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Overview

Actual Tools products are innovative utilities for organizing the *Windows*® [desktop](#) via [extended window manipulation capability](#) for more convenient and enjoyable work with your computer. The productivity of your work is a direct function of the number of windows you are able to effectively operate and control as compared with the amount of time and effort you waste on the unnecessary *manual* manipulation of those same windows. **Actual Tools** products provide the tools, with which you can vastly improve your ability to quickly, easily, and *automatically* manipulate the windows on your system, avoid wasted effort and gain access to [new control features](#) and [automatic performance](#) of many routine actions.

Extended Window Control

The **Microsoft**® *Windows*® operating system provides dozens of useful window control features but, unfortunately, most of them are intended for use by software developers and can only be accessed by programmers. **Actual Tools** products not only make these control features readily available to the end-user but they can apply them to **almost any application** - despite the fact that a particular application offers no native, internal support for them. In addition, **Actual Tools** programs provide some additional handy functions developed exclusively for them.

Automatic Window Handling

There are a great many routine window operations which the user performs manually himself, like moving a window to a specific location on the desktop, resizing it to a more convenient size, or minimizing it to a [taskbar](#) button. While it might seem to the experienced user that he is performing these operations almost unconsciously the cumulative amount of time he spends doing them is actually quite significant. At first thought, as small as the amount of time might seem to be to perform any one of these routine actions consider, for example, the total time expended in transcribing a phone number from a note on a scrap of paper to a document or field on your screen: the time it takes to *actually type* the number is very small compared with the overall process of diverting your attention away from the monitor to the note, committing the number to short-term memory, returning your attention to the monitor and then *finally* entering the number from your keyboard. In short, the process is considerably more protracted than it might first seem. Now imagine what it would be like to simply be able to type the number from memory *without* having to reference the note! It is this kind of power and functionality that **Actual Tools** programs afford the busy user. By automating these routine operations **Actual Tools** program will help dispense with the petty annoyances that hinder your work and allow you achieving maximum productivity.



System Requirements

To run *Actual Window Manager* successfully, your PC must conform to the following minimal requirements:

Operating system: *Windows 2000* or newer

Processor: Pentium III 600 MHz or higher

System memory: 128 Mb

Free disk space: 30 Mb



Upgrading from Previous Versions

If you are a registered user of any **Actual Tools** product of version **earlier than 8.0** then please read the following carefully.

Before the version 8.0, **Actual Tools** Upgrade Policy was *version-based*: each new major version required a new registration code.

Since the version 8.0, **Actual Tools** Upgrade Policy becomes *subscription-based*: registering the program gives the user automatic subscription for free updates (no matter minor or major ones) for a certain period (currently - a year, beginning from the day of purchase). When this subscription expires, the user can continue to use the last actual version of the program as long as he/she likes but to get further updates, the user needs to purchase another registration code to prolong the subscription for free updates for one more year. When purchasing subsequent registration codes, users are entitled to a **special discount**.

To view your upgrade options and actual upgrade cost, please visit our Upgrade Center by clicking the [Upgrade button](#).

If you are upgrading from the **version 4.0 or later**, there are *no special actions required*: your current configuration will be automatically used as is.

If you are upgrading from the version **earlier than 4.0** then please [contact our Customer Support Service](#) for more information,

Hint You can control the AutoUpdate feature and its options [here](#).



Getting Started

Any **Actual Tools** program consists of two separate, integrated programs: the [Control Center](#) and the [Configuration Module](#).

Control Center

The **Control Center** is a small, memory-resident application, which constantly monitors window activity from its icon in the [system tray](#) and features a context-sensitive set of menu commands. The **Control Center** uses the configuration defined within the **Configuration Module** to control the precise behavior of each window you specify. In other words, the **Configuration Module** *provides access to all Actual Tools program's features* while the **Control Center** *brings these features to life*. For easy access to the additional features available via the **Control Center**, make sure the [Enable tray icon check box](#) displays a checkmark.

You can start the **Control Center** in either of the following ways:

- click **Start**, select **All Programs**, select **Actual Window Manager**, click the **Actual Window Manager** item
- in the **Configuration Module**, click the [Tools item](#), select the [Control Center item](#) on the left, then click the [Load Actual Window Manager button](#) on the right

Configuration Module

The **Configuration Module** is an ordinary *Windows*® application that has a standard [user interface](#) designed for creating/changing **Actual Tools** program's [configuration](#).

