Windomana

Manual 1.0

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Usage Information

Copyright

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Modifications or distribution in whole or in parts is not allowed. Excluded are only the language files (extension lang).

System Requirements

Windomana requires Windows XP or Windows Vista, 32 bit versions.

The Unicode character set is supported.

License

The license for using the (purchased) full version of Windomana is restricted to a single computer, but not to a single user on that computer. Distribution of the registration key (file regkey.win), which is created on purchase of the software, is not allowed. The file regkey.win contains informations about the customer.

The test version (ShareWare) may be used without temporal restrictions. The only limitation is the reminder from time to time that it is an unregistered test version.

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There is no liability for using the (purchased) full version except the legal minimal liability.

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Content

1 Overview

Windomana is the control center for Windows. Here, you can run applications, open documents, configure windows, change system settings, and much more. Windomana is well structured and may be adjusted easily to individual preferences.

General Features

Amongst other, Windomana supports separate settings for multiple users on one computer, file names with Unicode character set, and any language.

1.1 Main Window

The main window of Windomana has four parts. On top is the menu bar, at the bottom the status bar, in between the info area to the left and the application area to the right.

The menu bar provides commands for the different features of Windomana. The status bar shows a description of the feature below the current mouse position. In addition, you can move the window by clicking on the status bar and change its size at the corners. The info area displays several actual informations about the system. With the application area, you can start applications and open documents.

1.2 Menu Bar

The menu bar may contain the following commands:

Product Information: Opens a dialog window with information about Windomana.

Options: Opens a dialog window to set options.

Info Area: Shows or hides the info area.

Application Area: Shows or hides the application area.

Inner Area: Shows or hides the inner area.

Status Bar: Shows or hides the status bar.

Minimize: Minimizes the window.

Close: Closes the window.

Run: Opens a dialog window to start applications.

Explorer: Opens a menu to explore the file structure of the system.

Special Folders: Opens a menu with special folders of Windows.

Documents: Opens a menu with most recent used documents.

Control Panel: Opens a menu with control panel elements.

Exit Windows: Opens a menu to exit windows.

Switch Window: Opens a menu to switch to an open window.

Configure Window: Opens a menu to configure an open window.

Arrange Windows: Opens a menu to arrange several windows.

Media Devices: Opens a menu to access available media devices.

Clipboard: Opens a menu for the clipboard.

Wallpaper: Opens a menu for wallpaper settings.

Note: The icon for the clipboard depends on its content.

The actual commands in the menu bar may be configured in the options. You may assign different commands for each mouse button.

Command Keys

The following commands are also accessible with the keyboard:

- O: Options
- I: Info Area
- A: Application Area
- S: Status Bar
- M: Minimize
- R: Run
- C: Clipboard Viewer
- E: Empty Clipboard
- W: Change Wallpaper

1.3 Drag'n'Drop

Using Drag'n'Drop, you can hand over files to Windomana from Windows Explorer, the desktop, Windows search, the start menu, or any other according application. Files may be dropped to the application area and to some commands in the menu bar. In addition, files and folders can be handed over by Drag'n'Drop to dialogs with according input fields.

Application Area

If you drop a file on an empty slot of the application area, a new entry with default settings is created that will open the file from Windomana. When dropping several files, an entry is created only for the first one.

For a folder, either an entry is created for this folder, or a group of entries is created from the content of the folder. This depends on settings in the options and may be inverted by pressing the shift key.

When dropping files on an existing entry, it depends on the settings of this entry, whether and how the application for this entry is started with the dropped files.

Note: More information on this topic can be found in section 2.

Menu Bar

Files may be dropped on the following commands of the menu bar:

- Run: The run dialog is opened for the first dropped file.
- Explorer: The explorer menu is opened for the folder of the first dropped file.
- Documents: The dropped files are added to the most recent used documents.
- Clipboard: The dropped files are copied to the clipboard as a text list.
- Wallpaper: The first dropped file is loaded as new wallpaper list.

2 Configuring the Application Area

The application area contains entries to open applications and documents as well as groups consisting of entries and other groups. By clicking on an entry with the mouse, the according file is opened. For a group, a menu with the entries of this group is opened, where embedded groups result in sub-menus. By clicking with the outer mouse button, a configuration menu is opened.

