanks, put it in double quotes:

```
"c:\program files\editor\editme.exe" param
```

You can put a label on a line by preceding the label with an @

```
c:\windows\notepad.exe
wait visiblewindow =notepad
@loop *keys a{enter}
    *script if (not ctrl)
jump loop
keys b
```

This file starts notepad, waits till its window is visible, and then sends the letter a until the ctrl key is pressed. The letter b is sent and the script file exists.

You can tell PowerPro to process two lines as one by ending the first with a single quote then a plus (+).

You can include work directory information for a command by preceding it by the characters !'

```
C:\windows\notepad.exe !'c:\mytext.
```

starts notepad with work directory c:\mytext. Also use this approach to enter format keywords for \*Menu commands.

You can try to determine how the a program is shown by ending the line with

```
*hide          to hide the window
*min           to minimize the window
*max           to maximize the window
*traymin       to tray minimize the window
(these options may not work with all programs)
```

For example

```
c:\windows\notepad.exe edme.txt !'d:\mydir *min
```

starts notepad minimized on file edme.txt with starting folder d:\mydir.

You can run other scripts by Runfile within a script file.

Except for \*wait sleep, you can only use \*wait commands in the outermost script; if a script is called from another script, then the only type of \*wait it can contain is a \*wait sleep.

You cannot put multiple commands on one line in a script file.

In general, how do you put PowerPro commands into Script files? There are two cases: running Windows files/programs and running PowerPro asterisk commands (like \*Menu or \*Keys).

For files and programs, the PowerPro command entry controls generally appear as

```
Command:    c:\program file\cccc\cccc.exe
Show at Start Normal
Parameters  xxxx /switch
Initial Dir  c:\thedir
```

You enter this on one text line in a script file as

```
"c:\program file\cccc\cccc.exe" xxxx /switch  !'c:\thedir
```

Explanation: put the command in double quotes, then a space, then the command parameters. If you need to specify an initial directory, put !' then the directory information. You cannot specify show at start information (it is forced to be normal). (The double quotes around the command are unneeded if the path does not contain spaces).

For PowerPro asterisk (\*) commands, the command entry controls will be something like

```
Command      *Menu
Action:       Show
Edit          mymenu
Second Edit   centerScreen
```

This is entered in a script file as the line

```
*Menu Show mymenu !'centerScreen
```

A few commands (eg Keys) have no action; for them, just put the command followed by the edit info (e.g \*Keys abc). Most commands do \_not\_ have the second edit in which case the !' and the following text are omitted.

PowerPro has an approach to importing and exporting command lists which works well with scripts. When exporting, if you check "Export left command only" Powerpro will export a file with one line for command list item which can be easily edited. You can also import scripts using this format; to do so you must precede the command list items by

```
[**name]
```

where name is the command list name. Note that two asterisks must precede the command list name.

Note: if labels or commands contains blanks, they must be enclosed in double quotes. Also, PowerPro will automatically remove \*Script when exporting these files and insert it when importing these files.

## Working with Tray Icons from Other Programs

### Purpose

You can use the \*TrayIcon command to simulate mouse clicks on the tray icons from any other program. You can also use this command to hide these tray icons and still access the commands by simulated mouse clicks.

This lets you decide how to access tray icon functions and which tray icons should appear in the tray window on your taskbar.

### Configuration

Before you can access a tray icon, you must train Windows PowerPro on how to access the icon. . You have to train Windows PowerPro once for each icon you want to access.

Once you have trained Windows PowerPro, you send mouse clicks to the icon with the following command:

Command    \*TrayIcon

Action        click

Parameters   icon\_name keystrokes

click is one of leftclick (left click), leftdouble (left double click), etc.

icon\_name is the name you assigned to the icon when you trained Windows PowerPro; put it in quotes if it contains blanks.

keystrokes is optional; if present, it is a set of keystrokes to send to a menu resulting from the click (if a normal window results from the click, use \*Keys with multiple commands instead).

You can also hide the tray icon with the command:

Command    \*TrayIcon

Action        hide

Parameters   icon\_name

You can still send mouse clicks to a hidden icon.

### Example

Command    \*TrayIcon

Action        leftclick

Parameters   modem {ad}{ad}{en}

sends a left click to the tray icon named modem, and then sends two arrow downs and an enter to the resulting menu.

If the icon\_name is not found, you will normally get an error message. Precede the icon name with ^ to avoid the error.

Command    \*TrayIcon

Action        hide

Parameters   ^icon\_name

## Training PowerPro to Recognize Tray Icons from Other Programs

To access tray icons from other programs, you must first train Windows PowerPro to recognize the hidden window and internal codes that this icon uses. Follow these steps:

1. Make sure the tray icon to be accessed is visible in your tray. It is helpful to shut down other windows, but this is not necessary.
2. Start the configuration dialog and activate the command entry controls for the command list, hot key, alarm, or timer that you are configuring. Select the \*TrayIcon command.
3. Press the search button and select add from the resulting menu.

- 4 You will get a message box prompting you to left click on the tray icon. Press OK on this message box and then left click on the tray icon.
5. If Windows PowerPro is able to capture the information, you will get another message box reporting success and asking you to help confirm that the information was correctly captured. Press OK and Windows PowerPro will simulate a right click on the icon as a test.
6. If the right click test succeeds, Windows PowerPro will ask you to enter a name for the icon information. This is the icon\_name field used in the \*Tray Icon command or selected from the drop down in the command wizard.

If Windows PowerPro cannot capture the left click on the icon, or if the right click test is not successful, try again once or twice to ensure that this was not just a transient problem.

## Changing the Wallpaper with \*Wallpaper

Use \*Wallpaper to change the wallpaper. You can also change the saver from the media dialog.

Windows PowerPro allows you to use .jpeg and .jpg files as wallpaper.

These are the \*Wallpaper actions:

Show	changes wallpaper to indicated file but does not store the file name
Change	changes paper to file in same folder; you can specify random or sequential change
ChangeTo	changes paper to indicated file
Style	Enter center, tile, or stretch as parameter to set wallpaper style. Stretch may not work on your system

## Virtual Desktops

### Purpose

Use virtual desktops if you run many programs at the same time and want to reduce desktop clutter. A virtual desktop is a collection of windows which you show and switch-to as a group using the \*Vdesk command. Only windows on the active virtual desktop are visible.

When you shutdown Windows PowerPro, all desktops are lost. If you have a set of programs you always run as a group on a desktop, you can create a command list with those programs and then activate the desktop and these programs with the "NewFromList" or "ReplaceByList" actions or you can specify the initial contents of a desktop using the configuration Desktop tab.

### Configuration

You define and switch-to a virtual desktop in two ways: by activating the built-in command \*Vdesk or through a menu that you access by Shift+right-clicking anywhere on a Windows PowerPro button bar.

Use the menu to switch desktops, create new desktops, lock/unlock windows on desktops, move windows between desktops, close and rename desktops.

In addition to the menu, you can also use the \*VDesk command to work with desktops, by associating this command with a button, menu item, hot key, and so on. Use the action and parameter fields as follows:

Arrange	Displays a window showing all desktops; see below for more information.
Clear	Clears the selected virtual desktop.
Consolidate	Move all windows to current desktop.
ClearAllClose	Move all windows to current desktop and then closes them.
Menu	Displays the virtual desktop menu.
Next	Activates the next virtual desktop.
Previous	Activates the previous virtual desktop.
MoveActive	Moves active window to named desktop (which must already exist).
MoveAutorun	Moves last <u>autorun</u> match to named desktop (which must already exist)
SwitchMenu	Show a menu of desktops and windows; select one to activate it.
ShowMenu	Shows a menu of desktops and windows; select a window to move it to this desktop
SwitchTo	Switches to the indicated desktop.
New	Creates a new desktop; you can specify its name.
CreateOrSwitchTo	Creates a new desktop named after a command list and runs the commands on the list to populate the desktop. If the desktop already exists, switches to it.
NewFromList	Same as CreateOrSwitchTo
ReplaceByList	Clears the current desktop and renames it to the command list and runs the commands on the list to populate the desktop.

Use \*Vdesk MoveAutorun with autorun command lists to move windows of a specified type to a desktop when the windows first open.

The command \*Vdesk Arrange shows all nine potential desktops and allows you to drag/drop windows among desktops, create/delete desktops, and lock/unlock windows. You can access a control menu by right clicking on the Arrange window. The active desktop name is shown in bold; the active (foreground) window is also shown in bold. You can also double click on the list of windows in a desktop to close the Arrange dialog and switch to that desktop or double click on the name of a desktop to switch desktops without closing the Arrange window. If you work with fewer than nine desktops, you can change the arrange dialog's height (but not its width).

### Further Information

You can have up to 9 active desktops.

You can show the name of the current desktop as a button label.

It is possible to show a different Windows PowerPro bar for each desktop. Create new bars and start them with the desktop you want them to be associated with (use \*Bar Show to show a bar). Make sure "All Vdesks" on the Bar Properties dialog is not checked.

You can define a command which will display a menu which depends on the currently active virtual desktop:

Command    \*Menu Show

Parameter   \*desk

will display the menu with the same name as the currently active virtual desktop.

## **Explanation of Virtual Desktop Menu**

The following items appear on the virtual desktop menu:

### **List of Defined Desktops**

Select one of the desktop names on the menu to show the windows on that desktop.

### **New Desktop**

Hides all the windows on the current desktop and creates a new one. You can name the new desktop with the rename menu entry, if you want.

### **Arrange**

Shows all nine potential desktops and allows you to drag/drop windows between desktops, create/delete desktops, rename desktops, lock windows on all desktops.

### **Unlock**

Shows a list of locked windows. Selecting one unlocks it. The menu item is only enabled when there are locked windows.

### **Lock**

Shows a list of windows on the current desktop. Selecting a window locks it. A locked window appears on all desktops. The menu item is only enabled when there are windows on the desktop which can be locked. You can also pre-specify locked windows using the "Show on All Virtual Desktops" edit box on the Virtual Desktop Setup dialog.

### **Remove From Desktop**

Shows a list of windows. Selecting one removes it from the current desktop.

### **Move/Copy from this**

Shows list of windows. Selecting one causes menu of desktops to be shown; selecting a desktop from this list moves the selected window to that desktop (hold down Ctrl to copy the window). Only enabled if there is a windows which can be moved and there is more than one desktop.

### **Clear this Desktop**

Closes all windows on the current desktop. If the windows only appear on this desktop, the corresponding programs are closed.

### **Clear All Desktops and Close**

Moves all windows to the current desktop and then close all windows.

### **Move all Windows to Current Desktop**

Moves all windows to the current desktop and closes other desktops.

### **Clear and relaunch from list**

Closes all windows on the current desktop and restarts the programs in the command list of the same name. If the windows only appear on this desktop, the corresponding programs are closed.

**Close and move windows to**

Closes current desktop and moves its windows to selected desktop. Only enabled if there is another desktop besides the current one.

**Rename Desktop**

Allows you to assign new name to desktop while it is active.

**See All/Move/Copy to this**

Shows the names and window captions of other desktops and allows you to copy/move a window to the current desktop.

The active desktop name is shown in round parentheses, eg **(mydesk)**; other desktop names are shown in angle brackets, eg **<otherdesk>**. Select a window name to move that window to the current desktop or hold down the Ctrl key while selecting a window name to copy it.

**See All/Switch To**

Shows the names and window captions of other desktops and allows you to switch to another desktop and activate a window on that desktop.

The active desktop name is shown in round parentheses, eg **(mydesk)**; other desktop names are shown in angle brackets, eg **<otherdesk>**. Select a desktop name to switch to that desktop and activate the last window which was active. Select a window name to switch to that desktop and activate that window.

**Start Desktop From List**

If a desktop of the specified names exists, switches to it; otherwise creates a new desktop and runs command list of same name to populate the desktop.

**Virtual Desktop Setup**

Use Virtual Desktop Setup dialog which you access from the Setup dialog to specify characteristics of virtual desktops.

Normally, Windows PowerPro only shows windows from the current virtual desktop on the taskbar. If you prefer, you can arrange to show all windows on the taskbar and use the taskbar to switch among desktops by checking the "Show all windows from virtual desktops on task bar". Shutdown and restart PowerPro after changing this option.

If you activate a window which is on a hidden desktop (eg via tray icon), Windows PowerPro can be configured to show and switch to the hidden desktop. If you want this feature, check "Show Virtual Desktop if any of its windows is activated".

You can specify that PowerPro should move a window activated which is activated by the "switch to if active feature" by checking "Switch to if Active moves window to current desktop". If you leave this unchecked, then the windows will be copied to the current desktop as well as remaining on hidden ones.



If Rerun script with desktop name each time desktop is activated is checked, each time you switch to a virtual desktop which is already running, Windows PowerPro will execute the script of the same name for the desktop.