You can start the **Configuration Module** in either of the following ways:

- click **Start**, select **All Programs**, select **Actual Window Manager**, click the **Configuration** item
- left double click the [Control Center's tray icon](#) or right click this icon and select **Configure...** in its [context menu](#)

Once you have the **Configuration Module** started you can:

- [change windows settings](#) and then
- [save the configuration](#).

Changing Windows Settings

Window settings may be divided into two main groups:

- [system-wide settings](#) that affect **every** window in your system *globally*
- [specific window settings](#) that affect windows exhibiting **certain properties only**

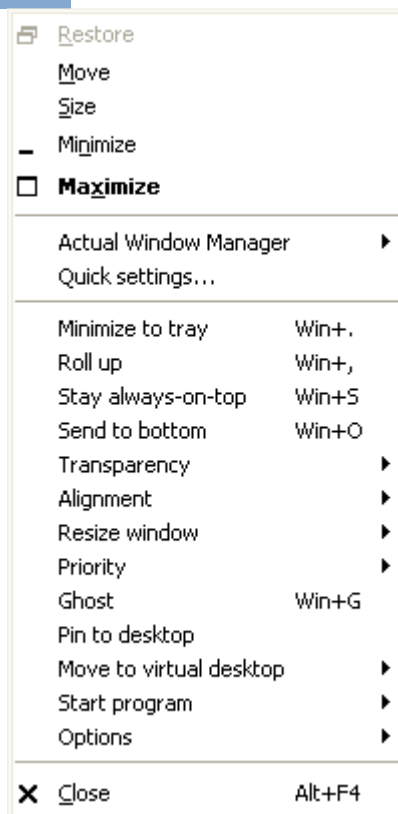
In addition, due to certain compatibility issues there is a separate group of [exclusions](#), which lists windows with certain properties that are to **remain unaffected** by **Actual Tools** program.

System-Wide Settings

To adjust **system-wide settings**, you should run the **Configuration Module** and select the [Default Settings item](#). This option allows you adding new title buttons to any window's title bar, configuring minimization options, adjusting the transparency effect and [much more](#). Note that other window options can only be accessed through [specific settings](#) for a particular window when some peculiarity of that window requires special treatment.

Specific Window Settings

Each window on your system exhibits a unique set of properties, which distinguish it from other windows, although certain types of windows can share some of these same properties. **Actual Tools** program lets you to define **specific window settings** that will be applied only to windows exhibiting a particular property. The quickest and easiest way to establish such settings is to right-click on a particular window's title bar, then select [Actual Window Manager](#) option and click the **Create new specific settings item** in the popup menu that appears:



This will start (or activate, if it's already started) the **Configuration Module**, add an appropriate item to the [Specific Settings list](#) and make it focused - providing instant access to the entire range of **Actual Tools** program options. Here you also have access to additional options like [automatic window positioning](#) and [resize-at-startup](#) control.

Exclusions

There are some types of windows that **Actual Tools** program cannot handle in the conventional way due to idiosyncrasies of that particular window. To avoid any conflicts and unwanted effects you should *exclude* such windows completely from processing; you can do it in a same way as creating the specific settings:

- right-click on a particular window's title bar
- select the [Actual Window Manager](#) option
- click the **Exclude this window** item in the popup menu that appears

Note

Don't forget to [save the configuration](#) to register your changes with the operating system.



To learn more about available features, please refer to the [Features](#) section.

To learn more about principles of operation, please refer to the [Principles of Operation](#) section.

Saving Your Configuration Settings

To permanently apply any changes you have made you will need to save the [configuration](#). Note that if **Control Center** is already running it will reload the configuration and the changes will be applied for you automatically.

You can save the configuration manually by clicking either **OK** or **Apply** [command button](#).

Features

For now, all **Actual Tools** programs' features can be divided into the following large blocks:

Window Settings	- provides advanced abilities to manipulate windows in various ways (both automatic and manual).
Multiple Monitors Extensions	- enhances common <i>Windows</i> user interface for multiple display environments.
Virtual Desktops	- extends general window management with the ability to group windows within virtual desktops.
Desktop Divider	- allows arranging windows within customizable layouts of non-intersecting tiles.
File Folders Extensions	- speeds up the navigation through folders.
Clipboard Extensions	- provides the smarter use of <i>Windows</i> Clipboard.
Logon Screen Background Extension	- allows to change a picture displayed on a primary monitor and run custom slideshows on secondary monitors of Logon/Lock system screen.