The configuration menu for empty slots has the following commands:

- Add Entry: Opens a dialog window to create a new entry.
- Add Group: Opens a dialog window to create a new group.
- Create Group: Opens a dialog window to create a new group from the content of a folder.

The configuration menu for entries and groups contains the following commands:

- Edit: Opens a dialog window to edit the entry.
- Delete: Removes the entry.
- Details (groups only): Opens a window to modify the elements of the group.

As a short cut, the commands of both menus may be accessed by clicking with the mouse by pressing the shift key for the first command, the control key for the second command, and both keys for the third command.

You can move entries to another slot by keeping the outer mouse button pressed. Thereby, the mouse cursor indicates whether and how the entry will be moved. If the entry may be moved, the cursor is green, otherwise red. In the first case, the green arrows indicate the direction in which existing entries are moved up to the next free slot. An entry may also be dragged to a window with group details to put it into that group.

With the middle mouse button or by pressing the alternate key, you can drag a whole row and column with the mouse.

Note: You can create entries also by Drag'n'Drop as described in section 1.3.

Hint: To start with Windomana, you may transfer the complete start menu and/or desktop using the "Create Group from Folder" feature and arrange them as desired. Later or as an alternative, you may drag single entries from the start menu or the desktop to Windomana.

2.1   Configuring Entries

In the configuration dialog for entries, you can change the settings for running applications and opening documents. While there are many possible settings, it suffices to enter a file and use the standard values for all other parameters.

Description and Icon

The description is the text that is shown in the status bar when the mouse is over the entry in the application area. The icon is shown in the slot of the entry in the application area. Both are used only for display in Windomana and do not affect the execution. If they are missing, they are created based on the entered file.

To select an icon, press the "Icon" button. If there is no icon file, a file selection dialog appears, otherwise the icon selection dialog which also has a button to select a different icon file. Press the "X" button to reset the icon to the default icon associated with the file.

Note: To open a folder selection dialog with the "Icon", "File", or "Parameters" button, press the shift key.

File, Parameters, Directory, and Verb

"File" is the file to execute. This may be an application (extension exe) or any other file that is associated with an application. In general, any file may be used that can be opened with a double click in Windows Explorer. Folders are also allowed to open the Explorer with this folder. Using the "File" button, a file can be selected from a file dialog.

You can also enter Internet and E-Mail addresses as file to open them in a web browser or to send an E-Mail. Internet addresses have to start with "http://" or another valid protocol. In front of an E-Mail address, "mailto:" must be used to mark it as E-Mail.

Note: If a link is used as file, it may overwrite other settings like parameters, directory, and options.

"Parameters" are parameters that are used in the command line. Usually, this are files to open, but also may be application specific control parameters. Use the button "Parameters" to select a file as parameter from a file dialog.

"Directory" is the default directory for an application. Press the "Directory" button to select a folder.

Depending on file type, there may several possible ways to execute a file, which are defined by a verb. If no verb is given, the default verb is used. Press the button "Get Verbs" to fill the drop down list with available verbs for the actual file type.

Note: In Windows Explorer, alternative verbs are accessible in the context menu.

Execution Options

The main window of the application may be created normally, maximized, minimized, or hidden.

Note: Some applications may ignore this setting.

The priority controls the access to processing resources. Usually, it is not required to use other values than normal.

Options

The options define what to do when dropping files on an entry. You can select to ignore the files, to run the application with the first dropped file or use the run dialog, and to run the application for all dropped files together or separate for each file.

If "Dialog" is selected, a click on the entry opens the run dialog with the settings of the entry. (This may be inverted by holding the shift key.)

Icon Files

You can use the following file types as icons:
- Icons and cursors (extension ico or cur)
- Applications (extension exe or scr)
- Libraries (extension dll, cpl, sys, vbx, ocx or ime)
- Drives and folders
- PNG-images (extension png) (Windows Vista only, size up to 256 x 256 pixels)

Icons and cursors contain a single icon, usually in several sizes and color depths. Applications and libraries may have several icons in different sizes and colors, but also no icon. Windomana selects the best size and color depending on the icon display size and monitor color resolutions.

