

Object DESKTOP

User Guide



Stardock[®]

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Important: Read this before using your copy of Stardock Systems Object Desktop 2.0

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Welcome!

Introducing Object Desktop 2.0...







Welcome to Object Desktop 2.0! You've selected this product to enhance your OS/2 Workplace Shell so you can organize information for easy retrieval and access objects using a minimal number of keystrokes and mouse clicks. Working with archived files and sharing files with other users is also much easier using Object Desktop. Administrative tools can facilitate the setup and maintenance of standard Desktops, performing routine backups, and producing on-line training for end-users. Object security is greatly enhanced using Object Desktop's password-protection and object locking features.






The developers of Object Desktop are experienced and devoted users of the OS/2 Workplace Shell. They saw a need for enhancements that increase productivity and decrease the amount of time spent in recreating multiple Desktops, repeating basic Desktop training for end-users, and moving around the Desktop in search of the right folder, program, or data file.

To save time, the Object Viewer enables you to open virtually any file with a simple-double click. You don't need to know (or even have) the applications used to create the original files.


But there's more! Here is a summary of the features provided by Object Desktop:

- ◆ **Global Enhancements:** As soon as you open a window in the Workplace Shell, you'll notice the enhanced Minimize/Hide and Maximize buttons and scrollbar buttons that more closely resemble arrows than the standard OS/2 buttons. The new Close button provides a quick way to close a window. The new Rollup button reduces desktop clutter by rolling up windows to display only their titlebars.
- ◆ **Object Desktop revs up system performance** through a Browse mode for viewing folder contents, a HyperCache for speeding up folder view displays, and a HyperDrive for rapidly accessing data objects.

- ◆ Data file objects are enhanced by a new text editor, which can edit files that have no associated data type or have the default Plain Text assignment. You can also select a default icon for all file objects that do not have an assigned icon.
- ◆ Object Security provides two key features which are desired by most corporate users:
 -  1) Password protection to prevent the altering of Desktops, including modifying, moving, rearranging and deleting Desktop objects. 2) Password protection to prevent unauthorized access to folders and their contents, as well as program objects. Desktop objects are protected from unauthorized access, tampering or accidental shredding.
- ◆ Object Navigator replaces the OS/2 Drives object to enable you to view containers and their contents simultaneously in a split pane view. The Object Navigator features a Fast Path which enables you to access any object on any drive, using a single mouse click. True integration with the Workplace Shell results in the Object Navigator's ability to surface all shadows, palettes, container and program objects, attached local and network drives, and custom icons. The Navigate command has been added to the folder's standard pop-up menu, so that any folder can be opened directly in the Navigator for quick browsing.
 - 
- ◆ Tab LaunchPad replaces the standard OS/2 LaunchPad by providing tabbed dividers for organizing launch objects. The Tab LaunchPad enables you to change the tab button size and button appearance. You can use any font for the button titles by dragging and dropping a font from the OS/2 Font Palette to the Tab LaunchPad.
 - 
- ◆ Object Archives enable you to work with compressed files without the extra steps of entering commands to archiving and unarchiving files before performing tasks such as opening, renaming, copying or saving the files. When objects are stored in an archive, the compression and decompression tasks are performed automatically.
 - 
- ◆ Object Package is a new type of Workplace Shell container which can store any object type. All object properties are stored with the objects in the package, including customized icons, folder background changes, and view types. The object package is a convenient way to back up your desktop and share files with other users. System administrators who need to set up multiple, standard desktops can use object packages to clone desktops quickly. They can also generate standard reports, such as INI.RC files, REXX scripts, and hierarchical reports, directly from the package file.
 - 
- ◆ Object Inspector simplifies the tasks of setting up workstations so they are easy to use and comply with corporate standards. Setup strings, allowed operations, and properties of workplace Shell objects are instantly displayed in a readable and easy-to-edit format. You can even create REXX or RC scripts to regenerate objects across an enterprise.
 - 

- ◆ Object Advisor enables organizations to develop custom on-line training materials for their end-users. Object Advisors are pop-up panels that display information about an object. The text used for Object Advisors is saved in an Hypertext Markup Language (HTML) file format.

- ◆ Object Viewer recognizes hundreds of file formats automatically! Just double-click a file object and view it. You can even print and copy from the Viewer.
- ◆ Control Center provides a centralized area for organizing your work, monitoring resources, and accessing objects with a single click.

- ◆ Desktop Backup Advisor enables you to take and restore snapshots of your Desktop configuration, and easily generate a new Desktop, if necessary. This tool can help organizations maintain standard Desktops. Desktop configurations can be saved intermittently or routinely (every week or even every day). The Backup Advisor can store multiple generations of Desktop snapshots. Restoration is quick and easy - just point and click the snapshot that you want to restore.

- ◆ Use the Find tool to search for objects that are located on your desktop or a particular drive. You can open the Find tool in the Object Desktop folder or click the Find button in the Object Navigator.

- ◆ Keyboard LaunchPad provides a fast way to configure keys for opening objects. For example, instead of having to launch a word processing program, then use a command to open a particular file, you can configure keys, such as Alt+F, to open the file directly.


The Keyboard LaunchPad works with any object that runs on the Workplace Shell desktop, including Presentation Manager programs, Windows applications, DOS-windowed applications, OS/2 windowed applications, Workplace Shell folders, and OS/2 fullscreen sessions. You can also set up key combinations for Object Desktop objects, such as the Object Navigator or the Control Center.

- ◆ Enhanced Task Manager (also referred to as Window List). Object Desktop enhances the appearance and functionality of the standard Task Manager. The enhanced Task Manager has sculpted borders and icons for each running task. New buttons are available for Settings, Filter, Show, Hide, Close, Help, Tile, and Cascade. A Command Prompt field enables you to issue commands directly. The field saves the commands so you can reuse them with a single mouse click rather than re-typing them.


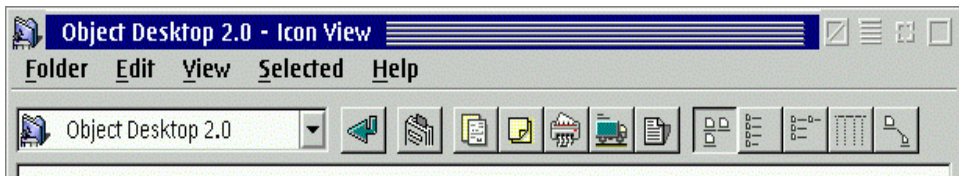
This introduction may be all you need to start working in the Object Desktop environment. Each Object Desktop feature can be customized to meet your requirements for appearance and functionality, through new or enhanced pages of the object's Settings notebook. Refer to this User's Guide or the on-line help to learn more about using a feature or customizing its settings.

What's New

Enhanced Folder 2.0

Since OS/2 2.0, the OS/2 user interface has not changed that drastically. While that may be ideal for a large enterprise from a training and support standpoint, the fact of the matter is that the rest of the computer industry has moved on in the last six years. Object Desktop 2.0, like its predecessors, carries on the tradition of enhancing the already powerful user environment of the WorkPlace Shell.

The simplicity of the user interface hides a great deal of effort in bringing OS/2 to the next generation. Starting with Object Desktop 2.0, the OS/2 folder window becomes the master user interface object on OS/2.



Drive/System Combo Box

However, the most obvious enhancement to folders is the addition of a drop-down combo box. From this box, you can launch and connect to files, web sites, ftp sites, network servers, or any directory on your machine or on the network simply by typing in where you want to go. Object Desktop 2.0 will automatically parse what you've typed and perform the appropriate operation.

In the folder view, press F4 to access the drive/system combo box.

Bookmarks

Bookmarks are the replacement for the old Object Navigator Fast Path. They are now accessible from any folder on the system via the drive/system combo box. Users can arrange any files, directories, drives, or objects they might want frequent access to here.

Toolbar

Enhanced Folder 2.0 adds a plethora of additional push-button functionality to the base folder class. Users are no longer forced to dig through folder menus to access some of the most frequently used commands. The toolbar provides a quick means to access folder display options and a convenient "open parent directory" button to facilitate folder navigation (especially handy for people who chose to browse new folders in the existing one). Flyover hints appear when the mouse pointer is moved over each of the items.

Enhanced Look 2.0

By default, the Object Desktop frame enhancements are enabled for all folders. If you prefer using the standard OS/2 buttons, you can disable the enhancements on the Window Controls page. To disable the enhancements for a particular folder, open the Options page of the folder's Settings notebook and unmark the checkbox beside Enable Folder Enhancements.

Look and Feel:

From the listbox, select different "schemes" to apply to the titlebar buttons. Select from the Object Desktop 2.0 look, Object Desktop Classic, MacOS, OpenStep 4.0/NeXT, Windows 9x/NT4, Warp 4, and (based on customer feedback) even the OS/2 Warp v3 controls regardless of the underlying version of OS/2.

Replace Scrollbar Buttons.

Unmark the checkbox to use the standard OS/2 buttons. Mark the checkbox to use the Object Desktop buttons.

Replace Frame Controls.

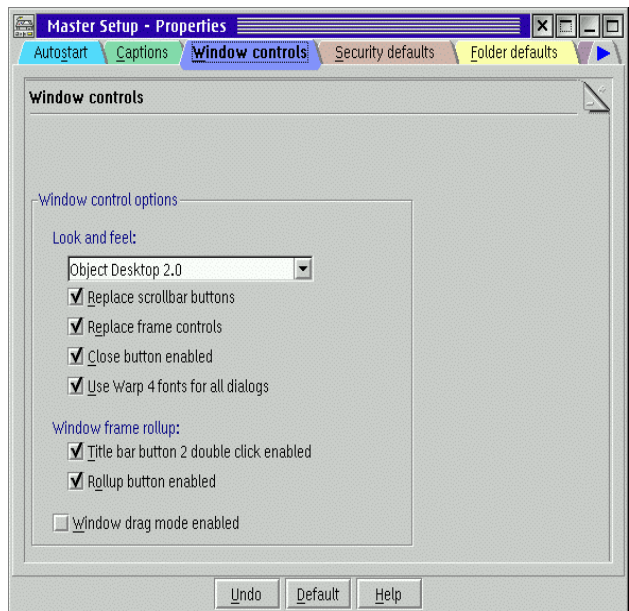
Unmark the checkbox to use the standard OS/2 Minimize/Hide and Maximize buttons. Mark the checkbox to use the Object Desktop buttons.

Close Button Enabled.

Unmark the checkbox to remove the Close button from all windows. Mark the checkbox to add the Close button to a variety of additional styles corresponding to the choices under Look and Feel.

Use Warp 4 Fonts for all Dialogs

Object Desktop 2.0 also add the ability for OS/2 Warp 4 users to use the new WarpSans font across all dialogs on the system. Though a subtle difference, the option for global WarpSans font dialog use improves the readability and the aesthetics of the system.



Title Bar Button 2 double-click enabled.

To roll-up windows by double-clicking mouse button 2, mark the checkbox. When a window is rolled up, only its title bar is visible. Rolling up windows reduces desktop clutter while allowing you to see all open windows.

Rollup Button Enabled.

To display the Rollup button on all frames, mark the checkbox. You can roll up a window by clicking the button. To remove the Rollup button, unmark the checkbox. When the button is removed, you can still roll up windows using a double-right click (if you mark the previous checkbox).

Window Drag Mode Enabled.

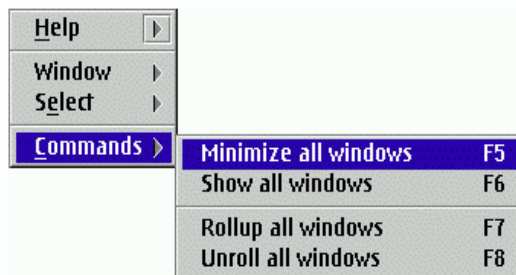
In standard OS/2, an outline of a window is displayed as you drag a window to move it. To move the actual window as you drag the mouse, mark the checkbox.

Task Manager

The Task Manager has new options when the right mouse button is clicked over the main field. Under the Command item are options to :

- ◆ Minimize All (F5)
- ◆ Show All (F6)
- ◆ Rollup All (F7)
- ◆ Unroll All (F8)

These items also have associated keyboard shortcuts (listed above) for use from within the Task Manager.



ObjectArchives

Object Archives folder have been enhanced with a toolbar to provide convenient access to frequently used functions. In addition, Object Archives now includes support for the popular RAR format as well as for UNIX TAR archives.

Object Viewers

Object Desktop 2.0 continues the Object Desktop tradition of integrating document viewing into the base operating system. Hundreds of file formats are recognized automatically when you double click an object on the desktop. Object Desktop 2.0 doesn't just support a few of the most common file types, it supports hundreds of file types from databases, word processors, spreadsheets, Internet, graphics, presentation packages, and more.

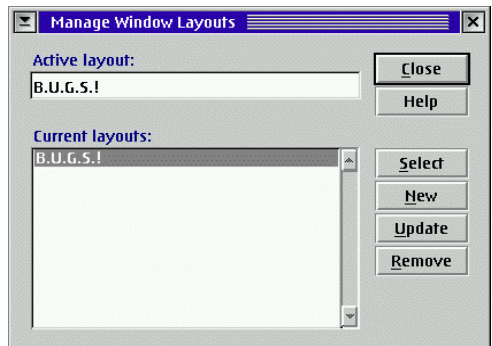
Please note that these filters are only an updated version of the filters that have been available in Object Desktop for the last year. There is no support for Microsoft Office 97 documents or the latest SmartSuite 4 for OS/2 Warp (our filter vendor has ceased development on updated OS/2 filters, much to the obvious consternation of us and our users).

For users running Win-OS/2 who wish to view Office 97 documents, Windows 3.1 viewers for Word and Excel files are available from <http://officeupdate.microsoft.com/>

Control Center 2.0

Object Desktop 2.0's Control Center adds several much requested features based on user feedback. The feature with possible the most immediate utility to the widest selection of users is the addition of a Task Browser section to the Control Center to allow users to monitor and switch between active applications. Like all Control Center components, the Task Browser can be configured as the only feature in a new Control Center to provide users with quick access to running tasks in a variety of fashions. The Control Center Task Browser respects any filter settings that may be configured in the Task Manager.

Another much-requested enhancement to the Control Center is the ability to automatically position programs in specific virtual desktops. This makes it much easier for you to work "your" way, with a minimum of program launching and rearranging. The possibilities are only limited by your creativity. Your virtual desktops can be configured to launch your web browser in one desktop while keeping your mail program, development environment, and word processor in their own virtual desktops to reduce clutter and improve productivity by clustering applications to meet your personal needs.



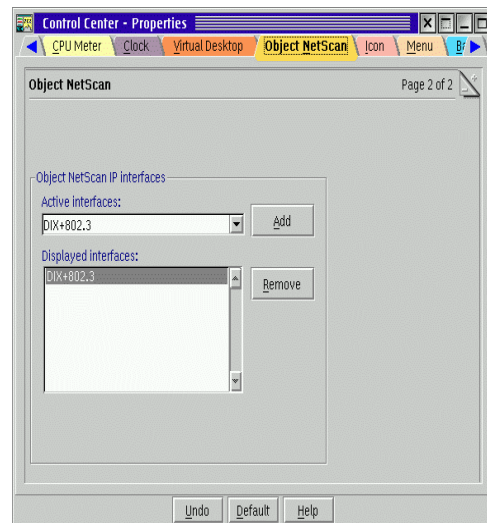
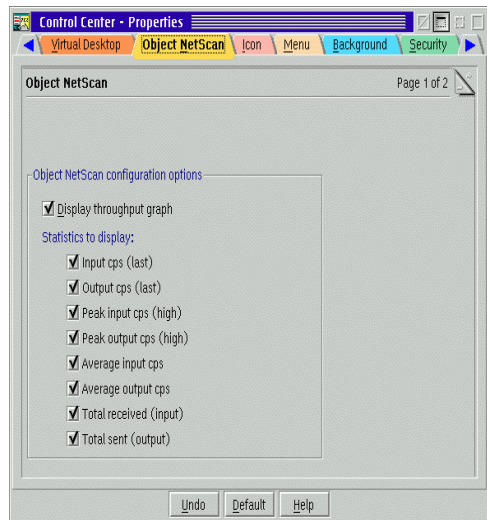
Object NetScan

You're hip, you're with it, you're on the Internet (and who isn't these days?). But, for all the money you just shelled out on your new v.90 modem or despite IT finally getting that T1 installed, you've really got no clue as to how fast your connection to the Internet really is. Until now . . .



Forget about sitting there with a stopwatch and guesstimating how fast your downloads are going. Object NetScan, a Control Center derivative, interfaces on a low level with the TCP/IP components on your system to let you know exactly how much information has been transferred both into and out of your machine and how quickly it was transferred.

Windows users have to shell out a pretty chunk of change for programs that purport to monitor the speed of your Internet connection, but most of them carry caveats that stretch from here to next week. Because of the level at which Object NetScan integrates with your system, it does not matter if you are connected via the lowliest of analog modems or your own personal T3. Object NetScan shows you exactly how your Internet connection is performing. You can even configure different Control Center objects to monitor the different TCP/IP interfaces on your system!



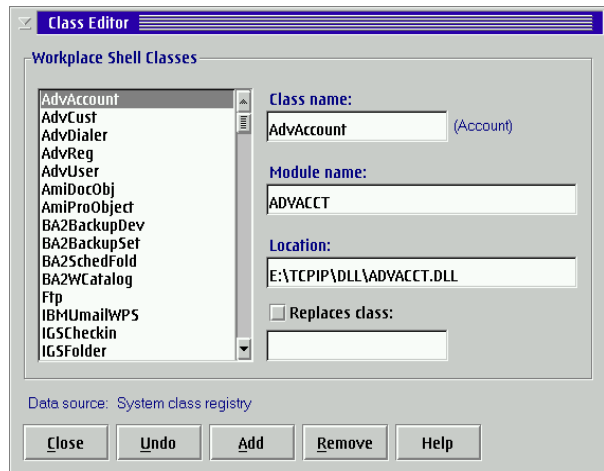
System Class Editor

WorkPlace Shell classes and their relationships have long been viewed as a confusing "black-box" by OS/2 users and administrators. However, with the System Class Editor portion of Object Desktop 2.0, users have a level of control over their WorkPlace Shell classes without having to resort to REXX scripts.

The Class Editor provides a graphical display of the classes installed and registered with the WorkPlace Shell by the system and assorted programs. Clicking on one of the items in the listbox will bring up some associated information in the fields to the right. The fields display the name of the class as registered with the system, the module/application that it is a part of, the location of the .DLL file association with this registration, and if the class subclasses another class on the system to inherit some of its properties (i.e. Object Desktop's Enhanced Folder class inherits from the default OS/2 folder class).

Undo/Add/Remove

The System Class Editor allows you to add new class registrations to the system or to remove existing classes. In some cases, removing unused classes can reduce the memory



Misc Updates

- ◆ Large portions of Object Desktop rewritten to make use of the OS/2 SDS Class Libraries to improve stability and performance
- ◆ Additional sample Control Centers have also been included to expand the initial options and flexibility for users.
- ◆ Reduction in the amount of memory used for Enhanced Folders
- ◆ Assorted fixes for Object Navigator, Task Manager, shadowed Control Center refresh problems, window rollup irregularities, "the" ObjectRexx bug

Documentation Conventions

The User's Guide uses shorthand terms for several actions involving the mouse:

Click.

Press and release mouse button 1.

Double-click.

Press and release mouse button 1 twice in rapid succession.

Right-Click.

Press and release mouse button 2.

Double-right-click.

Press and release mouse button 2 twice in rapid succession.

Choose.

Point to an item (usually on a menu or list of objects) and click mouse button 1.

Select one or more items.

To select multiple items on a list, press the Ctrl key while clicking each item. To select items that are listed together, click the Shift key while clicking the first and last item; all items in between are also highlighted.

Drag.

Point to an object and press mouse button 2 while dragging the object to a new location.

A Helpful Hint

At one time or another, many OS/2 users have noticed undesired behavior on the part of the WorkPlace Shell. Occasionally, this behavior results in the loss of OS/2 "system" objects, objects from installed applications, or some of the components of Object Desktop. With Object Desktop's Object Package feature, these occasional bumps in the road can be smoothed over relatively quickly. Object Package includes several package files that can be used to recreate default objects on the OS/2 system, as well as components of Object Desktop (if, for instance, you accidentally delete your Tab LaunchPad and are at a loss for how to get it back since WorkPlace Shell objects typically are not associated with an executable). Simply use the appropriate Object Package to recreate one or more of the objects in question. You can also archive your desktop or applications objects in an Object Package to restore them should it ever become necessary.

Enjoy Object Desktop 2.0!

Getting Started

Installing Object Desktop

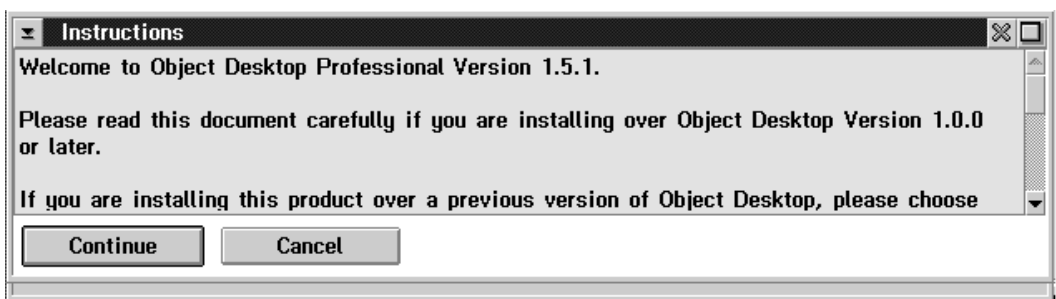
The installation program allows unattended installations and provides CID (Configuration, Installation, and Distribution) support. The installation program supports Netview/Distribution Manager and Warp server, and can be driven from data sources on your LAN or a host system (MVS, VM, or VSE). The IBM locked file driver is used to replace files that are in use. Contact Object Desktop Technical Support for details (Chapter 19).

The system requirements for running Object Desktop are:

- ◆ 486 PC with 16MB of RAM (memory)
- ◆ 6MB to 15MB of free hard disk space
- ◆ OS/2 Warp v3 or higher

To install Object Desktop:

1. Run the INSTALL.EXE program from the CD drive or a directory to which you have copied the contents of the CD. The following window appears.



2. Click the Continue button and follow the screen prompts.

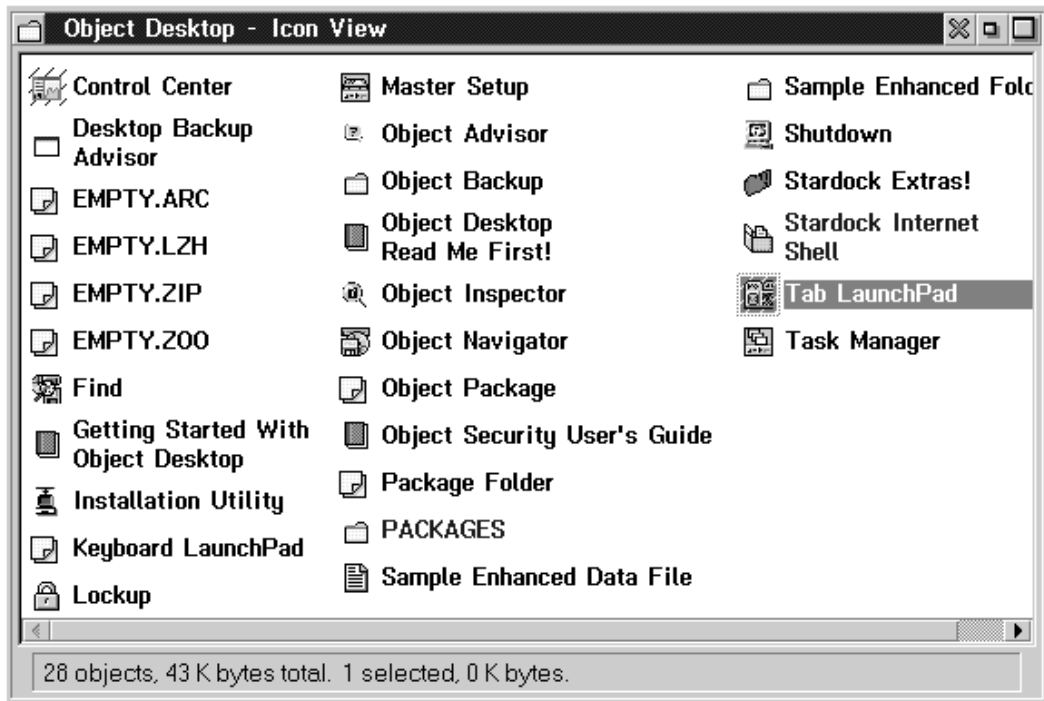
After installation, you should read the Read Me First online document for the latest information about Object Desktop that could not be included in the User's Guide.

Starting Object Desktop

As soon as the system reboots, the Workplace Shell is transformed into a more appealing environment. Read the Global Enhancements chapter for details on the system-wide enhancements. Double-click the Object Desktop icon to view the set of new tools. Each tool is covered in a separate chapter in this manual. The Shutdown and Lockup icons activate the standard OS/2 desktop shutdown and lockup features.



Object Desktop



Choosing Global Settings

To establish system-wide settings, open the Object Desktop Master Setup object. Use the settings pages to configure the system.



Master Setup

AutoStarting Objects

The Object Desktop Task Manager is a convenient tool for switching between running tasks. The Keyboard LaunchPad enables user-defined key combinations to be used to launch programs, execute commands and open data files. The Tab LaunchPad enables you to organize objects for quick access. You can create tabs to organize objects by project, function, or other category. The Control Center enables you to monitor system performance and



system resources, launch programs and objects, and to organize running tasks and windows into virtual desktops. The Object Scheduler launches objects, such as backup sets, at a scheduled time. Once you start using these features, you'll probably want to have them available at all times. To switch on these features automatically when you boot up your system, mark the checkboxes on the Autostart page.

Note: Automatically starting these objects is different from placing them in the OS/2 Startup folder, which would open their default views. In this case, the default view for these objects is their Settings notebook, which is not desirable.

Enabling Enhanced Window Controls

By default, the Object Desktop frame enhancements are enabled for all folders. If you prefer using the standard OS/2 buttons, you can disable the enhancements on the Window Controls page. To disable the enhancements for a particular folder, open the Options page of the folder's Settings notebook and unmark the checkbox beside Enable Folder Enhancements.

Title Bar Button 2 double-click enabled.

To roll-up windows by double-clicking mouse button 2, mark the checkbox. When a window is rolled up, only its title bar is visible. Rolling up windows reduces desktop clutter while allowing you to see all open windows.

Rollup Button Enabled.

To display the Rollup button on all frames, mark the checkbox. You can roll up a window by clicking the button. To remove the Rollup button, unmark the checkbox. When the button is removed, you can still roll up windows using a double-right click (if you mark the previous checkbox).

Window Drag Mode Enabled.

In standard OS/2, an outline of a window is displayed as you drag a window to move it. To move the actual window as you drag the mouse, mark the checkbox.

Replace Scrollbar Buttons.

Unmark the checkbox to use the standard OS/2 buttons. Mark the checkbox to use the Object Desktop buttons.

Replace Frame Controls.

Unmark the checkbox to use the standard OS/2 Minimize/Hide and Maximize buttons. Mark the checkbox to use the Object Desktop buttons.

Close Button Enabled.

Unmark the checkbox to remove the Close button from all windows. Mark the checkbox to add the Close button.



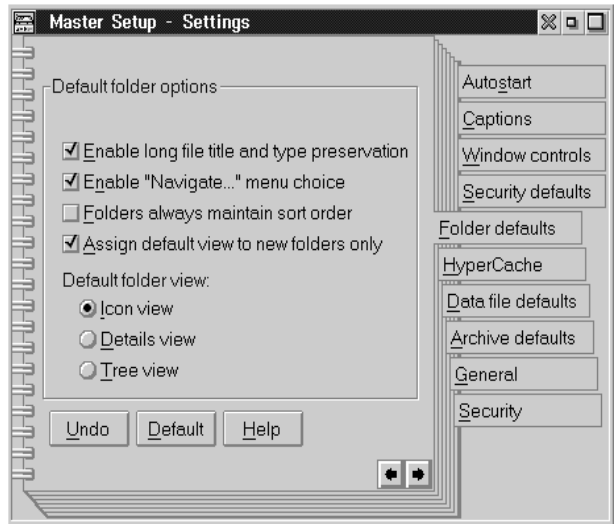
Setting Folder Defaults

The Folders Defaults page establishes global settings for all folders.

Enable Long File Title and Type Preservation.

Filenames created by DOS applications (and certain OS/2 applications) cannot exceed eight characters (plus a three-letter extension). However, in OS/2, you can rename these files using longer filenames and also specify the file type on the Type page in the file's Settings notebook.

Specifically, on a file system formatted with the DOS FAT format, a file with a long file name will be automatically renamed by the Workplace Shell to an 8.3 filename, with an extended attribute containing the actual file title that you specify. Because DOS, Windows, and some OS/2 applications don't know about these attributes, saving a file in one of these applications results in losing the original long title. To preserve the long filename and type in OS/2, mark the checkbox.



Please note that the Workplace Shell and Object Desktop can track file state changes only when the folder in which the file is contained is open on the Workplace Shell desktop. This occurs if you launch your applications from the data files themselves. However, if you open a file through an application that doesn't understand OS/2 extended attributes, and the folder (directory) is not open on the Workplace Shell desktop, the long file names cannot be tracked, and the long titles that you specify may be lost.

Enabling the preservation feature cannot cause any data loss. It enhances the usability of the Workplace Shell by preserving filenames in some specific cases. If you launch applications through their data files with OS/2's data file association capabilities, this feature will enable long file names to be tracked.

An additional bonus in using this feature for the HPFS file system is that files that are named using normally illegal characters, such as '*', '\', and '/', can be tracked for OS/2 applications that don't preserve extended attributes.

Enable Navigate Menu Choice.

When the checkbox is marked, you can open the Object Navigator for any folder using the Navigate command on the folder's pop-up menu. When you choose the Navigate command, the Navigator is opened, showing the folder as the only object on the Tree pane. You can then browse its contents on the Contents pane.

To remove the Navigate command from all pop-up menus, unmark the checkbox.

Folders Always Maintain Sort Order.

To sort objects in a folder each time the folder is opened, mark this checkbox. Objects are sorted as they are added to a folder. Enabling this feature can increase the time required to open folders.

Default Folder View.