Check Press bar button with \*VDesk SwitchTo xxx as command when xxx is active to have PowerPro show a button corresponding to the active desktop as pressed. Assign the command `*Vdesk SwitchTo xxx *Vdesk NewFromList xxx` to any mouse click on a button to have that button shown as pressed whenever the virtual desktop named xxx is active. You can set checkboxes to use this approach to show the icon only from the button corresponding to the active desktop or the own color only from the button for the active desktop.

You can specify the name of a command list to be run after each time you switch to a new desktop. The command list can access the new desktop name, if desired, with `*Script if (vdeskname=="string")` or `*Script assign v desktop`. This list is **not** run when PowerPro starts; use a startup up scheduled event to run the list at startup if you want to do this.

You can specify a caption list of windows to be locked on all desktops.

### Initializing Desktops Using the Configuration Dialog

Use the Desktop tab on the configuration dialog to initialize virtual desktops. You can specify an initial name, an initial command list to populate the desktop, a command list to be shown as a bar for the desktop, and a wallpaper file for the desktop.

If you specify a name or an initial command list, the desktop will be created and the command list (if specified) will be run to initially populate the desktop. This only happens when PowerPro starts.

If you specify a command list to be shown as a bar, the bar will be shown each time the desktop is activated. Make sure "Show as bar" is not checked, and make sure "Show on all Vdesks" of Command list | Properties is not checked.

If you specify a wallpaper file, each time you switch to the desktop, PowerPro will set the wallpaper to the specified file. Use a .bmp file for best performance.

If you specify a wallpaper file, each time you switch to the desktop, PowerPro will set the wallpaper to the specified file. Use a .bmp file for best performance.

## Wait Command

Use the wait command in multiple commands or in when executing all commands on a menu in order to wait for some condition before executing some of the commands.

Except for \*wait sleep, PowerPro can still be used while a wait is underway. For \*wait sleep, PowerPro will be unresponsive until the wait ends. However, \*wait sleep has two advantages: it can be used with short waits, and can be in any script (other waits are restricted to the outermost script and cannot be used in a script called by another script).

### Wait for m milliseconds:

Command: \*wait

Parameter: sleep m

where m is any number waits for that number of milliseconds. PowerPro will be unresponsive during the wait. Unlike all other \*wait commands, \*wait sleep can be used in any script.

### Wait for n seconds:

Command: \*wait

Parameter: n

where n is any number waits for that number of seconds.

### Wait until command is ready for input:

Command: \*wait

Parameter: ready caption\_list

The caption\_list is optional. If omitted, PowerPro waits until the last file launched by PowerPro is ready for input up to a maximum of 10 seconds. If the caption\_list is present, PowerPro waits until any window selected by the caption list is ready to accept input up to a maximum of 10 seconds.

### Wait until command exits

Command: \*wait

Parameter: done caption\_list

The caption\_list is optional. If omitted, PowerPro waits until the last file launched by PowerPro exits. If the caption\_list is present, then a window which matches the list must be visible, and PowerPro waits until any program with a window which matches the list exits.

### Wait for modem to be connected (Dial-Up Networking RAS connection only):

Command: \*wait

Parameter: modem

You can also put a number ahead of the word modem; PowerPro will wait for either that number of seconds, or until the modem is connected, whichever is smaller. For example, "8 modem" waits for up to 8 seconds or until the modem is connected.

### Wait for modem to be disconnected (Dial-Up Networking RAS connection only):

Command: \*wait

Parameter: nomodem

### Wait until window with specified caption is active (foreground):

Command: \*wait

Parameter: active xxx

waits until any program with caption xxx is active (foreground). Put caption in double quotes if it contains blanks. Use xxx\* for captions starting with xxx, \*yyy with captions ending with yyy, and \*zzz\* for captions containing zzz anywhere. You can use multiple captions separated by commas. Use =programe for any window from program with exe file name programe (no path, no .exe). You can put a number n ahead of the caption to limit wait to n seconds. .

**Wait until window with specified caption is not active (foreground):**

Command: \*wait

Parameter: noactive xxx

waits until any program with caption xxx is not active. Put caption in double quotes if it contains blanks. Use xxx\* for captions starting with xxx, and \*yyy with captions ending with yyy and \*zzz\* for captions containing zzz anywhere. You can use multiple captions separated by commas. Use =programe for any window from program with exe file name programe (no path, no .exe). You can put a number n ahead of the caption to limit wait to n seconds.

**Wait until window with specified caption is running:**

Command: \*wait

Parameter: window xxx

waits until any program with caption xxx is running. Put caption in double quotes if it contains blanks. Use xxx\* for captions starting with xxx, \*yyy with captions ending with yyy, and \*zzz\* for captions containing zzz anywhere. You can use multiple captions separated by commas. Use =programe for any window from program with exe file name programe (no path, no .exe). You can put a number n ahead of the caption to limit wait to n seconds. . (You can use **caption** instead of **window**). Use **visiblewindow** to ensure the window is visible.

**Wait until window with specified caption exits:**

Command: \*wait

Parameter: nowindow xxx

waits until any program with caption xxx exits. Put caption in double quotes if it contains blanks. Use xxx\* for captions starting with xxx, and \*yyy with captions ending with yyy and \*zzz\* for captions containing zzz anywhere. You can use multiple captions separated by commas. Use =programe for any window from program with exe file name programe (no path, no .exe). You can put a number n ahead of the caption to limit wait to n seconds. (You can use **nocaption** instead of **nowindow**). Use **novisiblewindow** to omit invisible windows.

**Wait until command with specified exe path is running:**

Command: \*wait

Parameter: path c:\path\prog.exe

waits until any program executed from c:\path\prog.exe is running. Put path in double quotes if it contains blanks. You can put a number n ahead of the path to limit wait to n seconds.

**Wait until command with specified exe path exits:**

Command: \*wait

Parameter: nopath c:\path\prog.exe

waits until any program executed from c:\path\prog.exe exits. Put path in double quotes if it contains blanks. You can put a number n ahead of the path to limit wait to n seconds.

**Wait with a message box and a count down timer:**

Command: \*wait

Parameter: message n text

displays a message box containing **text** and a countdown timer which starts at n seconds. If n reaches 0 or the "Start Now" button on the message box is pressed, then the wait ends and the next command is run; if the cancel button is pressed, the wait ends and all following commands are ignored. The position of the message box is set by the "Screen position for alarm message windows" on the time setup dialog.

#### **Wait for mouse or keyboard activity**

Command: \*wait

Parameter: activity

Waits until mouse or keyboard activity. Always waits at least 3 seconds to ignore activity associated with launching the command.

#### **Wait for alt, ctrl, or shift key**

Use ctrl, alt, or shift as command parameter in \*wait command to wait until this key is pressed. Use noshift, noalt, noctrl to wait until the key is not pressed. You can optionally follow any of these by a number n of seconds to limit the wait to that time.

If you reconfigure Windows PowerPro, all outstanding waits will be ended.

You can have at most eight outstanding waits.

You can terminate all outstanding waits by running the command:

Command: \*wait

Parameter: quit

## **Manipulating Windows of Running Programs**

### **Purpose**

Use the \*Window command to ask Windows PowerPro to close, minimize, tray minimize, rollup to caption and perform many other actions with the windows on your system. You can specify the windows to be controlled by selecting the active window, the window under the mouse, a window from a menu of active windows that Windows PowerPro shows, a list of window captions, or all windows on your system.

### **Configuration**

The command has this format:

Command \*Window

Action action

Parameter windowID

The action specifies what to do. The windowID species which windows to perform the action on.

### **Examples**

Command           \*Window  
Parameter       min active  
minimizes the active window.

Command           \*Window  
Parameter       rollup menu  
displays a menu of active windows; the selected one is rolled up to the caption.

Command           \*Window  
Parameter       show menu hidden  
displays a menu of active windows including hidden windows; the selected one is shown and activated.

Command           \*Window  
Parameter       close all  
closes all windows on your desktop.

Command           \* Window  
Parameter       Posotion 10 30 100 200 autorun  
positions lasts window selected on autorun menu.

Command           \*Window  
Parameter       minmemory "\*\*Netscape,\*Internet Explorer"  
swaps Netscape or Internet Explorer out to disk (NT only).

### Specifying the Action for \*Window Command

Following are the possible values for the action of the \*Window command:

close	closes window
closeforce	forces the window to close; you may lose unsaved information
min	minimizes the window
max	maximizes the window
normal	displays as non-minimized, non-maximized
move	move the window by moving mouse; click any mouse button to stop
move	
size	size the window by moving mouse; click any mouse button to stop size
hide	makes window invisible
hideshow	makes window invisible if visible, shows if invisible; take care when applying to multiple windows as there are many windows which should normally remain invisible
ontop	displays always on top (ontop is one word)
nottop	removes always on top setting (nottop is one word)
topnottop	reverses always on top setting (nottop is one word)
show	activates the window and shows it if hidden
back	sends window to bottom of stack of displayed windows
backshow	sends window to back if it is foremost; activates if it is not

center	centers within full screen
rollup	rolls up the window to just caption; shows if it is already rolled-up
maxnormal	maximizes normal window; makes maximized window normal
minrestore	restores minimized window; minimizes otherwise
traymin	minimizes window to tray
automin	minimizes window to tray if window matches autotraymin on Window Control tab; ordinary minimize otherwise
minmemory	setting memory working set (NT, W2K, XP only).
SetPriority	set process priority of selected window; precede caption by idle (lowest), below, normal, above, high (highest)

Position x y w h sets a window position

Trans x make window transparent (W2K, XP only)

PostMessage m w l Does PostMessage(h, m, w, l) where h is selected window

SendMessage m w l Does SendMessage(h, m, w, l) where h is selected window,;variable SendMessage is set to result of the SendMessage call

For the Position command, you must type four numbers before the target window. The four numbers provide the window horizontal and vertical position (positive or negative) and the window width and height. You can capture these numbers from an active window using the find button. Alternatively, you can replace the four numbers by **center** (to center), **wmax** to maximize width, or **hmax** to maximize height. You can use = for any of the four to keep the current value. You can precede the number by a plus sign to set relative to current position:

\*Window Position +-50 = +-100 = active

moves 50 positions to the left reduces the width of the active window by 100 pixels.

\*Window Position = = +50 +50 = under

increase width and height of window under mouse by 50 pixels.

For the Trans command, precede the window target by an integer -255 to 255; the larger the number, the more transparent the window. Zero means not transparent. Negative numbers reverse the transparency each time the command is used.

For PostMessage and SendMessage you can use the string wm\_command, wm\_app, or wm\_user to represent the corresponding message id. You can also use wm\_user+n, where n is a number. You can enter a hexadecimal number by preceding it with 0x, eg 0x1f0a.

For example, to use SendMessage with WinAmp, use \*Window SendMessage and  
wm\_command 40046 0 c=winamp v1.x

to pause winamp

wm\_user 1 105 c=winamp v1.x

to set variable SendMessage to length of current track

See

<http://www.winamp.com/nsdn/winamp2x/dev/sdk/api.jhtml>

for details.

If you use the MinMemory command, you can optionally follow the WindowId with two decimal integers giving the minimum and maximum working set sizes in bytes. The virtual memory manager attempts to keep at least the minimum working set size resident in the process whenever the process is active and to keep no more than the maximum memory resident in the process whenever the process is active and memory is in short supply. If you omit these values, or if you specify -1 for both, the function temporarily trims the working set of the specified process to zero. This essentially swaps the process out of physical RAM memory.

## Specifying the WindowID for the \*Window Command

Select one of the following options for the WindowID of the \*Window command:

active	Selects the active window.
*	Selects the active window.
autorun	Last window matched by autorun menu.
activebar	Window corresponding to last active bar button pushed.
under	Selects the window under the mouse. For applications which use the Multiple Document Interface, the commands close, min, max, rollup will operate on the MDI child only; put <b>Parent</b> after <b>under</b> to avoid this and ensure the command always runs on the parent window.
menu	Displays a menu of active windows; select one for the action. Put <b>hidden</b> after menu to include hidden and tray minimized windows. Put <b>traymin</b> after menu to include tray-minimized windows. If the *Window menu command is included in a Windows PowerPro menu, the generated menu will be embedded in the outer menu. To ensure all items appear on screen you could put the *Window command as the sole entry in a submenu. Or to activate the *Window command when the menu item is clicked on, put noembed in lower case in the work directory of the *Window command .
all	Selects all visible windows, including minimized windows.
window_list	Selects the windows specified in the list. Enter one or more window captions, separated by commas. Enter xxx* for captions starting with xxx, *yyy for captions ending in yyy, and *zzz* for captions containing zzz anywhere. Or you can enter =exename to select all windows shown by the program with file name exename (you must only enter the file name: not the path and not the .exe extension). Put ~ at the start of the window list to avoid an error message if no matching window is found. Put the window_list in double quotation marks if it contains blanks. Example: "**Notepad,*Internet Explorer, =calc" selects notepad windows, Internet Explorer windows, and Calculator windows.

You can also use a window handles or list of window handles separated by commas in the window list.

## Window Handles

Each window is assigned a unique number by the Windows operating system. This number is called the window handle. PowerPro lets you retrieve window handles and use the \*Window and other commands to access windows by their handles.