For drives and folders, the icons from Windows Explorer are used. Finally, associated icons and the icons generated by Explorer may be used for documents. (Unfortunately, Windows refuses to generate other sizes than 32x32 of these icons for external applications.)

The following libraries located in the system folder contain many symbols in different sizes and color depths:

- shell32.dll
- wmploc.dll (requires Media Player)
- imageres.dll (requires Windows Vista)

To create your own icons, you may use my free tool Icon Builder:

http://www.ralf-sesseler.de/software/free/iconbuilder_en.html

2.2   Configuring Groups

The configuration dialog also has a description and an icon to display the group. These parameters are the same as for entries, except that they have to be given explicitly.

The only option is "Start All". When selected, a click on the group runs all entries of it.

Note: Pressing the shift key inverts this feature.

Note: If selected in the options, groups are marked with a small yellow arrow for groups, that show a menu, and with a green arrow, if all entries are started.

To add or modify entries in a group, use the group details (s. below).

2.3   Create Group from Folder

When creating a group from a folder, all applications, documents, links, or URLs of this folder are put into a new group. Optionally, the content of sub-folders may be included as embedded groups.

Enter the folder in the input field, or use the "Folder" button to select a folder. Select "Subfolders" to include sub-folders.

To define the type of entries to create, select "Application" for executable files, "Documents" for files that are associated with an application, "Links" for links to files, and "URLs" for Internet addresses.

Using "Start Menu", "Desktop", and "Favorites", a group is created for the start menu, desktop, or favorites folder of Windows, which includes both, common and user settings.

2.4 Group Details

The window for group details lists all entries and embedded groups that a group contains. The elements of the list can be moved with the mouse inside of the list as well as to the application area or detail windows of other groups. Entries may also be moved from the application area to a detail window.

Like the main window, the detail window has a menu bar and a status bar that is used to move and size the window. The status bar either shows a description of a command or the name of the group.

Menu Bar

The menu bar contains commands to create and modify elements of the group. Most command are also accessible from the context menu in the list.

Add Entry

Add Group

Edit

Delete

Details

Close

3   Opening Applications and Documents

Besides the application area, there are several other ways to open files and folders in Windomana. The run dialog starts single files providing the same options as in the application area. For media devices like CD, DVD, external drives, or MP3 players, applications may be defined for each object. Finally, Windomana provides access to several Windows features like Explorer, special folders, most recent used files, and control panel.

3.1 Run

The run dialog is opened with the according command in the menu bar, with the R key, or by dropping a file on the menu command. It has the same parameters like the entries in application area as far application execution is concerned: a file to execute, parameters, a default directory, a verb, window display, and priority (see section 2.1 for details).

Like in the application area, all kinds of files like applications, documents, Internet addresses, and E-Mail addresses may be used. For files, the path may be missing if the

file is inside of the Windows search path. E.g. just entering "calc" as file will start the calculator.

3.2   Media Devices

By clicking on the media devices command in the menu bar, you open a menu that contains commands for available media. For each drive, there are:

- Run (if available): Starts the default application defined on the medium.
- Play (Audio-CD or Video-DVD only): Plays the disk with the default player.
- Eject (CD or DVD only): Ejects the disk from the drive.
- Explore: Starts the Windows Explorer for the drive. Press shift to use the Windomana explorer (inverted depending on settings). The control key opens the search for the drive. Both keys together open the properties.
- Details: Opens a window to modify the group elements. This group is associated with the medium and is shown in the same menu.

Note: Default applications to play Audio-CD or Video-DVD are defined in the Registry in HKEY_CLASSES_ROOT as AudioCD / DVD using the "play" verb.

Groups for Media Devices

There are several advantages to define own groups for exchangeable devices. On the hand, applications that are located on such a device or depend on data stored there are only available if the device is accessible. On the other hand, applications become independent of the possibly changing drive letter because Windomana adjusts the letter for file, parameters, and default directory.

Groups for media devices work the same way as those in the application area, except that they are accessible through the media devices command only if the device is available. Entries and embedded groups are defined in the details window the same way as described in section 2.4.

3.3   Explorer Features

The menu commands Explorer, Special Folders, Documents, and Control Panel provide direct access to features of the Windows Explorer by menus.