To assign a default view to all folders that have no assigned view, click a radio button beside Icon, Details, or Tree View. To assign the selected view to new folders only, mark the checkbox beside Assign Default View to New Folders Only. To assign the default view to all existing and new folders, unmark the checkbox.

Using HyperCache

The HyperCache feature speeds up the display of folder views. It is enabled on a folder-by-folder basis. To enable HyperCache, open the HyperCache page and mark the checkbox beside Enable HyperCache. To disable HyperCache for the entire system, unmark the checkbox.

HyperCached folders are displayed in the window. To remove a folder from the HyperCache, click the folder name to highlight it and then click the Remove button. You can highlight multiple folders by pressing Shift or Ctrl while you click folder names. To remove the highlighting from all folders, click the Unselect All button.



The option, Display Operation Status Window, refers to a pop-up window that displays messages when caching or uncaching takes place. Unmark the checkbox to disable the pop-up window.

Selecting a Caption Font

The default font used to display text on the status bar is Helv 8 point. To change the default font, open the Captions page and click the Captions Font button to select a font.

The caption font is used to display status bar text in folder views, the Object Navigator, archive views, and data files.

To allow the caption font to be overridden by a drag and drop action from the OS/2 Font palette to a folder view, mark the checkbox beside Allow Caption Font to be Overridden. If the checkbox is unmarked, the folder view font can be changed only on the Captions settings page.

If you allow the caption font to be changed by dragging and dropping a font from the palette, you can change the font for a particular folder view by dragging a new font to the status bar of an open folder.

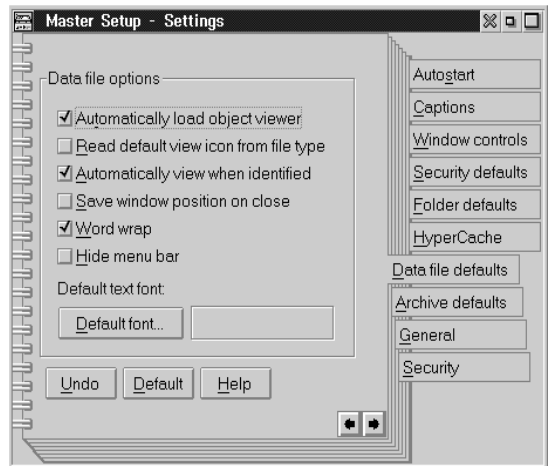


Setting Data File Defaults

Object Desktop provides Viewers for hundreds of file formats. You can open virtually any file just by double-clicking it. Refer to the Object Viewer chapter for details. The following settings on the Data File Defaults page affect all viewers.

Automatically Load Viewers.

Mark this checkbox to preload all the supported file viewers upon system bootup. Note that this can increase boot-up time. Unmark the checkbox to load each viewer the first time it is used. There will be a slight delay in opening the first file in each viewer.



Read Default Icon from View Type.

Mark this checkbox to use file icons based on the application associated with the Viewer. For example, all Word documents (DOC files) are represented by the Word application icon. Unmark the checkbox to use the default system icon.

Automatically View when Identified.

Mark this checkbox to automatically open files in the Object Desktop Viewer when an association can be made between the file and an application. For example, all DOC files are considered Microsoft Word documents. If the checkbox is unmarked, the files are displayed in the Object Desktop text editor when you double-click them. To open the files in the Viewer, you must right-click the file object and choose View as [Application Name] from the context menu.

Object Desktop provides a text editor for viewing and editing files that have no associated data type or have the default Plain Text assignment. The following settings affect the text editor.

Save Window Position on Close.

To save the window position for each file opened in the text editor, mark the checkbox. The text files are always opened in the same location.

If you prefer not to save the window position, unmark the checkbox.

Word Wrap.

To wrap text to fit the editor window, mark the checkmark. To disable word wrapping, unmark the checkmark. Text does not wrap to the next line until you press Enter.

Hide Menu Bar.

If you primarily view, but not edit text, you can remove the menubar in the text editor by marking the checkbox. To display the menubar, unmark the checkbox. You then have access to all the menu commands in the text editor.

Default Text Font.

To select the font used to display text in the editor, click the Default Font button. You can later change the font in a particular text editor window using a menu command or by dropping a font from the OS/2 font palette on the text editor window.

Setting Archive File Defaults

By default, Object Archives uses archive utilities found through your system's OS/2 program search path. However, to use an archive utility that is located in a directory that is not in the search path, specify the path on the Archive Defaults page. Do not include the utility's EXE file in the path.

Note there are four separate Archive Default pages. The first page is used for ZIP files; the remaining three pages are used for ARC, ZOO and LHA files.

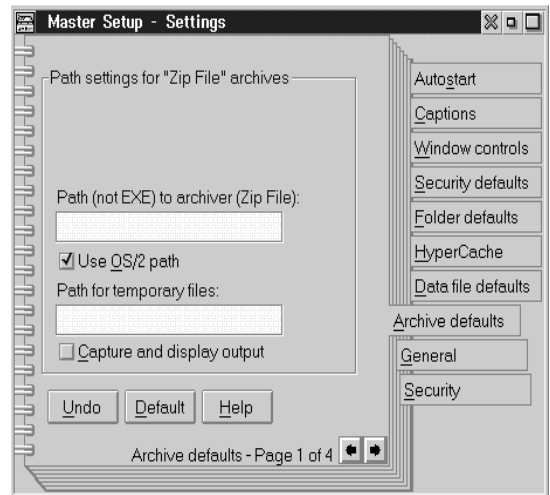
To use the OS/2 search path, but not delete the path entered in the first field, mark the checkbox beside Use OS/2 Path. The path entered in the field is grayed out. However, if you later decide to use the path, just unmark the checkbox and the field is enabled once again.

The Path for Temporary Files field is used by object archives to place extracted archive objects while they are being edited. You may specify a path to a temporary directory using this field. Alternatively, you can specify the path using one of the following methods:

1. The “TEMP=” environment variable in the OS/2 CONFIG.SYS file.
2. The “TMP=” environment variable set in the OS/2 CONFIG.SYS file.
3. The “Nowhere” directory specified by the OS/2 Workplace Shell object identifier, “<WP_NOWHERE>”.

Capture and Display Output.

To enable diagnostics in the event that the Object Archive file operations do not succeed, mark the checkbox to capture and display the output of archive programs.



Selecting Security Defaults

Object Desktop’s security features include the ability to lock objects using passwords. A master password provides an additional level of control in the event that an objects password is lost or forgotten. Any locked object can be unlocked using the master password. The master password should be known only by support personnel or the group responsible for security in an organization.

The master password is set to MASTER after installation of Object Desktop. The master password can be changed on the Security Defaults page of the Master Setup object, which is shown in the following figure, or on page 3 of the Desktop Settings notebook’s Security page.

To change the master password:

1. Enter the current password in the Current Password field. The default password after installation is MASTER.
2. Enter a password in the New Password field.
3. Re-enter the password in the Verify Password field.
4. Click the Set button.



A message is displayed, saying the password is accepted.

Enable Lock/Unlock Event Sounds.

Mark the checkbox to hear the sound of a lock opening or closing when an object is unlocked or locked. The default sound files are LOCK.AV and UNLOCK.AV, which are stored in the Object Desktop installation directory. You may replace these files with other sound files of your choice (just rename them to LOCK.AV and UNLOCK.AV). If you prefer not hearing any sound when locking or unlocking objects, unmark this checkbox.

Master Password for Settings.

Mark this checkbox to require the master password for accessing the Settings notebook for the Desktop, folder or for any program object. The master password will be required whether or not the object is locked.

Setting a Password

A new Security page has been added to the Settings notebook for every program object and folder object on your Desktop, including the Master Setup object, which will be required to open the object once it is locked. For details, refer to the Object security chapter.



Uninstalling Object Desktop

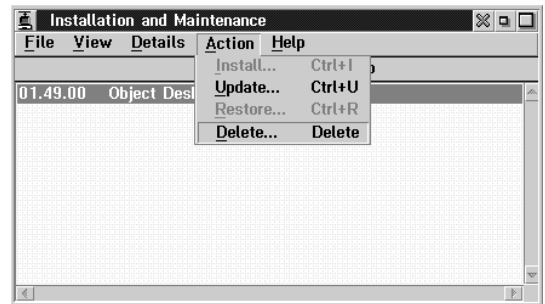
If you wish to remove Object Desktop from your system, double-click the Installation Utility icon in the Object Desktop folder.



In the Installation and Maintenance window, choose Action, Delete.

The Uninstall feature will perform the following actions:

- ◆ Destroy all instances of the Object Desktop objects in your system. It will NOT destroy any system replaced objects, such as data files, folders or archives. The only objects that will be removed are the objects that are created upon initial installation and placed in the Object Desktop folder.
- ◆ Remove enhancements from folders, data files, and archives. The standard OS/2 appearance and behavior are restored for these objects.
- ◆ Remove the Object Desktop DLLs from your installation directory.
- ◆ Remove the Installation directory, remove the installation directory from your CONFIG.SYS's LIBPATH, and remove the Object Desktop folder.



Note: The Uninstall feature is selective, so that you may remove portions of Object Desktop from your system one at a time or all at once. Use a manual uninstall procedure if the automated uninstall does not work, or if you want more control over your system. Refer to the online Read Me First document for manual uninstall instructions.

Global Enhancements

Overview

Object Desktop provides performance and visual enhancements to the Workplace Shell. New features such as a Close button, Rollup button, status bar, and custom default icons, enhanced window frame controls, folder views, and data file objects.

Object Desktop revs up system performance through a Browse mode for viewing folder contents, a HyperCache for speeding up folder view displays, and a HyperDrive which provides rapid access to data objects.

Data file objects are enhanced by a new text editor, for files that have no associated data type or have the default Plain Text assignment. You can also select a default icon for all file objects that do not have an assigned icon.

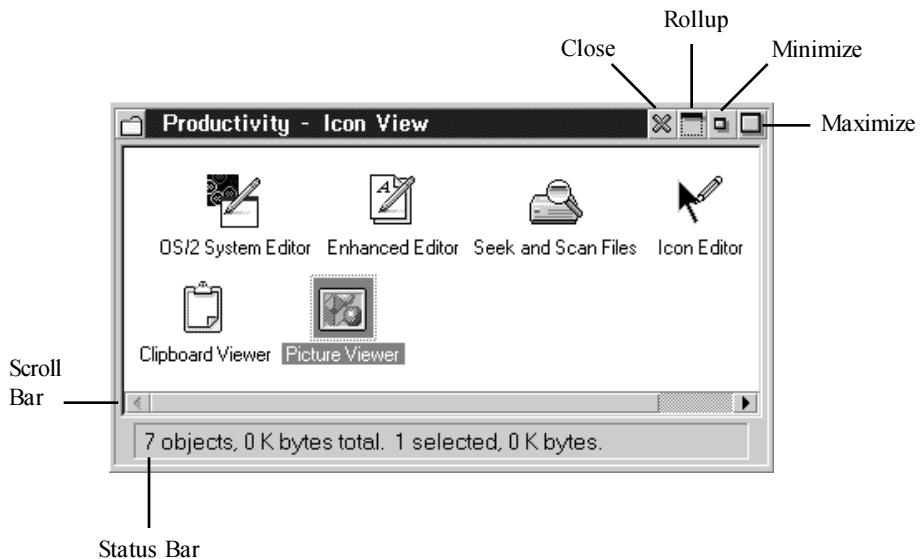
Read this chapter to learn more about the new features that globally enhance the Workplace Shell.

Enhanced Frame Controls

As soon as you open a window in the Workplace Shell, you'll notice the enhanced Minimize/Hide and Maximize buttons and scrollbar buttons that more closely resemble arrows than the standard OS/2 buttons. The Close button provides a quick way to close a window. The Rollup button reduces desktop clutter by displaying only the window's titlebar.

If you prefer using the standard OS/2 buttons, you can disable the enhancements for all folders by modifying the Master Setup Object, which is located in the Object Desktop folder. In the Master Setup Object's Settings notebook, open the Windows Control page.

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Title Bar Button 2 double-click enabled.

To roll-up windows by double-clicking mouse button 2, mark the checkbox. When a window is rolled up, only its title bar is visible. Rolling up windows reduces desktop clutter while allowing you to see all open windows.

Rollup Button Enabled.

To display the Rollup button on all frames, mark the checkbox. You can roll up a window by clicking the button. To remove the Rollup button, unmark the checkbox. When the button is removed, you can still roll up windows using a double-click (if you mark the previous checkbox).



Window Drag Mode Enabled.

In standard OS/2, an outline of a window is displayed as you drag a window to move it. To move the actual window as you drag the mouse, mark the checkbox.

Replace Scrollbar Buttons.

Mark the checkbox to use the Object Desktop buttons. Unmark the checkbox to use the standard OS/2 buttons.

Replace Frame Controls.

Mark the checkbox to use the Object Desktop buttons. Unmark the checkbox to use the standard OS/2 Minimize/Hide and Maximize buttons.

Close Button Enabled.

Mark the checkbox to add the Close button. Unmark the checkbox to remove the Close button from all windows.

Enhanced Folder Views

Folder views are enhanced by new frame buttons and a new status bar, which are described in the previous section. Performance is enhanced by the HyperCache and HyperDrive features, which can speed up display of folder contents and thus enable you to access objects more quickly. Refer to the Using HyperCache and Using HyperDrive sections for details.

New accelerator keys enable you to open a folder's Settings notebook by double-clicking mouse button 2 or by pressing Alt+Enter.

Using the Status Bar

The status bar appears at the bottom of a folder view. The information displayed includes the total number of items stored in the folder and the total number of bytes used to store the items. The status bar also displays the number of items currently selected and the number of bytes used to store the selected items.

The default font used to display text on the status bar is Helv 8 point. To change the default font, open the Master Setup object. Open the Captions page and click the Captions Font button to select a font.

The caption font is used to display status bar text in folder views, the Object Navigator, archive views, and data files.

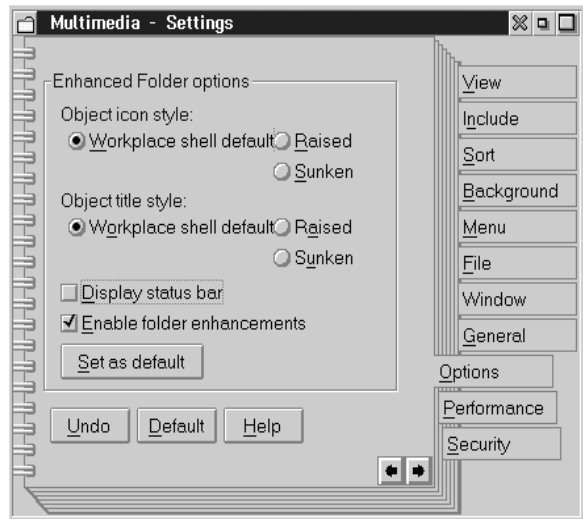


To allow the caption font to be overridden by a drag and drop action from the OS/2 Font palette to a folder view, mark the checkbox beside Allow Caption Font to be Overridden. If the checkbox is unmarked, the folder view font can be changed only on the Captions page.

If you allow the caption font to be changed by dragging and dropping a font from the palette, you can change the font for a particular folder view by dragging a new font to the status bar of an open folder.

To change the caption font for the status bar and all icons in a folder view, press the Alt key while dragging a font to the status bar in an open folder view.

By default, the status bar is displayed for every folder. To remove the status bar from a particular folder view, open the Options page of the folder's Settings notebook. To remove the status bar from the folder, unmark the checkbox beside Display Status Bar. To remove the status bar from all folder views, click the Set As Default button.



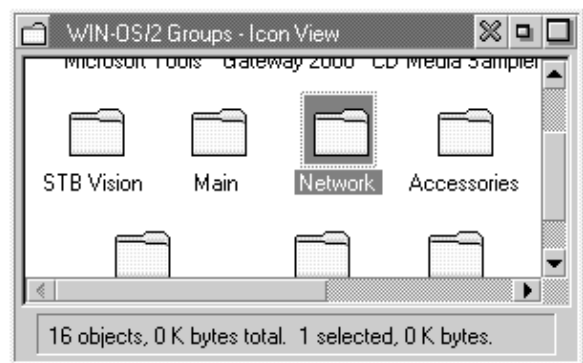
Using Browse Mode

In the standard OS/2 environment, new windows are opened each time you open a nested folder. The resulting number of multiple windows consumes memory and clutters your desktop.

Object Desktop provides a Browse mode for viewing the contents of a subfolder in the current window. Less memory is utilized and desktop clutter is minimized because new windows are not opened each time you double-click a nested folder.

For example, suppose you want to view the contents of a folder named Network, which is a subfolder of a folder named Win-OS/2 Groups.

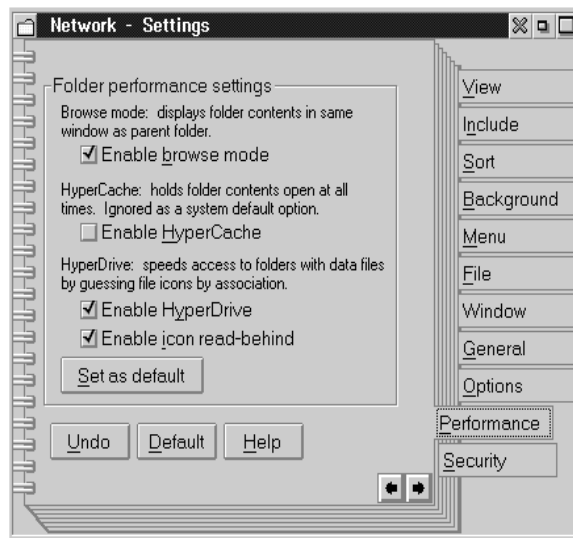
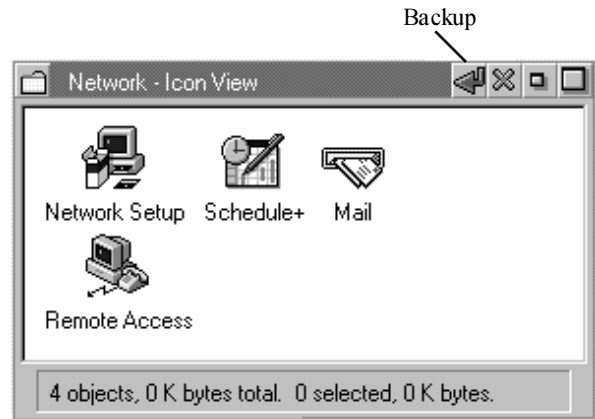
In Browse mode, when you double-click the Network folder, the contents of Network replace those of Win-OS/2 Groups.



To view the contents of the parent folder (Win-OS/2 Groups in this example), click the Backup button or press Esc. If you view multiple levels of nested folders, you can click the Backup button or press Esc multiple times to move back up the tree and view each parent level.

To enable Browse mode, open the Performance page in a folder's Settings notebook.

Mark the checkbox beside Enable Browse Mode. To enable Browse mode for all folders, click the Set as Default button.



Using HyperCache

HyperCache reduces the time required to display the contents of a folder because it stores the folder contents in RAM. In the standard OS/2 environment, the system must access the hard disk to display the contents, which is a slower operation than accessing RAM.

To enable HyperCache for a particular folder, open the Performance page of the folder's Settings notebook and mark the checkbox beside Enable HyperCache.

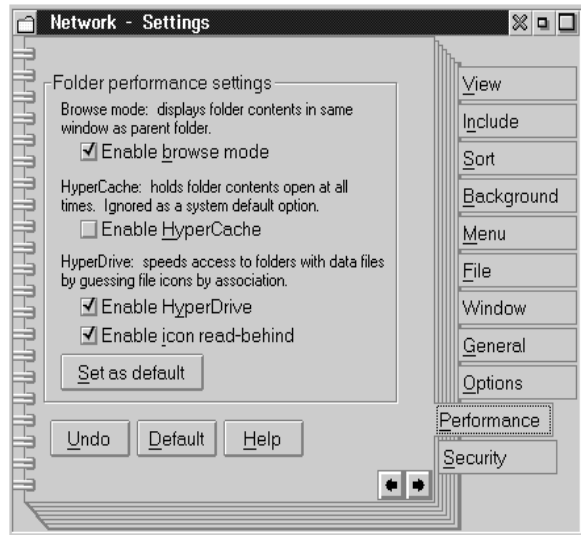
Note: Due to the extra RAM required to store the contents of each folder in HyperCache, you should enable HyperCache for only a few folders that you access frequently.

Also, due to the extra RAM requirements, HyperCache cannot be enabled for all folders in the system by clicking the Set as Default button.

To disable HyperCache for a particular folder, unmark the checkbox beside Enable HyperCache.

A quick way to disable HyperCache for all folders is to open the HyperCache page in the Object Desktop Master Setup object and unmark the Enable HyperCache checkbox.

The option, Display Operation Status Window, refers to a pop-up window that displays messages when caching or uncaching takes place. Unmark the checkbox to disable the pop-up window.



Using HyperDrive

HyperDrive reduces the time required to display data object icons by making a “best guess” at the file types. HyperDrive can speed up the display of data objects, but has no effect on non-file system objects such as programs.

To enable HyperDrive, open the Performance page of a folder’s Settings notebook.

Mark the checkbox beside Enable HyperDrive. To run a background task to read the actual icon files and repaint them after displaying the “best guesses” made by HyperDrive, mark the checkbox beside Enable Icon Read-Behind.

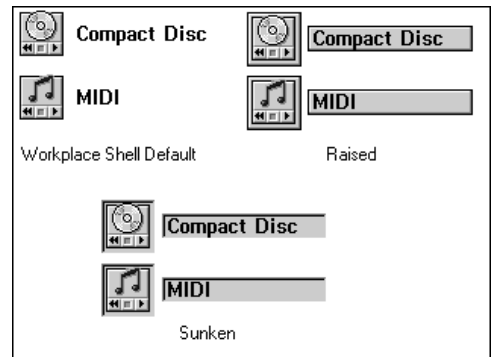
To make the current selections on the page the system default for all folders, click the Set as Default button.

Choosing Folder Icon Styles

Icons and Icon titles can be displayed using a 3-D raised or sunken appearance. The figure to the right shows the three icon styles: Raised, Sunken, and the Workplace Shell default.

The following figure shows the three icon text styles.

To change the icon and/or icon title style, open the Options page of a folder’s Settings notebook. Under Object Icon Style, click the radio button beside the style you wish to use.

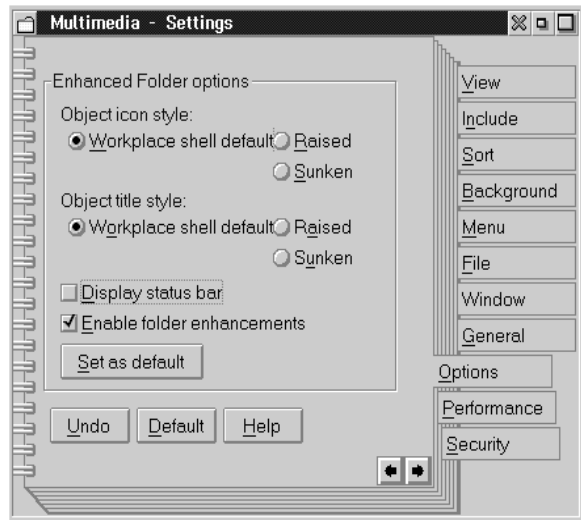


Setting Folder Defaults

The Set as Default button on the Options and Performance pages of a folder's Settings notebook can establish the settings for all folders in the system. For example, if you decide to use Browse mode in all folders, open the Performance page of one folder, mark the Enable Browse Mode checkbox, and click the Make Default button. Browse mode is then enabled for all folders in the system.

Note that HyperCache cannot be enabled using the Set as Default button, due to memory limitations.

Enabling HyperCache for all folders in the system is not possible because of the extra RAM required to store each folder in HyperCache.



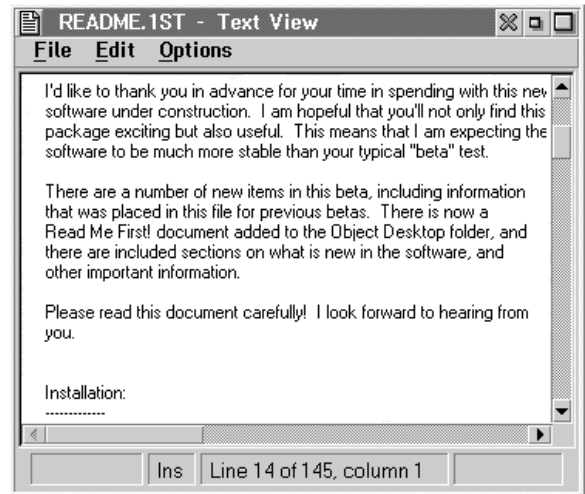
Enhanced Data Files

Object Desktop provides a text editor for viewing and editing files that have no associated data type or have the default Plain Text assignment. You can also select a default icon for all file objects that do not have an assigned icon.

Text Editing Made Easy

The figure shows a document displayed in the text editor.

The status bar displayed at the bottom of the editor identifies the current editing mode (Insert or Replace) and current cursor location (Line x of y, Column z). Status messages are also displayed in this area. For example, the word **Modified** indicates the file has changed since it has been opened in the text editor.



The File menu commands are described in the following paragraphs.

New.

Creates a new text file.

Save.

Saves the document currently displayed in the editor. The editor knows which file type is used, based on the association defined in the Settings notebook.

Print.

Prints the document.

Close.

Exits the text editor.

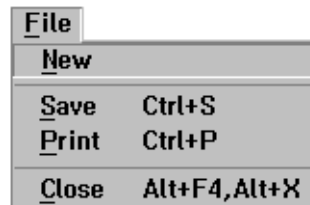
The Edit menu commands are described in the following paragraphs.

Undo.

Reverses the most recent editing change.

Cut.

Cuts the selected text. Use the mouse to highlight selected text.



Copy.

Copies the selected text.

Paste.

Pastes text that has been copied or cut at the current cursor position.

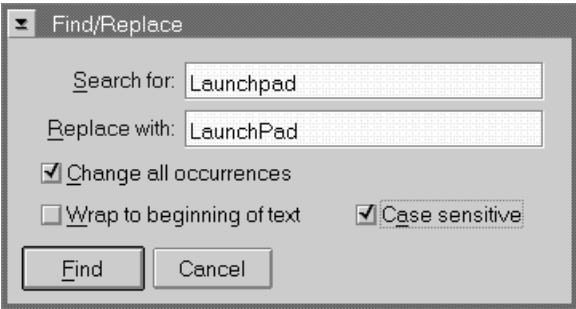
Clear.

Deletes the selected text.

Find.

Locates the text string specified in the following dialog. Click the Find button to begin searching. To find and replace, enter a string in the Replace field and click the Find button to replace the next occurrence of the search string.

Edit	
Undo	Alt+Backspace
Cut	Shift+Delete, Ctrl+X
Copy	Ctrl+Insert, Ctrl+C
Paste	Shift+Insert, Ctrl+V
Clear	Delete
Find...	Ctrl+F
Select all	Ctrl+A



Change All Occurrences.

If you use the Replace feature and want to change all occurrences of the search string to the replacement string, mark the checkbox. If you want to evaluate each occurrence, unmark the checkbox. The editor stops at the next occurrence of the search string. Click the Find button to replace the string, or click the Cancel button to skip the replacement and close the dialog.

Wrap to Beginning of Text.

To ensure that the entire document is searched, mark the checkbox. The search will start at the current cursor location, go through the end of the document and then start at the beginning of the document. To conclude the search at the end of the document, unmark the checkbox.

Case Sensitive.

To search for the exact combination of upper and lower case letters specified in the Search field, mark the checkbox. To search for any combination of upper and lower case letters, unmark the checkbox.

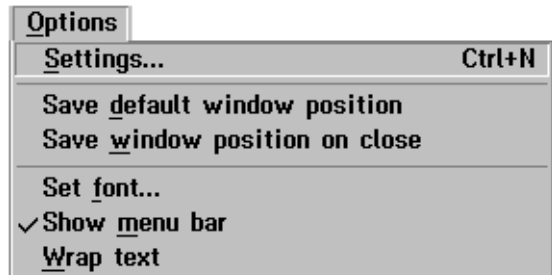
Select All.

Select all text in the document.

The Options menu commands are described in the following paragraphs.

Settings.

Opens the Settings notebook for the data file currently displayed in the text editor. Open the Type page to view or change the file types associated with the object.



Save Default Window Position.

To always open the text editor in the current location on your screen, choose this command.

Save Window Position on Close.

To save the window position for the current file only, choose this command. A checkmark indicates the feature is enabled.

When you close the editor, the window location for the current file is saved. The next time you open this file in the editor, it is opened in the same location. By saving different positions for multiple files, you can view several text files simultaneously.

Saving window positions by file requires some extra memory, so you should use this feature judiciously.

Show Menu Bar.

A checkmark indicates the menu bar is displayed. It works as a toggle. When you choose Show Menu Bar, the checkmark is removed and the menu bar is no longer displayed.

Set Font.

Select the font used to display text in the editor. You can also change the font by dropping a font from the OS/2 font palette on the text editor window.

Wrap Text.

A checkmark indicates text wrapping is enabled, which means text is wrapped to fit the current window. It works as a toggle. When you choose Wrap Text again, the checkmark is removed and text wrapping is disabled. Text does not wrap to the next line until you press Enter.

To establish default text editor settings for the window position, word wrapping, menubar, and font, open the Master Setup Object and open the Data File Defaults page. Refer to the Setting Data File Defaults section in the Getting Started chapter for details.

Changing the Default Icon

To change the default icon for data file objects that have no assigned icon, open the General page of the data file's Settings notebook.

To create a new icon, click the Create Another button, which launches the Icon Editor program. Create an icon, save the file, then use the Find button to select the file.

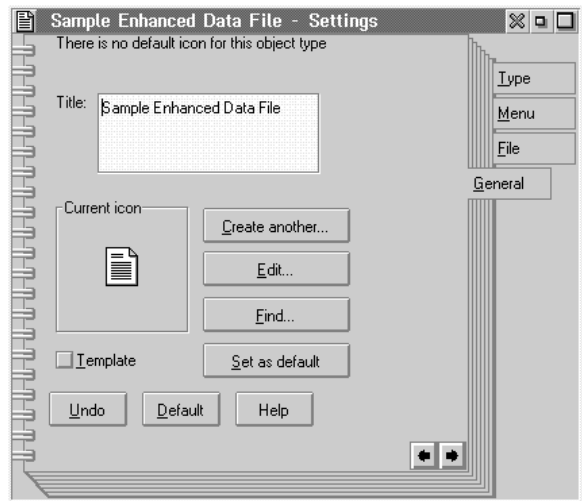
To edit the current icon, click the Edit button to open the icon file in the Icon Editor program. When you finish modifying the icon, save the file and use the Find button to select the icon file.

