

# WINMANAGE Users Manual



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# OverView

Winmanage V1.0

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WinManage gives you debugging information about window classes, windows, and messages. Using WinManage, you can study how any application creates classes and windows and monitor how windows send and receive messages.

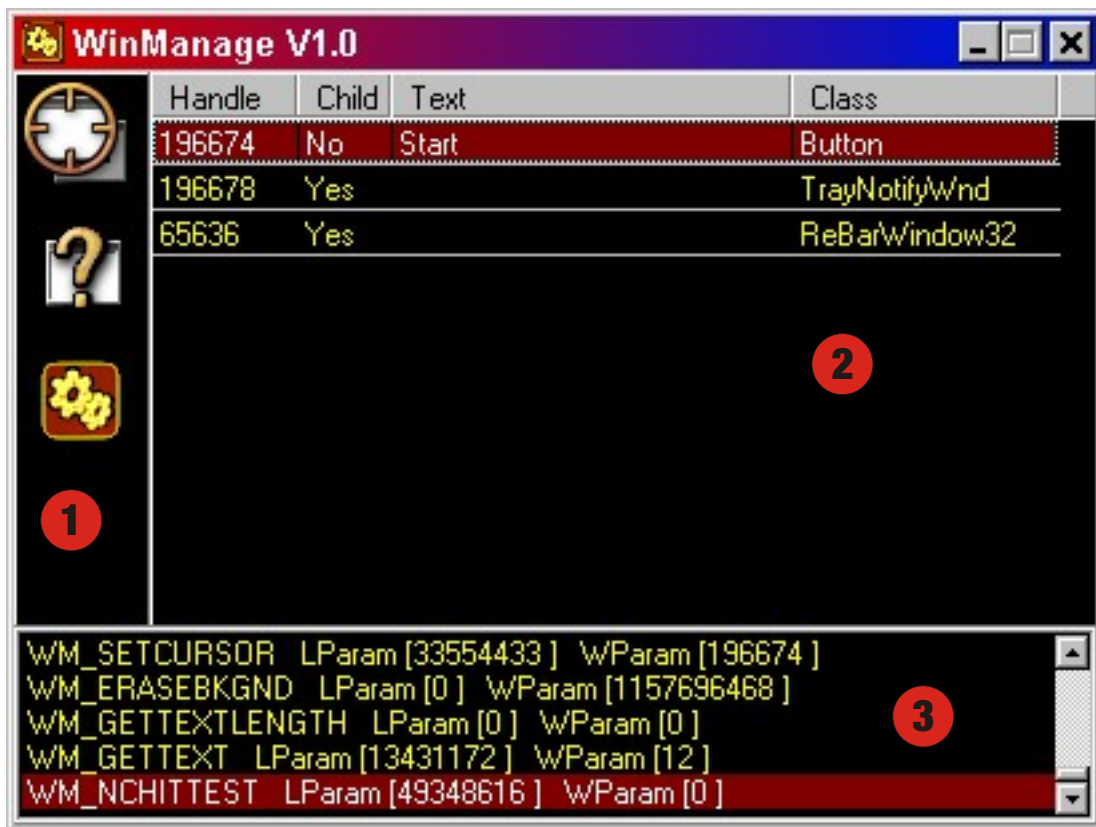
Compatibility:

	Win95	WinNT	Win98	Win2000	WinXP
General:	OK	OK	OK	OK	OK
Monitor incoming messages	NO	OK	NO	OK	OK
Transparency/alphablend	NO	NO	NO	OK	OK

Other Problems:

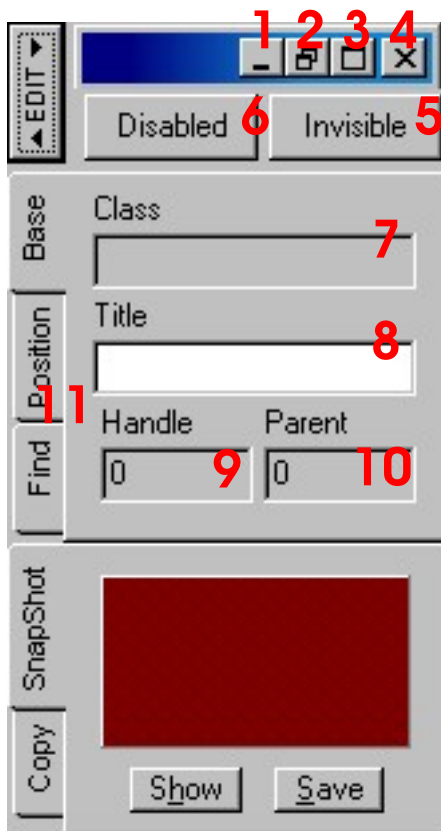
-Graphical problems at low resolution.