Explorer

The explorer of Windomana lists the content of a folder in a menu starting from the desktop. The upper part contains the folder itself and all folders in its path (blue arrow

upwards). The lower part shows the folders (blue arrow downwards) and files inside of the folder. Hidden files and folders are marked by a red cross.

You navigate between folders by selecting a folder (blue arrows). When selecting a file, it is opened. If you click on the actual folder, the Windows Explorer is opened.

For files, press the shift key to open the run dialog with the file. The control key also opens the run dialog, but uses the file as argument for the associated application. Both keys together open the properties.

For folders, the shift key opens the Windows Explorer, the control key the Windows search. Both keys together also opens the properties.

Special Folders

Windows defines several special folders for particular content or functionality, but these folders may be difficult to find in the folder structure. The menu command Special Folders opens a menu with all special folders of Windows. They are grouped into computer folders, common folders, and user folders.

Selecting a folder opens the Windows Explorer, the shift key opens the Windomana explorer. The control key opens search and both keys together the properties.

Documents

The menu command Documents opens a list with the most recent used documents ordered by usage time. In options, you can define how many files and folders are included in the menu. Shift and control key provide additional features as for the explorer menu (s. above).

> *Note*: The list of most recent used documents is only available if the according feature of Windows is not turned off.

Control Panel

For quick access, the menu command Control Panel opens a menu with all elements of the control panel. Selecting an elements opens it.

4   Managing Windows

Windomana provides several features to manage single or multiple windows.

> *Note*: The dialog windows used to manage windows are closed when a different window becomes active.
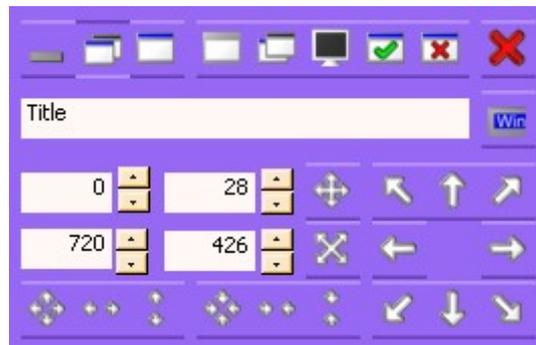
4.1 Switching and Configuring Windows

The menu commands Switch Window and Configure Window each open a menu with the existing windows. Switch Window activates a window and restores it if it was minimized. Configure Window opens a configuration dialog with the properties of the window. Pressing the shift key results in the other feature, i.e. Switch Windows shows the properties and Configure Window activates the window. Pressing the control key minimizes the window, both keys together maximize or restore the window.

Another differences of both commands is that depending on the options the menu of Configure Windows may also contain other than the main windows, e.g. owned or hidden windows. Pressing the shift key will always list owned windows, pressing the control key hidden windows and windows without size.

The menu shows the window title. For windows without title, the class name of the window is used in square brackets. On the left is the window icon, on the right the window state (minimized, normal, maximized, hidden). If there are owned windows, they are listed in a sub-menu with the owning window at top.

Window Configuration

The dialog for window configuration contains commands to modify a window:

- Minimized: Minimizes the window.
- Normal: Restores the window if it is minimized or maximized.
- Maximized: Maximizes the window.
- Hidden: Hides or shows the window.
- On Top: Keeps the window always on top or not.
- Monitor: Moves the window to another monitor (for multiple monitors).
- Activate: Activates the window.
- Close: Closes the window.
- Cancel: Closes the configuration dialog.

Below is the title of the window. It can be modified by entering a new title and pressing the button to the right.

The number fields contain the position and size of the window. To change them, enter a new value and press the button right to it.

The three buttons left below enlarge the window to the full, horizontal, or vertical screen size. The next three buttons center the window in total, horizontally, or vertically. The eight arrow buttons to the right put the window into a corner or border.

> *Note*: You can use this dialog for settings that are not intended. This may be of help in some cases, but may also lead to unwanted results.

4.2   Arranging Windows

Several windows may be configured at once with the menu command Arrange Windows. The following commands may applied to all windows selected in the list:

Overlapping: Arranges the selected windows overlapping.

Tile Horizontally: Arranges the selected windows horizontally.

Tile Vertically: Arranges the selected windows vertically.

Minimize: Minimizes the selected windows.