Window handles are useful when you want to access one out a series of windows which share the same exename or the same caption.

Following are ways to retrieve window handles:

window("firstwindow",caption_list)	returns handle of the first window found which matches caption list. For example, "firstwindow" window "active"
------------------------------------	---

	returns the handle of the active window.
<code>window("visiblewindow", caption_list)</code>	<p>returns string of window handles of visible windows matching caption list. The window handles are separate by blanks. You can use the <i>word</i> operator to extract them, as in</p> <pre>list = "visiblewindow" window "=exename" for (j=1;;j=j+1)     handle =list word j     if (handle == "")         break     ; Process the handle endfor</pre>
<code>window("anywindow",caption_list)</code>	returns string of window handles of visible and invisible windows matching caption list. The window handles are separate by blanks. You can use the <i>word</i> operator to extract them.
LastActiveHandle	Variable which PowerPro sets to the handle of the last window selected by an active button.
LastAutorunHandle	Variable which PowerPro sets to the handle of the last window matched by an autorun command list.

Once you have a window handle, you can use it in any command or context which requires captions list: in a *\*window* command, in a target list of a hot key, in *\*format ContextIf*, and so on. For example,

*\*Window Close* &(MyHandle)

would close the window whose handle is in MyHandle.

For example,

*\*Format Context* ~&(hWnd)

would include the following menu items if any window but the one in variable hWnd was active.



## Keyboard Macros

### Purpose

Keyboard macros let you replace one set of typed characters by others. You can also use keyboard macros to run Windows programs or to execute Windows PowerPro Windows configuration features or built-in commands.

For example, you could define **.me** to be replaced with **Your Name**. Or you could define **Alt-tm** to minimize the current window.

### Configuration

To define a set of keyboard macros, you need to do two things: define the macros and define the macro signal character.

You define the macros and the corresponding actions by creating a command list. Enter the macro as the item name and enter the macro command as the corresponding left command. Use only letters, digits, and spaces in the item name. Use the **\*Keys** command to send keystrokes if you want to define a macro abbreviation for the corresponding keystrokes.

After defining the macros, you need to define a hot key character which is used to signal that a macro may follow. You do this by defining any hot key and type in the command name **\*Macro** into the command entry edit box. Put the name of the command list with the macros in the parameter edit box of the command.

For example, suppose you define a command list **mymacros** with these four entries:

Item Name	me
Item Command	*Keys
Item Parameters	yourname@yourdomain.com

Item Name	new
Item Command	*Keys
Item Parameters	%fn

Item Name	sq
Item Command	*Keys
Item Parameters	{sp}{ba} <sup>2</sup>

Item Name	xp
Item Command	c:\windows\explorer.exe
Item Parameters	

Also suppose that the period is defined as a hot key as follows

Hot Key	.
Hot Key Command	*Macro
Hot Key Parameters	mymacros

When you type **.me**, Windows PowerPro would replace the **.me** by **yourname@yourdomain.com**. Similarly, **.new** would be replaced by **Alt-fn**, and **.sq** would be replaced by the superscript 2 (<sup>2</sup>). Finally, typing **.xp** would cause Windows Explorer to be started.

If you type period followed by any other sequence of characters, nothing will happen – the typed characters will not be changed.

### Further Information

Be careful when you define macros: Windows PowerPro will execute the shortest macro that applies. For example, if you define one macro **ab** and another one called **abc**, then the **abc** macro would never be executed since the **ab** macro would also be matched first. To help avoid this, you can put spaces in macros, including spaces at the end. The space then has to be typed for the macro to be executed.

You can have as many combinations of macro signal characters and menu tables for macros as you want.

You can use program-specific hot keys to limit macro expansion to certain windows or to avoid checking for a macro with certain windows.

The **\*Macro** command can only be used with hot keys. You will get an error message if you use it in any other context (eg as a button command).

## Favorite Folders and File/Open Save Dialogs

PowerPro can help you maintain and use lists of favorite folders for standard open/save dialogs. You can manually maintain a list of favorite folders, you can have PowerPro capture folders as you use them in open/save dialogs, and you can combine these two approaches to have an integrated list of manually set favorite folders and recently used favorite folders.

You can display favorite folders in a menu or a bar (or both); see bottom of this help topic for more on bars.

MS Office does not use standard open/save dialogs. PowerPro can recognize these dialogs and send favorite folders to them for your favorite list, but it cannot capture the folder used from these dialogs.

If you are not using English Windows, you must set the letter beside "Folder" on advanced setup to the underlined letter in the title beside the file edit box on your open/save dialogs.

### Display Favorite Folders in a Menu

To have PowerPro track folders as you select them in standard file/open save dialogs, check "Combined Menu" or "Separate Menu" (or both) on the configuration setup tab. For combined menu, PowerPro creates a file called `c:\program files\powerpro\favfolder\_any.txt` and places an entry in this file for each folder you access. For separate menu, PowerPro creates a separate file in the same folder named after the .exe file of the program with the open/save dialog; for example, for MS Wordpad, the file is called `wordpad.txt` since the exe file name is `wordpad.exe`.

To view the resulting folders in a menu, assign the command \*Menu Favfolder to a hot key or bar button and activate the command when the open/save dialog is open. A menu will be displayed of favorite folders; select one to send it to the dialog. If you have checked both combined and separate, the menu will have a column for combined recent folders and a separate column for favorite folders from the active program.

To manually add entries to the menu which will always appear, edit the file and add a line "sep" (for horizontal separator) or "colsep" (for new column) to the end of the file. Then list your folders on separate lines after this entry. You can precede file folder paths by myname= to have "myname" to appear in the menu to represent the folder path. You can edit either the \_any.txt file or the .txt file for a specific program, or both.

To use a menu of only manually entered files, make sure the "Combined Menu" and "Separate Menu" checkboxes are unchecked on the setup tab. Edit the files for manual entry. Omit the sep or colsep at the start.

The \*Menu Favfolder command is equivalent to the command \*Keys {to folder}{filemenu favfolder\\_any.txt;\* .txt}. You can use variations of these commands for greater control of the menu layout and contents.

### Display Favorite Folder on a Bar

To track folders as you use them for display on a bar, start by checking "Shortcuts" on the setup tab. This causes PowerPro to create a shortcut in c:\program files\powerpro\favfolder\\_anyshort folder for each folder as you access it. The shortcut command will cause PowerPro to run \*Keys {to folder}c:\path which is used to set the folder.

Then you need to create a bar to display these shortcuts.

To do so, create a new command list and make sure you check "Autoshow as bar". Set Properties as follows: check tool tips, set max text to 32, set icons to none, check vertical bar (**not** vertical text), check bar size from sum of buttons, set position to "to right of active window". Set the edit "Use this folder ..." at the bottom of properties to c:\program files\powerpro\favfolder\\_anyshort (or change as appropriate if you installed PowerPro in another folder). Check "Show text" and "Auto-refresh". Then create a single entry in command list for the bar

\*Format  
Context  
filedialog

This will cause a vertical bar to appear beside open/save dialogs when you use them with a list of recent folders; press a button to copy the folder to the dialog.

To add manually set folders to the bar, create command list entries after the \*Format Context with the left command \*Keys {to folder}c:\path.

If want a bar with only manually entries, uncheck "Shortcuts" on setup tab or leave the "Use this folder..." edit box on Properties blank.

Of course, you can use other settings on Properties to get a different look for the bar.

## Windows PowerPro Command Line

Windows PowerPro normally uses the configuration file pproconf.pcf found in the same folder as the Windows PowerPro .exe file.

You can use a different file name or a different folder by putting the path to the configuration file on the Windows PowerPro command line. If the configuration file is in the same folder as the .exe, omit the path. For example:

```
"c:\program files\PowerPro\PowerPro.exe" "C:\My Documents\PowerPro\PowerPro.pcf"
```

If you use a shortcut to start Windows PowerPro, the command line can be found in the shortcut properties. You must put double quotes around file paths which contain blanks.

You can make the folder depend on the current user by putting a % in the path to the configuration file; the % will be replaced by the current user name. For example, if ralph was signed on:

```
"C:\My Documents\PowerPro%\PowerPro.pcf"
```

would be interpreted by PowerPro as:

```
"C:\My Documents\PowerPro\ralph\PowerPro.pcf"
```

As well as pcf files, Windows PowerPro puts all files which it can change into this folder: the timer log, alarm log, clip folder, tray icon info, saved desktop icon positions, saved explorer windows (from explorer tracking option). So if you want to move your current configuration and other data files from the Windows PowerPro folder, you must move all **.pcf** files, all **.iconpos** files, all **.timerlog** files, all **.alarmlog** files and the **explorer.windows** file.

You can also use the command line to set flags at start up. Precede the pcf file (if present) by -fn, where n is the flag number to set. The letter f must be in lower case. Repeat -fn to set multiple flags. For example, the following sets flag 6 with the standard pcf file:

```
"c:\program files\PowerPro\PowerPro.exe" -f6
```

You can also run built-in (\*) commands from a command line. This could be used to execute PowerPro commands from shortcuts or batch command files.

PowerPro must already be running. Type the built-in command, action, and parameters on the command line. For example

```
C:\program files\PowerPro\PowerPro.exe *Menu Show MyMenu
```

shows menu MyMenu from the running PowerPro program.

## **Information for Stiletto Users**

PowerPro is not backwards compatible with Stiletto. You will need to manually convert your configuration.

## **Purchasing PowerPro**

The 32 bit version of Windows PowerPro is freeware.

## Frequently Asked Questions (with Answers)

### **Where is my configuration stored? How do I back it up? How do I keep my configuration when upgrading?**

The configuration is stored in file Pproconf.pcf. Take a backup copy of this file to save your configuration. Installation zips of Windows PowerPro do **not** include a Pproconf.pcf file so they do not overwrite any existing configuration when installed.

### **What are all the files in the Windows PowerPro folder? Which can I delete?**

See filelist.txt in the folder for an explanation. In addition, Windows PowerPro creates

### **Where is my registration code stored? Do I have to re-enter it for each upgrade?**

The registration code is stored in the registry. Windows PowerPro automatically reads it from there. There is no need to re-enter when upgrading.

### **How can I start many Explorer windows at the same time? How can I set the folder that Explorer starts with?**

To start many windows from Explorer (or any other program), you must uncheck "Switch to If Active" at the bottom of the command entry controls for each button or menu item which is to start the command. To learn how to use Explorer to start at any folder, see the file tips.txt that Microsoft includes in your Windows directory. Put the command parameters described there into the Windows PowerPro Parameters edit box.

### **For win95 and NT4, what is the best way to show a menu by right-clicking the desktop?**

If you use the menu setup tab to set a desktop menu, Windows PowerPro will attempt to show both the Windows PowerPro menu you set and the Windows desktop or desktop icon context menu. This may not always work well; eg in NT 4, one of the menus may not close properly.

Instead of using the menu setup tab, create a right-desk hot key which executes a \*Show Menu for your desktop menu. Include the following command in your menu:

Item Name: Context

Command \*Mouse

Parameter RightClick

If you click your mouse anywhere on the desktop, only the Windows PowerPro menu will be shown. To access the Windows context menu for the item under the mouse, select the Context command.

You may also want to experiment with right-hold hot keys, chord left+right hot keys, and middle mouse hot keys.

### **How do I use middle mouse button to send left double click? What else can I do with the middle mouse button?**

To send middle double click, attach the command \*Mouse leftdouble to the middle anywhere hotkey.

The middle mouse button can provide many other functions with Windows PowerPro:

You can attach hot keys to it: for example, a mouse-all hot key and a mouse-hold hot key. Use these hot keys for direct commands, like sending a left double click with \*Mouse, or for menus,

such as menu of send key commands to send common shortcut keys or simulate picking menu entries.

In addition to the hot key, you can also use the middle mouse for either scrolling or for moving a window by setting the option on the special config tab.

**How can I activate programs which are not files, such as printers or control panel applets?**

Use Explorer to create shortcuts to these special programs and then run the shortcuts from Windows PowerPro. You can create a folder of shortcuts to all your printers or other special programs, and display them all as a menu using \*Menu Folder.

**How do I create a bar in the caption so it looks like the icons of the bar are part of the caption?**

On the Properties dialgo for the commandlist of the bar, set the colors to the caption colors and uncheck the Border and Sizing checkboxes.



## Power and Flexibility of PowerPro

Windows PowerPro gives you the power to control your system and how you access programs because it allows you to choose the combination of how to activate and what to activate.

The following table lists all the techniques for activation and all the things you can activate. You can combine any entry from the first column with any entry from the second column.