To specify an icon file, click the Find button. Choose an icon and click OK. The selected icon then appears on the General page.

To make the current icon the default, click the Set as Default button. For example, if you replace the standard OS/2 data file icon for one object and wish to use the new icon for all file ob-

jects that are not associated with a particular application, click the Set as Default button. A message is displayed, indicating the change will take place after the system is rebooted.

To make the current object a template which can be used to create other file objects using the new icon, mark the checkbox beside Template.



Object Navigator

Overview

The Object Navigator replaces the OS/2 Drives object with a split pane view, which enables you to view containers and their contents simultaneously. You can view the contents of objects on any drive - including network drives. The Navigator's Fast Path enables you to access any object using a single mouse click.

True integration with the Workplace Shell results in the Object Navigator's ability to surface all shadows, palettes, container and program objects, attached local and network drives, and custom icons. For example, when you change the contents of a folder on the desktop, the view of the folder's contents is updated automatically in the Object Navigator.

In addition to browsing drive contents, you can manipulate objects displayed in the Object Navigator by using commands on the objects' pop-up menus. For example, you can open the Settings notebook for an object, perform a check disk on a drive, and log on to a network by clicking on a network folder.

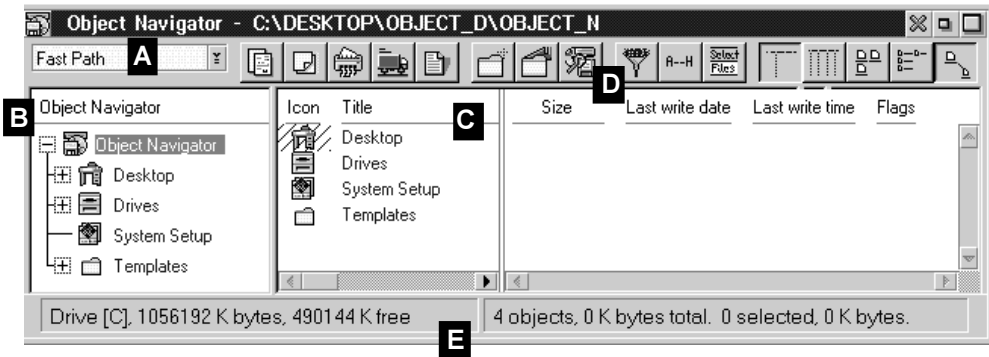
A convenient way to browse documents using the Object Desktop Viewer is to open the Data pane in the Object Navigator. Double-click file objects in the Navigator and view them in the Data pane.

Additional features provided by the Object Navigator are:

- ◆ Command buttons for manipulating and filtering objects, creating folders, and changing your view of the Contents pane
- ◆ Scroll bars for easy navigation
- ◆ Panes that can be resized using the mouse
- ◆ A status bar detailing the number and size of objects
- ◆ Keyboard accelerators

Viewing Containers and Contents

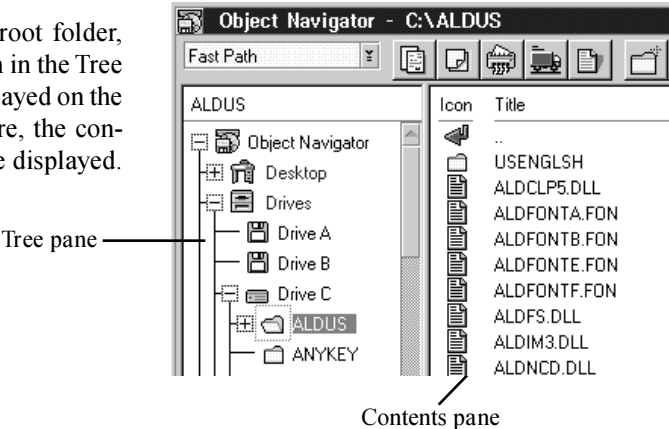
The following figure shows the default Object Navigator window. The Tree pane displays all five “root” folders: Desktop, Drives, System Setup, Templates and Network (if you are connected to a network).



The following paragraphs explain the components of the Object Navigator:

- A** Fast Path.
Lists objects that you can access directly using a single click.
- B** Tree Pane.
Displays all selected root containers.
- C** Contents Pane.
Displays all objects stored in the container that is currently selected on the Tree pane.
- D** Command Buttons.
Provide shortcuts to performing common commands.
- E** Status Bar.
Displays the number and size of objects in the Tree and Contents views.

To view the contents of a root folder, simply double-click an icon in the Tree view. The contents are displayed on the Contents pane. In this figure, the contents of the Aldus folder are displayed.



On the Tree pane, the plus (+) box appears beside objects that contain folders. To expand the tree and view the nested folders, click the plus box.

When the tree is expanded, a minus (-) replaces the plus box (-). To collapse the tree, click the minus box. If the Contents view contains a folder, you can view its contents by double-clicking the folder on either the Tree or Contents pane.

To open a file that is displayed on the Contents pane, simply double-click the file object.

The status bar displayed at the bottom of the Object Navigator is divided into a Tree pane section and a Contents pane section.



Tree pane section

Contents pane section

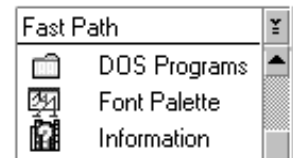
The Tree pane section displays information about the current drive: the total number of kilobytes consumed by objects on the drive and the total number of available kilobytes.

The Contents pane view section displays the total number of objects currently displayed on the Contents pane and the total size of the objects. If any objects are selected, the total number of selected objects and the total size of the selected objects are displayed. Status messages are also displayed in the Details view section. For example, when you add an object to the Fast Path, the following message is displayed in the status bar: '[Object name] added to Fast Path.'

Using the Fast Path

The Fast Path enables you to launch programs and open any object using a single mouse click. Use the Fast Path to launch programs, or open folders, virtual desktops, data files, or palettes.

For example, to open a word processing or spreadsheet file, you normally must launch the program and then use commands to find and open the data file. When you use the Fast Path, just click the name of the data file and the data file is opened directly in its associated application. The data file can reside on any attached drive.



Adding Objects to the Fast Path

To add an object to the Fast Path, drag it from the Tree or Contents pane to any object to the Fast Path field. Alternatively, you can add an object by highlighting it, then pressing the Shift key while you double-click the object. A shadow object is created and added to the Fast Path list.

Opening Objects on the Fast Path

To use the Fast Path, just select an object on the Fast Path drop-down list. When a container or drive object is selected, its contents are displayed on the Contents pane.

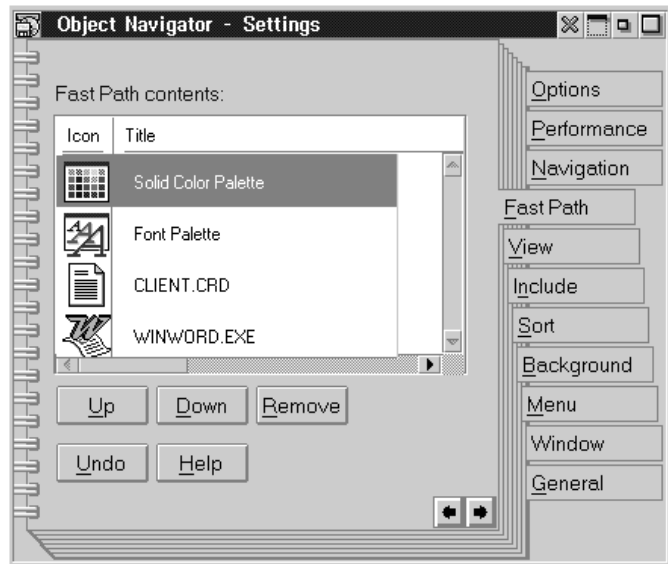
When a file object is selected, the file is opened in the associated application or in the default text editor. For example, if you open a Word document from the Fast Path list, the file is opened in Word.

When a program object is selected, the program is launched.

Removing Objects from the Fast Path

To remove or reorder objects on the Fast Path, open the Fast Path page in the Object Navigator Settings notebook.

To remove an object, highlight it and click the Remove button. To change the order of objects on the Fast Path, highlight an object and click the Up button to move it above its predecessor, or click the Down button to move it below its successor.



Adding and Removing Root Folders

To add a root folder to the Tree pane, drop a folder on the Object Navigator icon in the Object Desktop folder. To remove a root folder, highlight it on the Tree pane and then click the Delete button on the toolbar. (The folder is removed from the Tree pane, but is not actually deleted from the hard drive.)

Alternatively, you can add and remove root folders using the Navigator's Navigation settings page. To add folders, drag objects to the settings page. To remove a root folder, move it from the settings page or use the Delete command on the pop-up menu.



Drag and Drop File Management

Objects can be moved between folders or drives displayed in the Object Navigator and also from the Navigator to the Workplace Shell.

To move an object to a different folder or drive, select the object on the Contents pane and press the right mouse button while dragging it to a folder or drive displayed on the Tree pane. You can select multiple objects on the Contents pane by pressing the Ctrl or Shift key while you click objects.

To move objects to your desktop, simply drag them from the Navigator to any location on the desktop. For example, if you drag a folder from the C drive shown on the Tree pane and drop it on your desktop, the folder is removed from the Tree pane of Drive C and is displayed when you open the Desktop container on the Tree pane.

Using the Command Buttons

Command buttons can be used to perform actions on a container object selected on the Tree pane, or on one or more objects selected on the Contents pane.



Copy. Copies selected objects.



Create object. Creates a new object using the same settings as the selected object.



Delete. Deletes the selected objects.



Move. Moves selected objects.



Shadow. Creates shadows for selected objects.



New Folder. Creates a new folder and adds it to the root list on the Tree pane.



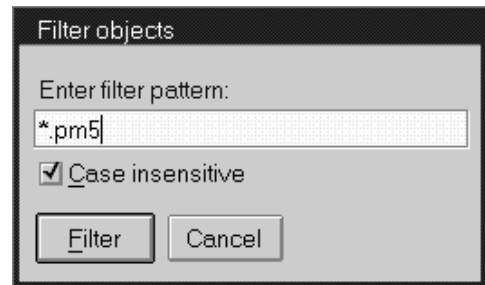
Open Directory. To directly view the contents of a directory, enter the path. The directory is opened in the Tree pane and its contents are displayed on the Contents pane.



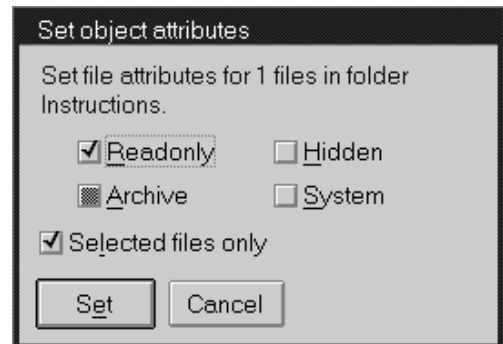
Find. Finds objects based on the criteria that you specify. Refer to the Find chapter for details.



Filter. To view only a particular type of file on the Contents pane, based on the filename, specify the file type in the Filter dialog. You can filter different combinations of filenames. For example, to view only those files that begin with the word PROJ, enter the filter pattern PROJ*.*. To view only text files, enter *.TXT. To view only those files that match the case used in the filter pattern, unmark the checkbox beside Case Insensitive. To view all files that match the filter pattern, mark the checkbox. To apply the filter, click the Filter button. To discontinue using the filter, enter *.* as the filter pattern or leave the field blank.



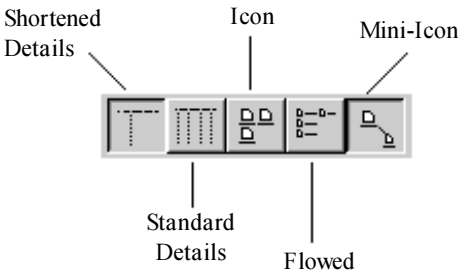
Set Attribute. Sets attributes for files currently displayed on the Contents pane. First, highlight at least one file on the Contents pane. Then click the Set Attribute button. On the Set Object Attributes dialog, mark the appropriate checkboxes. To apply the attributes to only the files that are highlighted on the Contents pane, mark the checkbox beside Selected Files Only. To apply the attributes to all files currently displayed on the Contents pane, unmark the checkbox. To apply the attributes, click the Set button.



Select Object. Selects objects based on the criteria that you specify. For example, if you want to delete numerous temporary files in the current directory, specify *.TMP to select the files, then click the Delete button. Enter the select pattern and then click the Select button. If the upper or lower-case names of selected filenames should match what you typed, unmark the Case Insensitive checkbox. If case doesn't matter, leave the checkbox marked.

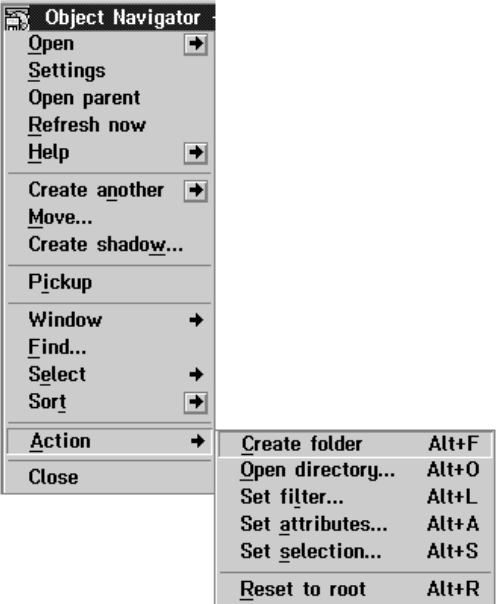


The remaining buttons enable you to quickly change the view on the Contents pane.



The default view is Shortened Details, which provides the icon, object title, size, last write date and time, and flags. To change to a standard OS/2 view (Standard, Icon, or Flowed), click the appropriate button. The Mini-Icon button can be clicked when the Icon or Flowed view is selected. The Mini-Icon view reduces the size of the icons, so you can see more objects at once on the Contents pane.

Some commands that appear on the toolbar buttons can also be executed using the Action command on the Navigator's pop-up menu.



Using Accelerator Keys

If you prefer using keyboard accelerators to execute commands, the following accelerators can be used in the Object Navigator.

<u>Accelerator</u>	<u>Command</u>
Ctrl+Left	Change focus to left pane
Ctrl+Shift+Tab	Change focus to left pane
Ctrl+Right	Change focus to right pane
Ctrl+Tab	Change focus to right pane
Ctrl+/'	Select all
Ctrl+\'	Unselect all
F3	Exit
Alt+F4	Exit
F7	Move objects
F8	Copy objects
Alt+A	Specify attributes
Alt+C	Copy objects
Alt+D	Delete objects
Alt+F	Create folder
Alt+I	Find objects
Alt+L	Filter objects
Alt+M	Move objects
Alt+O	Open folder directly
Ctrl+Space	Open folder directly
Alt+R	Rest to root
Alt+S	Select objects
Alt+W	Shadow objects
Delete	Delete objects
Alt+Enter	Open settings for object

Customizing the Navigator

You can customize the following features using the Object Navigator's Settings notebook.

- ◆ Choose the display style for objects on the Contents pane.
- ◆ Choose the icon style for the Tree and Contents panes.
- ◆ Always sort folders first on the Contents pane.
- ◆ Use a single or double-click to open containers on the Tree pane.
- ◆ Enable HyperDrive.
- ◆ When you open the Navigator, always display the contents of the last folder that was viewed.

Be sure to open the Settings notebook for the Object Navigator, not for an object displayed in the Navigator. Position the mouse on the Navigator icon in the top left corner of the Navigator window and choose Settings from the pop-up menu. The title bar of the opened notebook should say Object Navigator - Settings.

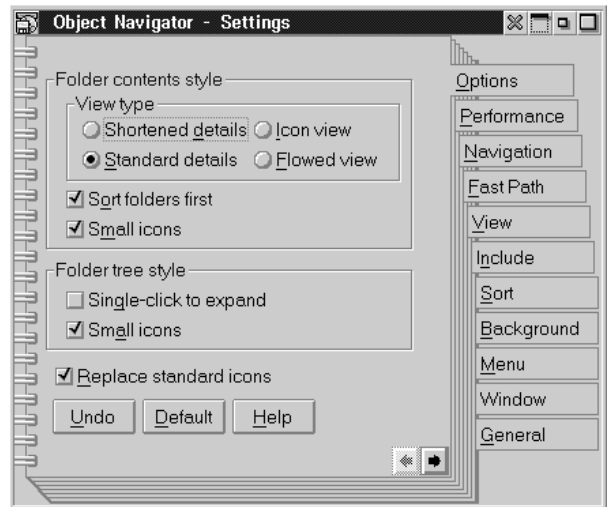
Choosing Icon Styles

By default, mini icons are displayed in the Object Navigator, to maximize the number of items that can be viewed at one time. To use larger, standard size icons, open the Options page of the Settings notebook and unmark the Small Icons checkbox in either the Contents or Tree section.

If you mark the checkbox beside Replace Standard Icons, the appearance of EXE icons is enhanced in OS/2 version 3. In OS/2 version 2.1, folder icons are colored and file icons are enhanced.

Defining the Layout of the Contents Pane

By default, the Contents pane displays object icons, object titles, sizes, last write dates and times, and flags. This Shortened Details view is available only in Object Desktop. To change to a standard OS/2 view (Standard, Icon, or Flowed), click the appropriate radio button in the Folder Contents Style section. You can also change the layout using the Navigator toolbar buttons described earlier in this chapter.



Sorting Objects on the Contents Pane

By default, folders are sorted and listed before other objects on the Contents pane. To sort all objects at once, unmark the checkbox beside Sort Folders First on the Options settings page.

One Click or Two?

By default, a double left-click on a container displayed on the Tree pane displays its contents on the Contents pane. To change the default to a single left-click, mark the checkbox beside Single-click to Expand on the Options settings page.

Remembering the Last Opened Folder

By default, the Navigator closes all root folders when you exit the Navigator. If you want to keep your place and always view the last opened folder, open the Navigation settings page and mark the checkbox beside Automatically Navigate to Last Folder Viewed.



Enabling HyperDrive

HyperDrive reduces the time required to display data object icons by making a “best guess” at the file types. HyperDrive can speed up the display of data objects, but has no effect on non-file system objects such as programs.

To enable HyperDrive, open the Performance page of the Settings notebook.

Mark the checkbox beside Enable HyperDrive. To run a background task to read the actual icon files and repaint them after displaying the “best guesses” made by HyperDrive, mark the checkbox beside Enable Icon Read-Behind.

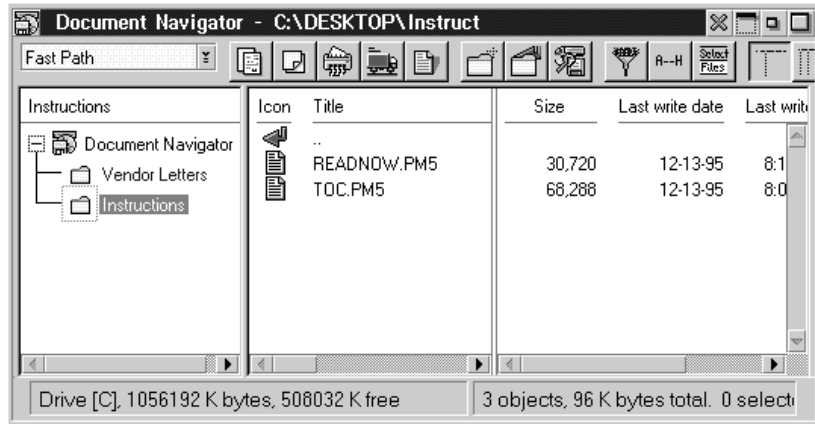


Sizing the Tree and Contents Panes

To change the width of the Tree pane or Contents pane, position the mouse along the right edge of the pane and drag the mouse to expand or collapse the width of the pane.

Using Multiple Navigators

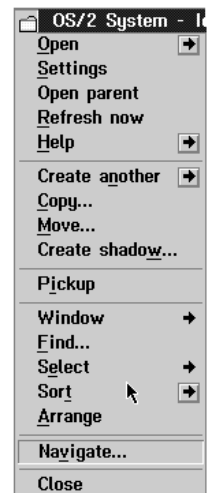
You can create multiple Navigators to view different types of objects. Use the standard Create Another command to create multiple Navigators. You may want to change the name on the General Settings page, so all are not named Object Navigator. For example, you can use the names Correspondence Navigator, Project X Navigator, and so on. For each Navigator, change the root folders to include the objects that pertain to a particular project or account.



Opening the Navigator for Any Folder

You can open the Navigator for any folder using the Navigate command on the folder's pop-up menu. When you choose the Navigate command, the Navigator is opened, showing the folder as the only object on the Tree pane. You can then browse its contents on the Contents pane.

To remove the Navigate command from all pop-up menus, open the Folder Defaults page in the Master Setup object. Unmark the checkbox beside Enable Navigate Menu Choice.





Using the Data Pane

A convenient way to browse documents using the Object Desktop Viewer is to open the Data pane in the Object Navigator.

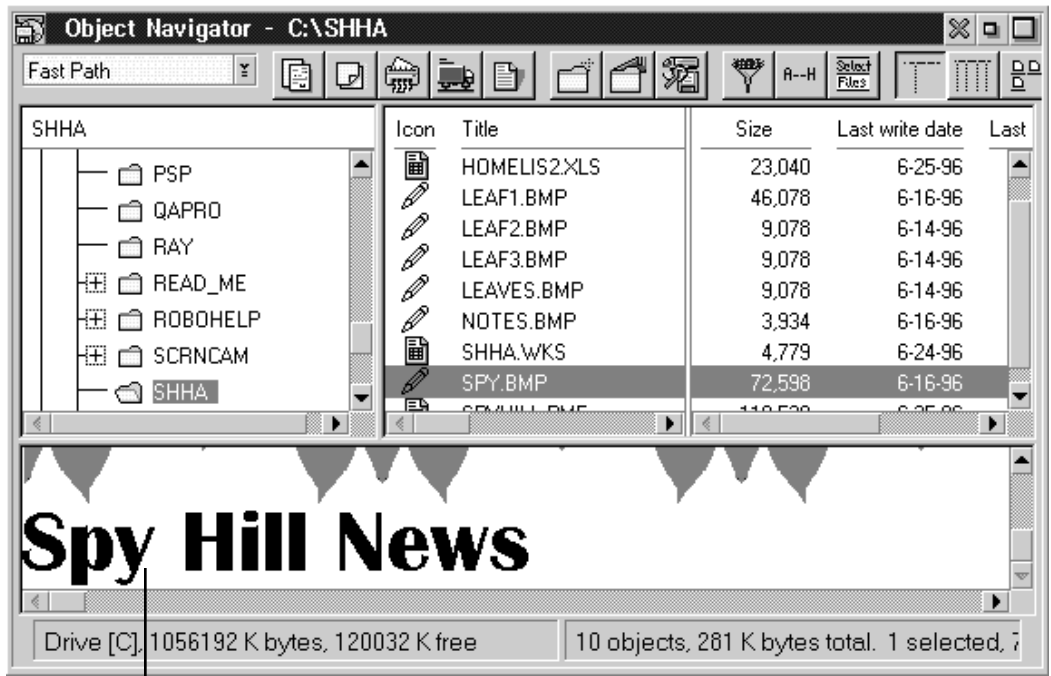
To open the Data pane:

1. Open the Object Navigator.
2. Click the Data Pane button.



The Data pane is opened at the bottom of the Navigator.

When you double-click a file in the Navigator, its contents is displayed in the Data pane. You can scroll vertically and horizontally across the Data pane to view the entire file. You can adjust the height of the Data pane by dragging the horizontal bar that runs across the top of the Data pane.



Data pane

To close the Data pane, click the Data Pane button.

Note: While the Data pane is open, double-clicking any file will open it in the Data pane. To run an executable from the Navigator, you must choose Open, Program from the executable object's context menu.

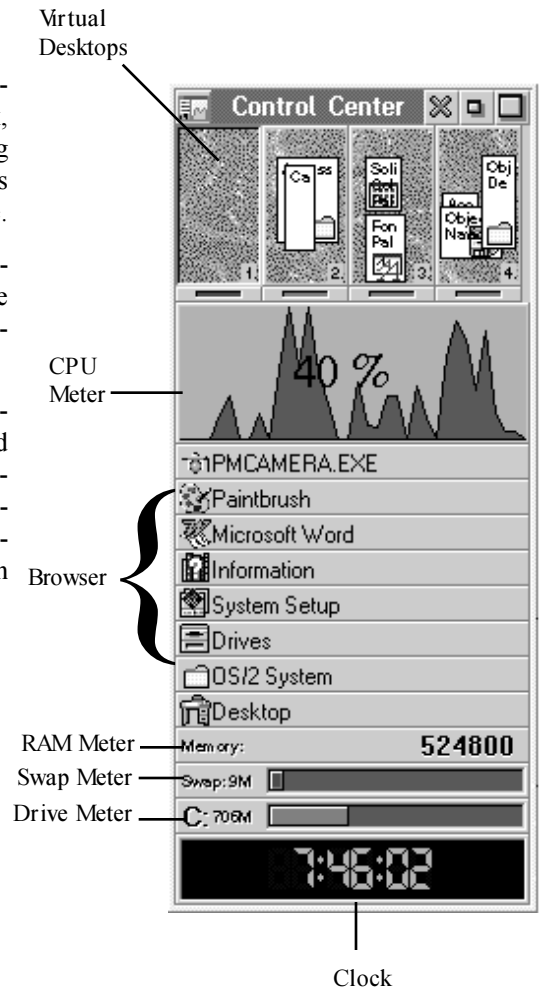
Control Center

Overview

The Control Center provides a centralized area for organizing your work, monitoring resources, and accessing objects with a single click. A clock is also available for convenient reference.

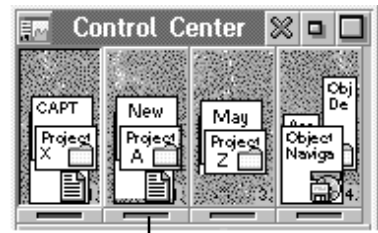
If you prefer using subsets of the Control Center, you can define multiple copies using the Create Another command on the object pop-up menu.

For example, you can set up one Control Center with the Object Browser and CPU Meter, and another Control Center with virtual desktops and the digital clock. You can set up a different activation area on the screen for each Control Center.



Organizing Virtual Desktops

To reduce the number of windows that are open at one time, you can organize objects into virtual desktops. You can use any criteria for organizing objects on a desktop. For example, if you work on three different projects, you can create three desktops, each containing folders, documents, graphics, and phone books related to a project. Although objects for all three projects are open, you can focus on one project at a time using virtual desktops. The following figure shows four sample desktops.



To change your desktop, just click a desktop section

To change from one desktop to another, simply click a desktop section in the Control Center. The active desktop is identified by a red control button which appears beneath the desktop section.

Adding Objects to Desktops

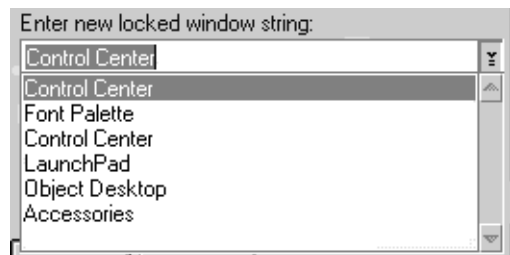
To add items to a desktop, drag them from the Workplace Shell or Object Navigator to a desktop section. Placing an object on a desktop section launches the object and makes that section the current desktop.

You may want a particular object to always be part of the current desktop. For example, you may want to access the Calculator or the Tab LaunchPad on every desktop.



To place an object on every desktop, open Page 2 of the Virtual Desktop page in the Control Center Settings notebook and define a locked window.

You can choose an object that is currently running by clicking the arrow button in the Enter New Locked Window String field, as shown in the following figure. Alternatively, you can type the title of any object in the system. It is advisable to enter the exact title as it appears in a folder view. For example, Solid Color Palette.



To add a locked window after the title has been entered, click the Add button. It then appears in the Defined Locked Windows listbox. You can add an unlimited number of locked windows.

To remove a locked window, click a title in the Defined Locked Windows listbox and click the Remove button.

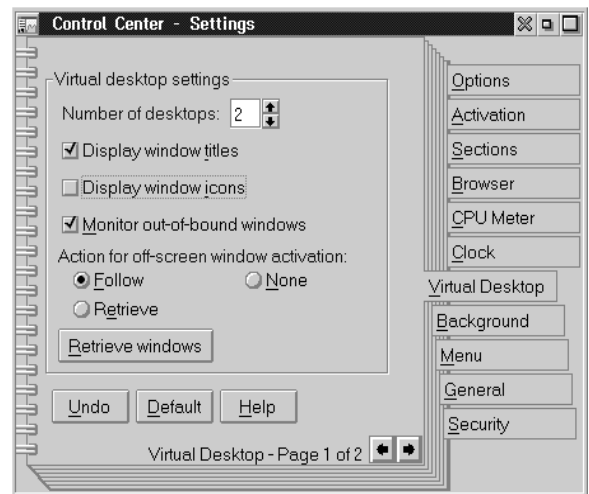
The locked object does not appear at once in all desktops sections in the Control Center. As you click a different desktop section, the locked object moves from the current desktop to the new desktop section.

Customizing Desktop Sections

You can customize the number and appearance of desktop sections using page 1 of the Virtual Desktop page in the Settings notebook.

Defining the Number of Desktops

You can define up to 16 desktops. To change the number of desktop sections, use the arrow buttons to change the number in the Number of Desktops field.



The Desktop section of the Control Center is fixed. As a result, as the number of desktop sections increases, the size of each section decreases.

Defining Content of Desktop Sections

The following fields on the Virtual Desktop page determine the content and behavior of desktop sections:

Display Window Titles.

By default, each desktop section consists of small windows that represent open objects. The windows are labeled with a window or session title. To remove window titles, unmark the checkbox.

Display Window Icons.

Also by default, window icons are displayed for each window that is open on a desktop. To remove the window icons, unmark the checkbox.

Monitor Out-of-Bound Windows.

An out-of-bounds window can no longer be accessed because it has wound up in a location that is off the screen. By default, the checkbox is marked. When you attempt to activate or switch to an out-of-bounds window, the Control Center displays a message asking if you would like to retrieve the window. To suppress the message and not access out-of-bound windows, unmark the checkbox.

Action for Off-Screen Window Activation.