-Message monitoring can slow down old computers.(if you don't want it, rename the hook.dll)



- 1 -Select a window using the mouse.  
-Show help.  
-Show about box.
- 2 Show windows with same parent window.
- 3 Display incoming messages.

## Basics



**1 Minimize** A minimized window is a window that has the `WS_MINIMIZE` style. By default, Windows reduces a minimized window to the size of its taskbar button and moves the minimized window to the taskbar.

**2 Restore** A restored window is a window that has been returned to its preminimized or premaximized size and position.

**3 Maximize** A maximized window is a window that has the `WS_MAXIMIZE` style. By default, Windows enlarges a maximized window so that it fills the screen or, in the case of a child window, the parent window's client area. Although a window's size can be set to the same size of a maximized window, a maximized window is slightly different. Windows automatically moves the window's title bar to the top of the screen or to the top of the parent window's client area. Also, Windows disables the window's sizing border and the window-positioning capability of the title bar (so that the user cannot move the window by dragging the title bar)

**4 Close** Sends a `WM_CLOSE` message and a window or an application should terminate.

**5 Show, Hide** A window can be either visible or hidden. Windows displays a visible window on the screen. It hides a hidden window by not drawing it. If a window is visible, the user can supply input to the window and view the window's output. If a window is hidden, it is effectively disabled. A hidden window can process messages from Windows or from other windows, but it cannot process input from the user or display output.

**6 Enable, Disable** A window can be disabled. A disabled

window receives no keyboard or mouse input from the user, but it can receive messages from other windows, from other applications, and from Windows. An application typically disables a window to prevent the user from using the window. For example, an application may disable a push button in a dialog box to prevent the user from choosing it.

**7 Class** Every window is a member of a window class. A window class is a set of attributes that Microsoft® Windows® uses as a template to create a window in an application.

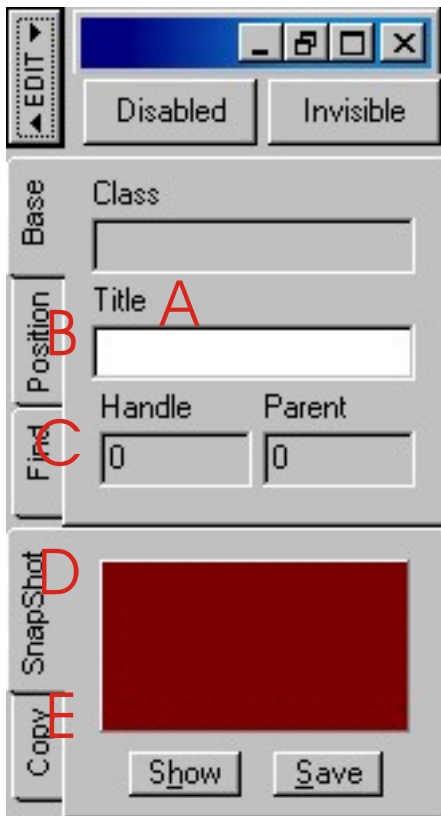
**8 Window Text** A window can have a name. A window name (also called window text) is a text string that identifies a window for the user. A main window, dialog box, or message box typically displays its window name in its title bar, if present. For a control, the appearance of the window name depends on the control's class. A button, edit control, or static control displays its window name within the rectangle occupied by the control. A list box, combo box, or static control does not display its window name.

**9 Handle** After creating a window, the creation function returns a window handle that uniquely identifies the window. An application uses this handle in other functions to direct their actions to the window.

**10 Parent** A window can have a parent window. A window that has a parent is called a child window. The parent window provides the coordinate system used for positioning a child window. Having a parent window affects aspects of a window's appearance; for example, a child window is clipped so that no part of the child window can appear outside the borders of its parent window. A window that has no parent, or whose parent is the desktop window, is called a top-level window

**11 Position, Size** A window's size and position are expressed as a bounding rectangle, given in coordinates relative to the screen or the parent window. The coordinates of a top-level window are relative to the upper left corner of the screen; the coordinates of a child window are relative to the upper left corner of the parent window. An application specifies a window's initial size and position when it creates the window, but it can change the window's size and position at any time.