How to Activate	What to Activate
<b>Button Bars</b> <ul style="list-style-type: none"> <li>left, middle, right click</li> <li>keyboard access to bar</li> </ul>	<b>Run any program, shortcut, or document</b> <ul style="list-style-type: none"> <li>specify parameters</li> <li>specify keys to send at start</li> <li>specify window configuration at start</li> <li>browse files and select file to run</li> </ul>
<b>Menu</b> <ul style="list-style-type: none"> <li>pick item and dismiss menu</li> <li>show all files in folder and run one</li> </ul>	<b>Virtual desktop</b> <ul style="list-style-type: none"> <li>create new desktop</li> <li>switch to existing desktop</li> <li>drag/drop windows between desktops</li> </ul>
<b>Tray Icon</b> <ul style="list-style-type: none"> <li>left, middle, right click</li> </ul>	<b>Control any Window on your Desktop</b> <ul style="list-style-type: none"> <li>select by caption, or under mouse, or all windows, or from menu of active windows</li> <li>select main window or MDI window</li> <li>activate, close</li> <li>topmost, not topmost</li> <li>hide, show, minimize, maximize, normal</li> <li>minimize to the tray</li> <li>rollup so only caption is visible</li> <li>send to back (underneath all windows)</li> </ul>
<b>Hot Key</b> <ul style="list-style-type: none"> <li>alt, ctrl, win plus any key</li> <li>tap ctrl, alt, shift, win, caps lock</li> <li>specified key (like ;) then any key</li> <li>can depend on active program</li> </ul>	<b>Show a Menu</b> <ul style="list-style-type: none"> <li>pre-built with optional submenus</li> <li>portions shown can depend on active program</li> <li>show Start Menu at any location</li> </ul>
<b>Keyboard Macros</b> <ul style="list-style-type: none"> <li>any string of characters</li> </ul>	<b>Run a Script of Many Commands</b> <ul style="list-style-type: none"> <li>script can contain any command in this column</li> <li>program logic with flags, variables, if, jump, wait</li> </ul>
<b>Mouse Actions (any mouse button)</b> <ul style="list-style-type: none"> <li>click window</li> <li>click desktop</li> <li>click caption</li> <li>click left or right of caption</li> <li>click system, min, or close box</li> <li>press and hold mouse button</li> <li>short horizontal or vertical drag</li> <li>horizontal or vertical stroke</li> <li>move mouse to screen corner</li> <li>bump edge of screen</li> <li>chord two mouse buttons</li> <li>can depend on active program</li> </ul>	<b>Work with Tray Icons of Other Programs</b> <ul style="list-style-type: none"> <li>simulate left, middle, or right click</li> <li>hide icon</li> </ul>
<b>When A Specified Window First Appears</b> <ul style="list-style-type: none"> <li>based on caption or exe name</li> </ul>	<b>Show Contents of Folder as a Menu</b> <ul style="list-style-type: none"> <li>select a file and run it or show its properties</li> <li>access special folders like desktop, start menu</li> </ul>
<b>At a Scheduled Time</b> <ul style="list-style-type: none"> <li>any time/date with repeat interval</li> <li>after system idle for specified time</li> <li>at PowerPro start up</li> </ul>	<b>Send Keystrokes to a Running Program</b>
<b>Based on a Timer</b> <ul style="list-style-type: none"> <li>timer start or stop</li> <li>after a countdown</li> </ul>	

- at a repeating interval

- insert text
- control the program by sending Alt+ or Ctrl+ keys

Send Mouse Actions to Running Program

Control Look of Your Desktop

- change wallpaper/saver
- change any sound
- all changes can be random, sequential, or to specific file
- hide/show desktop icons or task bar
- save and restore desktop icon positions

Shut Down or Restart Windows

## Demonstrations and Samples

There is a demonstration configuration of PowerPro which illustrates many features. To start this demo, Ctrl-right click on any bar, select "Change configuration" menu item, and then select "demo" from the resulting submenu.

The demo bar will appear in the top left of your screen. Click on one of the following topics for more information:

When you are finished with the demo, ctrl-right click on the bar and select "Change configuration" menu item, and then select "pproconf" from the resulting submenu to restart your configuration.

Since the location of command files will be different for each computer, many of the demonstrations use standard Windows commands like notepad.exe or internal commands like \*Message. Or course, you can replace these by any file or command on your system when you use the feature.

### Demonstration of Menus and Context Menus

Left click the menu button to see the command list MenuSample displayed as a menu. This menu illustrates submenus and context menus. You will see on the command list MenuSample (ctrl-right click bar) that the Paper/Saver submenu is started by \*Format StartSubmenu and ended by \*Format EndSubmenu in the command list. The context submenu starts with \*Format Context \*NotePad\* and ends with \*Format EndContext. The \*Keys and \*Message commands between these two commands will only be displayed if Notepad is the active window. You can start notepad with the NotePad button on the bar. Press the menu button when notepad is running and active and note that these entries appear. Try again with notepad running but not active (eg click on desktop) and you will see a different menu.

You can also display the MenuSample command list as a menu by pressing key ctrl+alt+m or by shift+ctrl+right clicking the mouse. See the Key/Mouse tab of the configuration dialog and note the \*Show Menu command associated with both these hot keys. This illustrates that the menu structure (ie the command list) is separate from how it a menu is shown (clicking a button or using a hot key, for example)

Right click the menu button to see the SubbarMenu displayed. Selecting an entry displays a different subbar; click [here](#) for more information.

Middle click (shift+left click for two button mouse) the Menu button to see the WindowMenu which displays active programs and allows you to switch to, close, on top, or not on top the windows. Access the configuration dialog with ctrl-right click on the bar, and note command list WindowMenu. See how the \*Window commands are placed within \*Format StartSubmenu/\*Format EndSubmenu commands so that the lists of active windows do not follow each other on the main menu.

You can activate the snippets menu by using the hot key alt+ctrl+s. Right click on the system icon in the upper left caption of any window to see the ControlWin menu.

### Demonstration of Subbars and Manually Shown Bars

Ctrl-right click the bar and view the command list Bar. It shows three subbars: edit, util, and none. You will see these names on the \*Format StartSubbar Commands. You can switch among bars by right clicking the menu button and selecting a subbar name from the menu. This will execute the corresponding \*Bar SelectSubbar command; these commands are on the command list SubbarSelect.

Tip: do not forget the @ sign on your SelectSubbar commands!

You can also manually show whole bars. For example, the command list ManualBar can be shown as a bar by right clicking the notepad button. View the configuration for the command list bar and note the \*Bar Show ManualBar for the right command for the notepad button. Also note that "Auto show as bar" is **not** checked for this command list in the configuration of command list ManualBar. Finally, the Properties for the ManualBar command list select own colors and font. When you are finished with the demo, close the ManualBar bar by ctrl-right clicking it and selecting Close Bar from the menu.

### Demonstration of \*Window Commands

\*Window commands let you manipulate active windows. Ctrl+right click the bar and view the keys/mouse tab. You will see many \*Window commands among the hot keys.

Start notepad using the button on the demo. Right click on the minimize box in the caption and the window is minimized to the tray; click the icon in the tray to restore. The right-minimize hot key function performs this function. Right click the caption to close; the right caption anywhere hot key does this. Restart notepad and right click the maximize button to rollup the window to its caption. Right click maximize again to restore.

You can also execute \*Window commands from keystrokes: for example ctrl+alt+k closes any window with \*Notepad\* in its caption. It will produce an error message if notepad is not running because "error if no such window" is checked on the configuration for the command. Try ctrl-alt-k both with and without Notepad running.

You can also execute \*Window commands from menus. Right click the system menu icon in upper left of caption to see a menu of \*Window commands; this is command list control win activated by hot key right sys menu.

\*Window can also display menus of active tasks; selecting one performs the specified action. Middle click (shift+left) the menu button to see window WindowMenu which allows you to switch, close, put on top or put not on top any of your running programs. Start notepad using the demo bar to try these on if you have no other programs running.

You can also use the \*Window menu command directly from a button or a hot key. Right clicking folder executes a \*Window show menu (for switching among windows) and tapping ctrl twice quickly shows the \*Window close menu (select an entry to close that window).

### Demonstration of Sending Keys with \*Keys

You can use \*Keys to send keys to windows in order to save typing. You can also use this command to automate a program function, often by sending alt-key to open a menu and then another keystroke to choose a menu option.

The snippets menu illustrates both capabilities of \*Keys. One way to activate it is with ctrl-alt-s. Or, if you prefer a mouse, you can double click the right mouse button.

Start notepad and ensure it is the active window. Then use ctrl-alt-s or right double click to show the menu. You can select a menu item to send keys by clicking on it, by using the underlined menu mnemonic (created with & in snippets command list item), or by using down arrow and enter.

The last two menu items show automation of Notepad functions print preview and select all/copy to clipboard through the use of sending keystrokes. These have been placed on a context menu which only appears when notepad is the active window. You would often place a series of such context menus for automating different functions in the same command list. For example, if you activate snippets when explorer is active, a different set of commands will be shown.

### **Demonstration of Hot Keys and Mouse Actions**

The sample bar illustrates many different ways to use hot keys/mouse actions. Ctrl-right click the bar and select the Key/Mouse tab. Remember as you review these samples that you can use whatever key/mouse combination you find convenient to perform any of the sample actions or in fact to run any Windows file or perform any PowerPro built-in command.

A basic use of hot keys is to start Windows programs. For example, the hot key shift-ctrl-x starts explorer. Use it now to open Explorer.

Now position your mouse over explorer and make sure the window is the active window by clicking on it if needed. Hot key ctrl-d will sort file names by date; it works by sending keys to explorer to select the appropriate menu item. Hot key ctrl-n sorts by name. Both of these hot keys will only operate if explorer is the active window as indicated by \*Exploring\* which appears in the target window of the hot key configuration and which selects only windows with Exploring appearing somewhere in their caption. You can achieve the same results as the keystrokes with mouse actions: right click and drag horizontally and vertically for about 10 pixels for the name sort and about 10 pixels for the date sort. It may take a bit of practice to get the short drag needed to activate the hot key.

Hot keys also work well with \*Window actions, \*Menu Show, and menus of \*Keys.

### **Demonstration of \*Menu Folder**

The following examples use names of standard folders on your computer. You may have different names for some of them or your file names may not be in English. If so, you'll need to change the folder names to those of your computer before the sample will work for you.

For an example of \*Menu Folder, press the button market folder and a list of all folder and files on your c drive will appear. Click any folder or file to activate it. To see the command which generates this menu, ctrl-right click bar, ensure the bar entry is selected on the command list tab, and double click on the folder item in this command list. Note the format keywords

associated with the \*Menu Folder command. These are set by pressing the small find button beside the edit box.

With this first example which shows all of drive c, you have to click on a folder to see the files in that folder. PowerPro can display at most 13000 files and many people have more than this on their c drive. You can also ask PowerPro to display files in a cascading menu. Middle or shift+left click the Folder button to see an example. You will have to wait for a few moments for the menu to appear. It will show all .exe files under c:\program files. If you view the command configuration, you will see how format keywords are used to select just .exe files.

You can also use \*Menu Folder with hot keys. For example, ctrl+space show c:\my documents. And if you bump your mouse against the left screen edge and hold it at the edge for half a second, the shortcuts in c:\windows\start menu\programs will be shown.

### Demonstration of Keyboard Macros

Keyboard macros let you use abbreviations for text you commonly type. You create a command list where the item name is the abbreviation (letters, digits, spaces only) and the left command is a \*Keys command or a \*Clip textpaste command to send the keys. The \*Clip command is faster for longer text but it will overwrite the clipboard.

Ctrl-right click the bar and view the command list tab. The command list MyMacros shows sample abbreviations for me, test, ad and ac. Ad and ac send the same text but ac uses the clipboard.

You can use macros to execute any command, not just to send keystrokes. In the sample xx starts explorer and min minimizes the current window.

To use the Macros command list, you must define a macro signal character with hot keys. If you view the key/mouse tab, you will see the = is defined as a hot key to execute the \*Macro MyMacro command. This makes = the macro signal character.

To test, use the button to start notepad. Try =me, =test, =ac, =ad and note the results. Try =null and note that the text is unchanged since this is not a macro. Then try =xx and =min.

### Demonstration of Running Commands when a Window First Opens

You can configure PowerPro to check each new window that is opened on your system and run a PowerPro command for specified windows. Any command can be used, but often this feature is used to press a button on the window, to send text to the window, or to position the window on the screen.

You use a command list to specify the windows to be matched and the corresponding command. Ctrl-right click the sample bar and view command list NewWindow.

To activate the feature, you must first press the command list|setup button and select the command list "NewWindow" in the drop down "use this command list to run commands when a new window first opens". Press OK to save the configuration when you have done this then re-open the configuration dialog with ctrl-right click. View list NewWindow.

The command item names are used to matched newly opened windows. The item `*exploring*` matches any new explorer window and positions the window in the center of the screen. Start explorer to see the effect. (You can start explorer from the Start Menu or by shift-left clicking the notepad button). The `Untitled – Notepad` item matches newly opened notepad window and sends text `abc` to it. Try running notepad from the button. Finally, the command associated with `About Notepad` presses the OK button as soon as this window is opens; try selecting about notepad from the notepad help to see the effect. You can press the default button of dialogs by sending the `{enter}` key stroke and you can press other buttons by sending `alt-x (%x)`, where `x` is the underlined character on a button name. You can use `&()` expressions in the item name; the expression is re-evaluated each time a new window is opened and checked.