Off-screen windows refers to windows that are displayed in a different virtual desktop. If the window focus and/or window activation changes to a window that is in a different virtual desktop, the Control Center can be configured to do one of the following:

Follow. The desktop in which the off-screen window resides becomes the active desktop.

Retrieve. The off-screen window becomes part of the current desktop.

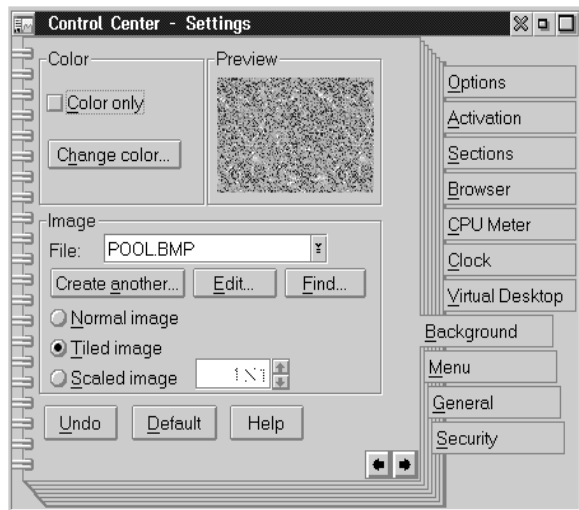
None. No window retrieval or Virtual Desktop switch occurs when an off-screen window is activated.

The Retrieve Windows button adds all windows that are currently running in all virtual desktops to the current desktop.

Customizing Virtual Desktop Backgrounds

You can display a bitmap image as the background for each desktop section or choose a solid color. Open the Background page of the Settings notebook.

To display a bitmap background, unmark the checkbox beside Color Only. The Image section fields are then activated. By default, all BMP files in the \OS2\BITMAP directory are listed in the File drop-down list. To change directories, click the Find button.



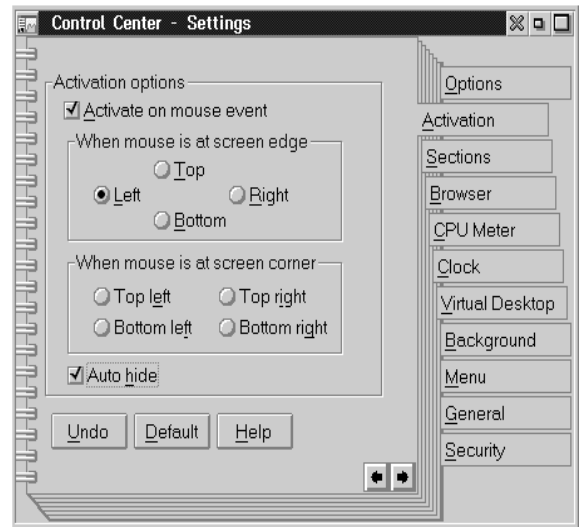
To edit the currently selected bitmap file, click the Edit button. To create a new file, click the Create Another button.

To change from one solid background color to another, mark the Color Only checkbox and click the Change Color button. Use the crosshair to select a color range.

Accessing the Control Center

While working in other windows, you can bring up the Control Center by moving the mouse to a particular area of the screen. To define the area, open the Activation page of the Settings notebook.

To display the Control Center when you are working in other applications, mark the checkbox beside Activate on Mouse Event. Then choose an edge or corner of the screen. For example, if you choose Top Left, the Control Center is surfaced whenever you move the mouse to the top left corner of the screen. If you define multiple Control Centers, each one can have a different activation area.



To disable mouse activation, unmark the checkbox beside Activate on Mouse Event.

Once you access the Control Center using the mouse activation feature, you can choose to keep the Control Center visible by unmarking the Auto Hide checkbox. To automatically hide the Control Center as soon as you move the mouse away from the Control Center, mark the checkbox beside Auto Hide.

Customizing the Appearance

By default, the title bar is displayed on the Control Center. To remove the title bar, open the Options page of the Settings notebook and unmark the checkbox beside Show Title Bar.

Alternately, you can double-click the background of any section of the Control Center window to toggle the title bar display on or off.

Snap to Screen Edge.

To dock the Control Center to an edge of the screen, mark the checkbox. You can then press mouse button 2 and drag the Control Center to dock it to an edge of the screen.

Reduce Desktop Size to Position.

When the Snap to Screen Edge checkbox is marked, this option can be selected. Marking this checkbox prevents other windows from overlapping the Control Center.

Paint Priority.

Updating each section of the Control Center can consume valuable CPU time, so a background thread has been set up for all painting tasks in the Control Center. Paint priority assigns a priority to this thread, depending on how many programs you run on your OS/2 desktop, and how the Control Center may interact with those programs. The default priority is Normal. Click the up arrow button to increase priority to Boost or High. Click the down arrow button to decrease priority to Low.



The Reset Window Defaults button changes the section order and color/font scheme to the default that was installed.

Dragging and Dropping Colors

The colors used in the CPU Meter and Drive and Swap Meter sections can be changed by dragging and dropping colors from an OS/2 color palette.

To change the background color of the CPU Meter, drag and drop a color from a palette. To change the foreground color (the graphic representation of CPU usage), press Ctrl while dragging a color. To change the color of the percentage, press Ctrl+Shift while dragging a color.

To change the background color of the Drive or Swap Meter section, drag a color from a palette. To change the bar color, press Ctrl while dragging a color.

Dragging and Dropping Fonts

The fonts used to display task titles in the Virtual Desktop, Browser, and Disk, Swap, and Drive Meter sections can be changed by dragging and dropping fonts from the OS/2 Font palette. Dragging and dropping a font on a Virtual Desktop section changes the font used in all desktop sections. However, dropping a new font on a Browser button changes the font for that button only.

Resizing the Window

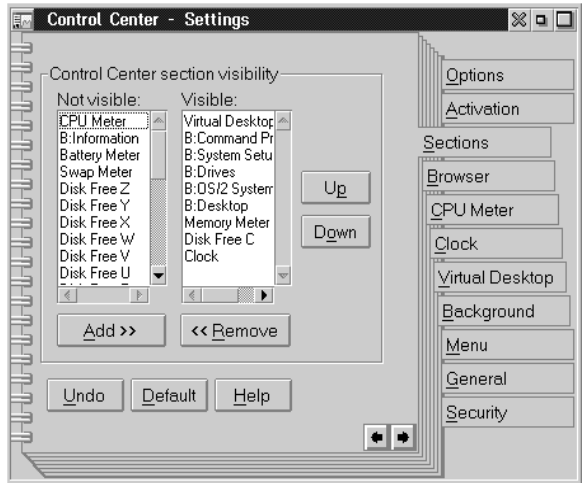
The Control Center is a window which can be resized using the mouse. For example, the default shape of the window is long and narrow. You can change the window size so it extends across the width of your screen rather than down the length of the screen.

Changing the Content and Order

To change the content and order of Control Center sections, open the Sections page of the Settings notebook.

Items in the Visible listbox are currently displayed in the Control Center. Items in the Not Visible listbox are not part of the Control Center.

To add an item to the Control Center, double-click an item in the Not Visible listbox. To add multiple items, select them and click the Add button. The items are added as new sections at the top of the Control Center.



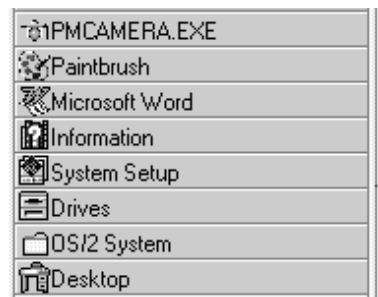
To remove an item, double-click it in the Visible listbox. To remove multiple items, select them and click the Remove button.

The sections appear on the Control Center in the order in which they are listed in the Visible listbox. To move a section, highlight it and click the Up or Down button multiple times, until it appears in the desired location. If you position the Settings notebook and Control Center windows so that both are visible at the same time, you can view the new order of sections in the Control Center as you move items up or down in the listbox.

Using the Object Browser

The Object Browser enables you to access data files, programs, palettes, and commands with a single click. By default, commonly used objects such as Command Prompts and System Setup are placed in the Browser section.

To add objects to the Browser section, drag objects from the Workplace Shell to any location in the Browser section. Shadows of the original object are created and are added as buttons at the top of the Browser section.



To remove an object from the Browser, drag it to the Shredder.

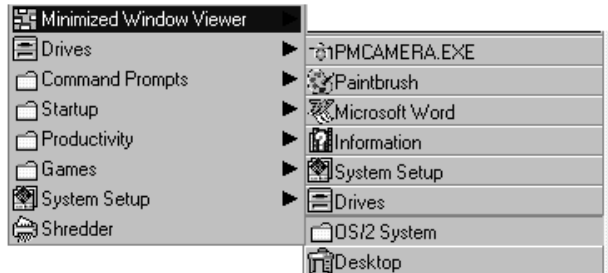
You can change the order of objects on the Browser, on the Sections page of the Settings notebook. Refer to the previous section for details.

To access an object in the Browser, simply click an object button. Data file objects are opened in their associated application or in the text editor. Program objects are launched. When an OS/2 command is clicked, an OS/2 window is opened and the command is executed.

When you click a folder object in the Browser, its contents are displayed on a menu, as shown in the following figure.

The contents of folder objects in the Browser are updated automatically. For example, if the Minimized Window Viewer is a Browser object, it is updated every time you minimize a program.

You can drag any object from the menu to your desktop.



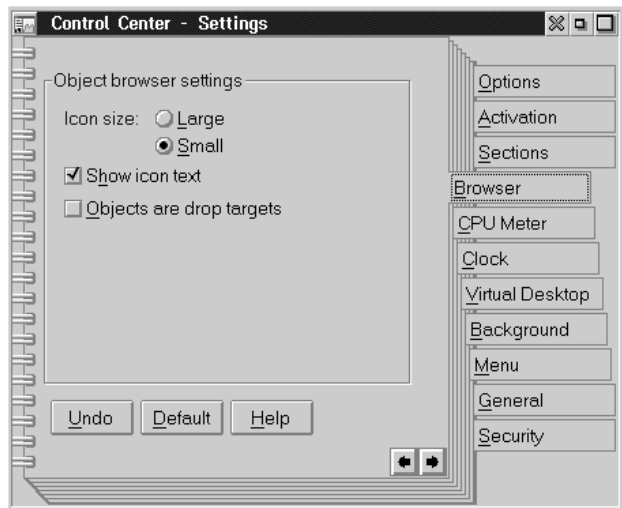
To customize the appearance of icons in the Browser section, open the Browser page of the Settings notebook.

Icon Size.

By default, small buttons are used to display Browser objects. To use larger icons, click the Large icon radio button.

Show Icon Text.

By default, text titles identify each Browser button. To conserve real estate on the Control Center, you can display icons only by unmarking the Show Icon Text checkbox.



Objects as Drop Targets.

To enable Browser buttons to act as OS/2 Workplace drop targets, mark the checkbox. If you drag and drop an object from the OS/2 desktop or from a Workplace Shell folder to a browser button in the Control Center, the drag and drop operation is routed through the browser object itself.

For example, if the OS/2 Shredder is a browser button and you drop an object on this button, the object will be shredded.

Using the Clock

The Control Center clock can be displayed as a digital, analog, or text clock. The format of the date and time is based on the OS/2 Country Object which is found in the System Setup.



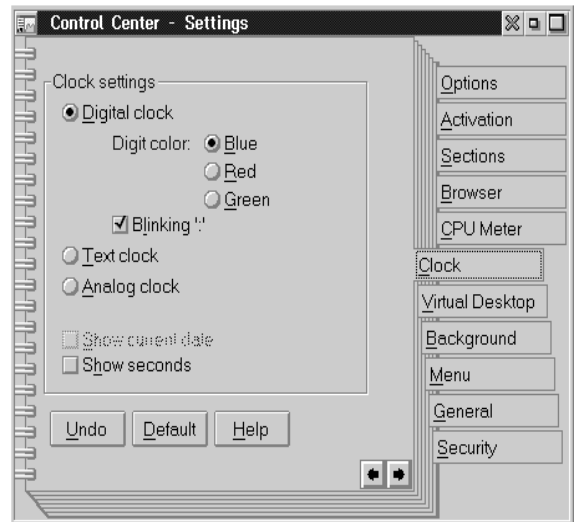
You can customize the clock using the Clock page in the Settings notebook.

Digital Clock.

The digital clock simulates an LED display commonly used for bedside alarm clocks. Choose the digit display color by clicking the Blue, Red or Green radio button.

Blinking ':'.

By default, a blinking colon (:) is displayed between the hour, minutes, and seconds. To stop the blinking, unmark the Blinking ':' checkbox.



Text Clock.

The text clock displays the current time and date in a simple display that uses a smaller area than the digital display. To remove the date from the display, unmark the checkbox beside Show Current Date.

Analog Clock.

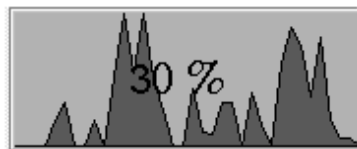
Displays the time using a standard clock dial. You can also display the current date by marking the checkbox beside Show Current Date.

Show Seconds.

By default, the clock displays hours, minutes, and seconds. To suppress display of seconds, unmark the checkbox beside Show Seconds.

Using the CPU Meter

The CPU meter shows how hard your computer is working, based on the applications that are currently performing an activity. For example, if four applications are running, but no processing is taking place in any of them, the CPU meter may show a low level of activity, near zero percent. However, if two of the applications are currently processing graphics or a formula, the graph may show peaks of activity and the percentage will increase.



You can customize the background and foreground colors by dragging colors from an OS/2 Color palette. To change the background, drag a color from the palette to the CPU Meter section.

To change the foreground color, press Ctrl while dragging a color.

To change the text font of the CPU meter, press Ctrl+Shift while dragging a font from the Font palette to the CPU meter.

To change the refresh speed or graph width, open the CPU Monitor page of the Settings notebook.

Graph Speed.

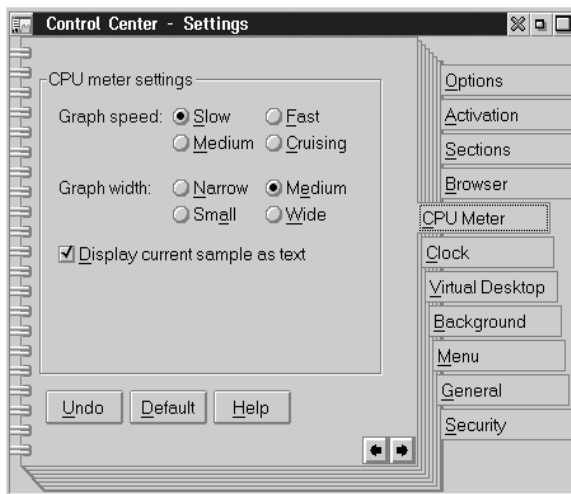
Graph speed refers to the relative number of sample CPU readings per second taken by the CPU Meter. At the fastest setting, Cruising, samples are taken several times per second. At the slowest setting, Slow, samples are taken every several seconds. The default setting is Medium.

Graph Width.

Graph width refers to the amount of space used for each graphic representation of a CPU sample reading. These graphics appear as colored peaks on the CPU Meter. The most narrow setting, Narrow, uses one pixel for each CPU sample. The widest setting, Wide, uses about 10 pixels for each CPU sample.

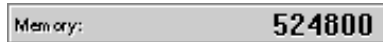
Display Current Sample as Text.

To display the current CPU reading as a percentage, mark the checkbox. To display only the graph, unmark the checkbox.



Using the RAM Meter

The RAM Meter displays the amount of available RAM on your system.



Using the Swap Meter

The Swap Meter displays the size of your swap file. A significant increase in the size of the swap file is a warning of incorrectly configured or corrupt programs. A corresponding bar graph shows the ratio of remaining disk space on the swap drive.



Using the Drive Meter

The Drive Meter shows the amount of free space on each attached drive, including network drives.



To select the drives that you wish to monitor, open the Sections page of the Settings notebook. Refer to the Changing the Content and Order section of this chapter for details.

Using the Battery Meter

If you use a laptop computer which has Advanced Power Management installed, you can use the Battery Meter to monitor the current battery charge state (high, low, critical, or charging). The Battery Meter also provides a bar graph showing the level of remaining power. An icon indicates whether the laptop is using battery or A/C power.



Tab LaunchPad

Overview

The Tab LaunchPad replaces the standard OS/2 LaunchPad by providing tabbed dividers for organizing launch objects. The Tab LaunchPad enables you to change the tab button size and button appearance. You can use any font for the button titles by dragging and dropping a font from the OS/2 Font Palette to the Tab LaunchPad. You can create multiple Tab LaunchPads by using the Create Another command on the Tab LaunchPad's pop-up menu.



The previous figure shows the Tab LaunchPad with four named tabs. The buttons on the Tasks tab are created automatically and represent all tasks that are currently running.

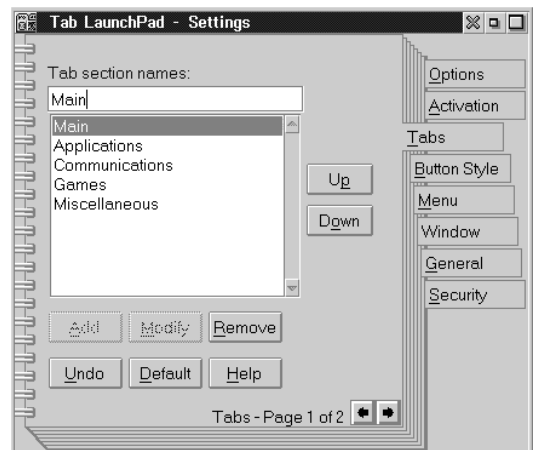
Configuring Tabs

You can define the number and name of tabs on the Tabs page of the Tab LaunchPad's Settings notebook.

To add a new tab to the Tab LaunchPad, type a name in the Section Name field and click the Add button.

To change the name of an existing tab, click the name in the listbox and edit the name. Click the Modify button to save the change.

To remove a tab, click a name in the listbox and click the Remove button.



A dialog asks you to confirm the removal.

To change the order of tabs, highlight a tab name, then click the Up or Down button to change its location.

Page 2 of the Tabs page is used to set up objects which should appear on all tabs.

A list of available objects, taken from the existing tabs, is displayed. Select one or more objects by clicking them. To deselect an object, click it again. To deselect all objects, click the Unselect All button.



After these objects have been selected, switching to a new tab will cause the objects to appear first in the list of object buttons. For example, select a Command Prompts object to be able to access a command prompt no matter which tab is active.

Adding Object Buttons

To add objects to the Tab LaunchPad, drag and drop any object from the Workplace Shell to the tab that is currently displayed. Any type of object, including programs, palettes, and data files, can be placed on the Tab LaunchPad. Shadows of the original objects are created and appear as buttons on the Tab LaunchPad.

The buttons are shadow objects which can be manipulated through the pop-up menu. For example, button objects can be moved or opened. Note that the pop-up menu cannot be displayed for buttons on the Task tab.

Removing Buttons

To remove a button from the Tab LaunchPad, drag it to the Shredder.

Launching Objects

To launch an object, click a button on one of the tabs. To change tabs, click a tab name.

Scrolling the Tab LaunchPad

The Tab LaunchPad can be resized using the mouse. If additional buttons exist beyond the current perimeter of the LaunchPad, click the scroll arrow to view the additional buttons.

Scroll arrow



Customizing the Tab LaunchPad

To move a button from one tab to another, drag the button to the destination tab page. Note that buttons which automatically appear on the Tasks tab cannot be dragged to a different tab.

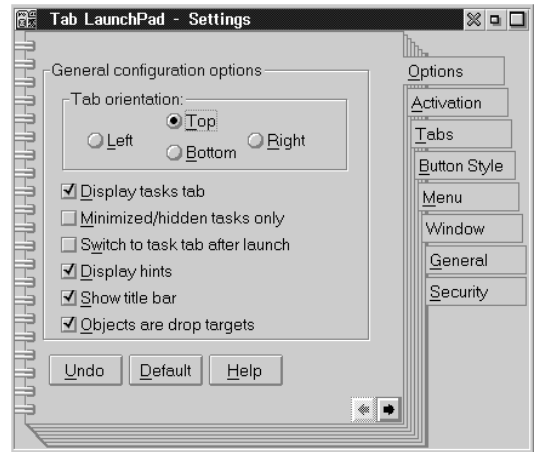
To reorder the buttons on a tab, drag each button to a new location.

By default, the font used to display button titles is Helv 8 point. To change the font, open the OS/2 font palette and drop a new font on the current tab page. The font is changed for all tab pages.

By default, the tab names appear horizontally at the top of the Tab LaunchPad. To change the tab orientation, open the Options page of the Settings notebook and click a radio button in the Tab Orientation section.

Display Tasks Tab.

The Tasks tab displays a button for every object that is currently running on your system. To disable this feature, unmark the checkbox. The Tasks tab then displays only the object buttons that you create.



Minimized/Hidden Tasks Only.

Mark the checkbox to automatically display buttons for only those tasks that are minimized or hidden. This reduces the number of buttons on the Tasks tab and shows you only the tasks that are not visible on the Workplace Shell. Unmark the checkbox to display all running tasks.

Switch to Tasks Tab after Launch.

Mark the checkbox to automatically switch to the Tasks tab after launching an object on any tab. This ensures the Tasks tab is always displayed when you access the Tab LaunchPad.

Display Hints.

Mark the checkbox to display hints, which are labels that identify the Workplace Shell object represented by each tab button. When you rest the mouse pointer on a button for a few seconds, the hint is displayed in a small pop-up window. To suppress hints, unmark the checkbox.

Show Title Bar.

Mark the checkbox to display the Tab LaunchPad title bar. Unmark the checkbox to remove the title bar. Alternately, you can toggle the title bar on and off by double-clicking the background of the Tab LaunchPad window.

Objects are Drop Targets.

To enable buttons that appear on the tabs to act as OS/2 Workplace drop targets, mark the checkbox. If you drag and drop an object from the OS/2 desktop or from a Workplace Shell folder to a button on the Tab LaunchPad, the drag and drop operation is routed through the button object itself.

For example, if the OS/2 Shredder is a tab button and you drop an object on this button, the object will be shredded.

Customizing Buttons

To change the button size, style, or functionality open the Button Style page of the Settings notebook.

Button Size.

To change the button size, click a radio button in the Button Size section:

Small - Buttons are 40 x 40 pixels, and do not display object titles.

Medium - Buttons are 60 x 60 pixels (square), and include titles.

Wide - Buttons are 80 x 60 pixels, and can display longer titles.

Narrow - Buttons are 50 x 70 pixels, and can display titles that wrap.

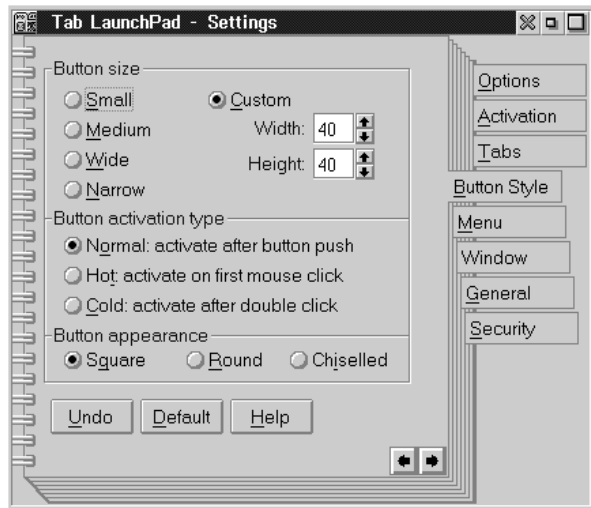
Custom - Any custom size can be configured from 20 to 140 pixels. If any dimension is less than 40 pixels in size, small icons will be used.

Button Activation.

Determines the mouse behavior that launches objects from the Tab LaunchPad.

Normal.

By default, a single left-click of a button launches an object. The button appears depressed when you click it and then appears unpressed when you release the mouse button. The object is launched when you release the mouse button.



Hot.

Like normal mode, a single left-click launches an object. However, the button does not appear depressed and the object is launched as soon as you click the left mouse button.

Cold.

A double-left click of a button launches an object.

Button Appearance.

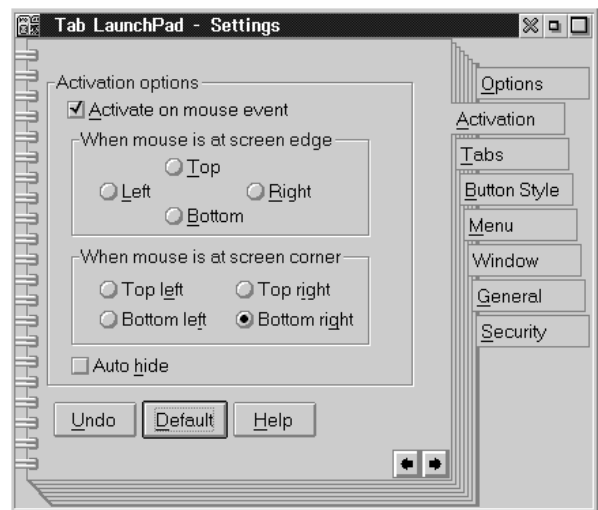
The button appearance determines the appearance of the buttons on the Tab LaunchPad. The default, Normal, displays flat buttons. Round and Chiselled options provide a more sculpted, two-dimensional look. Click each radio button to see the difference on the Tab LaunchPad itself before closing the Settings notebook.

Using the Mouse to Activate the LaunchPad

While working in other windows, you can bring up the Tab LaunchPad by moving the mouse to a particular area of the screen. To define the area, open the Activation page of the Settings notebook.

To display the Tab LaunchPad while working in other applications, mark the checkbox beside Activate on Mouse Event. Then choose an edge or corner of the screen. For example, if you choose Top Left, the Tab LaunchPad is surfaced whenever you move the mouse to the top left corner of the screen. If you define multiple Tab LaunchPads, each one can have a different activation area.

To disable mouse activation, unmark the checkbox beside Activate on Mouse Event.



Once you access the Tab LaunchPad using the mouse activation feature, you can choose to keep the Tab LaunchPad visible by unmarking the Auto Hide checkbox. To automatically hide the Tab LaunchPad as soon as you move the mouse away from the Tab LaunchPad, mark the checkbox beside Auto Hide.

Keyboard LaunchPad

Overview

The Keyboard LaunchPad provides a fast way to configure keys for opening objects. For example, instead of having to launch a word processing program, then using a File command to open a particular file, you can configure keys to open the file directly. For example, pressing Alt+M opens the file in the word processing program.

The Keyboard LaunchPad works with any object that runs on the Workplace Shell desktop, including Presentation Manager programs, Windows applications, DOS-windowed applications, OS/2 windowed applications, Workplace Shell folders, and OS/2 fullscreen sessions. You can also set up key combinations for Object Desktop objects, such as the Object Navigator or the Control Center.

Key combinations can be used to switch between running windows. If a view of an object is already open, the Keyboard LaunchPad makes the view the active window.

Defining Key Combinations

To open the Keyboard LaunchPad, double-click the icon in the Object Desktop view.

To define a key combination for an object, drop one or more objects on the Keyboard Definitions window or on the closed Keyboard LaunchPad icon.



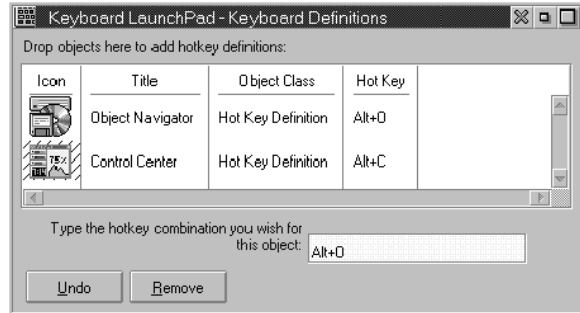
Keyboard LaunchPad

Highlight an object on the list, then click the hot key definition field at the bottom of the dialog. Simply type the key combination that you wish to use. For example, press Alt+P. The key combination appears in the field.

To change the hot key combination, click the definition field and enter a new combination. To cancel the last entry, click the Undo button.

To remove an object from the list, highlight the object and then click the Remove button.

Note: To avoid conflicts with other applications that commonly use two-key combinations such as Alt+letter/number and Ctrl+letter/number, use three-key combinations such as Ctrl+Alt, Shift+Alt, and Ctrl+Shift.



Defining Hot Key Settings

Hot key settings are specified on the Options page of the Keyboard LaunchPad's Settings notebook.

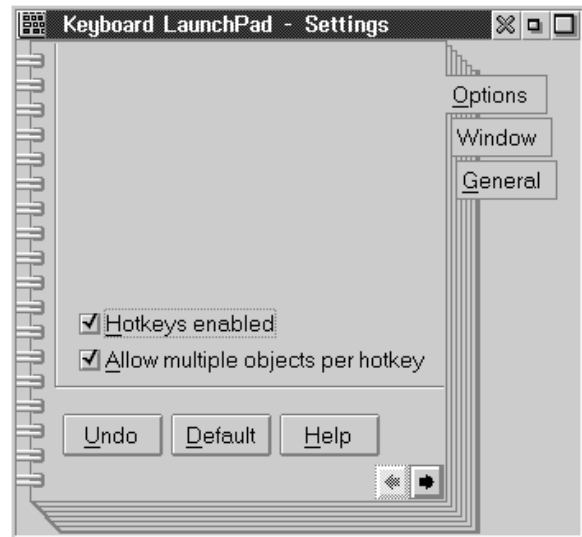
Hot Keys Enabled.

Mark the checkbox to enable the use of hot keys. If the hot keys in some way interfere with the use of a particular program, you can disable the use of all hot keys by unmarking the checkbox.

Allow Multiple Hot Keys per Object.

Mark the checkbox to allow multiple objects to be assigned the same hot key combination. This feature enables you to open multiple objects using a single hot key combination.

Unmark the checkbox to open only the first object listed in the Keyboard LaunchPad window that has the hot key combination.



Task Manager

Overview

Object Desktop enhances the appearance and functionality of the standard OS/2 Task Manager, which is also referred to as the Window List.

A New Look

The enhanced Task Manager has sculpted borders and icons for each running task. New buttons are available for Settings, Filter, Show, Hide, Close, Help, Tile, and Cascade. A Command Prompt field enables you to issue commands and click the Run button to execute them. The field saves the commands so you can reuse them with a single mouse click rather than re-typing them.



Show.

Brings the selected task to the foreground and makes it the active window.

Help.

Displays online help for using the Task Manager.

Hide.

Hides the selected task window.