Important note! *This section's material describes the totality of features fully available in [Actual Window Manager](#) **only**. Other **Actual Tools** [products](#) contain the **limited set** of features so please while reading the particular feature's description turn your attention to the list of products where this feature is available. If no such list is provided then it means the feature is available everywhere.*

You can use this section as feature reference for **Actual Tools** programs.



Window Settings

In this section you can discover **what** exactly **Actual Tools** programs can do with windows, and **when** - either with a particular window (see *Window Actions Reference* and *Window Triggers Reference*) or globally (see *Control Center Tools Reference*).

[What to Do \(Window Actions Reference\)](#)

[When to Do \(Window Triggers Reference\)](#)

[Control Center Tools Reference](#)

[Command Prompt Windows Support](#)

[Multiple Document Interface \(MDI\) Windows Support](#)

What to Do (Window Actions)

Actual Tools programs provide a wide variety of features for advanced control of the various windows on your system. Among them are:

- [Add/remove standard window parts](#) - finely tweak window's appearance and behavior.
- [Aero Snap](#) - emulates the quick window allocation tool from *Windows 7* for earlier systems such as *XP/Vista*.
- [Align](#) - now you can precisely control the placement of windows on your desktop, automatically or manually arranging your windows exactly where you want them.
- [Center to point](#) - centers a window to the specified point of desktop.
- [Change caption](#) - if you don't like the default title bar caption or want to make it more clear then you can change it to anything you like.
- [Change icon](#) - in some situations it's helpful to substitute the default window icon with more appropriate one.
- [Change program affinity](#) - now you can finely tweak and balance the load of CPUs in a multi-processor system.
- [Change program priority](#) - now you can tweak your system for the most efficient use of hardware resources.
- [Change run mode](#) - select the most convenient window appearance for your day-to-day applications.
- [Close](#) - automatic release of unwanted/needless windows.
- [Combo](#) - run several other actions at once to get a combined effect in a single call.
- [Ghost](#) - to "ghost" a window means that all mouse clicks will pass through it without producing an effect.
- [Group Size/Drag](#) - convenient and natural way to manage several adjacent windows while keeping their relative layout.
- [Hide mouse pointer](#) - if you don't need to see the mouse pointer floating over a specific window (e.g. *Tablet PC Input Panel*) then you can easily turn it off.
- [Ignore deactivation](#) - in some special cases you may want to deceive the currently active window so that it would "think" it's still active - even after you switched to another window.
- [Lock mouse](#) - sometimes you may want to force the mouse pointer stay within the boundaries of a specific window.
- [Make transparent](#) - making windows semi-transparent is a stunning effect and can be very useful in certain situations.
- [Manage window settings](#) - quick and convenient way to modify the applied settings, create new ones or exclude a window from processing.
- [Minimize](#) - used for the same reasons as the **Close action** but this just hides a window from the desktop so it keeps running in background.
- [Minimize alternatively](#) - now you are able to minimize your windows not only to the [taskbar](#) but to alternate locations as well - such as the system tray and specific locations on the screen.

(AltMin™)

Mirror

- create and control [a mirror](#) for any window on-the-fly.

Move to monitor

- in multi-monitor configurations you are able to send the desired window to any connected monitor.

Move to virtual desktop

- when using the Virtual Desktops facility you can place the desired window to any existing virtual desktop or make it visible on all desktops.

Pin to desktop

- when pinned to desktop, window can't be minimized in any way.

Remove taskbar entry

- rid your taskbar of unwanted buttons.

Resize

- in addition to automatic alignment of your windows, you can also define optimum dimensions for specific windows.

Restrict placement

- split your desktop into well-defined zones for differently purposed windows and keep your workspace ordered neatly.

Roll up

- another way to free your desktop of currently inactive windows, the Roll Up function leaves *only* the window's title bar visible while hiding its contents.

Run keyboard macro

- if you need to press the same key combinations every time a certain window appears then you can store this sequence of keystrokes as a keyboard macro and send it automatically to that window, so significantly saving your time.

Send to bottom

- if you don't need a certain window at the moment but still want to keep it on the desktop you can use this feature to instantly place it on the bottom of the windows pile.