When you are finished with the demo, be sure to go back to `command list|setup` and set the drop down box back to `(none)` so that this `NewWindow` sample does not interfere with other samples.

### Virtual Desktop Sample

To run the virtual desktop sample, Ctrl-right click on any bar, select `"Change configuration"` menu item, and then select `"demodesk"` from the resulting submenu.

The sample shows many different approaches to desktops; you would not likely want to use all of these at the same time on your configuration. In addition, since every computer has `exe` files at different locations, the example uses only standard utilities like notepad and `regedit`.

After starting the sample, there should be a bar in the upper left of your desktop. Click on different gray buttons to show to different desktops. Note how the active desktop has a pressed button. This is because the command for the button is set to `*Vdesk switchto deskname` and because the option `"Show button with *Vdesk ... as pressed"` is selected on `desktop|setup` configuration. Note how desktop Manual is started with the `CreateOrSwitchTo` command; this command runs the list manual to create the desktop when it does not exist and switches to the desktop when it does exist.

Selecting desktop edit shows a bar which only appears on that desktop in the top center of your screen. Note that when you select desktop explore, extra buttons on the subbar explore are shown. This also requires the option `"Show subbar of same name as vdesk"` on the `desktop|setup` tab.

You can use hot keys `ctrl-left arrow` and `ctrl-right arrow` to switch desktops.

You can also switch desktops by left clicking the leftmost button (the one with the desktop name) and selecting a desktop from the menu.

Ctrl-right click on the bar and view the configuration of the bar, label on the first item, and the menu desks to see how the above features have been implemented.

The initial contents of the desktop are set by the entries on the desktop tab. Note the explore and edit command lists used to populate these desktops. Note also the bar `baredit` for the edit desktop.

You can use the `*Vdesk arrange` command to see the contents of all desktops. In the sample this can be activated by moving the mouse to the top right screen momentarily, or by right

clicking the leftmost button on the bar. You can make this window smaller by using the resizing border at the bottom or by right clicking on the window and selecting the Use Small Window option.

Yet another way to access desktop features is to shift+right click a bar. You can use this menu to switch desktops or to create new desktops. You can also use the menu to lock windows on all desktops. Middle (or shift-left) click the left most button to start calculator. Shift-right click a bar and select Lock|Calculator. Calculator will be part of all desktops: try all of the desktop buttons to see this. You could have also prespecified that calculator be locked by entering the caption Calculator in the "Windows to be shown on all desktops" edit box on the Desktop|setup configuration dialog.

You can repopulate desktops by running the desktop command list as a script. There is a sample on the explore button. Left click this button to switch to desktop explorer. Close the File Manager and Explorer windows. Now right-click the explore button and the explore command list is used to populate the desktop.

## Notes

### Purpose

Use notes to capture any type of text: reminders, scripts, text for copying into other documents, and so on. Notes can be placed in categories. Notes can be assigned a date and will be shown automatically by PowerPro on that date. You can set the color and font of notes, you can resize and hide notes, and you can drag and drop selected text from notes to other windows from windows to notes.

### Configuration

The \*Note command is used to work with notes. Create new notes or open existing notes with \*Note Open. Hide or show open notes with \*Note ShowHideOpen, open all notes in a category with \*Note OpenCategory, open one note in a category with OpenOneFromMenu, close and save all notes in a category with \*Note CloseCategory. You can see a menu of all open notes and show and bring the selected one to the top with \*Note OpenMenu. You can show notes with date categories today or before with \*Note ShowToday. You can delete open notes from a given category with \*Note DeleteOpenCategory.

When you create a new note by executing \*Note Open, you can optionally set its colors, text, source file, and category. To access these features, use the "find" button to the right of the edit box when configuring the \*Note command.

Right click on a note text or use the Apps key (beside right ctrl) to see a configuration menu which lets you set the note category, set note color, close the note, run the entire note as a PowerPro script, and perform other functions.

If the option is selected on Setup|advanced|notes, double click anywhere in the note to run the double clicked line as a command (else double click selects word).

Resize a note by dragging its border and move a note by dragging the caption.

Hide a note by clicking on the H in the caption or by showing menu with Apps key (beside right ctrl) and pressing H. Show hidden notes with \*Note OpenMenu or \*Note OpenShow.



Close the note by left clicking the X at the right of the caption. Left clicking the X closes and saves; right clicking the X closes and deletes. You can also close with Alt-F4.

Select all text in a note by clicking the A. Left click and drag from the A to drag-and-drop all note text.

Rollup a note to its caption by clicking R or using Rollup selection from right-click menu. Reverse rollup status by using R again. Rolled up notes normally show only the caption, but you can show more by setting height using setup|advanced|notes. You can reverse the rollup state of all open notes in a category with \*Note RollupCategory. You can also use this command to unroll all notes in a category by preceding category name with a plus (+) and to rollup all notes by preceding the category name with a dash (-).

You can control the default size and position, color, and font of newly opened notes with the Configuration tabbed dialog, setup tab, advanced button, note tab. This dialog also controls whether PowerPro closes open notes when it is shut down and whether PowerPro shows notes assigned a date category before today. In addition, this dialog lets you control whether R or H are shown in the caption, whether the caption shows the first line of text or the category, and whether rolled up notes are temporarily unrolled with the mouse stops over them for more than half a second. You can also specify whether notes appear on all desktops and whether shown notes get the keyboard focus.

Saved notes are stored in a file named by the first line of the note followed by the date and time to make the note file name unique. The files are stored in the note folder under your PowerPro folder, with a subfolder equal to the category name. If PowerPro is running, you can double click on a note file in Explorer to show the note. You can also open a given note in category "MyCat" with first line starting with "first line of text" by running the command

\*Note

OpenCategory

MyCat\first line of text\*

Where Cat is the note category and "first line of text\*" is the start of the first line of the note's text.

You can use notes for future ToDo's by assigning a date category to them and configuring PowerPro to show notes from today or before when it starts (using Configuration|Setup|Advanced|Note) or by running \*Note ShowToday (eg in a StartUp alarm).

Notes can hold up to 64K of text.

## Summary of Usage

The following table summarises the user interface to notes and how to use it:

Desired Action	How to Perform Action
Create new note	Execute *Note Open from bar, menu, hot key, tray icon, etc
Create notes in different categories each with own	Configure a *Note Open for each category, using "find" button to assign color and category.

color

Copy note text to/from other windows.

Select and copy all text.

Open a note at an exact time.

Close note and save it

Close note and delete it

Set category of note

Create new category

Resize note.

Hide note

Show hidden note

Delete note

Select text and drag and drop. Or use right click menu for copy/paste.

Left click A button at upper left of note. Drag to move all text. Hold down ctrl to copy.

Use scheduler to open a specific note at a specific time by scheduling the command `*Note OpenCategory cat\start of note*` where cat is the note category and "start of note" are the initial characters of the first line (up to 63 characters).

Left click X at upper right of note or right click note text and select close from menu.

Right click X at upper right of note, or right click note and select delete, or use explorer to locate note in its category folder and delete.

Specify initial category in `*Note Show`, or right click note and select Category entry.

Right click note and use `Category|New` or use explorer to create new subfolder of Notes folder (under PowerPro main folder).

Drag border or corner.

Hide note with H button; reshow with `*Note OpenMenu` or `*Note ShowCategory`, or show menu with Apps key and press H.

Execute `*Note MenuOpen` and select note or use `*Note ShowOpen`.

Open note and right click X or use explorer or right click any note and select "Delete from Menu".

## Skins

### Using Skins

#### Purpose of Skins

If you want more options and flexibility in specifying the look of a bar, you can use skins. Skins give you more control than the formatting options in the configuration file: skins let specify that a bar uses a background bmp drawing of any shape and they let you specify the size, position, font, text/icon position, and look of any button. You can also use skins to specify cursors and sounds for buttons.

Skins are defined by files which you keep separate from your `pproconf.pcf` file (which is in your Powerpro folder and stores configuration data). The `pcf` file specifies what you want buttons to do. The skin files specify the look of bars and buttons. But there is still an interaction between look and configuration meaning that some skins expect certain features in your `pcf` file and that not all skins work with all `pcf` files. For example, many skins display time, date or other data and expect you to define a `*Info` button at the top of your command list. Or if you use subbars, you will usually need to have all the subbars defined in a series at the end of the command list. Certain skins works best with the section/subbar configuration, described below. The usage notes on the skins configuration dialog will describe constraints on the `pcf` configuration for the skin.

### Installing Skins (including the sample skins)

Before installing your first skin, make sure that you create a folder called Skins under your main powerpro folder. For example, if PowerPro is stored in C:\Program Files\Powerpro, create a folder called C:\Program Files\PowerPro\Skins using explorer.

Skins are distributed as zip files. To install any skin, create a subfolder of your skins folder with the same name as the zip file (or anything else if that name is already in use). Then unzip the skins .zip file into that subfolder. You will find sample files Kaos1SkinSample, zlkSkinSample, NewbieSkinSample, and KaosSkinSample in your PowerPro folder and can unzip these to create sample skins to experiment with.

Note: you should be able to use Kaos1 and zlk on your current bar, but before using sample Kaos or Newbie, please review the help on section/subbar configurations below.

Sample skins are based on those created for the LaunchKaos program; see [www.PocketKaos.com](http://www.PocketKaos.com) for more information on this program and [www.skinz.org](http://www.skinz.org) for skins which can be used as a basis for creating PowerPro skins.

Click [here](#) to learn about how to create new skins for yourself.

### Using a Skin

To configure a skin, Ctrl-right click any bar and select "Configure Skin for Bar" from the resulting menu. You can also access this dialog by pressing the "Set Skin" button on the command list configuration dialog.

Then select the skin file you want to use from the drop down at the top of the dialog. Review the usage notes at the bottom of the dialog for information on how to set up the command list items in your bar for best use of the skin. You will also be able to use the checkboxes to enable or disable the sound, menu background, font, and marker bitmap features of the skin, if the skin uses these features. If you check "use menu/otherbar background" to use the skin's background for other bars and menus, you can still override the background for individual bars or menus by putting **none** or a bmp file name in the command list|properties background for these bars or menus.

Although skins control the overall look of your bar and buttons, you still set the bar position and the autohide approach using Command List|Properties.

The "last for setup" feature of active buttons does not apply if you use a skin; the settings provided by the skin take priority.

Each time you reconfigure a skinned bar, it will take a few seconds for the bar to reappear.

### Section/Subbar Configuration

Some skins work best with a section/subbar structure in your pcf file. This will be indicated in the usage notes. The Kaos and Newbie samples use this structure.

This skin structure is meant to show a command list which has a series of subbar selection buttons at the start and a series of subbars at the end. The idea is to use each subbar for a category of commands or documents and to use a subbar for each category. You can find more information on this type of subbar usage [here](#).

To see a sample of this type of configuration and to test Kaos and Newbie, Ctrl-right click on any bar, select "Change configuration" menu item, and then select "subbars" from the resulting submenu.

This will display a new bar with subbar selection buttons at the start and subbars at the end. To see its layout, Ctrl-right click bar and select configure from menu. For best effect, you should view this bar with a skin by pressing Set Skin from command list configuration and selecting Sample Kaos or Newbie.

When you are finished with the demo, ctrl-right click on the bar and select "Change configuration" menu item, and then select "pproconf" from the resulting submenu to restart your configuration.

## Creating Skins

### General Structure of Skins

A skin consists of a skin .txt file and associated bmp, cursor (.cur or .ani), and wav files. All these should be installed into the same folder.

The skin text file consists of a series of lines of the form:

name keyword value keyword value keyword value

The name is one of the words \*Skin, \*Bar, \*Font, \*Buttondefault, or \*Button. The first line in a skin .txt file must start with \*Skin. The keywords depend on the name. Keywords can appear in any order. The values depend on the keyword. Some keywords are not followed by values. If a value contains blanks, the value must be enclosed in double quotation marks. You can extend a name entry to the next line by ending a line with a dash (-). For example,

\*Bar height 200 width 150 -

shape "background for panache.bmp"

sets the bar with keyword height, value 200, keyword width value 150, and shape to background for panache.bmp.

Blank lines and any lines in the .txt file starting with a semi colon (;) are ignored.

The case of letters in keywords is ignored: eg, \*SKIN or \*Skin or \*skin are all the same.

Many keywords are followed by numbers, including numbers used for colors. These numbers are assumed to be based 10 unless preceded by the letter x, in which case they are assumed to be hexadecimal. For example 254 is the same as xfe.