Tile.

Tiles all task windows so they appear beside one another.

Close.

Closes the selected task.

Cascade.

Displays all task windows in a stack, so all window titles are visible.

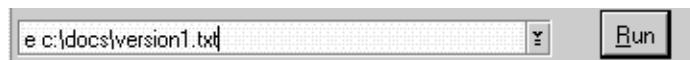
Settings.

Opens the Settings notebook for establishing the appearance and functionality of the Task Manager. Refer to the next section for details.

Filter.

Opens the Filter dialog, which is used to remove tasks from the Task Manager list. Refer to the Filtering the Task List section for details.

The field which has a Run button is used to enter OS/2 commands. Any program that can be run from an OS/2 prompt can be run from the Task Manager. For example, use the E command to open a text file in the system editor, or the Dialer command to log on to the Internet. To run a windows application, type: Win [program name]. Previous commands are saved in the field's drop-down list.

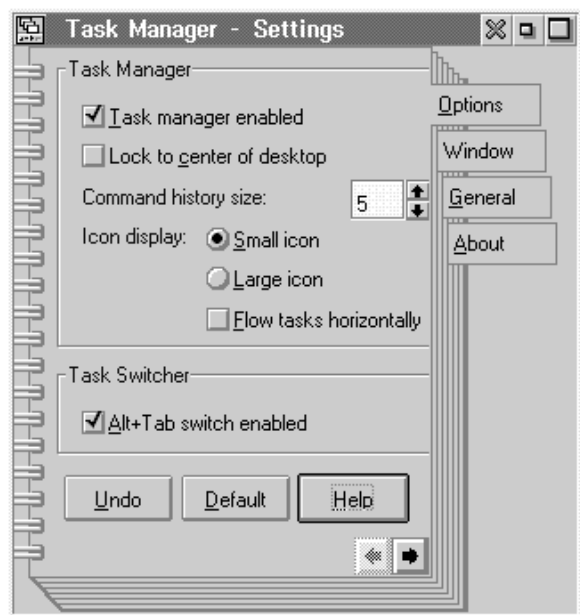


Selecting Settings

To establish settings for the Task Manager, click the Settings button in the Window List or double-click the Task Manager icon in the Object Desktop folder. The Options page is displayed first.

Task Manager Enabled.

By default, the enhanced Task Manager (Window List) is enabled. If you prefer the standard OS/2 appearance, unmark the checkbox. Afterwards, the only way to access the Settings notebook to enable the enhanced Task Manager is to double-click the Task Manager icon in the Object Desktop folder.



Lock to Center of Desktop.

Mark the checkbox to display the enhanced Window List in the center of the OS/2 Desktop.

Command History Size.

Specifies the number of commands that are saved in the recall list of the Task Manager. To view the list of saved commands, click the arrow button.



Icon/Task Display.

Choose small or large icons for display in the Task Manager. To view more tasks at once, you can change the default display of a single, vertical column to multiple, horizontal columns by marking the checkbox beside Flow Tasks Horizontally.

Enhanced Task Switching

You can now use Alt+Tab to switch between open windows. Each time you press Alt+Tab, the title of an open window appears. As you cycle through all the open windows and find the one you want, release the Alt+Tab keys and the window is displayed.

By default, Alt+Tab is enabled to display the active window titles. If you prefer the standard behavior of Alt+Tab, which highlights the active window itself, unmark the checkbox beside Alt+Tab Switch Enabled on the Options page of the Task Manager Settings notebook.

Filtering the Task List

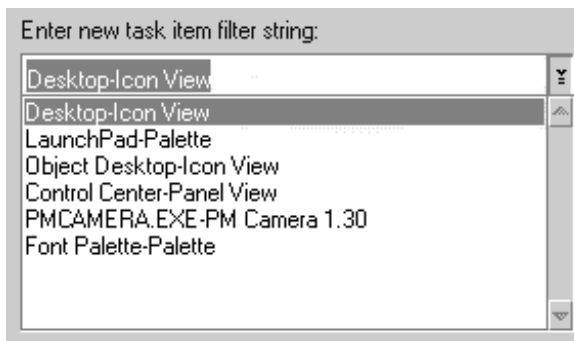
To reduce the number of tasks listed in the Task Manager, open the Filter page of the Settings notebook. (You can access the page directly by clicking the Filter button on the Task Manager). You can remove windows and objects from the list of running tasks. For example, you may want to remove the Desktop - Icon View since it is always visible. Eliminating tasks that you never switch to makes it easier to find the tasks you want on the Window List.



Enter a task name in the first field, or click the arrow button to view a list of all running tasks, as shown in the following figure.

Click the Add button to add the task to the list of defined filters.

To remove a task from the list, highlight it and click the Remove button. The task reappears in the Task Manager.



To display all tasks without using the Remove button, mark the checkbox beside Disable Filters. All tasks appear in the Task Manager. To remove the tasks listed under Defined Task Item Filters, unmark the checkbox.

Object Archives

Overview

Object Archives enable you to work with compressed files without the extra steps of entering commands to archive and unarchive files before performing tasks such as opening, renaming, copying or saving the files. When objects are stored in an archive, the compression and decompression tasks are performed automatically.

Object Archives support the following file formats:

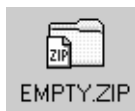
- ◆ ZIP (using Info-Zip)
- ◆ LHA (using LH/2)
- ◆ ZOO (using GNU)
- ◆ ARC

Archives are special file objects, but they behave much like OS/2 folders. You can store objects in an archive by dragging and dropping, and you can view the contents of an archive by double-clicking it.

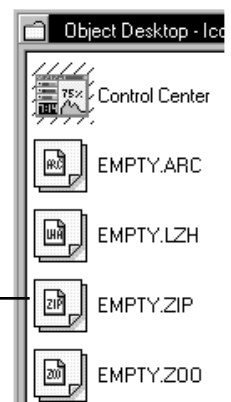
Creating Archives

Each archive format (ZIP, LHA, ZOO, and ARC) appears as a template in the Object Desktop folder.

To create an archive object, tear off a new object from one of the templates. The following figure shows an archive created from the EMPTY.ZIP template. You can change the archive name on the General page of the archive object's Settings notebook.



Archive
Templates



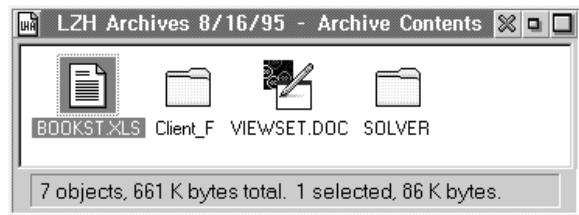
Adding Files to an Archive

The archives function as folders. To archive a file or folder, drag and drop it on an archive. All archiving operations occur on a background thread, and are serialized to ensure file consistency. To extract files, simply drag them to a destination folder or your desktop.

You don't have to do anything with archived files that existed on your system before Object Desktop was installed. All existing archived files are displayed with the Object Desktop icons and can be moved, copied, and opened using the features described in this chapter.

Opening Archives

The archive objects act as folders. To view the contents of an archive object, double-click it. The icons representing the compressed files are based on the applications associated with the files.



The status bar displayed at the bottom of the Object Archive view displays summary information about the number of objects contained in the archive, and the number of objects that are currently selected in the view.

You can access most Workplace Shell Context menu options directly from the object archive's pop-up menu. For example, to view a .CMD file (REXX script) from an object archive, simply choose Open, Text View from its pop-up menu.

To open an archived file, just double-click it. The file is unarchived automatically. Data files are opened in their associated applications; program files are launched.

To extract a file that is stored in an archive, simply open the archive and drag the file object to any folder or desktop. To extract all files in a folder, right-click an archive folder and choose Extract to Folder. To automatically extract a folder without typing anything, choose Auto-Extract. A new folder is created and is named Extracted:name of original archived folder. The files are then extracted to the new folder.

Specifying Archive Settings

By default, Object Archives uses archive utilities found through your system's OS/2 program search path. However, to use an archive utility that is located in a directory that is not in the search path, you must specify the path on the Path page of the archive folder's Settings notebook. Do not include the utility's EXE file in the path.

To use the OS/2 search path, but not delete the path entered in the first field, mark the checkbox beside Use OS/2 Path.

Note: An alternative to editing individual Path pages is to specify the path for all archive utilities using the Master Setup Object's Archive Defaults page. Refer to the Getting Started chapter for details.

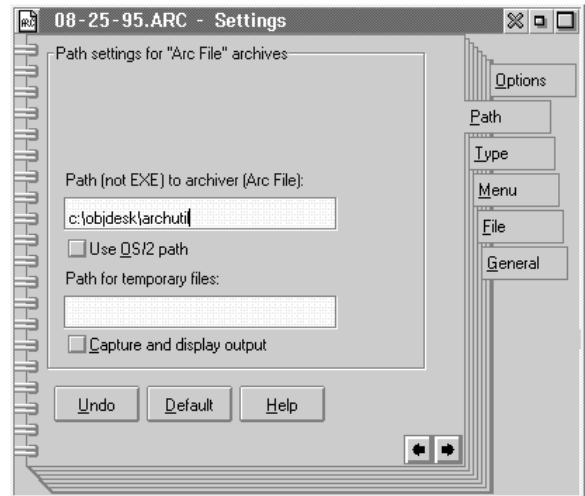
The path entered in the field is grayed out. However, if you later decide to use the path, just unmark the checkbox and the field is enabled once again.

The Path for Temporary Files field is used by object archives to place extracted archive objects while they are being edited. You may specify a path to a temporary directory using this field on the Path page. Alternatively, you can specify the path using one of the following methods:

1. The "TEMP=" environment variable in the OS/2 CONFIG.SYS file.
2. The "TMP=" environment variable set in the OS/2 CONFIG.SYS file.
3. The "Nowhere" directory specified by the OS/2 Workplace Shell object identifier, "<WP_NOWHERE>".

Capture and Display Output.

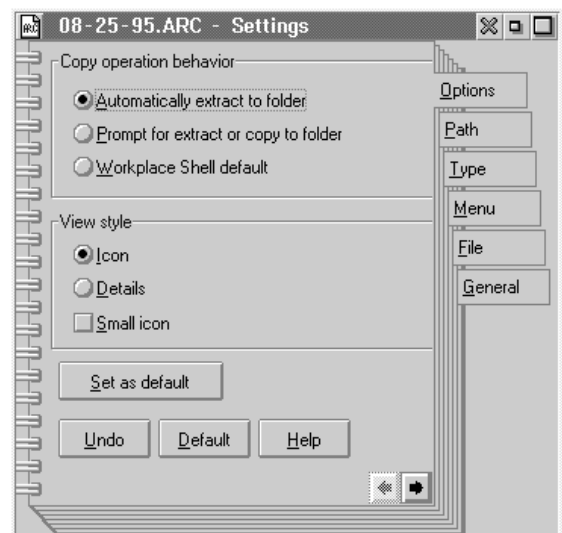
To enable diagnostics in the event that the Object Archive file operations do not succeed, mark the checkbox to capture and display the output of archive programs.



Working with Archived Files

To delete an archive, drag it to the Shredder or choose Delete from the object's pop-up menu.

When an archive object is copied, the default behavior is the object is extracted automatically. To change the behavior, open the Options page of an archive object's Settings notebook.



To display a confirmation dialog each time an extract is to take place via copy, mark the radio button beside Prompt for Extract or Copy to Folder.

To use the Workplace Shell default, which performs a standard copy, mark the third radio button.

To use the selected behavior for all archive objects, click the Set as Default button.

Editing Archived Files

If you modify a data file, save it as you normally do in the application. When you close the file, it is automatically re-archived. All changes are saved in the updated, archived file.

Customizing Archives

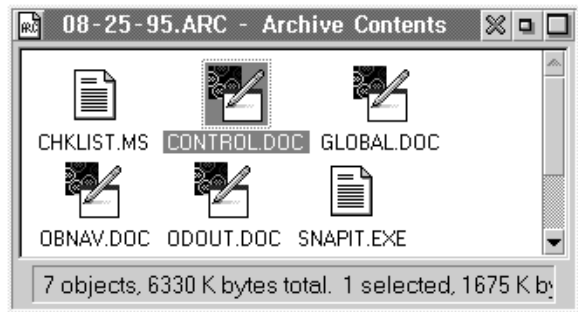
The default view of the contents of an archive object can be icons or details. Establish your preference on the Options page of an archive object's Settings notebook.

The Icon Viewstyle displays the icon and title of each object stored in the archive object. You may interact and view each archive element as a standard Workplace Shell object.

The Details View style displays objects as they would appear from the output of a command line archive program, including file compression ratios, date of the archived file and other useful archiver-related information.

To display icons in a smaller, compressed format, mark the checkbox beside Small Icon.

To use the selected icon view for all archive objects, click the Set as Default button. Changes are not reflected in an open archive. You must close and reopen the archive to see the new view.



Icon View

Icon	Title	Original	Packed	Pack Method	Ratio	File Date
	CHKLIST.MS	27	56	--	0%	6-27-94
	CONTROL.DOC	1,715,712	248,831	Crunched	86%	8-15-95
	GLOBAL.DOC	1,814,016	184,833	Crunched	90%	8-15-95
	OBNAV.DOC	2,002,944	183,665	Crunched	91%	8-11-95

Details View

Object Package

Package It!

The OS/2 Workplace Shell introduces many powerful capabilities surfaced in objects that are manipulated on the OS/2 Desktop. Several different object 'types' are visible on the desktop, including folders, programs, data files, printers, and palettes. Each object type stores properties using a number of different formats, and most cannot be shared between different OS/2 systems. For example, many of OS/2's objects cannot be copied to floppy disks or to network drives, where they could be shared by a community of users.

Object Desktop provides a powerful new Workplace Shell data type called an Object Package, which is designed to capture object properties as they are stored inside the Workplace Shell, and to allow users to transport objects and properties between OS/2 systems.

An object package is a new type of Workplace Shell container which can store any object type. Any object type that can be viewed in the Workplace Shell can be stored inside a package, including program objects, shadow objects, data files, folders, and printer. All object properties are stored with the objects in the package, including customized icons, folder background changes, and view types. The object package is a convenient way to back up your desktop and share files with other users. System administrators who need to set up multiple, standard desktops can use object packages to clone desktops quickly. The Class Editor provides an interface for replacing or editing classes. You can even generate standard reports, such as INI.RC files, REXX scripts, and hierarchical reports, directly from a package file.

Creating an Object Package

To create an object package:

1. Open the Object Desktop folder and drag a copy of the Object Package template to your desktop.
2. Drag objects from Workplace Shell folders to the new package.



Object Package

That's it! The resulting package is a self-contained file which can be restored on any OS/2 desktop that has Object Desktop installed. You can ship the package on disk, over the network, or through the Internet.

Backing Up Your Desktop

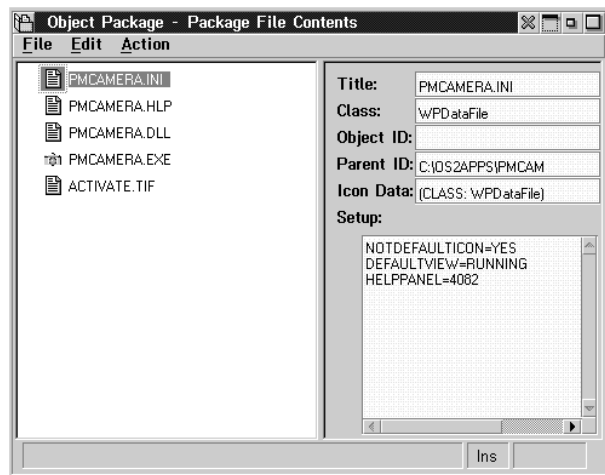
To package all objects on your desktop, choose Store Desktop from the Object Package pop-up menu.



Reviewing the Package Contents

To view the contents of a package, simply double-click the package object. The Tree pane displays the contents of the package.

The Editor pane displays the title, class, object and parent IDs, icon data, and setup strings associated with the object that is currently highlighted on the Tree pane.



Editing Package Contents

You can edit data on the Contents pane simply by typing in any of the fields. For example, you may want to tweak the setup strings before copying the package to multiple workstations. To save your changes, choose File, Save. If you forget to save changes, a dialog will prompt you when you try to close the package window.

To remove a file from the package, highlight the file on the Tree pane and then choose Edit, Remove.

Workplace Shell Setup Strings

Each Workplace Shell object is created with a setup string describing the object properties. These properties are generally listed as KEY=VALUE pairs, separated by semicolon characters. The Object Package Editor lists the Workplace Shell setup strings for each object stored in the package file. You can change the properties of each object in the package.

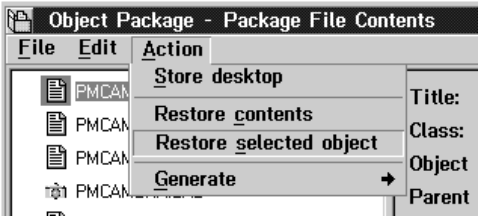
It is beyond the scope of this manual to list all of the Workplace Shell setup strings available for each Workplace Shell class. There are many references on this subject. One excellent reference for OS/2 Warp Workplace Shell setup strings is *OS/2 Warp Uncensored*, Peter G. Magid, et. al., (The IBM Press), published by IDC Books Worldwide, Inc (ISBN 1-56884-474-3).

The Object Package Workplace Shell class uses several strategies for obtaining setup string data for each Workplace Shell object contained in an object package. These object setup strings are recorded in an efficient form and are forward compatible with new objects as they appear on the market.

How Does It Work?

An object package is a special data file that contains object properties of stored objects in a hierarchical proprietary object store (object database). Do not attempt to edit an object package using any other tool besides the Package Editor described earlier; the data in a package is not in a readable or manageable form when opened outside the Package Editor.

Object packages contain information that is used to reconstruct objects in their original form, including customized icons, data file content, folder background data, folder presentation data, program object paths, program object types, specialized printer driver data, and much more. Each object contained in an object package contains a number of small chunks of data which each contain a description of how the object should be reconstructed.



The data storage is very efficient; for example, icon and data file contents are stored in a compressed form.

To minimize the amount of stored data, Object Desktop uses several storage strategies to avoid duplicating default data such as program object icons, which are identical to the original icons of the executable file. Another mechanism used to minimize storage overhead is to link to Workplace Shell class default data, such as help panels and default folder views, whenever possible.

In addition to objects, a Workplace Shell class database is stored in an object package. The database is used to restore class registrations and class replacements when an object is restored to a different system.

The Package Editor described earlier in this chapter displays each set of object properties listed in the Setup editor window. Each property that is editable is listed with a descriptive name, such as ICONVIEW=ICON,FLOWED. Note that no setup string data is stored inside an object package file; the object properties are only presented as setup strings inside the Package Editor, and of course to the Workplace Shell when the object is recreated. In the ICONVIEW= example, only six bytes are needed to store this folder setting.

Restoring a Package

The process of transferring the objects in a package to a desktop is called restoring a package. For example, if a colleague packaged an application and data files from his desktop and shipped the disk to you, need to restore the package to your desktop in order to use the application and view the data files.

You can restore all objects in a package at once or restore objects individually.

To restore all objects at once:

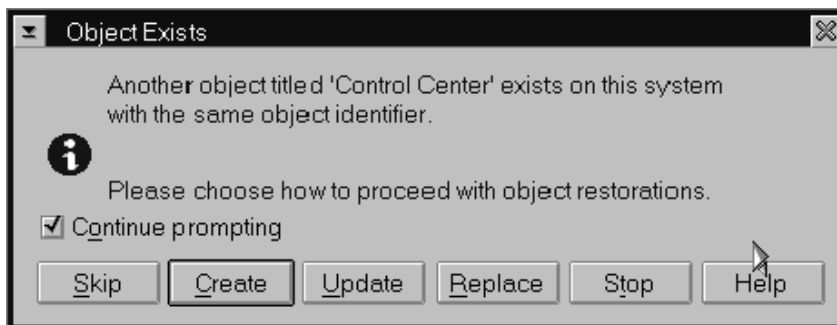
1. Choose Restore Contents from the package pop-up menu.

To restore individual objects:

1. Double-click the package to open it.
2. On the Tree pane, highlight the object you wish to restore.
3. Choose Action, Restore Selected Object.

Restoring Objects That Already Exist

When restoring an object from an object package, the object may already exist on your system with a similar title in the destination folder, or with the same global object identifier (OBJECTID). When this situation occurs, a dialog similar to the following one is displayed.



On this dialog, choose how objects should be restored by clicking one of the following buttons.

Skip.

Completely skips restoring the specified object, but continues processing objects in the package. If the object is a folder, a dialog will ask if you want to restore the folder's contents.

Create.

Creates a new object in the same folder location as the current existing object, using the same title and object settings. This duplicate function can be used to testing how object packages work.

Update.

Copies the settings from the object stored in the package to the existing object.

Replace.

Deletes the existing object on the system before restoring the object in the package.

Stop.

Skips the current object and stops processing any remaining objects in the object package.

Choosing Skip, Create, Update or Replace will make it the default action when the dialog is displayed again. To skip the dialog for all subsequent object restoration collisions that occur and just perform the action indicated by the selected button, unmark the Continue prompting checkbox .

Workplace Shell Classes and Package Restoration

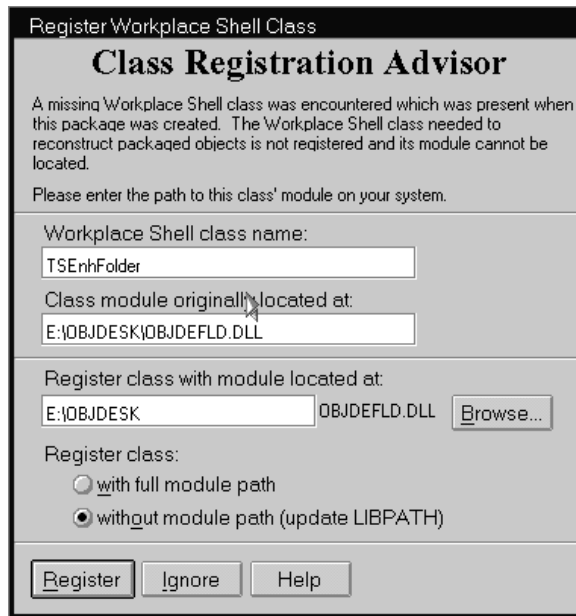
Each Workplace Shell object is managed by an OS/2 System Object Model (SOM) class which is responsible for providing the behavior of the object as it is seen on the OS/2 Desktop. Each of these classes is registered with the Workplace Shell, which maintains a list of classes that are called upon to provide the entire Workplace Shell Desktop. Each class is invoked by the Workplace Shell via a class name and files containing executable code that provides the class behavior resides in one or dynamic link libraries (DLLs).

In order to restore objects contained in an object package, Object Desktop must interrogate the Workplace Shell class “database” and ensure that each class required to create the contained objects is registered and active in the system. If you attempt to restore an object with a class that is not registered, Object Desktop will first attempt to locate the Workplace Shell class DLLs that were originally used to create the object package, to re-register the Workplace Shell class.

If this process is not successful in registering the class, the Class Registration Advisor dialog will prompt you for information about where the class DLLs are stored on your system.

Workplace Shell Class Registration

The Class Registration Advisor dialog prompts you to specify where the DLL for the Workplace Shell class of the object (or objects) being restored resides. On this dialog, you may choose to register the DLL with the full path or with a “stripped” path which may require an update to the system CONFIG.SYS file. In either case, Object Desktop knows how to immediately register the Workplace Shell class without requiring a system reboot. However, there are instances where a system reboot may be required after registering a Workplace Shell class replacement.



Note on CONFIG.SYS Changes: The Class Registration Advisor dialog provides two mechanisms for registering classes: one with a fully qualified file path for the DLL, and one without the full path. Since both of these mechanisms result in the class being registered, you may wonder why a choice is provided.

Stardock Systems recommends using the registration of Workplace Shell DLLs without fully qualified paths, which may require updates to the OS/2 LIBPATH statement. To enable this option, choose Without module path (update LIBPATH). There are several reasons for this recommendation:

1. Registering a class with the full path results in immediate class availability. Most applications perform class registrations this way, since it does not require a reboot step to create objects on the desktop that correspond to the new class.

Object Desktop is the first product that does not require this type of class registration. All class registrations are immediate if the DLL the class is registered for does not depend on any other DLLs in the system that are not located on the OS/2 CONFIG.SYS LIBPATH statement.

2. Fully qualified paths aggravate a Workplace Shell defect which was fixed with IBM OS/2 Warp FixPak 17 or higher. This defect involves an internal limitation of 4096 bytes of class registration data in the OS/2 Workplace Shell. Because of this problem, registering a large number of OS/2 Workplace Shell classes with fully qualified DLL names can cause system problems that limit further registration of Workplace Shell classes.

3. Registering classes without the fully qualified DLL names provides flexibility in systems management, as directories which contain application code can be moved or renamed along with a change to the OS/2 LIBPATH statement without disturbing objects on the OS/2 Desktop.

The OS/2 CONFIG.SYS and LIBPATH Statement

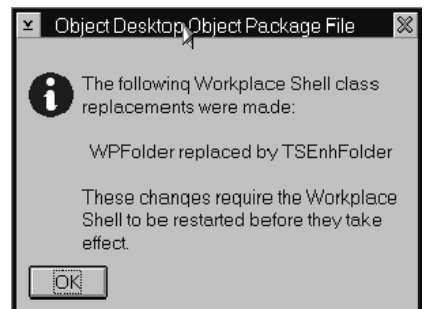
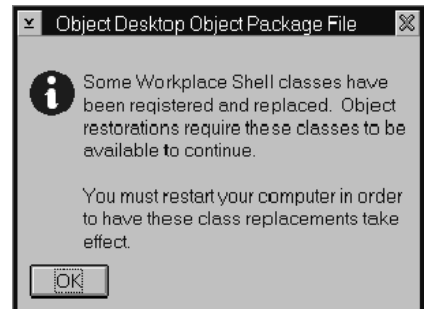
The CONFIG.SYS file found in the root directory of the OS/2 boot partition contains a statement called the LIBPATH. This statement lists directories which contain Dynamic Link Libraries (DLLs). This directory is searched when application or object code is demand-loaded by the system. Workplace Shell objects are essentially DLLs, and hence the LIBPATH statement may need to be updated in order to enable use of some Workplace Shell classes.

Workplace Shell Class Replacement

The Workplace Shell contains an advanced object-oriented capability called class replacement. This feature allows an application developer to add functionality to objects that already exist on a system, such as Folders and Program objects. A good example of class replacement is the Enhanced Folder provided by Object Desktop.

The class replacement mechanism is not immediate, however. Class replacement requires the Workplace Shell to be restarted once a replacement is made. The best way to restart the Workplace Shell is to simply reboot or shut-down your computer.

Since an object package is designed to capture all the data for a set of objects, the number and type of class replacements that were present when the package was created is recorded in the package file itself. When an object is restored on a computer that does not have the same class replacements, an attempt is made to register the Workplace Shell classes present on the original system, and to perform the same class replacements. In this case, the object package restoration process will inform you that class replacements were made and the system should be restarted.



Restoring An Object Package Containing a Workplace Shell Desktop

This section describes how to restore the contents of an object package when you have destroyed and reset the contents of your Workplace Shell Desktop using the MAKEINI procedure described in the OS/2 User Guide, or after you have reinstalled OS/2.

A classic chicken/egg problem occurs when the Workplace Shell class for the object package is not registered for the object package that you are trying to restore. You want to invoke the context menu of the package file containing your desktop so you can choose Restore Contents, but since the Workplace Shell has not been told what an object package is, the original object package files appear and behave like normal data files (But remember, don't edit them!).

Object Desktop contains a utility to circumvent this problem, called OBJDINST.EXE. To restore an object package when the Workplace Shell class is not registered, run the following command from an OS/2 Window:

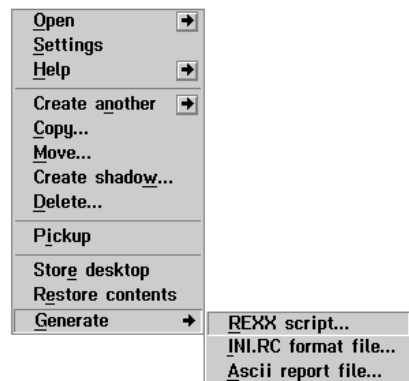
`OBJDINST.EXE RESTORE [Package File Path]`

You may specify the name of the package file to restore. Ensure that the package file you are trying to restore contains a Desktop archive (created using the Store Desktop command on the Object Package context menu).

The OBJDINST utility registers the Object Package Workplace Shell class. If the class cannot be registered automatically, an opportunity is given to browse your system disks for the original Object Desktop Object Package DLL file, called OBJDOPKG.DLL.

Generating Reports

To generate an INI.RC file, REXX script, or ASCII report, choose Generate from the package pop-up menu and then choose a file type. If the package is open, choose Action, Generate. You will be asked to specify the name and location of the output file.



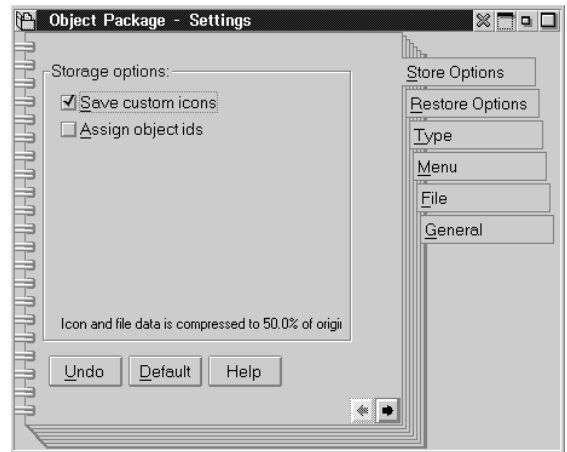
Selecting Package Settings

To open the package Settings notebook, choose Settings from the package pop-up menu. If the package is open, choose File, Settings from the menubar.

On the Storage Options page, you can choose whether to save custom icons that are used for objects stored in the package. If you unmark the Save Custom Icons checkbox, standard icons will be used.

Assign Object IDs.

To assign new object IDs using object titles while the objects are being stored in a package, mark the checkbox. Object IDs are optional for objects, but are necessary for communicating with objects from applications such as REXX.



On the Restore Options page, decide what to do when an object to be restored from a package already exists on the target system. Select a default action by clicking a radio button:

Skip. Does not restore the object.