Snap

- makes the border of a window automatically stick to monitor/desktop boundaries and other windows while the window is being dragged or sized with the mouse.

Start program

- allows launching a helper tool or opening an accompanying document upon a certain window's opening.

Stay always-on-top

- now you can precisely control this highly useful window state to keep desired windows visible on top of others.

Stretch

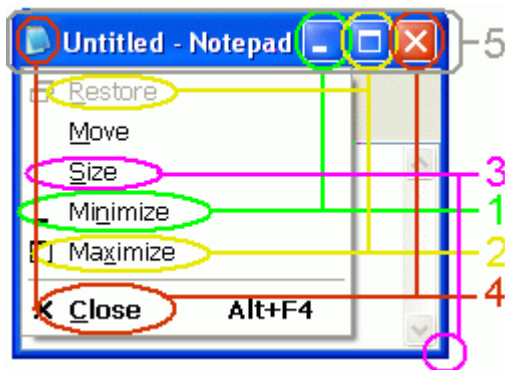
- a useful combination of aligning and resizing which moves the selected window's border/corner towards the corresponding desktop edge/corner.

Also you can learn more about [when](#) you can use the actions listed above.

Add/Remove Standard Window Parts

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

The **Add/Remove Standard Window Parts** action allows you extending or limiting standard window manipulations with a particular window by adding or removing its standard window controls:



1. **Minimize** title button - without it you can't minimize window
2. **Maximize/Restore** title button - without it you can't expand window over the desktop
3. **Resizable frame** - without it you can't resize window in any way
4. **Title bar icon** and **Close** title button - these controls can be added/removed only together; without them you can't close window and can't call its system window menu
5. **Border** (including the *title bar*) - without title bar you can't drag or resize window by mouse; removing a border increases window's useful area expanding its contents to current window dimensions

Hint You can use [Align](#) and/or [Resize](#) actions to pre-define window placement and then use this action to forbid this placement from further accidental or unwanted changes.

Related actions: [Minimize Alternatively \(AltMin\)](#), [Align](#), [Resize](#), [Pin to Desktop](#).

Possible triggers: [Startup](#).

Aero Snap

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Aero Snap** action provides the fast and convenient allocation of windows within desktop for *Windows XP/Vista* by emulating the feature presented in *Windows 7* - the **Aero Snap** mode. When [enabled](#), the Aero Snap action provides various automatic effects while a window is being [dragged](#) or [sized](#) with the mouse.

Dragging a Window

The following effects are available when dragging a window:

- **auto-maximize** a window being dragged *when the mouse pointer touches the top edge* of desktop;
- **auto-restore a maximized window** when you are *about to drag* it. In other words, now you don't need to restore a maximized window first to drag it somewhere; instead, you can simply begin dragging it as any normal window - it will be restored automatically (and then you can maximize it back using the above-mentioned Aero Snap auto-maximizing);
- **auto-span the left/right half of desktop** with a window being dragged *when the mouse pointer touches the left/right edge* of desktop.