Some keywords use a color value. Colors are specified as either one integer or as three integers between 0 and 255. The three number format color has Red, Green, and Blue components, each between 0 and 255. Or you can use any HTML color values as a single integer. If you use three integers, the list of three numbers must be in double quotations: eg, "244 0 0" is bright red. You can use the Paint program, Colors|Edit Colors|Custom colors dialog, to see various colors and their Red Green Blue components. Or you can use many available HTML-support programs to find the single integer. Remember to put the letter x in front of any hexadecimal values. For example, "255 255 255", "xff xff xff", and "ffffff" all specify white.

Skins files will often refer to other files: bmp files, wav files, cursor (.cur or .ani) files. These should be located in the same folder as the skin and be referred to by filename only, without any path. You must always include the file extension (eg .bmp).

When building or modifying a skin, you can quickly re-apply a new skin text file by ctrl-right clicking a bar and selecting "Re-apply Skin" from the menu.

### Layout of Skin .txt Files

Skin .txt files follow this structure

\*Skin keywords values

usage notes structured as any number of lines with any text

this lines describe the usage of the skin

they are reproduced in the Set Skin dialog in the list box at the bottom of the dialog

\*Bar keywords values

\*Font 1 keywords values

\*ButtonDefault keywords values

\*Button id 0 repeat "count columns h.gap v.gap" keywords values

The \*Skin line must be the first line. It is followed by a usage notes. Next comes the \*Bar line to give the overall shape of the skin. Up to 4 \*Font lines can optionally provided to define fonts for use on buttons. \*ButtonDefault lines can optionally be used to set default characteristics for buttons. Finally, a series of \*Button lines appear to define position, size, shape, cursors, sounds, etc of buttons. Often (but not always) a single \*Button line will be used to create an array of buttons by using the repeat keyword. \*Button lines refer to the corresponding command list items in the pcf file through the id keyword. You should make sure there is a button command for each item in the command list, usually by using a large repeat value on the last \*Button command.

When you build your skin .txt file, you must have a model of the corresponding configuration (pcf file) in mind. Two common models are the button array model and the section/subbar model.

The button array model consists of an \*Info button (optional), followed by an array of buttons which are used to run commands. Its skin .txt file would look like this example:

\*Skin

This skin file uses the button array approach.

The first command list item should have a \*Info label.

\*Bar

\*Button id 0

\*Button id 1 repeat "1000 6 2 3"

The first \*Button command gives a special layout used to display information (using \*Info). The next example \*Button command using the repeat keyword to create an array of buttons with 6 buttons per row, 2 pixels between buttons horizontally, and 3 pixels between buttons vertically. The repeat count of 1000 is a large number chosen to process all remaining buttons on the command list. See file SkinTemplate1.txt in PowerPro folder for a template of this skin .txt file structure.

The section/subbar model is used to create a series of section buttons; pressing any section button displays a set of command launch buttons. Subbars are used in the pcf file for the button in each section. The \*Skin .txt file has this structure

:

\*Skin

This skin file uses the section/subbar approach.

The first command list item should have a \*Info label.

The next command list items should provide subbar selection buttons.

A series of subbars corresponding to the selection buttons should appear at the end of the command list.

\*Bar

\*Button id 0

\*Button id 1 repeat "toSubbar 1 2 0"

\*Button id next repeat "1000 1 2 0"

The first \*Button command gives the layout for a \*Info button. The next \*Button command gives the layout for the selector buttons; the command list items corresponding to these buttons should either be ordinary command buttons or buttons which select subbars. The repeat "toSubbar..." keyword says that this \*Button layout should apply until a \*Format Subbar is encountered. Then the \*Button id next line will be processed, and it will apply to the subbars which end the command list. PowerPro automatically arranges to format the subbars so that they all start at the button position given by this \*Button command. See file SkinTemplate2.txt in PowerPro folder for a template of this skin .txt file structure. (LaunchKaos skins use the section/subbar approach).

### \*Skin Line Details

The \*Skin line must be the first line in all skins text files and can include these keywords and associated values:

Keyword	Purpose and Value	Default
author	Followed by author name (in double quotes if it contains blanks)	none
created	Followed by created date.	none
title	Followed by any text for title.	none
thumb	Followed by name of .bmp file to use as thumbnail display in skins configuration dialog.	none

The \*Skin line is followed by a set of text lines with any text which gives usage notes for the skin.

### \*Bar Line Details

The \*Bar line follows the usage notes.

If you want to bar to take on the shape of the background bit map, you specify the shape keyword followed by the .bmp file name as the value. In addition, when drawing the bitmap for non-rectangular shapes, you must use the transparent color magenta "255 0 255" for the portions of the bitmap which you do not want to appear on the screen. Be careful to use a pure color for the transparent portions; many advanced painting programs will use anti-aliasing which will mix colors together. MS Paint uses only pure colors.

PowerPro shape bmps are compatible with the bmps created for the LaunchKaos program; you can find many such bmps at [www.skinz.org](http://www.skinz.org).

Bars using "shape" are never resizable. Use the "background" keyword instead of shape to allow resizing (depending of course of the pcf settings).

The following table summarizes the keywords and values for bar. The default value gives the value used if the keyword is not present.

Keyword	Purpose and Value	Default
shape	The shape keyword is followed the filename of the bmp which determines the shape, size, and look of the skin.	none
background	Followed by file name for .bmp for background. Does not affect the bar size or shape. Use either Shape keyword or Background keyword, but not both.	none
marker	Followed by a bmp file to show when the bar is hidden if the pcf file includes the option "Marker" for autohide bar.	none
width	Width of bar in pixels. Ignored if shape specified.	none
height	Height of bar in pixels. Ignored if shape specified.	none
sound	sound file to play when bar is first shown.	none
soundshow	sound file to play when bar is shown after autohide.	none
soundhide	sound file to play when bar is hidden.	none
cursor	Cursor to use if no button cursor applies (following value must be .cur or .ani file).	none
backcolor	Background color. Ignored if background bmp specified.	gray
otherback	Default background bitmap file for menus and other bars (to give menus and other bars compatible look to skinned bar); followed by .bmp file name.	none
othertext	Default text color for menus and other bars.	none
minmenuwidth	Minimum menu column width in pixels.	none
menuwidth	Fixed menu column width in pixels.	none
menuheight	Fixed menu item height in pixels.	none
menusepcolor top	Color of top line of separator.	system color

menusepcolor bottom	Color of bottom line of separator.	system color
menuindent	Fixed menu item indent in pixels.	none
maxmenuwidth	Maximum menu column width in pixels.	none

Example:

\*Bar shape "fancy shape.bmp" marker mymarker.bmp cursor mycursor.cur  
creates a bar with shape given by "fancy shape.bmp", a background for the marker window  
given by mymarker.bmp, and the default cursor mycursor.

### \*Font Line

The \*font line can be used to create up to four fonts to be referenced in \*Button and \*Buttondefault lines. The word Font must always be followed by a space then a single digit 0, 1, 2, 3 to specify which font is being defined. Note that font 0 is predefined to the font set for the command list by the .pcf file, but you can override this font, if you want.

Keyword	Purpose and Value	Default
name	Font name, as it appears in a font dialog.	Arial
size	Followed size, as it appears in a font dialog.	10
install	Followed by name of .fon or .tff file to install; only needed if you are not using a standard Windows font and you include a font file with your skin.	10
weight	A number in the range 0 through 1000. For example, 400 is normal and 700 is bold.	400
escapement	A number between 0 and 3600. Specifies the angle, in tenths of degrees, between the escapement vector and the x-axis of the device. The escapement vector is parallel to the base line of a row of text.	0
orientation	A number between 0 and 3600. Specifies the angle, in tenths of degrees, between each character's base line and the x-axis of the device	0
charset	Needed for some non-English fonts; followed by a number between 3 and 255 (see below).	400
bold	Same as specifying weight 700.	N/A
italics	Selects italics font.	N/A
underline	Selects underlined font.	N/A

Some charset values are: 128 for JIS, 129 for HANGEFUL, 177 for Hebrew, 178 for Arabic, 161 for Greek, 162 for Turkish, 163 for Vietnamese, 222 for Thai, 238 for East European, 204 for Russian, 186 for Baltic.

Escapement and orientation may not work with all fonts or all versions of Windows. Try experimenting with each separately until you get the effect you want.

Example:



Font 1 name "Times New Roman" size 12 italics  
sets font 1.

### **\*ButtonDefault Line**

The \*Buttondefault line uses the same keywords and values as the \*Button line, described below. It provides default values for all keywords for any button commands which appear after the \*Buttondefault line in the skin .txt file. You can use many \*Buttondefault commands throughout the skin file to change the defaults. For example:

```
*ButtonDefault textcolor "0 0 0" Facebmp buttonback.bmp pressbmp "button pressed.bmp"
height 20 font 1
```

sets the default background and pressed bitmaps, default font number and the default height. If these keywords are omitted from following Button lines, the defaults will be used.

If you want to stop using defaults from \*ButtonDefault, use

```
*ButtonDefault reset
```

to remove all defaults.

### **\*Button Line**

\*Button lines give the size, position, and appearance of the button. A \*Button line can refer to one or more items in the command list.

Keyword	Purpose and Value	Default Value
id	Must always be the first keyword to specify the button to work with from the command list; the keyword can be followed by one of these three types of values:  a number specifying the item number in the command list; the first item is item 0. Hidden items and *Format items are included when determining the item number.  the word "next" for the next button, skipping any buttons with left command *format  any other string which specifies the first item in the command list which has an item name beginning with the same characters as the string	next
left	Position of left of button, relative to top left of bar, in pixels. Use 0 for top left of bar.	right of previous
top	Position of top of button in pixels relative to top of bar; top of bar is 0 and lower positions have higher numbers.	none
width	Width of button in pixels	use pcf width or text+icon width
height	Height of button in pixels.	pcf height or icon height
no3d	No special drawing effects are used when the mouse hovers or the button or when the button is pressed (not followed by a value). You would normally specify this	N/A

	keyword if you specified the pressbmp or hoverbmp keywords.	
notext	The item name text is not shown. This could be used, for example, to relate the button to the pcf using the item name and idname but not show the item name text.	N/A
textover	Text is only shown if mouse over button (no following value)	none
iconover	Icon is only shown if mouse over button (no following value)	none
soundhover	sound file to play when mouse moves over button	none
soundpress	sound file to play when button is clicked	none
cursor	cursor to use when mouse over button (following value must be .cur or .ani file, or a standard name lbeam, cross, help, wait, no)	none
font	Number of font (0 to 3).	0
text	Text color when mouse is not over button.	pcf setup
texthover	Text color when mouse is over button	none
textpress	Text color when button is pressed	none
textall	Sets all three text colors.	none
textpos	Follow by right for right justify or center for centering, or top for top-alignment, or multi for multi-line text broken at end of words, or bottom for bottom-aligned text. You can use textpos most than once to specify both horizontal and vertical justification, eg textpos right textpos bottom.	none (left, vertical center)
textleft	Followed by number giving the offset to the text rectangle from the left of the button. Note: textpos setting gives the justification of text within this rectangle.	0
textwidth	Followed by number giving the width of the text rectangle. Note: textpos setting gives the justification of text within this rectangle.	width of text
texttop	Followed by number giving the offset to the text rectangle from the top of the button. Note: textpos setting gives the justification of text within this rectangle.	
textheight	Followed by number giving the height of the text rectangle. Note: textpos setting gives the justification of text within this rectangle.	height of text single line
iconpos	Follow by right for right of text, center for center if no text, or above for above text	none (left of text)
icontop	Offset to icon from top of button; overrides iconpos.	
iconleft	Offset to icon from left of button; overrides iconpos.	
face	Background color when mouse is not on button. Omit to let base bmp from bar show through for button.	pcf setup
facehover	Background color when mouse over button	none
facepress	Background color when button is pressed	none
faceall	Background color for all cases	none
facebmp	Background bmp file when mouse is not on button.	none

hoverbmp	Background bmp file when mouse is over button	none
pressbmp	Background bmp file when button is pressed	none
allbmp	Sets face, hover, press to same value	none
repeat	Creates an array of evenly spaced buttons. Must be followed by four numbers in quotes: the first number is the repeat count, the second gives the number of columns, and the third and fourth give gap in pixels between buttons horizontally and vertically. Use ToSubbar for first number to repeat until *Format StartSubbar encountered in pcf	none

repeat Creates an array of evenly spaced buttons. Must be followed by four numbers in quotes: the first number is the repeat count, the second gives the number of columns, and the third and fourth give gap in pixels between buttons horizontally and vertically. Use ToSubbar for first number to repeat until \*Format StartSubbar encountered in pcf none

The first keyword must always be id. If a string is specified as the following value, the \*Button line refers to the first item in the command list with a name which start with the text characters. If ia number is specified, then the \*Button line refers to the item number given by the value. If next is specified, the \*Button line refers to the item following the item used by the previous Button line. (The first \*Button line defaults to item 0). \*Format commands are skipped by Button lines. But note that when counting items for id followed by a number, all command list items are included.

You should always specify top, left, width, and height.

You can make the same \*Button line refer to multiple command list items by using repeat. The id specifies the first item; subsequent items in the command list for the repeat follow this initial item in the command list. The repeat value must be at least 1 or use ToSubbar to make repeat apply until \*Format Subbar encountered.