Restore: Restores the selected windows.

Maximize: Maximizes the selected windows.

Hide: Hides the selected windows.

Not on Top: Keeps the selected windows not on top.

On Top: Keeps the selected windows always on top.

Close: Closes the selected windows.

Cancel: Closes the arrange dialog.

There are two alternate modes for the commands Overlapping, Tile Horizontally, and Tile Vertically that are uses depending on the options or by pressing the shift key. The first is the one used by Windows. The second differs by also arranging minimized windows and by always tiling in the according direction only.

4.3 Leaving Windows

The menu command Exit Windows opens a menu with the different options to leave the current Windows session:

- Suspend: Puts the computer into suspend mode.
- Hibernate: Puts the computer into hibernation mode.
- Power Off: Terminates all sessions and turns the computer off.
- Reboot: Terminates all sessions and restarts the computer.
- Log Off: Terminates the own session and goes to the log in screen.
- Switch User: Goes to the log in screen.
- Lock: Locks the computer.

Note: Depending on system configuration, some options may not be available.

5 Clipboard

The menu command Clipboard opens a menu to access the clipboard. Its image changes depending on the current content of the clipboard.

Empty Clipboard

Text

Rich Text Format

HTML

Locale

Bitmap

Metafile

Palette

File List

Wave-Audio

MIDI-Audio

Other Format

Note: If the clipboard contains data in several formats, the image for the first displayable or known format is used.

5.1   Menu

The menu for the clipboard contains the following commands:

- Show: Opens the preview with the first displayable format.
- Formats: Opens a menu with all available formats. Select a format to open the preview for it.
- Save: Opens a menu with all available formats. Select a format to save the content of the clipboard in this format as a file.
- Empty: Empties the clipboard.
- Snap-Save: Activates saving screen shots as bitmap files.

Screen Shots

If saving of screen shots is activated, all images that are put into the clipboard with the print key are saved to files. The images are stored in the Windomana folder as bitmaps under the enumerated name snap*xxxx*.bmp.

This feature allows to take screen shots without changing the running application.

5.2   Preview

The preview shows the content of the clipboard. There are viewers for the following formats:

- Text, OEM-Text, and Unicode-Text
- Rich Text Format
- HTML Format
- Locale (language settings)
- Bitmap, DI Bitmap, and DI Bitmap (Version 5)
- Windows Metafile and Enhanced Metafile
- Palette
- File Lists

All other formats are displayed as binary code in hexadecimal numbers. Press the shift key to always open the binary preview.

The system menu of most preview windows has some additional commands:

- Save: Saves the clipboard content.
- Scale: Turns the scaled mode for images on and off. In scaled mode, a double click changes the window to the default size. Otherwise, you can move the visible part when holding the pressed mouse button.
- Code: Switches between text and code for RTF preview.

6 Wallpaper

Windomana manages lists of files for the background of the desktop – aka wallpaper. There are several ways to control the manual or automated change of wallpaper images.

6.1 Menu

The menu command Wallpaper opens a menu with the following commands:

- Load Wallpaper: Loads a wallpaper file. To create a new wallpaper file, use a non-existing file name.
- Change Wallpaper: Sets a new image as wallpaper.
- Setup Wallpaper: Opens a dialog to set up the wallpaper file.
- Select Wallpaper: Opens a dialog to select wallpaper images.
- Edit Wallpaper: Opens a window to edit the wallpaper file.

6.2 Edit Wallpaper

The window with the wallpaper file consists of a menu bar with commands, a status bar, and a list of images. The status bar shows the number of total and selected images and the name of the wallpaper file, if it is not showing a command description. Again, the status bar is used to move and size the window.

Menu

The menu of the wallpaper window contains the following commands:

Categories: Opens a dialog to manage the categories.

Add: Adds images to the wallpaper file.

Remove: Removes the selected images.

Edit: Opens a dialog to configure the selected images.

Rename: Opens a dialog to rename or move the selected image files.

Details: Switches between list and detail view.

Minimize: Minimizes the window.

Close: Closes the window.

Some of these commands are accessible also by the context menu.

Note: Changes of a wallpaper file are always saved directly.

Categories

Categories are used to describe the images in a wallpaper file and to define selections.