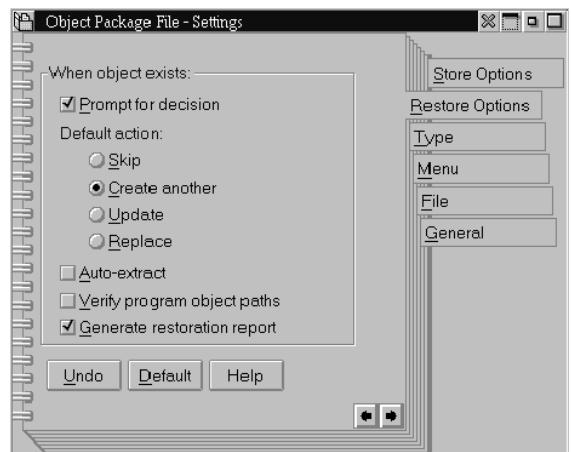
Create Another. Restores the object by creating a new object. Does not overwrite an object that already exists.

Update. Updates the settings for the object that already exists using the settings stored in the object package.

Replace. Replaces the object that already exists.

Prompt for Decision.

To display a confirmation dialog before performing the selected default action, mark the checkbox beside Prompt for Decision. To automatically perform the default action, unmark the checkbox.



Auto-extract.

To automatically restore objects when you double-click them, mark the checkbox.

Verify Program Object Paths

Mark this checkbox to check that program object executable paths are reachable when restoring program objects. If a program object is restored with a path (setup string EXENAME=) that does not exist on the destination system, a dialog will appear, allowing this setting to be changed.

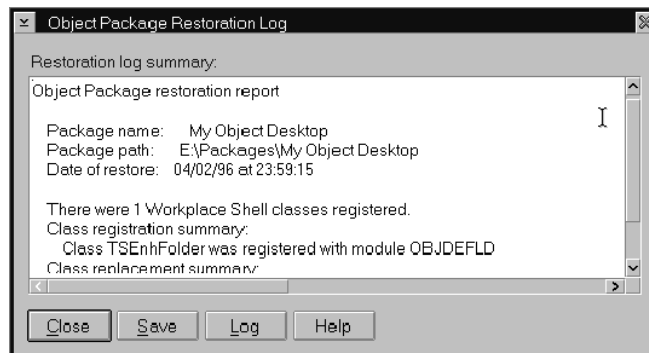
Generate Restoration Report

Mark this checkbox to display a dialog after restoring objects, displaying summary information on objects restored, class registrations, class replacements, and any errors encountered restoration.

Restoration Report

A restoration report can be generated after restoring objects from an object package. Summary information is detailed on the progress of the object restorations, including class registration activity, objects created, skipped, updated, or replaced, and object errors logged.

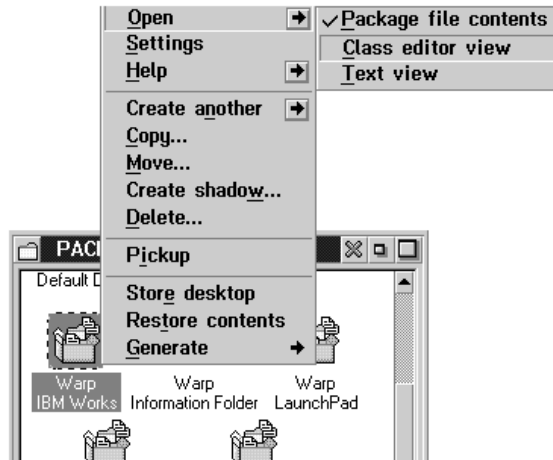
The summary report can be logged to a file, which will appear in the root of the OS/2 boot drive as the file \PKGPREPRT.LOG. Alternatively, you may save the log content to another file.



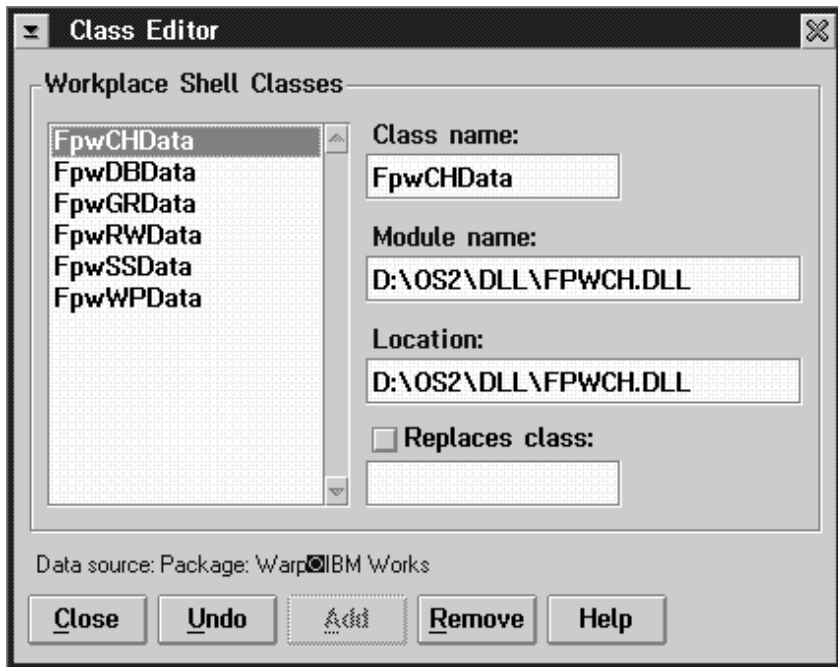
Using the Class Editor

You can edit or replace a class using the Object Desktop Class Editor, which is available from the Object Inspector and the Object Package.

To open the Class Editor, choose Open, Class Editor View from a package's context menu.



When you highlight a class name on the list displayed on the left side of the dialog, information about the class is displayed in the Class Name, Module Name, Location fields.



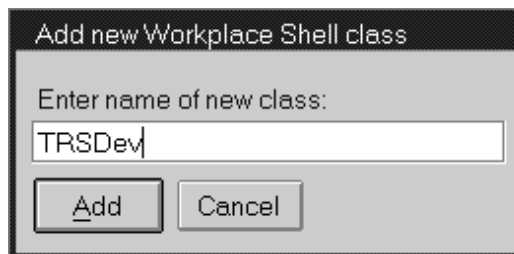
To remove a class, highlight it on the list and then click the Remove button.

To replace a class:

- 1 Highlight the replacement class.
- 2 Mark the checkbox beside Replaces Class.
- 3 In the Replaces Class field, enter the class name that is being replaced.

To add a new class:

1. Click the Add button.
2. Enter the name of the new class, then click the Add button.



3. Complete the Class Register Advisor screen and then click the Register button. Please refer to the Workplace Shell Class Registration section in this chapter for details.

Register Workplace Shell Class

Class Registration Advisor

A missing Workplace Shell class was encountered which was present when this package was created. The Workplace Shell class needed to reconstruct packaged objects is not registered and its module cannot be located.

Please enter the path to this class' module on your system.

Workplace Shell class name:

Class module originally located at:

Register class with module located at:
 .DLL

Register class:
☐ with full module path
☒ without module path (update LIBPATH)

Object Security

Introduction

Object Desktop's Object security provide two key features which are desired by most corporate users:

- 1) Password protection to prevent the altering of Desktops, including modifying, moving, rearranging and deleting Desktop objects. This features helps ensure that a standard Desktop can be maintained in a corporate environment.
- 2) Password protection to prevent unauthorized access to folders and their contents, as well as program objects. Desktop objects are protected from unauthorized access, tampering or accidental shredding.

Object security is a useful system administration tool. For example, if an IS manager wants to lock out users from an administration folder, the manager can open the folder's Security page in the Settings notebook, define a password, and then lock the folder. Users know that folder is protected because a small key icon appears on the object icon.



If a number of people share a workstation, individual program objects can be password-protected. This feature ensures that sensitive data and programs (such as human resources data) can be accessed by authorized users only.

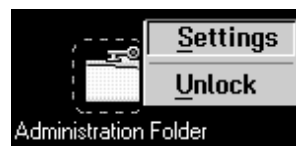
Object security for OS/2 Warp is one of a new generation of object-oriented software products based on System Object Model (SOM) technology. Unlike traditional software applications which must be started in order to use them, Object security integrates seamlessly into OS/2 Warp's Workplace Shell user interface. You never have to start or stop it; it's always there and it's always working.

What Can Be Protected?

Object security prevents locked objects from being opened or having their settings changed without entering the correct password. In addition, locked objects cannot be:

- ◆ Deleted
- ◆ Renamed
- ◆ Moved
- ◆ Copied
- ◆ Dragged
- ◆ Or receive dropped objects

The common menu items associated with the Desktop and folder objects are removed from the context menu when the object is locked. Only the Settings and Unlock menu items are available. When the object is unlocked, all menu items are restored.



Object security is particularly important in places where many users share a computer, such as a classroom or laboratory. However, to prevent accidental deletion or modification of Desktop objects, every user will want to protect sensitive folders and programs on his or her workstation.

Folders that you might want to protect from unauthorized access or tampering include:

- ◆ Desktop Settings notebook
- ◆ Any folder containing private documents
- ◆ System Setup
- ◆ System Startup
- ◆ Drives
- ◆ The Desktop
- ◆ All standard folders
- ◆ Minimized Viewer
- ◆ Templates
- ◆ IBM Information Superhighway
- ◆ Light Tables

Program objects that you might want to protect from unauthorized access or tampering include:

- ◆ OS/2 Window/Fullscreen
- ◆ DOS Window/Fullscreen
- ◆ OS/2 Programs
- ◆ DOS Programs
- ◆ Seamless Windows programs
- ◆ Program objects on the launch pad

Using the Security Settings Page

A new Security page has been added to the Settings notebook for every program object and folder object on your Desktop, including the Desktop Settings notebook.

Setting Passwords

To add password protection to a folder or program object, select the Settings notebook for the object and open the Security page. Define a password which will be required to unlock the object whenever the object is locked. All passwords are encrypted for maximum security.



To set a password:

1. Open the object's Security settings page.
2. In the New Password field, enter a password containing between 1 and 15 characters. The password can use upper or lower case characters. The password is not case sensitive. Special characters, including spaces, are accepted.
3. In the Verify Password field, enter the same password entered in New Password field, to verify the spelling.
4. Click the Set button. The verification password must match the first password or an error message is displayed.

Choosing Lock Options

After defining a password, you need to decide the conditions for locking an object, using the following settings on the object's Security settings page:

Allow open when locked.

Mark this checkbox to allow a locked folder object to be opened. However, the correct password will be required to delete, move, or copy the object, and to open its Settings notebook. If this checkbox is unmarked, users will be prompted to enter the password when they attempt to open the locked folder.

Automatically lock when closed.

Mark this checkbox to automatically lock a folder object when the folder is closed. To leave the folder unlocked when it is closed, unmark the checkbox.

Protect contents.

Mark this checkbox to protect all the objects stored on the Desktop or in a folder from being deleted, renamed, moved, copied, dragged, or from receiving dropped objects. In addition, the Open settings option will not be available for any non-folder type objects within the Desktop or folder. Unmark this checkbox to remove the protection and allow full access to the object.

Note: Shadow objects always reflect the protection status of the real object. Therefore, this option has no effect on shadowed objects on the Desktop or within a folder.

The buttons on the Security page:

Set. Click the Set button to set or change an object's password. The password must be entered in both the Password and Verification fields. If the passwords typed in both fields do not match, a message is displayed. You must re-enter the password in both fields and then click the Set button again.

When the passwords do match, a message indicating that the password has been accepted is displayed and the password is set for the object. Once set, this password must be used to unlock the object after it has been locked.

Undo. Removes password-protection for the object. A message states that the password has been removed. The Lock command no longer appears on the object's context menu.

Default. Restores the default settings.

Help. Displays on-line help for the options on the Security page.

Locking an Object

Once a password has been set, the Lock command appears on the object's context menu. To lock the object, choose the Lock command. When an object is locked, the Lock command is replaced by the Unlock command.

When you select the Lock command, all open views are closed when the folder object is opened.

A key icon appears on the closed object icon, indicating it is locked. All menu commands are removed from the object, except Settings and Unlock. When either command is selected, or when a user double-clicks the object to open it, a dialog is displayed, requesting the password.

Unlocking an Object

To unlock an object, either double-click the object or choose Unlock from the context menu. A dialog prompts you for the correct password. Enter the password, then click the Unlock button. If an incorrect password is entered, an access denied message is displayed.



Special Desktop Security Settings

The Desktop Settings notebook has a second Security page for selectively controlling special menu items that are displayed on the Desktop's menu when the Desktop is locked.

To display any of the following menu commands when the Desktop is locked, mark the checkbox beside the command:

- ◆ Refresh
- ◆ Lockup now
- ◆ Shut down
- ◆ Lockout



Lockout at System Startup.

The Lockout function provides an alternative to the OS/2 system Lockup function. When the Lockout function is active, all Desktop objects are inaccessible. The Lockout function displays a dialog which cannot be exited until the correct Desktop password is entered.

To enable the Lockout function at startup, mark the checkbox.

Using the Master Password

A master password provides an additional level of control in the event that an object's password is lost or forgotten. Any locked object can be unlocked using the master password. The master password should be known only by support personnel or the group responsible for security in an organization.

The master password is set to MASTER after installation of Object Desktop. The master password can be changed on the Security Defaults page of the Master Setup object, or on page 3 of the Desktop Settings notebook's Security page, which is shown in the following figure.



To change the master password on page 3 of the Desktop Security page or on the Master Setup object's Security Defaults page :

1. Enter the current password in the Current Password field. The default password after installation is MASTER.
2. Enter a password in the New Password field.
3. Re-enter the password in the Verify Password field.
4. Click the Set button. A message is displayed, saying the password is accepted.

Master Password for Settings.

Mark this checkbox to require the master password for accessing the Settings notebook for the Desktop, folder or for any program object. The master password will be required whether or not the object is locked.

Enable Lock/Unlock Event Sounds.

Mark the checkbox to hear the sound of a lock opening or closing when an object is unlocked or locked. The default sound files are LOCK.AV and UNLOCK.AV, which are stored in the Object Desktop installation directory. You may replace these files with other sound files of your choice (just rename them to LOCK.AV and UNLOCK.AV). If you prefer not hearing any sound when locking or unlocking objects, unmark this checkbox.

Automating Security Setup

Object Security setup can be automated using Rexx command scripts. The master password is required to change an object's security settings.

The following example sets the OS/2 System folder password to NEWPASS, and selects the Automatically Lock When Closed and Protect Contents options.

```
/* Rexx Command script example */
Call RxFuncAdd 'SysLoadFuncs', 'REXXUTIL', 'SysLoadFuncs'
Call SysLoadFuncs
ObjectID = "<WP_OS2SYS>" /* Object ID for the OS/2 System folder */
password = "NEWPASS" /* Set new password */
master = "MASTER" /* Master password required to change settings */
SetupString =
"AUTOLOCK=YES;PROTECT=YES;PASSWORD="password";MASTER="master
Result = SysSetObjectData(ObjectID, SetupString)
Exit Result
```

The following table shows the security setup string keynames common to the Desktop, Folder, and Program objects' Security page.

Keyname	Value	Function
MASTER	Master password	Specify the correct master password. The master password is required to change any Object Security settings
PASSWORD	Password	Specify the new password for the object. 1 to 15 characters.
LOCK	YES	Locks the object.
	NO	Unlocks the object.
ALLOWOPE	YES	Selects the "Allow Open when Locked" checkbox
	NO	Deselects the "Allow open when locked" checkbox
AUTOLOCK	YES	Selects the "Automatically lock when closed" checkbox
	NO	Deselects the "Automatically lock when closed" checkbox
PROTECT	YES	Selects the "Protect Contents" checkbox
	NO	Deselects the "Protect Contents" checkbox

The following table shows the security setup string keynames for the Desktop's Security page 2.

<i>Keyname</i>	<i>Value</i>	<i>Function</i>
REFRESHMENUITEM	YES	Adds the "Refresh" menu item to the Desktop menu
	NO	Removes the "Refresh" menu item from the Desktop menu
SHUTDOWNMENUITE	YES	Adds the "Shut down" menu item to the Desktop menu
	NO	Removes the "Shut Down" menu item from the Desktop menu
LOCKUPMENUITEM	YES	Adds the "Lockup now" menu item to the Desktop menu
	NO	Removes the "Lockup now" menu item from the Desktop menu
LOCKOUTMENUITEM	YES	Adds the "Lockout" menu item to the Desktop menu
	NO	Removes the "Lockout" menu item from the Desktop menu
LOCKOUT	YES	Selects the "Lockout on system startup" checkbox
	NO	Deselects the "Lockout on system startup" checkbox

The following table shows the security setup string keynames for the Desktop's Security page 3.

<i>Keyname</i>	<i>Value</i>	<i>Function</i>
MASTERACCES	YES	Selects the "Master password required to access settings notebook" checkbox
	NO	Deselects the "Master password required to access settings notebook" checkbox

Special Archiving Considerations

When the automatic Desktop archival feature is enabled in OS/2 Warp, passwords for folders and objects are archived along with the rest of the OS/2 Desktop. Be aware that if the Desktop is restored from an archive, the passwords and the locked/unlocked status of the object at the time of the archive, are also restored.

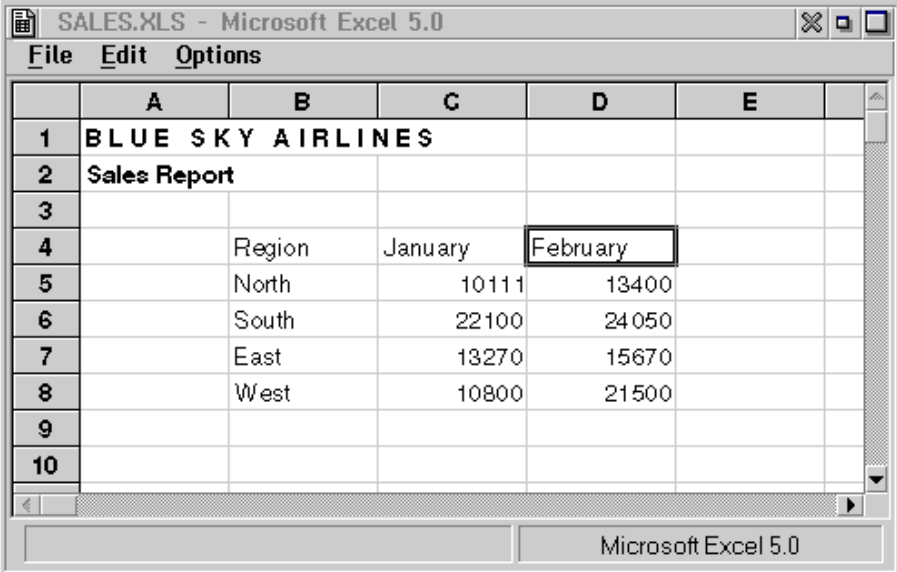
If the Desktop or system is restored, you may need to use the master password to unlock objects if the password is no longer known.

Object Viewer

Introduction

Through Object Desktop, you can use a simple double-click to view the contents of virtually any file. Object Desktop has added file filters to the OS/2 operating system so you can open files without having (or even knowing) the application that was used to create the files. Hundreds of file formats are recognized automatically! You no longer need to have a particular word processing or spreadsheet program when someone sends you a disk full of documents. When handed a presentation on disk, you no longer need to worry whether the presentation was created using Microsoft PowerPoint or Lotus Freelance because you can open either type of file in the Object Desktop Viewer.

The following figure shows an Excel spreadsheet displayed in the Object Desktop Viewer.



The screenshot shows a window titled "SALES.XLS - Microsoft Excel 5.0". The menu bar includes "File", "Edit", and "Options". The spreadsheet contains the following data:

	A	B	C	D	E
1	BLUE SKY AIRLINES				
2	Sales Report				
3					
4		Region	January	February	
5		North	10111	13400	
6		South	22100	24050	
7		East	13270	15670	
8		West	10800	21500	
9					
10					

The status bar at the bottom right indicates "Microsoft Excel 5.0".

Object Desktop Professional supports hundreds of file types, including databases, word processors, spreadsheets, HTML (which is used to create Internet documents), graphics presentation packages, and more.

You can even view archived files with a double-click. The Object Archiver treats archived files as standard OS/2 folders. Double-click a ZIP file to view the list of files stored in the ZIP file. Then double-click any of these files to open them in the Viewer. For example, if a zipped Microsoft Word document contains embedded graphics and charts, you can view the document, using the original fonts and formatting, with all the graphics and charts in the right place, just by double-clicking the Word filename.

In addition to viewing the contents of files, you can copy information from the Viewer. For example, you can copy cells from an Excel spreadsheet displayed in the Viewer and paste them in other applications, such as Mesa/2 or Lotus Ami Pro, and preserve the original formatting (currency, decimal places, etc.).

You can also print a file directly from the Viewer or drag and drop the file to a printer object.

A unique Object Desktop feature is the HTML filter. While browsing the Internet, you can copy a website to disk, double-click it, and copy the contents of the view to a target application. The web page's formatting is preserved in the target application.

In summary, Object Viewer enables corporations and end-users to choose the applications that work best for them, and also work with files created by other applications which are not installed on their systems.

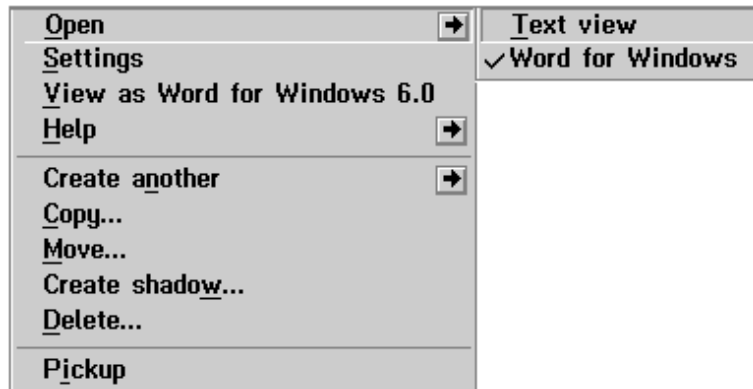
Using the Viewer

The ability to view files in the Object Desktop Viewer is available when Object Desktop is installed. To open a file in the Viewer, just double-click a file icon.



	SOLVER	
	BOOKST.XLS	88,0K
	SALES.XLS	13,8K

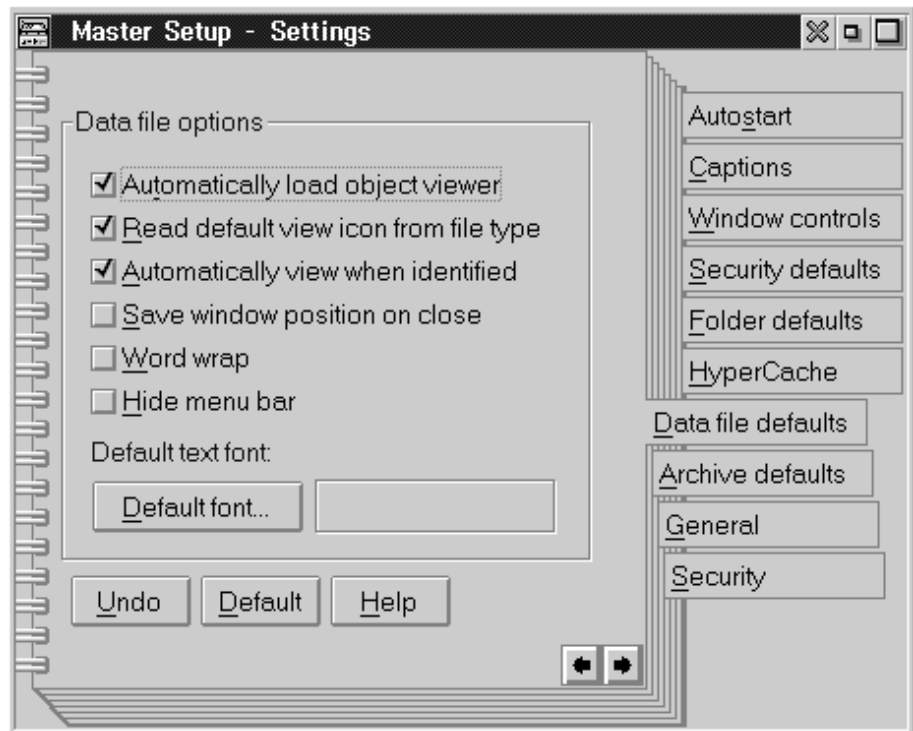
Alternatively, you can right-click an object, and choose View as [Application Name]; For example, View as Word for Windows. The file is opened in the Object Desktop Viewer.



To view a file in its original application, right-click the file object and choose Open, Application Name. For example, Open, Word for Windows. The file is opened in Microsoft Word. The application must be accessible on your hard drive or a network drive.

Customizing Viewer Options

You can customize Viewer options in the Master Setup Object. Open the Data File Defaults page. The following settings apply to the Viewer:



Automatically Load Viewers.

Mark this checkbox to preload all the supported file viewers upon system bootup. Note that this can increase boot-up time. Unmark the checkbox to load each viewer the first time it is used. There will be a slight delay the first time a file is opened in each viewer.

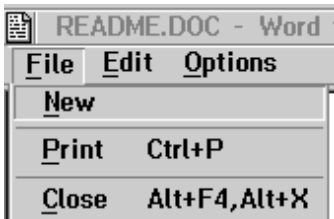
Read Default Icon from View Type.

Mark this checkbox to use file icons based on the application associated with the Viewer. For example, all Word documents (DOC files) are represented by the Word application icon. Unmark the checkbox to use the default system icon.

Automatically View when Identified.

Mark this checkbox to automatically open files in the Object Desktop Viewer when an association can be made between the file and an application. For example, all DOC files are considered Microsoft Word documents. If the checkbox is unmarked, when you double-click a file object, the file is displayed in the associated application, if available, or in the Object Desktop text editor. In this situation, to open the files in the Viewer, you must right-click the file object and choose View as [Application Name] from the context menu.

Using Viewer Commands



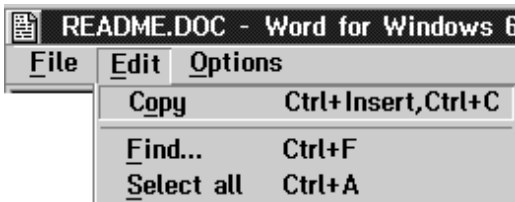
The Viewer menu bar contains the following commands: File, Edit, and Options. Short-cut keys exist for some commands and appear on the submenu.

The following commands appear on the File menu:

New. Opens a new file in the Object Desktop enhanced text editor.

Print. Prints the file currently displayed in the Viewer. You can also print a file by dragging and dropping the file icon to a printer object.

Close. Closes the Viewer.



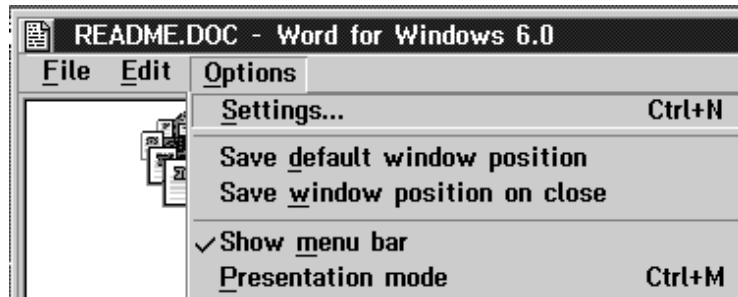
The following commands appear on the Edit menu:

Copy. Copies the highlighted area of the file.

Find. Finds the text that you specify.

Select All. Selects the entire contents of the file, for copying.

The following commands appear on the Options menu:



Settings. Opens the Settings notebook for the file.

Save Default Window Position. To always open the Viewer in the current location on your screen, choose this command. A checkmark indicates the feature is enabled.

Save Window Position Upon Close. To save the window position for the current file only, choose this command. A checkmark indicates the feature is enabled.

When you close the Viewer, the window location for the current file is saved. The next time you open this file in the Viewer, it is opened in the same location. By saving different positions for multiple files, you can view several files simultaneously.

Saving window positions by file requires some extra memory, so you should use this feature judiciously.

Show Menu Bar. By default, the option is checkmarked and the menu bar is displayed. To hide the menu bar, choose the option and remove the checkmark.

Presentation Mode. Displays the contents of the file using the entire screen. The window frame and menu bar are removed. To access the menu bar, right-click any location. When you close the file, Presentation Mode is disabled automatically.

Using the Data Pane

A convenient way to browse documents using the Object Desktop Viewer is to open the Data pane in the Object Navigator.

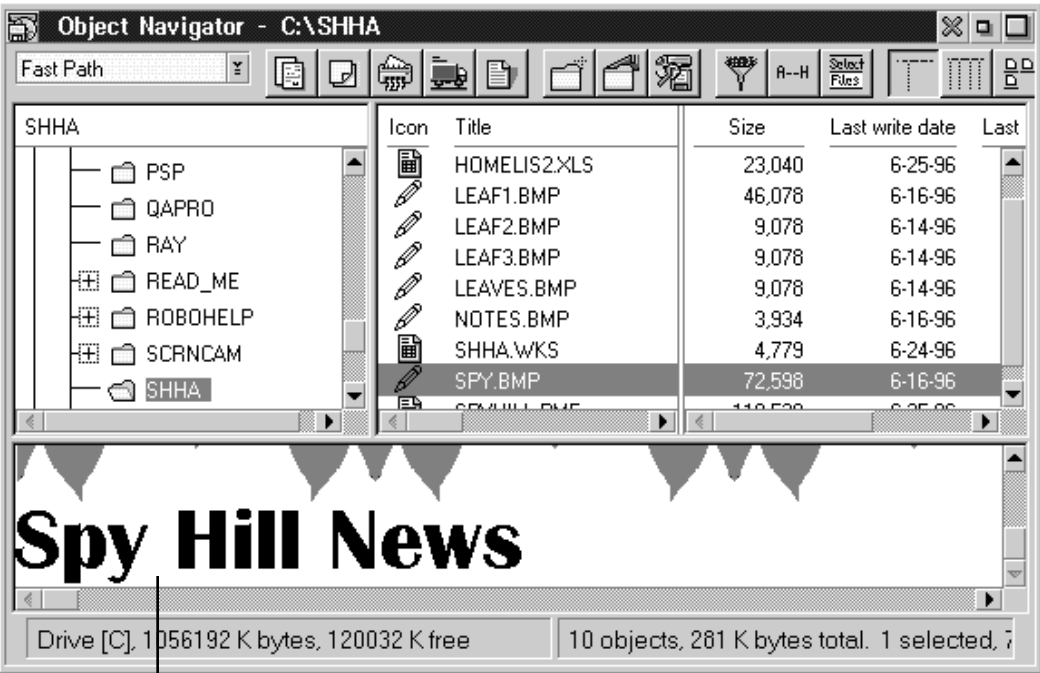
To open the Data pane:

1. Open the Object Navigator.
2. Click the Data Pane button.



The Data pane is opened at the bottom of the Navigator.