There can be more button commands than items in the command list; such button commands (or repeats) are ignored but this is not an error. Also, if the id refers to a command list item which does not exist, the Button command is ignored but again this is not an error.

If you specify both a color and a bmp for background, hover, or press, the bmp takes priority.

To let the base background from the bar show through, omit both face color and facebmp.

See the sample skins for examples of \*Button usag

## Sharing PowerPro Configurations

You can share your PowerPro configuration with another user by sending the pproconf.pcf file to that user. The receiver can rename the file to say sharing.pcf (for safety) and put the file in a new folder and then run the configuration in any one of these three ways: by ctrl-right clicking any bar and selecting New Configuration File, by using \*Exec ChangeConfiguration, or by running the command line

```
c:\program files\powerPro\powerpro.exe c:\path\to\shared\sharing.pcf
assuming the shared .pcf configuration file is in folder c:\path\to\shared.
```

If the folder references .bmp, icon, or shortcut files, it is possible to include these in your shared information tool. The best way is to put these files either in the same folder as your powerpro configuration or a subfolder of your powerpro configuration folder. When you reference the files in your configuration, use only the relative path; for example, a .bmp file back.bmp stored in the **theme** subfolder of your powerpro configuration folder would be referenced as theme\back.bmp

To share your pcf and related files, zip them together. The person you are sharing with then unzips the configuration files into a new folder and can then proceed as above to try the configuration.

If you want to use command lists or hot keys from a shared configuration in your working configuration, use the export as text feature to export the command lists or hot keys of interest. Then import these into your configuration. You may also need to set features from the shared configuration command list|setup dialog.

## Plugins

PowerPro allows programmers to add new features by writing plug-ins. A plug-in is a .dll file that you must place in the same folder as your PowerPro .exe file or subfolder plugins (usually c:\program files\powerpro\plugins). The plugin will offer one or more services.

To use a plugin, you use an expression. Use the syntax  
dllname.service(args)  
to run a plugin. The case of the dllname and the service are ignored.

You can use plugins standalone in a statement or in expressions. Standalone plugin calls are a form of expression and you can use variables and other expressions in the arguments.

If the plugin service has no arguments, you can call the service by writing either dllname.service() or dllname.service.

### Examples

file.close(handle)  
call file plugin, service close, with argument handle. Note that you can use a plugin call alone as a script command or in the command entry controls.

res = float.add(a,b,c)  
calls float plugin, service add, arguments a, b, and c.

file.CloseAll  
calls the file plugin, service closeall (case of service name ignored) with no arguments.

days = Date.Diff(date.today(), test\_date) + 5  
calls Date plugin with service diff. The first argument in turn calls date plugin again with service today.

PowerPro comes with three plugins -- file, date, and float. These are found in the file plugins.zip which you must unzip into the powerpro folder. See the corresponding .txt file for documentation.

If you wish, you can unload plugins from memory when you are finished with them with the unload service, eg date.unload. PowerPro will call the unload service if it exists, then unload the plugin. Only do this if you do not plan to use the plugin again since it takes time to reload a plugin..

### How to Program Plugins

The remainder of this help section is intended only for programmers of plug-ins.

A plugin is a dll which PowerPro loads dynamically. The services are the exported routines. Within the dll, the service names must be in lower case. Neither the plug-in name nor the service name can contain blanks. You can see sample plugins in the plugins zip file in the PowerPro folder..

The service declarations should be

```
_declspec(dllexport) void showmenu(LPSTR unused1, LPSTR unused2,  
    int (*GetVar)(LPSTR szVar, LPSTR szVal), void (*SetVar)(LPSTR szVar, LPSTR szVal),  
    DWORD* pFlags, UINT nargs, LPSTR szArgs,  
    void (*ErrMsgager)(LPSTR szVar, LPSTR szVal)
```

(assuming chars are one byte). Remember that lower case must be used for service names.

The variables unused1 and unused2 are for compatibility with older version of the Plugin interface and are not used for newly written plugins.

The functions GetVar and SetVar access the variable given in the first string and get/set the value in the second string. Each variable occupies 264 bytes and is stored as a null terminated string within that fixed-length 264 byte buffer. GetVar will also return the values for system keywords like pprofolder. GetVar returns 1 if the variable exists; 0 if it does not, but in this case the variable name is created and assigned the empty string.

The 32 bit unsigned values pointed at by pFlags holds PowerPro's 32 flags. Flag 0 is in the least significant bit. You can change or read any flag.

The variable nargs is a value between 0 and 9 to indicate the number of arguments used to call the plugin service. The arguments are stored in string array szArgs as null-terminated strings each in a 264 character buffer. Argument 1 is at szArgs+1\*264, argument 2 is at szArgs+2\*264, and so on.

You can return a result from you plugin by setting the 264 byte buffer at szArgs. If you do not want to return a result, set \*szArgs to '\0';

Use the call (\*ErrMsgager)(LPSTR, LPSTR) to show an error message consisting of the first string and then the second string; if the plugin is called from a script, the user will have the opportunity to stop all scripts.

You can use (\*GetVar)("pproversion", szVer) to access the PowerPro version as a four digit string.

You can send commands back to PowerPro using two methods: One is to create a full command line, including a full path to PowerPro, and WinExec it. The other is to create the PowerPro command only (without the path to PowerPro) and using a special SendMessage WM\_COPYDATA. The advantage of the WM\_COPYDATA is speed and the fact that the command is executed synchronously, that is you know it is done when the SendMessage returns. (Note: PowerPro uses a WM\_COPYDATA message, rather than a plain WM\_USER+xxx, because this message is sometimes needed to cross process boundaries).

The following code shows how to use the WM\_COPYDATA message by running a \*menu Show command on the menu name stored in variable MenuName.

```
#define VAR_SIZE 264
char szCommand[VAR_SIZE+24];
char szName[VAR_SIZE+1];
COPYDATASTRUCT cd;

strcpy(szCommand, "**Menu Show ");
(*GetVar)("MenuName", szName);
strcat(szCommand, szName);
cd.dwData = 1;
cd.cbData = strlen(szCommand)+1;
cd.lpData=szCommand;
SendMessage(g_hwndPowerPro, WM_COPYDATA, 0, (LPARAM)&cd);
```

Here g\_hwndPowerPro has been set to the PowerPro hidden control window:

```
g_hwndPowerPro = FindWindow("PowerProMain",NULL);
```

PowerPro normally does not free a loaded plug-in until PowerPro exits. This can be awkward when debugging. So you can force PowerPro to unload using FreeLibrary by using a service name of unload, eg plugin.unload.

## Contact for Questions or Support

Find out about the latest Windows PowerPro version at  
[www.WindowsPowerPro.com](http://www.WindowsPowerPro.com)

## Index

- operator .....	<a href="#">113</a>	Alarms	
!= ne operator .....	<a href="#">113</a>	Suspending .....	<a href="#">73</a>
% operator .....	<a href="#">113</a>	alt keyword .....	<a href="#">110</a>
& and operator .....	<a href="#">113</a>	anywindow function .....	<a href="#">113</a>
* operator .....	<a href="#">113</a>	assign function .....	<a href="#">114</a>
*Bar Command .....	<a href="#">56</a>	Assign variable .....	<a href="#">103</a> , <a href="#">105</a>
*Clip Command .....	<a href="#">67</a>	Autochanges	
*Desktop Command .....	<a href="#">70</a>	Media (Sounds, Wallpaper,	
*Exec CD .....	<a href="#">77</a>	Screensavers) .....	<a href="#">53</a>
*Exec Commandline .....	<a href="#">74</a>	Autorun when a Window Opens	
*Exec Commands .....	<a href="#">72</a>	Demo .....	<a href="#">150</a>
*Exec mute .....	<a href="#">77</a>	Bars .....	<a href="#">56</a>
*Exec Prompt .....	<a href="#">77</a>	Adding Buttons .....	<a href="#">62</a>
*Exec ToFile .....	<a href="#">77</a>	Appearance .....	<a href="#">65</a>
*Exec volumewav .....	<a href="#">77</a>	Autohide Bar .....	<a href="#">64</a>
*File Commands .....	<a href="#">79</a>	Buttons from Files and Folders .....	<a href="#">34</a>
*Format Command .....	<a href="#">89</a>	Changing Buttons .....	<a href="#">63</a>
*Keys Command .....	<a href="#">83</a>	Click Main to Show Another .....	<a href="#">58</a>
Example .....	<a href="#">85</a>	Creating .....	<a href="#">64</a>
*Menu Commands .....	<a href="#">92</a>	Deleting Buttons .....	<a href="#">63</a>
*Menu Explorer .....	<a href="#">101</a>	Drag and Drop onto .....	<a href="#">61</a>
*Menu Folder		Formatting .....	<a href="#">89</a>
Demo .....	<a href="#">149</a>	In or Beside Foreground Window .....	<a href="#">65</a>
*Message Command .....	<a href="#">102</a>	Invisible .....	<a href="#">28</a>
*ScreenSaver Command .....	<a href="#">102</a>	Keyboard Access .....	<a href="#">61</a>
*Shutdown Command .....	<a href="#">56</a> , <a href="#">102</a>	Moving Floating Bars .....	<a href="#">63</a>
*Timer Commands .....	<a href="#">50</a>	Positoning .....	<a href="#">63</a>
*Wait Command .....	<a href="#">130</a>	Removing .....	<a href="#">65</a>
*Window Command .....	<a href="#">132</a>	Screen Edge .....	<a href="#">58</a>
Specifying Actions .....	<a href="#">133</a>	Section Buttons .....	<a href="#">60</a>
Specifying WindowID .....	<a href="#">135</a>	Using Subbars .....	<a href="#">59</a>
*Windows Commands		Bars and Windows	
Demo .....	<a href="#">148</a>	Only open with Specific Applications ..	<a href="#">100</a>
/ operator .....	<a href="#">113</a>	batterypercent keyword .....	<a href="#">111</a>
or operator .....	<a href="#">113</a>	browserDomain keyword .....	<a href="#">112</a>
+ operator .....	<a href="#">113</a>	browserSubdomain keyword .....	<a href="#">112</a>
++ operator .....	<a href="#">113</a> , <a href="#">114</a>	browserURL keyword .....	<a href="#">112</a>
< lt operator .....	<a href="#">113</a>	Caps Lock .....	<a href="#">16</a>
<= le operator .....	<a href="#">113</a>	caption keyword .....	<a href="#">111</a>
= eq operator .....	<a href="#">113</a>	captionunder keyword .....	<a href="#">111</a>
> gt operator .....	<a href="#">113</a>	case function .....	<a href="#">115</a>
>= ge operator .....	<a href="#">113</a>	Case string operator .....	<a href="#">116</a>
<a href="#">2XExplorer</a> .....	<a href="#">101</a>	CD Audio Player controls .....	<a href="#">77</a>
activewindow function .....	<a href="#">113</a>	cdcurtrack keyword .....	<a href="#">111</a>