The categories dialog consists of menu buttons on the left, the category list in the middle, the category settings to the right. With the menu buttons, you can create new categories, remove the selected category, and close the dialog. The category settings show the options for the selected category. Move the list items to change their order.

There are three kinds of categories:

- Choice: A Choice is a Yes/No-Selection.
- Range: A range is a numeric value between a minimum and a maximum.
- List: A list is a set of values to select from. The plus button adds a value, equals changes a value, and minus removes a value.

Each category requires a unique name. You can also select to show a column for a category in detail view.

Settings

The settings for an image define the values for each category. In addition, you can select the display style: center, tile, or stretch.

Rename

If a single file is selected, you can change the file name and path. If several files are selected, you can move them to a different folder. That way, image files in a wallpaper

file may be renamed or moved in the file system without becoming invalid for the wallpaper file.

6.3   Options

The settings are saved with each wallpaper file.

Setup

The wallpaper change can be done each time you open the wallpaper file (including on application start) and timed with a fixed or variable interval. For a variable interval, the wallpaper is changed at a random time within the given range.

A wallpaper change may set the next image in the list or a random image.

In sake of simplicity, the wallpaper menu has only a command to load a file, while here the current file may be closed or deleted.

Selection

If the wallpaper file defines categories, the selection restricts the images that will be used for wallpaper changes. For list categories, each list item may be selected or deselected. For range categories, a sub-range may be defined in which images are selected. For choice categories, only those images are shown that belong to at least one selected category and to no unselected category. If "all" is selected, only those images are shown that belong to all selected choice categories.

7   Options

The options allow to adjust the look and functionality of Windomana individually. The options dialog may be opened from the menu bar, with the key O, or from the system menu.

7.1   General

Language

Here, you select the language for Windomana.

Each language is defined in a file in the Windomana directory with the language as file name and lang as extension. Translations for other languages may be done in any text editor by replacing the translation (right to the equals sign) in an existing language file

accordingly and saving it as a new language file. For languages that require Unicode encoding, the language file can be saved as a Unicode (UTF-16) text file.

> *Note*: If you create a translation for another language, you may send me the language file by E-Mail, so I can distribute it on may web site.

General

The following general options may be turned on or off:

- Auto Start: Registers Windomana to start always when the system starts.
- Only Activate on Click: If the Windomana window is inactive, a mouse click only activates the window. In other words, menu commands and application entries can be accessed only when the window is active.
- Mark Group Buttons: Groups are marked in the application area by a small yellow (to open the menu) or green (to start all) arrow.
- Move with Middle Button: Entries in the application area are moved with the middle instead of the outer mouse button.
- Create Groups from Folders: When dropping a folder to the application area, the dialog to create a group from folder is opened instead of creating a new entry (may be inverted with the shift key).
- Resolve Links: When dropping a link to the application area, it is resolved to the linked file and other link settings, if possible.
- Set Current Directory: If no explicit default directory is set, the directory of the file to execute is used as current directory.
- Confirm Delete: A dialog message request a confirmation before deleting an entry.
- Use Submenus: The menus for special folders and media devices uses sub-menus instead of menu columns.

Manage

The files used by Windomana to store entries and icons may be compressed with the option "Compress when Closing". This frees unused parts in these files, which arise because only modified parts are saved on changes. This option should be used after doing larger changes or when changing the icon size.

To reload all icons in the application area, you may use the option "Reload Icons". Usually, icons are cached with the current size and color to reduce the start up time of Windomana.

The button "Reset Media..." opens a dialog that lists all existing groups for media devices. They may be deleted here while the medium is not present.

Note: The manage options are done immediately and not saved as options.

Hot Key

You can define a key of key combination to quickly activate the Windomana window and to change the wallpaper. Since this is a system wide key with priority over all applications, this should be an otherwise unused key or key combination.

7.2   Layout

Window Layout

Columns and rows define the number of entries in the application area.

Menu icons and application icons define the icon size for the menu bar and the application area. Menu icons may be 16, 24, and 32 pixels. Application icons may have any size from 16 to 256, but icons are mainly available for 16, 32, and 48 pixels.

Icon spacing is the additional gap around icons in the application area.

The text font is used for menus, the status bar, and the info area.