When you double-click a file in the Navigator, its contents is displayed in the Data pane. You can scroll vertically and horizontally across the Data pane to view the entire file. You can adjust the height of the Data pane by dragging the horizontal bar that runs across the top of the Data pane.



Data pane

To close the Data pane, click the Data Pane button.

Note: While the Data pane is open, double-clicking any file will open it in the Data pane. To run an executable from the Navigator, you must choose Open, Program from the executable object's context menu.

Supported File Types

The following tables list the file types that can be displayed in the Object Desktop Viewer, based on file extension and related applications.

File Extensions	Supported Applications
ACS	Microsoft Access v1.0/2.0
AMI	Ami Pro Professional Write Plus
AMI	Ami Pro Ami Professional Write Plus
B D R	Microsoft Office Binder
BMP	Windows Bitmap
OS/2 Bitmap	
Windows Cursor	
Windows Icon	
CDR	Corel Draw v2.0
Corel Draw v3.0	
Corel Draw v4.0	
Corel Draw v5.0	
CGM	Computer Graphics Metafile
DBS	DBase III
DBASE IV	
DBase V	
DEZ	DataEase v4.0
DIF	Navy DIF
DOC	Microsoft Word (All Windows/Mac versions)
DRW	Micrografx Product
DX	DEC DX 3.0 and below
DEC DX v3.1	
DEC DX v4.x	
DXF	AutoCad Interchange
EN4	Enable WP 4.x
EN S	Enable Spreadsheet
ENW	Enable WP 3.0
E P S	Encapsulated Postscript

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File Extensions	Supported Applications
EXE	Dos or Windows / Executable or DLL
FAX	CCITT Group 3 Fax
FCD	First Choice DB
FCS	First Choice SS
FFT	IBM DCA/FFT
FLW	Freelance
FWK	Framework III
GIF	Compuserve GIF
HGS	Harvard Graphics DOS 3.0 Chart
	Harvard Graphics DOS 2.0 Chart
	Harvard Graphics DOS 3.0 Present
HTML	Internet - World Wide Web
IMG	GEM Image
IWP	Wang IWP
JPG	JPEG
JW	JustWrite 1.0
JustWrite 2.0	
Q&A Write 3	
LEG	Legacy Wordstar for Windows
M11	Mass 11
MANU	Lotus Manuscript 1.0
Lotus Manuscript 2.0	
MCW	MacWrite II
MM	MultiMate 3.6
Multimage Advantage 2	
MM4	MultiMate 4.0

File Extensions	Supported Applications
MMFN	MultiMate Note
MP	Multiplan 4
MSW Microsoft Word 5.x	Microsoft Word 4.x
MMKD	Mac Works 2.0 Database
MMKS	Mac Works 2.0 Spreadsheet
MWP2 Mac WordPerfect 3.0	Mac WordPerfect 2.0
MWPF	Mac WordPerfect 1.x
MWRK	Mac Works 2.0 Word Processor
OMF	OS/2 Metafile
OW	Officewriter
PCL	PC File 5.0 Doc
PCX	Paintbrush DCX (multipage PCX)
PDX Paradox 3.5 Paradox 4 Paradox For Windows	Paradox 2 or 3
P F S PFS: Write B Professional Write 1 Professional Write 2 IBM Writing Assistant First Choice Word Processor First Choice 3 Word Processor	PFS: Write A
PGL	HP Graphics Lanugage
PIC	Lotus PIC
PICT Mac PICT2	MAC PICT
PNTG	Mac Paint

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File Extensions	Supported Applications
PP2	Powerpoint 3.0 for Windows
	Powerpoint 4.0 for Windows
	PowerPoint 4.0 for Macintosh
PP7	PowerPoint 7.0
P P T	Powerpoint (all versions for Win, Win95, Macintosh)
P P L	PFS: Plan
QA	Q&A Write
QAD	Q&A Database
QP6	Quattro Pro For Windows 5.0 and 6.0
R B S	R:Base System V R:Base 5000
R F T	IBM DCA/RFT
RFX	Reflex
R T F	Rich Text Format
SAM	Ami Pro for Windows & OS/2
SC5	SuperCalc 5
SDW	Ami Draw
SMD	Smart Database
SMS	Smart Spreadsheet
SMT	SmartWare II
SNAP	Lotus Snapshot
S P T	Sprint
TAZ	UNIX Compress UNIX Tar
T E X T	DOS char set - 7 bit text

File Extensions Supported Applications

T E X T	DOS char set - 7 bit text
	DOS char set - 8 bit text - ANSI char set
	7 bit text - ANSI char set
	8 bit text - unicode
	internet - uuencode
TGA	Targa
T I F	Tagged Image File Format (TIFF Header only)
	CCIT Group 3 Fax
	CCITT Group 4 Fax
	JPEG/JFIF (Jpeg not in TIFF Format)

T W	Total Word
T X T	IBM DisplayWrite 2 or 3
	IBM DisplayWrite 4
	IBM DisplayWrite 5
VW3	Volkswriter
W6	Word for Windows 6.0
	Word for Windows 7.0
	Microsoft Wordpad
WG2	Lotus 123 for OS/2 release 2
WK4	Lotus 1-2-3 3.0
	Lotus 1-2-3 4.0
	Lotus 1-2-3 5.0
WK5	Lotus 1-2-3 1.0
	Lotus 1-2-3 2.0
	Symphony
	Microsoft Works Spreadsheet
	Microsoft Works Database
	VP-Planner
	Mosaic
	Twin
	Quattro (DOS)
	Quattro Pro (DOS)
	Generic WKS
	Windows Works Spreadsheet
	Windows Works Database

WM	WordMarc
WMF	Windows Metafile
WORD	Word For Windows 1.x Word for Windows 2.0
	Word for Macintosh 4.0 Word for Macintosh 5.0
WORK	Microsoft Works DOS Word Processor
	Microsoft Works DOS 2.0 / Win 3.0 Word Processor
WP5	WordPerfect 5.x
WP6	WordPerfect 6.0
WordPerfect 6.1	WPF
WordPerfect 4.2	
WPG	WordPerfect Graphic 1.0
WPG2	WordPerfect Graphic 2.0
	WordPerfect Presentations
WRI	Windows Write
W S	Wordstar 3.0 Wordstar 4.0
	Wordstar 5.0 Wordstar 6.0
	Wordstar 7.0 WS2 Wordstar 2000
XL5	Microsoft Excel 2.x
	Microsoft Excel 3.0 Microsoft Excel 4.0
	Microsoft Excel 5.0 Microsoft Excel 7.0
	Microsoft Excel 2.x Chart
	Microsoft Excel 3.0 Chart
	Microsoft Excel 4.0 Chart
	Microsoft Excel 5.0 Chart
	Microsoft Excel 7.0 Chart
XY	XyWrite / Nota Bene Signature
ZIP (PKZIP/PKUNZIP, INFOZIP, etc.) .ZIP File Self Unzipping .EXE	

Please note that these filters are only an updated version of the filters that have been available in Object Desktop for the last year. There is no support for Microsoft Office 97 documents or the latest SmartSuite 4 for OS/2 Warp (our filter vendor has ceased development on updated OS/2 filters, much to the obvious consternation of us and our users).

For users running Win-OS/2 who wish to view Office 97 documents, Windows 3.1 viewers for Word and Excel files are available from <http://officeupdate.microsoft.com/>

Object Advisors

Introduction

Object Advisors are pop-up panels that display information about an object. They enable organizations to develop custom on-line training materials for their end-users. Individual users can use Object Advisors to help identify the contents of folders and documents. You can determine the level of detail provided by each Advisor. For example, if you work with numerous word processing documents and have trouble identifying them by name, you can define Object Advisors that provide a summary of the contents of each document. The following figure shows the Advisor for the Multimedia folder.



Trainers of novice PC users can create Advisors for program objects. For example, when a user clicks the Lotus Ami Pro program icon, an Advisor can provide a brief explanation of Lotus Ami Pro and its uses.

The text used for Object Advisors is saved in an Hypertext Markup Language (HTML) file format, which allows for leveraging next generation internet/intranet technologies in a corporate environment, including new internet features such as JAVA.

Companies with significant turnover can spend millions of dollars to retrain employees in using their desktops. Object Advisors can help make retraining easier by providing a global method of obtaining help that can be updated at any time, and by using HTML files which can be centrally stored on any network file server.

Some typical scenarios for using Object Advisors:

- ◆ An end-user is unfamiliar with new procedures in a particular workgroup, or is a new employee in the corporation. Object Advisor is opened in its “trainer” mode. When the user clicks an object, a pop-up Advisor window displays information about the object, using rich text, graphics and multimedia. After reading the information, which is stored on internal networks, the end-user can begin to work or find more information on how to proceed.
- ◆ An end-user determines that the host connection to the corporate mainframe is no longer working. The user reads the Object Advisor information provided for the 3270 Connection object, and after realizing there are still too many questions to begin work, submits a problem report over the corporation’s intranet by filling out a web form that is linked to every help object on the desktop. Immediately, a corporate help desk specialist is notified of the problem and can resolve it with a phone call.
- ◆ An IS manager creates Object Advisors for all the network resources (e.g., printers, modems, etc.). If a user has a problem printing, the Advisor provides custom help for the desktop printer objects. Furthermore, the end-user can fill out an HTML form that is linked to the printer objects’ Advisors, which will notify the network manager that there is a problem with the printer.
- ◆ Your company’s new software product arrives with an Object Advisor. Now, when your users have questions on how to use the new product, the Advisor is invoked and up-to-date information is displayed for the application. The Advisor can provide links to external resources that provide Frequently Asked Questions (FAQs) and answers resources, the latest fixes and patches for the application, internet technical support, problem submission, and help databases.

Using Standard Advisors

Object Desktop Professional provides Advisors for most of the default OS/2 objects. As more and more third parties create Advisors for their program objects when they are installed on the Desktop, Stardock is committed to making Object Advisors available on multiple platforms such as Windows NT, Unix, Windows ’95, to standardize this revolutionary technology.

To enable Object Advisors, double-click the Object Advisors icon in the Object Desktop folder.



Alternatively, you can choose Advisor, Open, Train! from the Object Advisor's context menu. This places the ObjectAdvisor in Trainer mode.

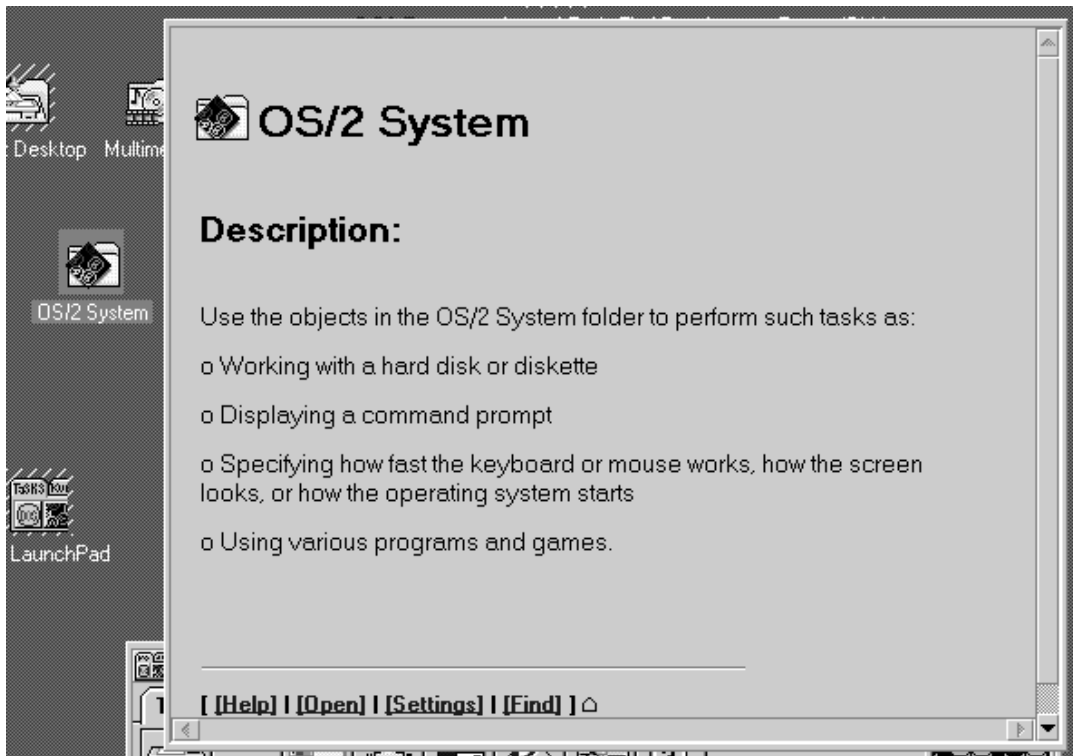
Object Advisor



The opened master Advisor consists of a title bar.



To view one of the Advisors shipped with Object Desktop, single-left click a any object in the Object Desktop folder or any standard OS/2 object, such as the Multimedia or OS/2 System folder. The Advisor text is displayed in a pop-up window, as shown in the following figure.



Scroll down the window to see the following hyperlinks:

Help. Opens the Help panel for the object.

Open. Opens the object.

Find. Accesses the Find File utility.

Settings. Opens the object's Settings notebook.

To close the Advisor window, click any location on the desktop or a window frame.

Customizing the Object Advisor

By default, an Advisor is opened when you single-left click an object that has an Advisor.

To change the mouse action for displaying Advisors:

1. From the Advisor's context menu, choose Settings.
2. On the Advisor page, choose a method for invoking the Advisor window.



Mouse Over Object.

The Advisor window appears when the mouse pointer is held over an object for a few seconds.

Single-click Object.

The Advisor window appears when you point to an object and single-click the left mouse button.

Ctrl+Alt Click.

The Advisor window appears when you point to an object and press Alt+Ctrl and click the left mouse button.

The other option on this page, View External Links in Advisor, is relevant if you plan to embed URL links in your Advisor panels. Mark the checkbox to view linked URLs directly in the Advisor panel. If the checkbox is unmarked, the IBM Web Explorer will display linked URLs when you click them in an Advisor panel.

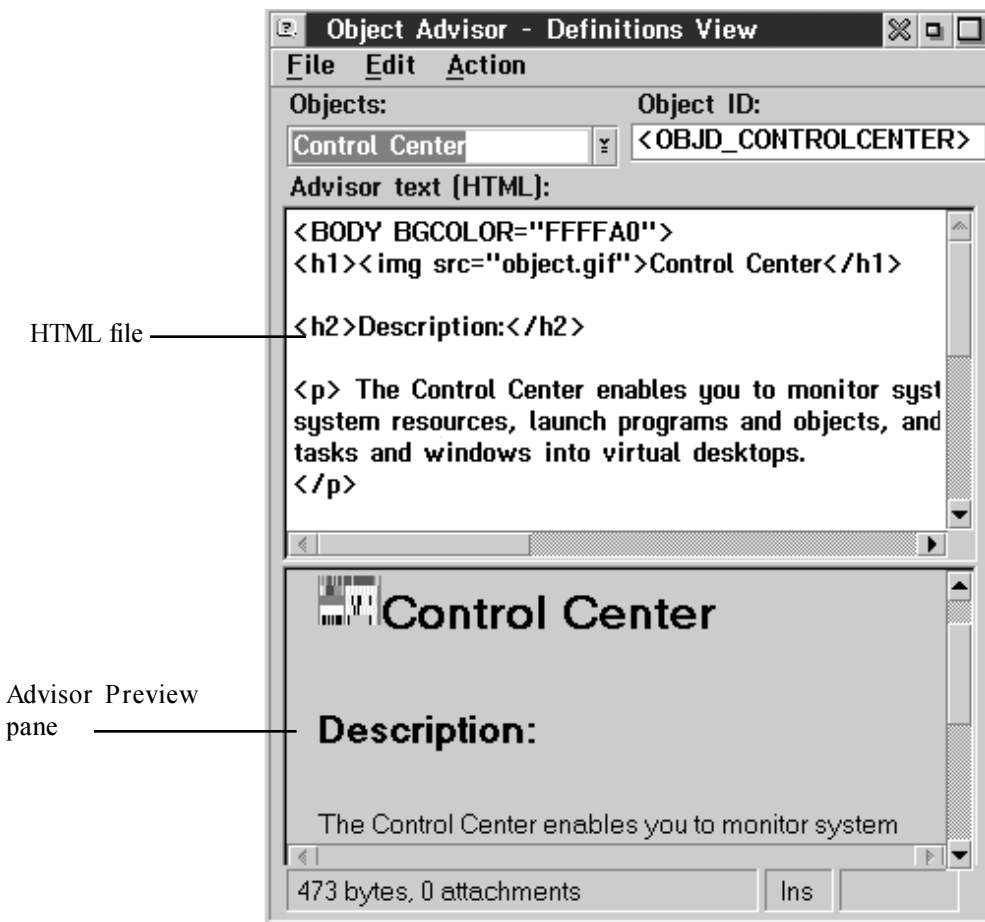
Editing Advisors

To open an Advisor that was shipped with Object Desktop:

1. If the Object Advisor is open in Trainer mode, close it.
2. From the Advisor's context menu, choose View, Definitions View.

In the Objects field, choose an object from the drop-down list, which includes all OS/2 and Object Desktop objects that have Advisors.

When you select an object, its object ID appears in the field to the right of the Object name.



The HTML file used to create the Advisor appears in the top pane.

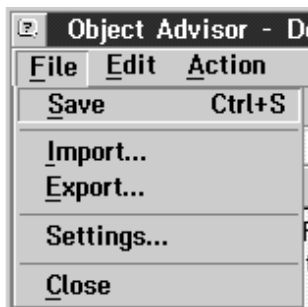
The Advisor preview pane is displayed at the bottom of the window. You can see exactly what will be displayed when the Advisor is launched for the object.

Make your changes in the top pane. If you are just changing the text, you don't have to know HTML. If you are unfamiliar with HTML, be careful not to change any of the HTML coding, which is denoted by brackets <>. Enter your descriptive text between the <p> and </p> codes, which identify a text paragraph in HTML. Do not delete the <p> or </p> codes.

To save your changes, choose File, Save.

The commands on the Object Advisor Definitions View menu bar:

The File menu commands are:



Save. Saves changes made to the HTML file.

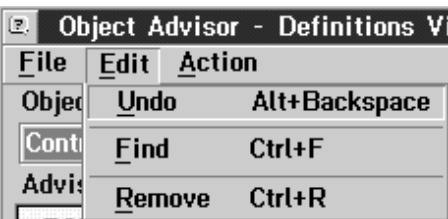
Import. You can import an HTML file to replace the existing text used for an Advisor.

Export. Exports the HTML file to the Object Desktop folder. You can then edit the file using any HTML editor.

Settings. Opens the Object Advisor's Settings notebook.

Close. Closes the Definitions View window.

The Edit menu commands are:

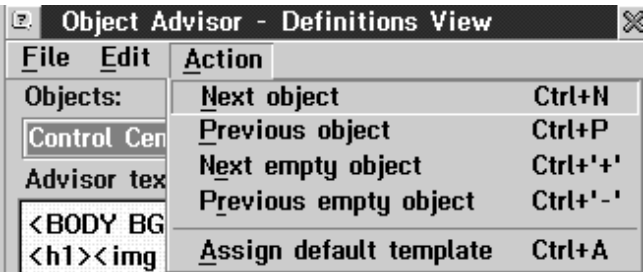


Undo. Reverses the last editing action. For example, if you remove an Advisor and wish to restore it, you must choose Undo immediately after choosing Edit, Remove.

Find. Enables you to find and replace text strings in the HTML file that is currently displayed.

Remove. Deletes the Advisor for the object currently displayed in the window.

The Action menu commands are:



Next Object. Replaces the Advisor for the object currently displayed with the Advisor for the next object on the list (which is organized alphabetically by object name).

Previous Object. Displays the Advisor for the previous object on the drop-down list.

Next Empty Object. Displays the next object on the list that has no defined Advisor.

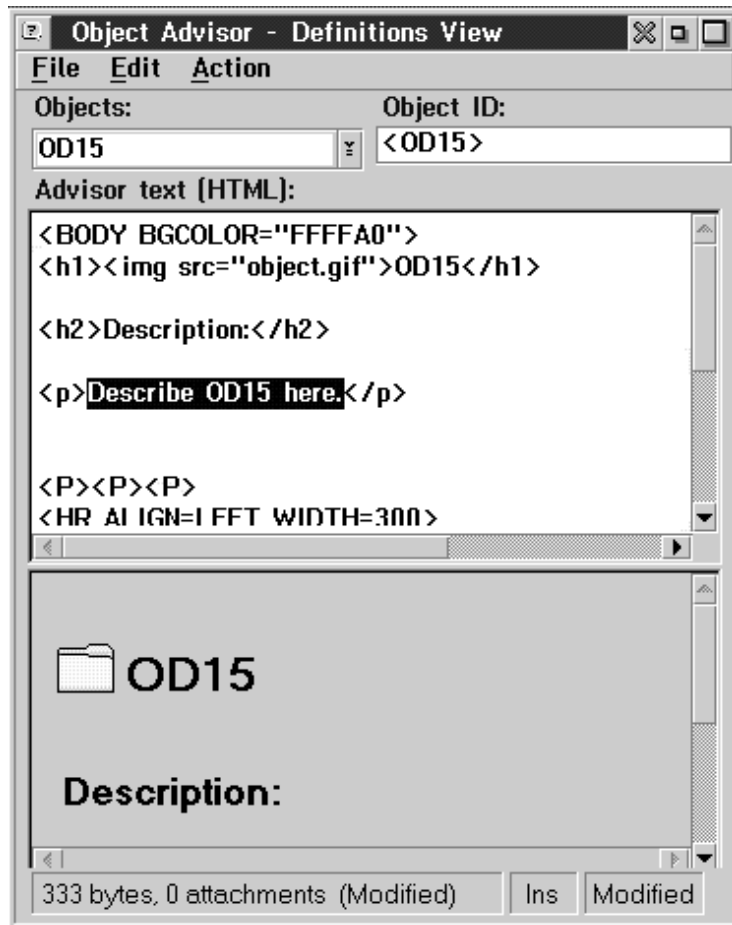
Previous Empty Object. Displays the previous object on the list that has no defined Advisor.

Assign Default Template. Used when you create a new Advisor for an object. Assigns a default HTML file. The template file is ADTEMPLT.HTM, which is stored in the Object Desktop installation directory. You can edit or replace the contents of this HTML file.

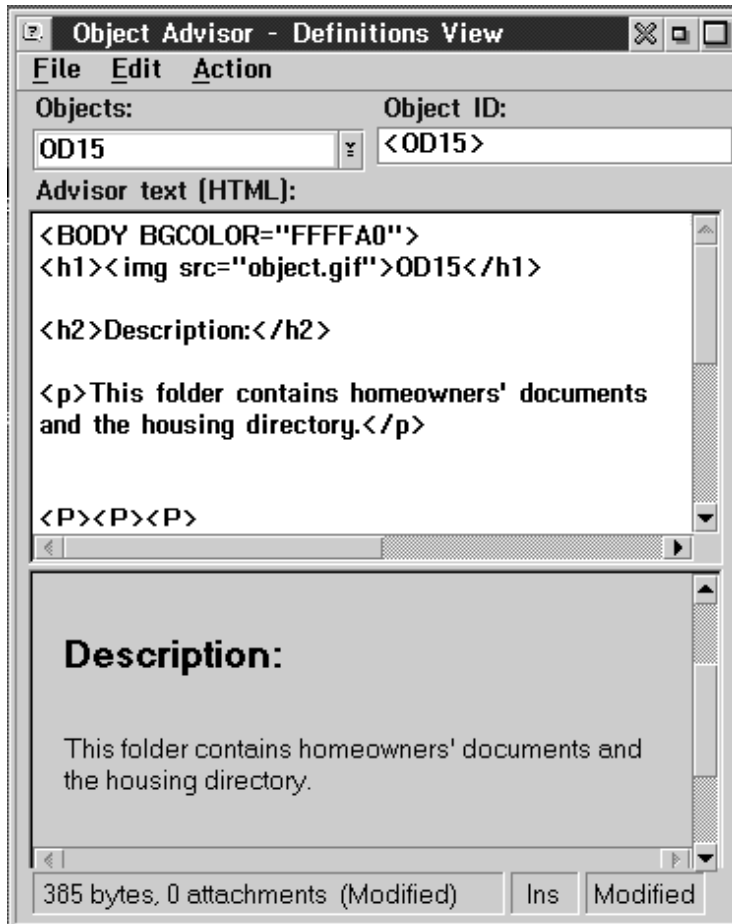
Creating New Advisors

To create an Advisor for an object:

1. If the Object Advisor is open in Trainer mode, close it.
2. From the Object Advisor's context menu, choose View, Definitions View. The Advisor editor is opened.
3. Drag the object icon to the Definitions View window. The object name appears in the Objects field. In the HTML pane, a message says the definition is empty.
4. Choose Action, Apply Default Template to add a starter HTML file. The following figure shows a portion of the template.



5. Edit the Advisor text. If you are unfamiliar with HTML, you can just replace the text "Describe ..." with your own text. Enter all the text between the `<p>` and `</p>` codes, which identify a text paragraph in HTML. Do not delete the `<p>` or `</p>` codes. Preview your edits in the Preview pane.



6. Choose File, Save to save the new Advisor.

7. When you are finished, close the Definitions View window.

To view the new Advisor, double-click the Object Advisor icon to open it in Trainer mode. Click the object that has the new Advisor and the Advisor window will pop up.

Deleting an Advisor

To delete an Advisor:

1. If the Object Advisor is open in Trainer mode, close it.
2. From the Advisor's context menu, choose View, Definitions View.
3. In the Objects field, choose the object whose Advisor you would like to delete.
4. Choose Edit, Remove. The Advisor is deleted and the associated object is removed from the Object Advisor drop-down list. The Advisor for the next object is displayed in the Definitions View window.

Object Inspector

Introduction

Those who try to manage OS/2 desktops know the difficulties of finding an object's "low-level" settings. Object Desktop provides the Object Inspector to help you set up workstations so they are easy to use and comply with corporate standards.

To discover any object's "under-the-cover" properties, simply load the Object Inspector. Workplace Shell objects are instantly displayed in a readable and easy-to-edit format. You can even create REXX or RC scripts to regenerate objects across an enterprise.

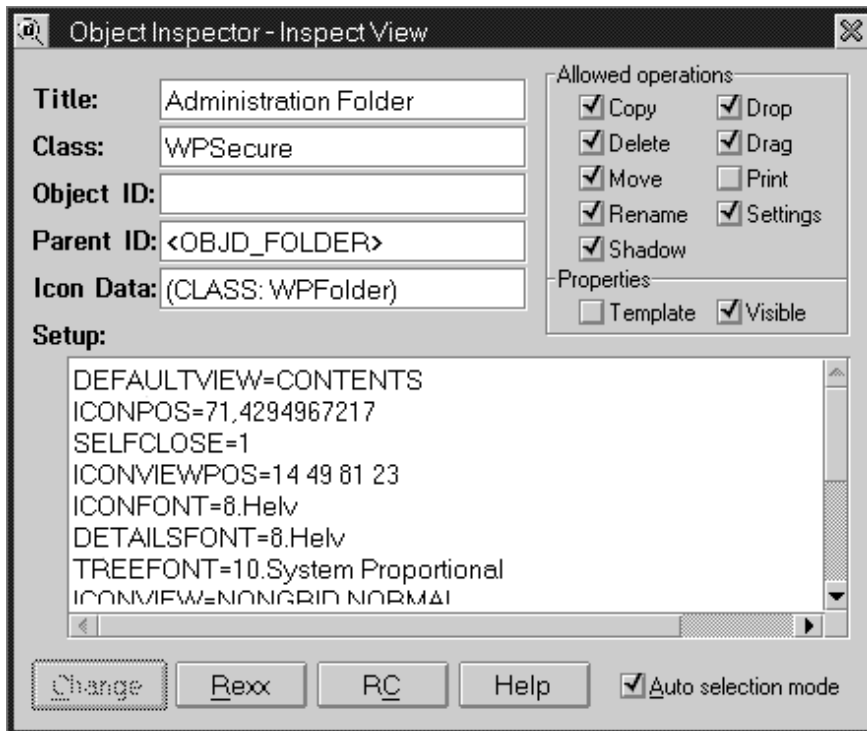
Using the Inspector

To view an object's settings in the Object Inspector, drag and drop an object on the Inspector icon in the Object Desktop folder. The Inspector's editor is opened.



Object Inspector

Alternatively, you can open the Inspector by double-clicking the Inspector icon in the Object Desktop folder. Mark the checkbox beside Auto-selection Mode. When you subsequently left-click any object, its settings are displayed in the Inspector's editor.



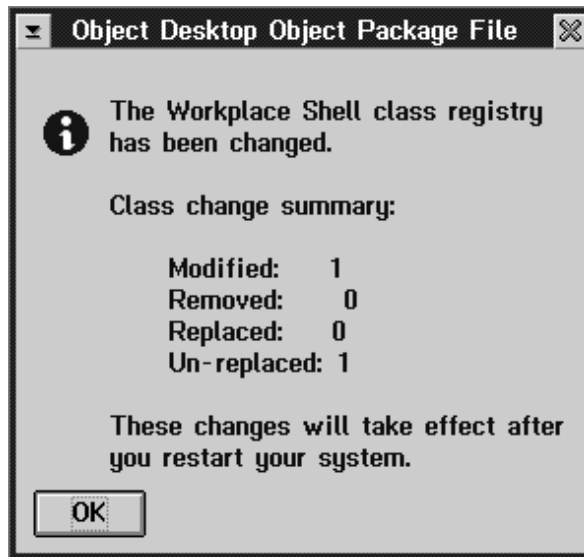
In the top right of the dialog, the allowed operations are marked by a checkbox. For example, if Rename is checked, the object can be renamed. To disable an operation, unmark the checkbox.

In the Properties area of the editor, you can add an object to the Templates folder by marking the Template checkbox. To make the object invisible, unmark the Visible checkbox.

To specify the name of a Rexx file, click the Rexx button. To specify the name of an INI.RC file, click the RC button.

To save all changes, click the Change button.

When you close the Inspector window, a summary of changes is provided in the following dialog.