cdlasttrack keyword .....	<a href="#">111</a>	Open/Save and Favorite Files and Folders .....	<a href="#">138</a>
Clip Filters .....	<a href="#">69</a>	disk keyword .....	<a href="#">111</a>
clip keyword .....	<a href="#">111</a>	diskspace function .....	<a href="#">114</a>
Clipboard		dunidle keyword .....	<a href="#">111</a>
History Tracking .....	<a href="#">68</a>	dunrate keyword .....	<a href="#">111</a>
Manipulation, Tracking and Copying .....	<a href="#">67</a>	env function .....	<a href="#">113</a>
cliptrackon keyword .....	<a href="#">111</a>	Examples .....	<a href="#">147</a>
Command		*Menu Folder .....	<a href="#">149</a>
Entry Controls .....	<a href="#">54</a>	*Window Commands .....	<a href="#">148</a>
Command Line Execution .....	<a href="#">140</a>	Hot Keys and Mouse Actions .....	<a href="#">149</a>
Command List		Keyboard Macros .....	<a href="#">150</a>
Items .....	<a href="#">21</a>	Keys Commands .....	<a href="#">85</a>
Properties .....	<a href="#">26</a> , <a href="#">32</a> , <a href="#">33</a> , <a href="#">58</a>	Menus and Context Menus .....	<a href="#">147</a>
Setup Dialog .....	<a href="#">29</a>	Running Commands when a Window First Opens .....	<a href="#">150</a>
Command Lists .....	<a href="#">20</a>	Sending Keys with *Keys .....	<a href="#">148</a>
Command Scripts .....	<a href="#">103</a>	Subbars and Manually Shown Bars ....	<a href="#">147</a>
Commands		Exec Commands .....	<a href="#">72</a>
Autorun when Windows Open .....	<a href="#">36</a>	exefilename keyword .....	<a href="#">111</a>
PowerPro Built-in .....	<a href="#">55</a>	exefullpath keyword .....	<a href="#">111</a>
Running Multiple .....	<a href="#">54</a>	Explorer	
Conditional processing in Scripts ....	<a href="#">103</a> , <a href="#">106</a>	Customizing the Context Menu .....	<a href="#">37</a>
Configuration .....	<a href="#">8</a>	Explorer List and View Settings .....	<a href="#">11</a>
Advanced Options .....	<a href="#">11</a>	Explorer Windows .....	<a href="#">101</a>
GUI Control Options .....	<a href="#">16</a>	Expressions .....	<a href="#">109</a>
Importing and Exporting Text Files .....	<a href="#">13</a>	refer to Expressions.Txt .....	<a href="#">119</a>
Setup Dialog .....	<a href="#">9</a> , <a href="#">29</a>	Sample Script .....	<a href="#">119</a>
Configuration Files		FAQ .....	<a href="#">143</a>
Sharing with other Users .....	<a href="#">163</a>	Favorite Folders and File/Open Save Dialogs .....	<a href="#">138</a>
Contact for Questions or Support .....	<a href="#">166</a>	Features	
cpu keyword .....	<a href="#">111</a>	Overview .....	<a href="#">6</a>
ctrl keyword .....	<a href="#">110</a>	Summary .....	<a href="#">145</a>
currentdir keyword .....	<a href="#">111</a>	File	
Date Calculations .....	<a href="#">76</a>	Change Extension .....	<a href="#">79</a>
Date Format .....	<a href="#">23</a>	Copy .....	<a href="#">79</a>
date keyword .....	<a href="#">110</a>	Delete .....	<a href="#">79</a>
dayofweek keyword .....	<a href="#">110</a>	Move .....	<a href="#">79</a>
dayofyear keyword .....	<a href="#">110</a>	Random File useage .....	<a href="#">79</a> , <a href="#">80</a>
Debug Scripts .....	<a href="#">103</a>	Rename .....	<a href="#">79</a>
defaultprinter keyword .....	<a href="#">111</a>	Writng Entries To .....	<a href="#">77</a>
Demonstrations and Samples .....	<a href="#">147</a>	filemenu function .....	<a href="#">113</a>
deskempty keyword .....	<a href="#">111</a>	Files	
deskname keyword .....	<a href="#">111</a>	Favorites used in Dialogs .....	<a href="#">138</a>
desknum keyword .....	<a href="#">111</a>	fill function .....	<a href="#">115</a>
Desktop Command .....	<a href="#">70</a>	Fill string operator .....	<a href="#">116</a>
Dialogs			



Flags in Scripts .....	<a href="#">103</a> , <a href="#">109</a>	Caps Lock, Num Lock, and Scroll Lock	<a href="#">16</a>
Folder		Hot Keys .....	<a href="#">40</a>
Working with Large Tree .....	<a href="#">99</a>	Special Keys .....	<a href="#">82</a>
Folders		Keystrokes	
Favorites used in Dialogs .....	<a href="#">138</a>	Logging .....	<a href="#">75</a>
Special Folders for *Menu Commands ..	<a href="#">96</a>	Keyword Values .....	<a href="#">110</a>
FormatDate and FormatTime .....	<a href="#">117</a>	Labels	
formatdate function .....	<a href="#">114</a>	Dynamic on Buttons and Menus .....	<a href="#">22</a>
formattime function .....	<a href="#">114</a>	Labels in Scripts .....	<a href="#">103</a> , <a href="#">108</a>
Formatting Menus and Bars with *Format.	<a href="#">89</a>	lastactivehandle keyword .....	<a href="#">111</a>
Frequently Asked Questions (with Answers)		lastautorunhandle keyword .....	<a href="#">111</a>
.....	<a href="#">143</a>	lastclipname keyword .....	<a href="#">111</a>
gdi keyword .....	<a href="#">111</a>	lastclippath keyword .....	<a href="#">111</a>
Handles of Windows .....	<a href="#">135</a>	lastidletime keyword .....	<a href="#">111</a>
Hot Keys .....	<a href="#">40</a>	length function .....	<a href="#">113</a>
Applicable to Specific Windows .....	<a href="#">43</a>	Length string operator .....	<a href="#">115</a>
Hotkeys and Mouse Actions		License and Warranty .....	<a href="#">7</a>
Demo .....	<a href="#">149</a>	Log	
Icons		Alarm .....	<a href="#">47</a>
Saving and Restoring Desktop Positions		Timer .....	<a href="#">51</a>
.....	<a href="#">70</a>	longdate keyword .....	<a href="#">110</a>
Tray Icons from Other Programs .....	<a href="#">124</a>	Loops in Scripts .....	<a href="#">103</a> , <a href="#">107</a>
if function .....	<a href="#">114</a>	Macros	
ifelse function .....	<a href="#">114</a>	Keyboard .....	<a href="#">137</a> , <a href="#">145</a>
index function .....	<a href="#">115</a>	max function .....	<a href="#">114</a>
Index string operator .....	<a href="#">116</a>	mci function .....	<a href="#">112</a>
Info Displays .....	<a href="#">25</a>	Menu Folders	
input function .....	<a href="#">113</a>	Appearance .....	<a href="#">94</a> , <a href="#">97</a>
inputcancel function .....	<a href="#">113</a>	Menus	
inputcolor keyword .....	<a href="#">112</a>	Displaying .....	<a href="#">92</a>
inputdate keyword .....	<a href="#">112</a>	Formatting .....	<a href="#">89</a>
inputdatetime keyword .....	<a href="#">112</a>	Menus and Context Menu	
inputdefault function .....	<a href="#">114</a>	Demo .....	<a href="#">147</a>
InputDialog .....	<a href="#">117</a>	Message	
inputdialog function .....	<a href="#">114</a>	Displaying with *Message .....	<a href="#">102</a>
inputfolder keyword .....	<a href="#">112</a>	MessageBox .....	<a href="#">116</a>
inputpath keyword .....	<a href="#">112</a>	messagebox function .....	<a href="#">114</a>
inputtext keyword .....	<a href="#">112</a>	min function .....	<a href="#">114</a>
Items		modem keyword .....	<a href="#">112</a>
Formatting .....	<a href="#">89</a>	mounted function .....	<a href="#">112</a>
Join function .....	<a href="#">113</a> , <a href="#">114</a>	Mouse	
Join string operator .....	<a href="#">115</a>	Automatically Moving the Mouse Cursor	
Keyboard Macros .....	<a href="#">137</a> , <a href="#">145</a>	to a Dialog Button .....	<a href="#">9</a>
Demo .....	<a href="#">150</a>	Pressing Buttons Automatically .....	<a href="#">19</a>
keylogfile keyword .....	<a href="#">111</a>	Scrolling .....	<a href="#">17</a> , <a href="#">18</a>
Keys			

Sending a Sequence of Clicks and Moves .....	<a href="#">90</a>	PPST Tutorial .....	<a href="#">103</a>
Mouse Actions .....	<a href="#">40</a>	Running from a file .....	<a href="#">120</a>
mouseleft keyword .....	<a href="#">110</a>	Sample .....	<a href="#">119</a>
mousemiddle keyword .....	<a href="#">110</a>	Wait Command .....	<a href="#">130</a>
mouseright keyword .....	<a href="#">110</a>	Scroll Lock .....	<a href="#">16</a>
muted keyword .....	<a href="#">111</a>	select function .....	<a href="#">115</a>
not function .....	<a href="#">112</a>	Select string operator .....	<a href="#">115</a>
Notes		Sending Frequently used Folder Names to Dialogs .....	<a href="#">87</a>
Creating and Maintaining Reminders . <a href="#">152</a> , <a href="#">153</a> , <a href="#">154</a>		Sending Keys	
Num Lock.....	<a href="#">16</a>	Demo .....	<a href="#">148</a>
paper keyword .....	<a href="#">111</a>	Selecting Keys from a Menu .....	<a href="#">86</a>
Plugins .....	<a href="#">164</a> , <a href="#">165</a>	to Other Windows.....	<a href="#">82</a> , <a href="#">83</a>
pmem keyword .....	<a href="#">111</a>	to Programs when Started .....	<a href="#">86</a>
pprofolder keyword .....	<a href="#">111</a>	shift keyword .....	<a href="#">110</a>
pproversion keyword .....	<a href="#">111</a>	shortdate keyword .....	<a href="#">110</a>
processcount keyword.....	<a href="#">111</a>	Shutdown Windows or PowerPro .....	<a href="#">56</a> , <a href="#">102</a>
Purchasing PowerPro .....	<a href="#">142</a>	Skins .....	<a href="#">154</a> , <a href="#">155</a> , <a href="#">156</a> , <a href="#">157</a>
Random Files .....	<a href="#">80</a>	Creating.....	<a href="#">156</a>
random function.....	<a href="#">112</a>	Using .....	<a href="#">154</a>
readline function .....	<a href="#">115</a>	Sound Volume .....	<a href="#">77</a>
recycleItems keyword .....	<a href="#">112</a>	Sounds	
recycleSize keyword.....	<a href="#">111</a>	Autochanging .....	<a href="#">53</a>
Reminders .....	<a href="#">152</a> , <a href="#">153</a> , <a href="#">154</a>	Stiletto .....	<a href="#">141</a>
remove function .....	<a href="#">114</a>	String	
Remove string operator .....	<a href="#">115</a>	Operators .....	<a href="#">115</a>
replacechars function .....	<a href="#">115</a>	Subbarname keyword.....	<a href="#">111</a>
ReplaceChars string operator .....	<a href="#">116</a>	Subbars and Manually Shown Bars	
Resolution		Demo .....	<a href="#">147</a>
Changing Screen .....	<a href="#">71</a>	threadcount keyword .....	<a href="#">111</a>
Resource Usage Displays .....	<a href="#">24</a>	Time Format.....	<a href="#">23</a>
revindex function .....	<a href="#">115</a>	time keyword .....	<a href="#">110</a>
RevIndex string operator .....	<a href="#">116</a>	timer function .....	<a href="#">113</a>
Run commandlist.....	<a href="#">103</a>	Timers .....	<a href="#">8</a> , <a href="#">49</a>
RunFile .....	<a href="#">103</a>	timesec keyword .....	<a href="#">110</a>
saver keyword .....	<a href="#">111</a>	timezone keyword.....	<a href="#">110</a>
saveractive keyword .....	<a href="#">111</a>	Tiny Type and Run Dialog .....	<a href="#">74</a>
Scheduling Commands .....	<a href="#">8</a> , <a href="#">44</a> , <a href="#">46</a> , <a href="#">47</a> , <a href="#">53</a>	Tool Tips .....	<a href="#">28</a>
Scheduling Commands to run when system is idle .....	<a href="#">47</a>	Tray	
Screen Saver		Buttons .....	<a href="#">34</a>
Accessing with *ScreenSaver.....	<a href="#">102</a>	Icons.....	<a href="#">33</a> , <a href="#">124</a>
Autochanging .....	<a href="#">53</a>	Minimize Window to .....	<a href="#">10</a>
Script		uptime keyword.....	<a href="#">110</a>
Commands.....	<a href="#">103</a>	user keyword .....	<a href="#">111</a>
Keywords .....	<a href="#">110</a>	validpath function .....	<a href="#">113</a>
		Values .....	<a href="#">110</a>

Variables .....	<a href="#">105</a>	Switching Active with Buttons .....	<a href="#">31</a>
vdeskempty function .....	<a href="#">112</a>	VisibleWindow Operator.....	<a href="#">118</a>
vdeskhaswindow function.....	<a href="#">115</a>	Window Operator .....	<a href="#">118</a>
Virtual Desktop		Window Command .....	<a href="#">132</a>
Demo.....	<a href="#">151</a>	window function .....	<a href="#">115</a>
Virtual Desktop Sample .....	<a href="#">151</a>	Window Handles.....	<a href="#">135</a>
Virtual Desktops .....	<a href="#">125</a> , <a href="#">127</a> , <a href="#">128</a> , <a href="#">129</a>	Windows	
visiblewindow function .....	<a href="#">113</a>	Autohiding .....	<a href="#">15</a>
volume keyword.....	<a href="#">111</a>	Hiding .....	<a href="#">35</a>
Wait Command.....	<a href="#">130</a>	Resources Display .....	<a href="#">24</a>
Wallpaper.....	<a href="#">125</a>	Word Exclusions .....	<a href="#">35</a>
Autochanging .....	<a href="#">53</a>	word function.....	<a href="#">114</a>
win keyword .....	<a href="#">110</a>	xmouse keyword.....	<a href="#">111</a>
Window		xscreen keyword.....	<a href="#">111</a>
ActiveWindow Operator .....	<a href="#">118</a>	xtime keyword .....	<a href="#">110</a>
AnyWindow Operator.....	<a href="#">118</a>	Yes/No Prompts.....	<a href="#">77</a>
Information (e.g., Position, Size, State, Class, Caption, Handle) .....	<a href="#">19</a>	ymouse keyword.....	<a href="#">111</a>
Manipulate Running Program's.....	<a href="#">132</a>	yscreen keyword.....	<a href="#">111</a>