Options

If "Enlarge Icons" is checked, icons are scaled if no fitting icon is available. Otherwise, the next smaller icon is used.

If "Use Buttons" is checked, an alternate display style is used that displays buttons in the menu bar and the application bar.

If "Indicate Inactivity" is checked, the window style changes for inactivity by using the color of the application area also for the menu bar, the info area, and the status bar.

Colors

Here, you may set the colors for the borders and the background of the main window as well as the colors for normal, highlighted, and inactive text. Normal and highlighted text is used on the border color, inactive text on the background color.

The 3D contrast defines the strength of the 3D effect for bars and buttons.

Align

Alignment to left, center, or right defines the horizontal fix point of the main window of Windomana. If the window size changes due to showing or hiding the info or

application area or due to changes in the options, its position stays the same relative to this alignment.

7.3   Menu Bar

The menu bar may be configured with any commands. The list shows the current assignment of commands to mouse buttons. Assignments can be changed from the context menu. The order is changed by moving the lines with the mouse.

"Add" adds a new command, "Remove" removes the selected command. "Default" resets the menu bar to its initial state, "All" creates a menu bar with all commands.

7.4   Info Bar

Information

Here, you specify which kinds of information are displayed in the info bar and how. To turn an information type on or off, click on the selection symbol to the left. More options are available from the context menu.

Time:

- AM/PM: Uses the American time format with AM/PM.
- Seconds: Shows seconds.

Date:

- Month/Day/Year: Uses the American date order.
- Centuries: Shows the century.
- Day of Week: Shows the day of week.

CPU Usage:

- Current: Shows the current CPU usage.
- Total: Shows the total CPU usage beginning with system start.

Note: On Windows XP, service release 1 is required for CPU usage.

Memory:

- Physical: Shows usage of physical memory.
- Virtual: Shows usage of virtual memory.
- Paged: Shows usage of paged memory.
- Absolute: Displays the absolute amount of memory usage instead of percents
- Free: Displays the amount of free memory instead of used.

Drives:

- Drives...: Opens a dialog to select the drives to display.
- Absolute: Displays the absolute amount of space usage instead of percents.
- Free: Displays the amount of free space instead of used.

"Reset" resets all parameters to the initial state.

Colors

Here, you configure the colors for the info area. Each information is displayed as a bar and a numeric value as text. The colors of the bar are from left to right: used 1, used 2, and free.

The used colors display the following information:

- Time: hours (1) and minutes (2)
- Date: months (1) and days (2)
- CPU Usage: user (1) and kernel (2)
- Memory: used memory
- Drives: used space

Options

The time interval defines the frequency of updates in the info area in tenth seconds. Lower values increase resource consumption, while lower values result in less up to date information. In particular when displaying seconds for time, the timer should be one second or less.

You may select any character as decimal point.

7.5   Browse

The browser options define how to list files and windows.

Explorer

Files may be ordered by name or by extension. Hidden files and folders may be included or excluded.

To speed up the display of menus in the Windomana explorer, file icons may be not used.

Select "Start at Drives" to start the Windomana explorer at drives instead of at the desktop.

If "Use Run Dialog" is checked, the run dialog is opened when a file is selected (may be inverted with the shift key).

Special Folders

The menu for special folders may use the real names of the folders instead of the functional description.

If "Use Explorer Menu" is checked, the Windomana explorer is used instead of the Windows Explorer when selecting a special folder (may be inverted with the shift key).

Documents

You can decide how many folders and files should be listed in the menu for most recent used files.

Show Windows

Here, you select which windows are listed in the menu Configure Window. System windows are those of the desktop and the task bar. Owned windows are windows that belong to other windows (e.g. dialog and tool windows).

Windows without size are invisible even if they are not hidden. Hidden windows are not shown. Since there may be a lot of hidden windows, you may additionally include or exclude hidden windows without a title and without an icon.

Window Options

The window options refer to the dialogs to configure and arrange windows. If "Close Always" is checked, these dialogs are closed whenever a command is executed (may be inverted with the control key).

"Alternative Tile" activates the alternative mode to arrange windows (may be inverted with the shift key).

If "Always Allow Positioning" is checked, the settings to position and size windows are available also for minimized and maximized windows.