## Edit Tab



**A** Editing this editbox you can change the title of selected window.

**B** Change position and size. Holding down the Left Shift you can speed up the move or resize procedure.

**C** Find a window using title or class information.

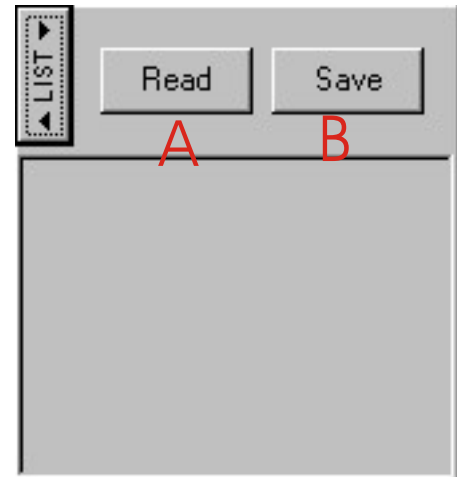
**D** Make a sanpshot and save it.

**E** Cut a window and paste it on a new parent.

## List Tab

**A** Read list of strings from a ListBox, Memo, Edit window. You can get bad data or nothing from windows modified class. Works fine with original Win95 Edit and ListBox windows.

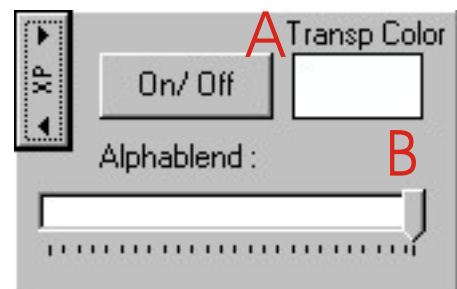
**B** Save it as text



## XP Style Tab

**A** Enable Win XP/2000 specific style settings.

**B** Set transparent color and value of alphablend



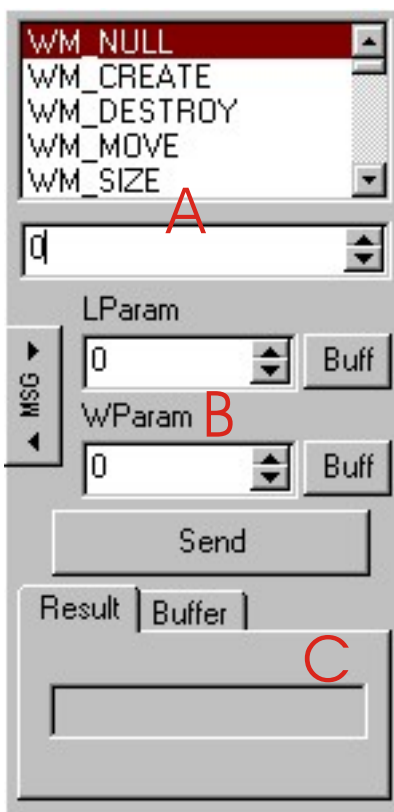
## Messages Tab

Windows passes input to a window procedure in the form of messages. Messages are generated by Windows and by applications. Windows generates a message at each input event. for example, when the user types, moves the mouse, or clicks a control such as a scroll bar. Windows also generates messages in response to changes in the system brought about by an application, such as when an application changes the pool of system font resources or resizes one of its windows. An application can generate messages to direct its own windows to perform tasks or to communicate with windows in other applications. Windows sends a message to a window procedure with a set of four parameters: a window handle, a message identifier, and two 32-bit values called message parameters.

**A** Lisst of system defined messages and message identifier.

**B** Parameters of message. You can use a value or the memory adress of a previously allocated buffer.

**A** Results, numerical and buffer.



## System-Defined Messages

Prefix	Message category
ABM	Application desktop toolbar
BM	Button control
CB	Combo box control
CDM	Common dialog box
DBT	Device
DL	Drag list box
DM	Default push button control
EM	Edit control
HDM	Header control
LB	List box control
LVM	List view control
PBM	Progress bar
PSM	Property sheet
SB	Status bar window
SBM	Scroll bar control
STM	Static control
TB	Toolbar
TBM	Trackbar
TCM	Tab control
TTM	Tooltip control
TVM	Tree-view control
UDM	Up-down control
WM	General window

More informations about messages are located in

- Microsoft Win32s Programmer's Reference
- Microsoft Win32 SDK Reference
- In help files of programming languages like Delphi or C Builder
- Windows header files

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