Note

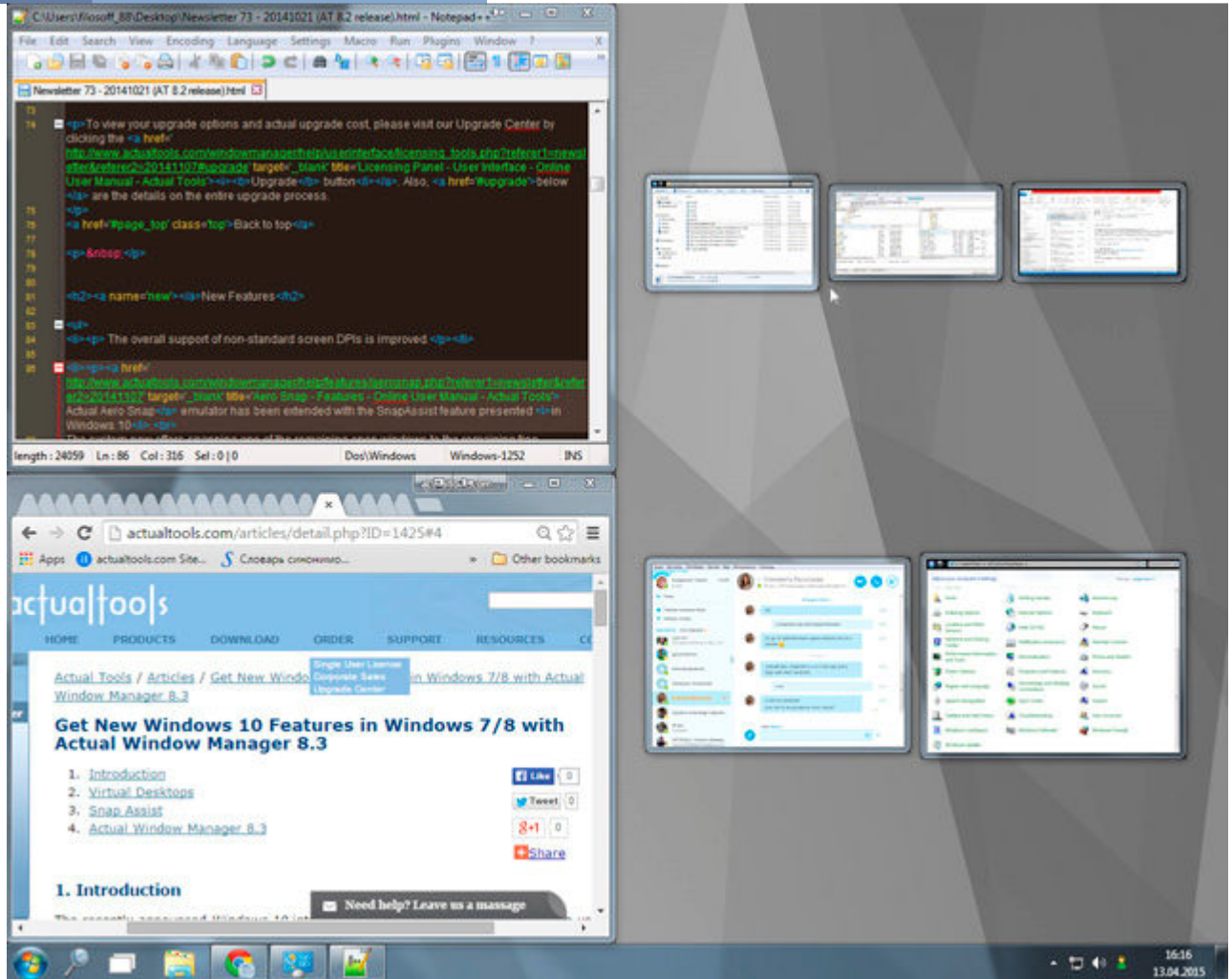
The spanned window will be restored to its normal size when you begin to drag it again.

- **auto-span the top-left/top-right/bottom-left/bottom-right quarter of desktop** with a window being dragged when the mouse pointer touches the corresponding desktop corner (*Windows 10* snapping style).

Note

The spanned window will be restored to its normal size when you begin to drag it again.

In the "auto-span" cases mentioned above, after you have snapped a window to an edge/corner, the *Windows 10*-style **Snap Assist** window may appear when the remained screen area can be unambiguously filled with another window:



Snap Assist window on the right displays other windows available for snapping

It allows you to select a window to snap it to another edge or to a remained corner. This speeds up the allocation of windows for some frequently happened situations (e.g. when you need to place two windows side-by-side).

Sizing a Window

The following effects are available when sizing a window:

- **auto-maximize** a window **just vertically** while sizing it either upwards or downwards and *the mouse pointer touches the top/bottom edge* of desktop;
- **auto-maximize** a window **just horizontally** while sizing it either leftwards or rightwards and *the*



mouse pointer touches the left/right edge of desktop.

Hint While dragging a window, you can temporarily disable this kind of snapping by pressing and holding the defined [key combination](#); release it to activate the snapping back.