Workplace Shell Setup Strings

Each Workplace Shell object is created with a setup string describing the object properties. These properties are generally listed as KEY=VALUE pairs, separated by semicolon characters. The Setup section of the Inspector editor lists the Workplace Shell setup strings for the object currently displayed. You can change the properties of each object.

It is beyond the scope of this manual to list all of the Workplace Shell setup strings available for each Workplace Shell class. There are many references on this subject. One excellent reference for OS/2 Warp Workplace Shell setup strings is OS/2 Warp Uncensored, Peter G. Magid, et. al., (The IBM Press), published by IDC Books Worldwide, Inc (ISBN 1-56884-474-3).

Using the Class Editor

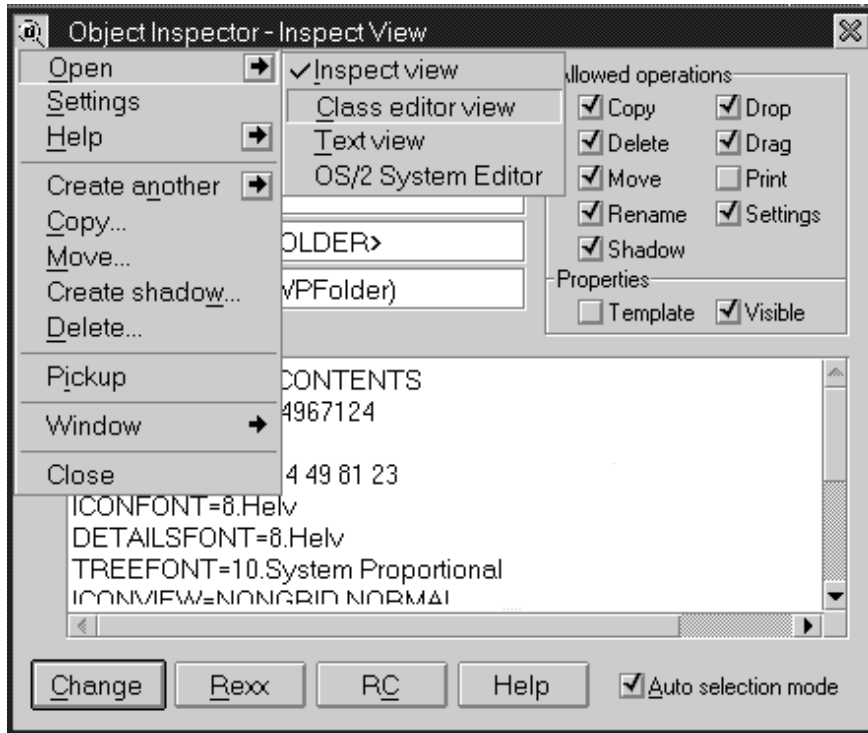
Each Workplace Shell object is managed by an OS/2 System Object Model (SOM) class which is responsible for providing the behavior of the object as it is seen on the OS/2 Desktop. Each of these classes is registered with the Workplace Shell, which maintains a list of classes that are called upon to provide the entire Workplace Shell Desktop. Each class is invoked by the Workplace Shell via a class name and files containing executable code that provides the class behavior resides in one or dynamic link libraries (DLLs).

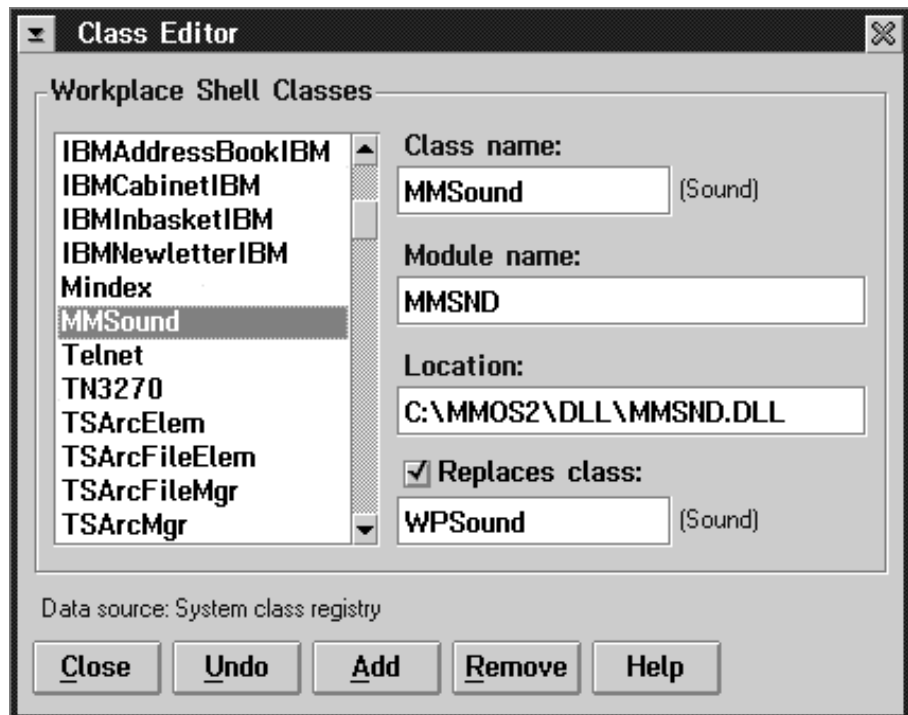
The Workplace Shell contains an advanced object-oriented capability called class replacement. This feature allows an application developer to add functionality to objects that already exist on a system, such as Folders and Program objects. A good example of class replacement is the Enhanced Folder provided by Object Desktop.

The class replacement mechanism is not immediate, however. Class replacement requires the Workplace Shell to be restarted once a replacement is made. The best way to restart the Workplace Shell is to simply reboot or shutdown your computer.

You can edit or replace a class using the Object Desktop Class Editor, which is available from the Object Inspector and the Object Package.

To open the Class Editor, choose Open, Class Editor View.





When you highlight a class name on the list displayed on the left side of the dialog, information about the class is displayed in the Class Name, Module Name, Location fields.

To remove a class, highlight it on the list and then click the Remove button.

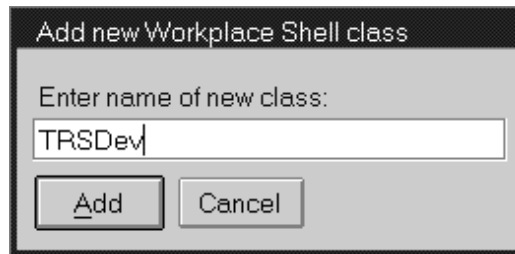
The previous figure shows the class MMSound replaces the class WPSound.

To replace a class:

1. Highlight the replacement class.
2. Mark the checkbox beside Replaces Class.
3. In the Replaces Class field, enter the class name that is being replaced.

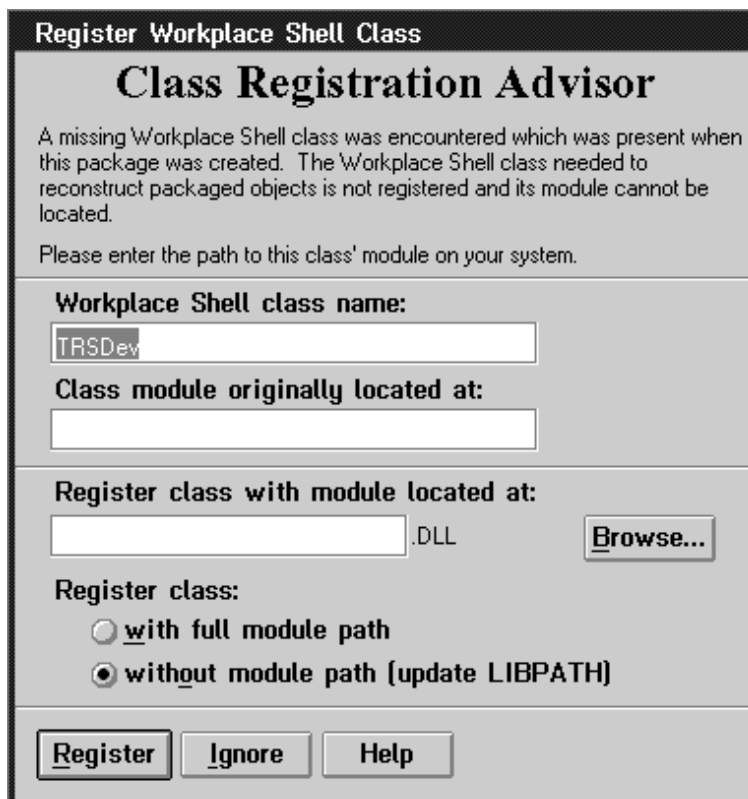
To add a new class:

1. Click the Add button.
2. Enter the name of the new class, then click the Add button.



A dialog box titled "Add new Workplace Shell class". It contains a text input field with the label "Enter name of new class:" and the text "TRSDev" entered. Below the input field are two buttons: "Add" and "Cancel".

3. Complete the Class Register Advisor screen and then click the Register button. Please refer to the Workplace Shell Class Registration section in the Object Package chapter for details.



A dialog box titled "Register Workplace Shell Class" with a subtitle "Class Registration Advisor". The text inside reads: "A missing Workplace Shell class was encountered which was present when this package was created. The Workplace Shell class needed to reconstruct packaged objects is not registered and its module cannot be located. Please enter the path to this class' module on your system."

The dialog box contains the following fields and controls:

- Workplace Shell class name:** A text input field containing "TRSDev".
- Class module originally located at:** An empty text input field.
- Register class with module located at:** A text input field followed by ".DLL" and a "Browse..." button.
- Register class:** Two radio button options:
 - ☐ with full module path
 - ☒ without module path (update LIBPATH)
- Buttons:** "Register", "Ignore", and "Help".

Desktop Backup Advisor

Introduction

The Desktop Backup Advisor enables you to take and restore snapshots of your Desktop configuration, and to easily generate a new Desktop, if necessary. This tool can help organizations maintain standard Desktops. Desktop configurations can be saved intermittently or routinely (every week or even every day). The Backup Advisor can store multiple generations of Desktop snapshots. Restoration is quick and easy - just point and click the snapshot that you want to restore.

Configuring the Desktop Backup Advisor

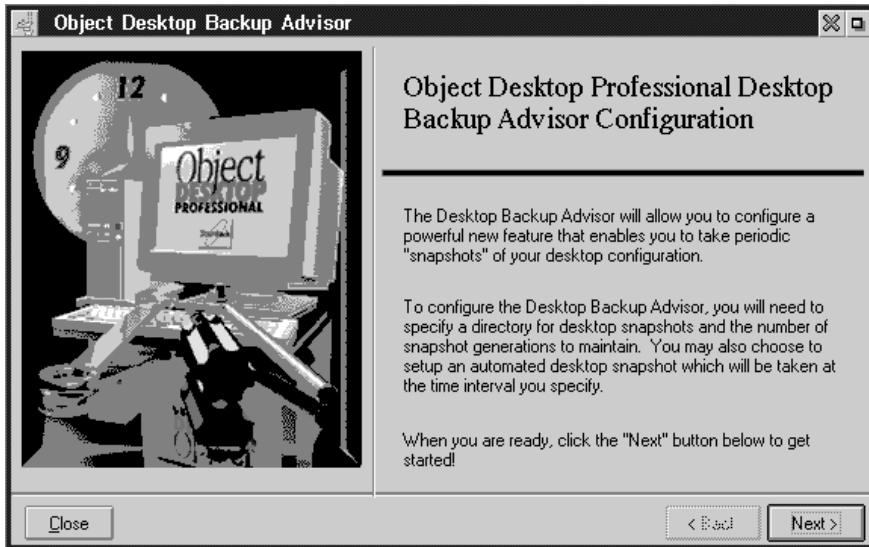
The first time you open the Desktop Backup Advisor, you need to set up the configuration using Wizards, which are step-by-step questions that lead you through the configuration process.

To configure the Desktop Backup Advisor:

1. Double-click the Desktop Backup Advisor icon in the Object Desktop folder.
2. The following screen provides a brief explanation of the Desktop Backup Advisor.



Desktop Backup
Advisor

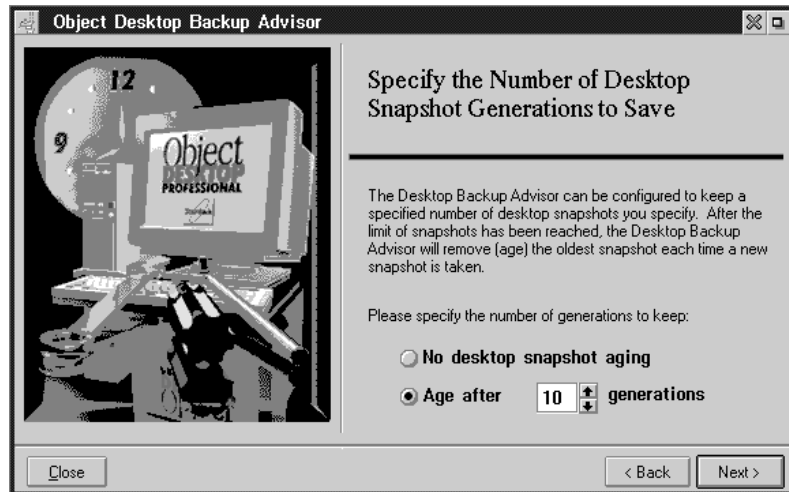


3. Click the Next button to display the following screen.



4. Snapshots are saved as Object Packages (refer to the Object Packages chapter for a detailed explanation.) Use the default directory, C:\OBJDESK\DESKTOPS, or specify a different directory for storing the snapshot packages. Then click the Next button to display the following screen.

WARNING: Do NOT specify a subdirectory that is stored under C:\OBJECTS\DESKTOPS. If you later need to restore a desktop, the snapshots stored in directories under \DESKTOPS will be overwritten.



5. To ensure that obsolete snapshots are deleted, you can use the Desktop aging feature, which automatically deletes the oldest snapshot, based on the value that you specify. For example, if you set the value to 10, only the 10 most recent snapshots are saved. The Desktop Backup Advisor automatically deletes the oldest snapshot when the eleventh snapshot is taken. To enable the aging feature, click the **Age After** radio button and specify a value. To keep all snapshots and never delete any automatically, click the **No Desktop Aging** radio button. You can manually remove snapshots, as explained in the **Restoring a Desktop** section of this chapter.
6. Click the **Next** button to display the following screen.

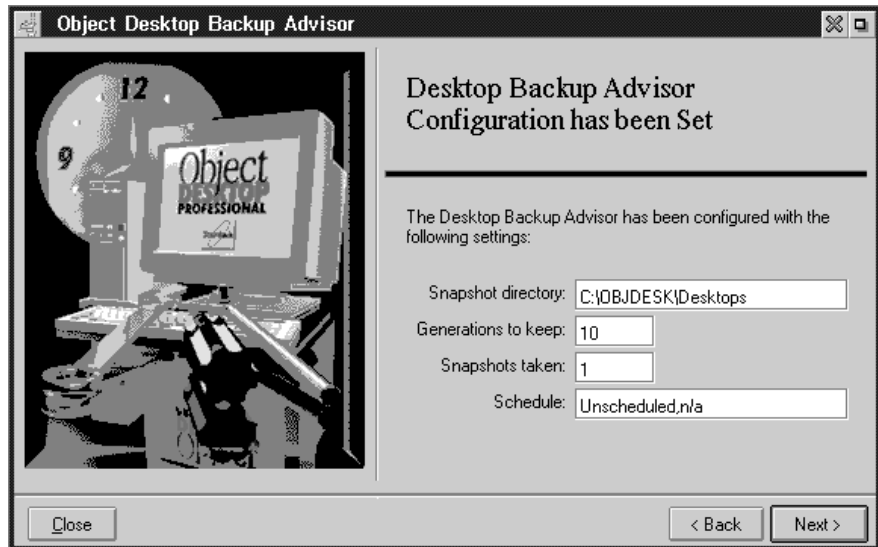


7. Specify the time interval for taking a snapshot and then click the Next button.

If you specify Daily or Weekly, when you click the Next button, you will be asked to specify the exact schedule (which days and what time).

If you specify a periodic snapshot, you will be asked to specify the time interval. The days, hours, and minutes are calculated from the current time. For example, if it is now Monday, 1 p.m. and you specify 7 days, 12 hours, the snapshot is taken at 1 a.m. every Monday.

8. After specifying the time interval, the following screen is displayed when you click the Next button.

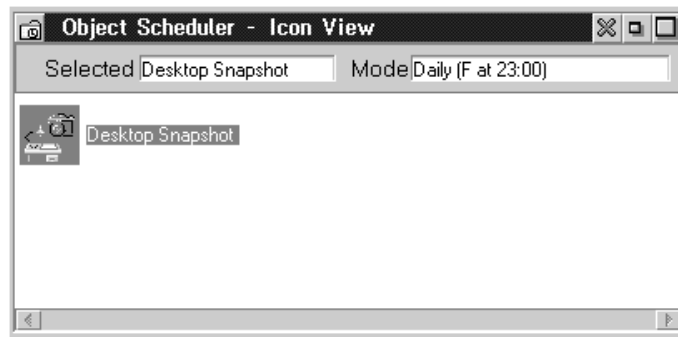


9. Click the Next button to display the following screen.

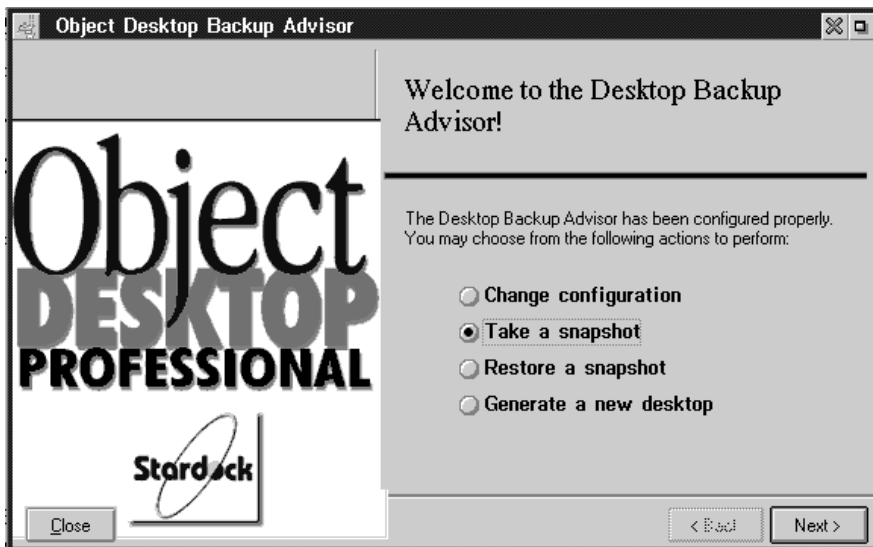


If you scheduled the snapshots, they are stored in the Object Scheduler (refer to the Object Backup chapter for details). To view the snapshot schedule, click the Open Object Scheduler button.

The following figure shows a snapshot object in the Object Scheduler. Note the schedule for taking the snapshot (Daily at 11 p.m.) is listed in the Mode field.



10. Click the Next button to display the following screen.



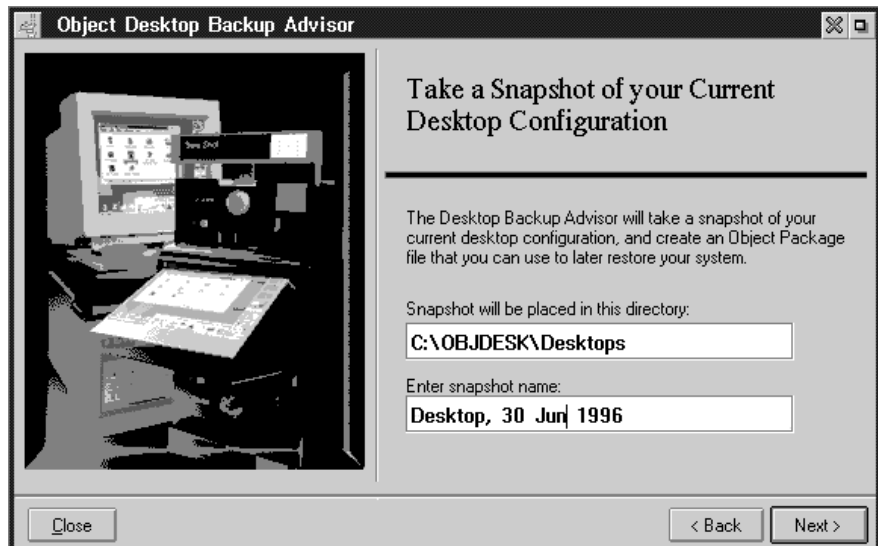
11. At this point, you can exit by clicking the Close button. If you did not schedule snapshots to be taken on a specific day, you can manually take a snapshot by clicking the Take a Snapshot radio button and then clicking the Next button.

Using the Desktop Backup Advisor

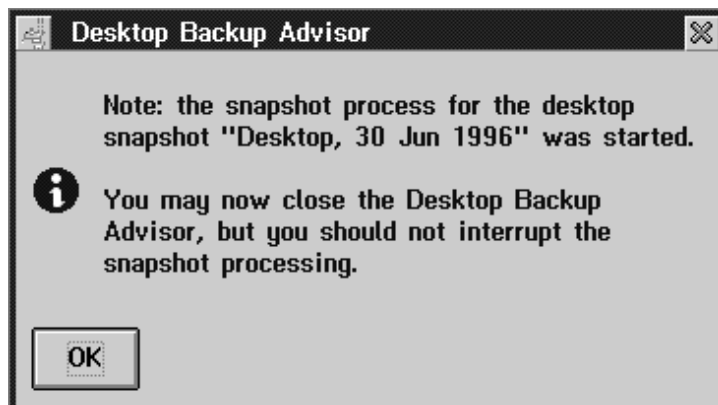
If you configure the Desktop Backup Advisor to take snapshots at a defined time interval, the snapshots will be taken automatically. If you need to change the schedule or other configuration settings, manually take a snapshot, restore a snapshot, or generate a new Desktop, double-click the Desktop Backup Advisor icon. The previous screen is displayed.

Taking a Manual Snapshot

If you click the Take a Snapshot radio button and click the Next button, the following screen is displayed.



The default snapshot name consists of the current date. You may change the name if you wish. Click the Next button when you are ready to take the snapshot. The following message is displayed and the snapshot process begins.

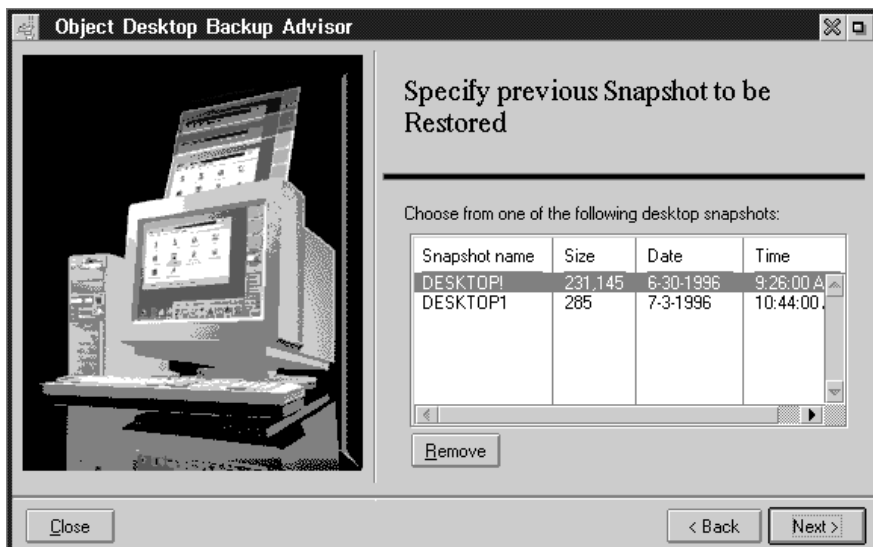


The following window remains opened while the snapshot takes place. It displays the name of each object that is stored in the snapshot. Do not close this window.



Restoring a Desktop

If you click the Restore a Desktop radio button and click the Next button, the following screen is displayed.



Highlight the desktop snapshot that you wish to restore, then click the Next button. To delete a snapshot, highlight it and then click the Remove button.

Generating a New Desktop

To generate a new Desktop, click the Generate a New Desktop radio button and then click the Next button. On the following screen, confirm the Desktop and Nowhere directories are correct, then click the Next button.



Find

Using the Find Tool

Use the Find tool to search for objects that are located on your desktop or a particular drive. You can open the Find tool in the Object Desktop folder or click the Find button in the Object Navigator.

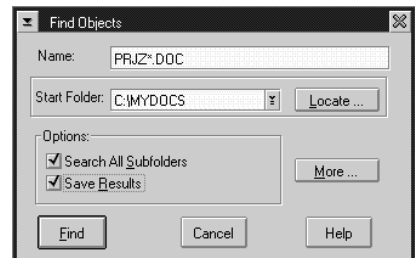


Specifying the File Name

On the Find Object dialog, use the Name field to specify the object that you want to find. The default * finds all objects. To find a particular object, enter the complete name. To find more than one object with common file extensions or common characters in their filenames, use the asterisk or question mark as wildcards.

The asterisk represents any number of characters. For example, enter clock* to find all objects that have clock as the first five letters of their name.

The question mark represents a single character. For example, to find the files BOOKAJV.TXT and BOOKBJV.TXT, enter book?jv.txt.



Specifying the Search Location

The default search location is all drives. Use the Start Folder field or click the Locate button to specify a drive and directory. Click on the arrow to the right of the Start Folder field to view all the drives that are available for searching. You can choose a particular drive, all drives (fixed drives), or all network drives (if they exist).

To search all subfolders in a particular drive, enter only the drive letter and then mark the checkbox beside Search All Subfolders.

Saving Search Results

By default, the search results are displayed in a window. The window contains the actual objects that are found. If you delete an object in this window, you will delete the original object from your system.

To save the search results as shadows (copies) of the original objects, mark the checkbox beside Save Results. The results are saved in a new folder. Each time you use the Find command, the results are saved in a new folder.



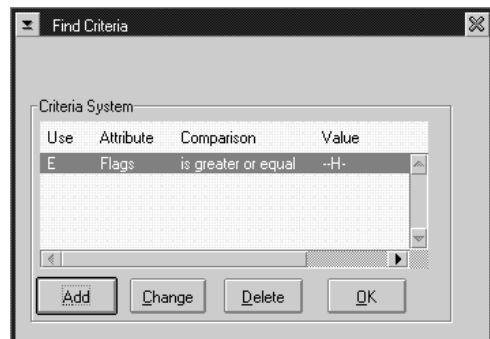
Find Results - *.pm5

Specifying Additional Criteria

To specify additional criteria, click the More button.

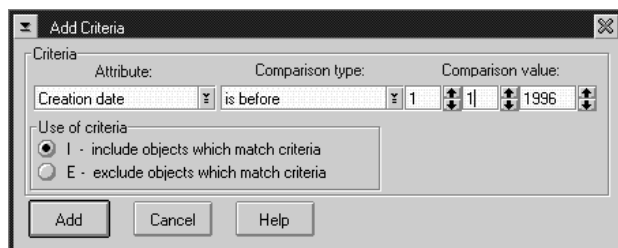
Use the Find Criteria window to specify criteria for file system objects. You can select an attribute, comparison type, and comparison value. You can also specify if you want to include or exclude objects that match the specified criteria.

To add new criteria, click the Add button. To criteria, highlight a statement and click the Change button. To remove a statement, highlight it and click the Delete button.



For example, to add a statement which finds all data files that were created before January 1, 1992:

1. In the Attribute field, select Creation Date from the drop-down list.
2. In the Comparison type field, select Is Before.
 - The options for this field are automatically generated based on your selection in the Attribute field.
3. In the Comparison value field, use the selection arrows to enter the date 1 1 1992.
 - The options for this field are automatically generated based on your selection in the Attribute field.



4. Click the I (include) radio button to indicate that files in the search must have this criteria.
 - Click the I radio button to include objects that match the specified criteria.
 - Click the E radio button to exclude objects that match the specified criteria.
5. Click the Add button.

Starting the Search

Click the Find button to start searching. If the search is unsuccessful, a message informs you that no objects matching the specified criteria were found.

Selecting a Default Search Path

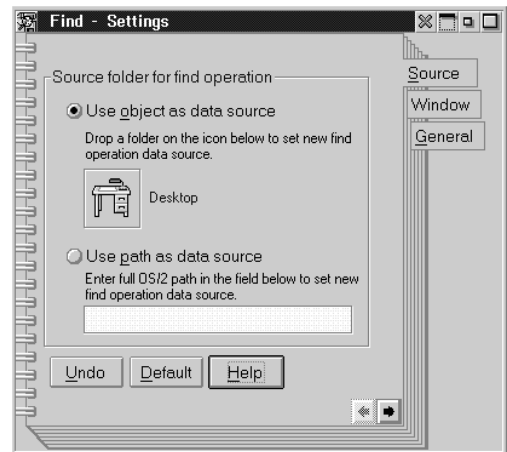
To establish settings for the Find tool, open its Settings notebook. On the Source page, you can set up a particular folder or path as the default search path. Click one of the following radio buttons:

Use Object as Data Source.

Click this radio button and then drag a folder from the desktop to the icon displayed on the Source page. The dragged folder becomes the default location in the Start Folder field in the Find window and is added to the drop-down list.

Use Path as Data Source.

Click this radio button and then specify a path. The path becomes the default location in the Start Folder field in the Find window and is added to the drop-down list.



Technical Support

If you have a question about using Object Desktop 2.0 and cannot find the answer in the online help or in the User's Guide, please contact us through an online service. It's the fastest way to receive a response!

Compuserve: GO STARDOCK

Internet: support@stardock.com

Internet: [news://news.stardock.com](http://news.stardock.com)

If you need to speak with a technical support representative, call (734) 762-0687 Monday through Friday, between 9 a.m. and 4 p.m. Eastern Standard Time.

Also, please visit the Stardock Home Page at <http://www.stardock.com>.

Please be sure to check out the Object Desktop "tips" sheet to see if a solution to your problem exists.

Note: Occasionally, some systems will experience problems that will be attributed to "Object Desktop" as a whole. It is important to remember that Object Desktop is not a monolithic application. More than likely, the problems stem from one specific aspect/component of Object Desktop (if past history is any indication of future difficulties, most likely the Control Center). Try uninstalling the component that appears to be questionable and see if the problem improves. Rather than denouncing the entire package as worthless, see where the actual problem rests.

Thanks and enjoy Object Desktop 2.0!

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