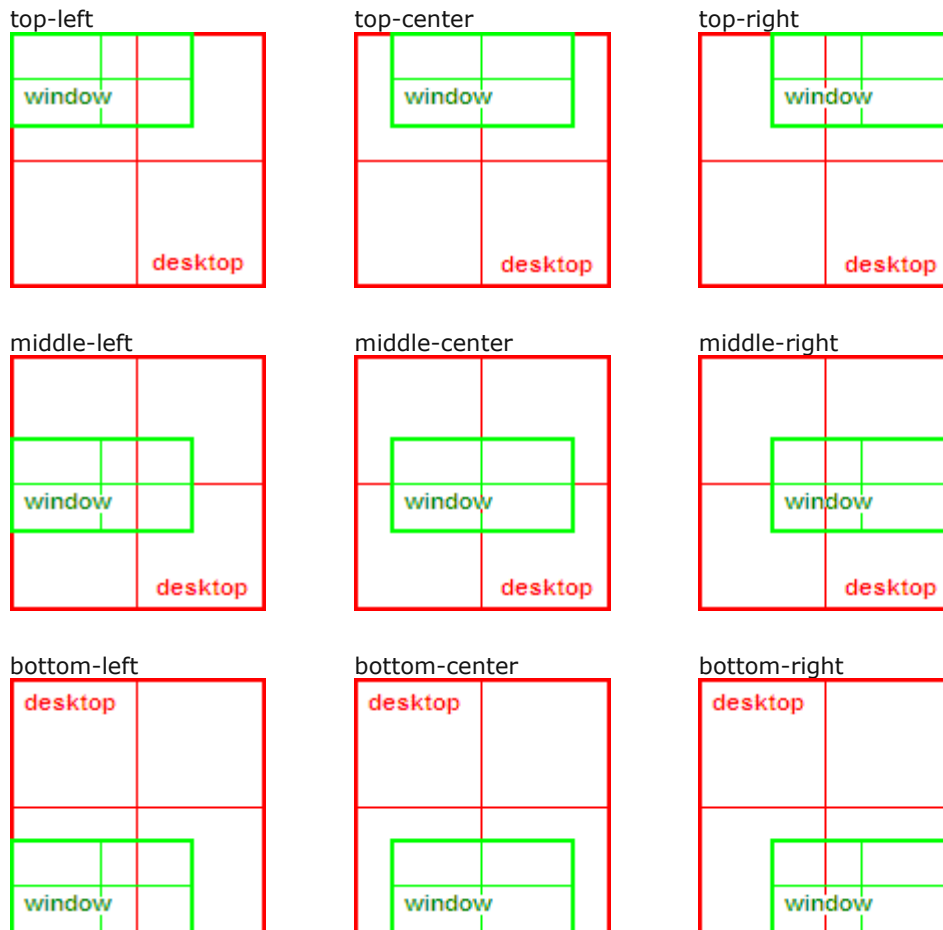
Related actions: [Align](#), [Change Run Mode](#), [Snap](#), [Stretch](#).

Possible triggers: [Moving](#), [Resizing](#).

Align

Available in: [Actual Window Manager](#), [Actual Window Guard](#), [Actual Title Buttons](#), [Actual Window Menu](#).

As its name implies, the **Align** action provides the automatic horizontal and vertical alignment of the target window. There are nine pre-defined alignment modes to automatically position your window on the desktop:



You can also specify horizontal and vertical shift values to force the precise, incremental positioning of windows on your desktop. For example, to position a window exactly 100 pixels over to the right from the left edge of the desktop and 150 pixels up from the bottom edge of the desktop you should select "bottom-left" and specify a horizontal shift value of 100 and a vertical shift value of 150. Alternatively, you can define these values as a percentage of the corresponding desktop size in either dimension. Both **positive and negative** shift values are allowed. (Note that a numeric value *not* preceded by a value sign is understood to represent a *positive* shift and the "+" plus sign may be omitted, while **a negative shift must always be preceded by the "-" minus sign.**)

The following tables show how the positive and negative value signs affect window positioning in the various alignment modes:

Horizontal shift

Sign of Value	+	-
Mode		
<i>any-Left</i>	to the right	to the left
<i>any-Center</i>	to the right	to the left
<i>any-Right</i>	to the left	to the right

Vertical shift

Sign of Value	+	-
Mode		
Top- <i>any</i>	to the bottom	to the top
Middle- <i>any</i>	to the bottom	to the top
Bottom- <i>any</i>	to the top	to the bottom

Hint To obtain pixel-precision positioning of a window select **top-left** (the origin) and specify your shift values in pixels from there.

Related actions: [Aero Snap](#), [Change Run Mode](#), [Resize](#), [Snap](#), [Stretch](#).

Possible triggers: [Title Buttons](#), [Window Menu](#), [Hotkeys](#), [Startup](#), [Quick Window Settings](#).

Center to Point

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

The **Center to Point** action allows you defining a particular point on your *Windows*® [desktop](#) so every window, which at startup has been split between several monitors in the multi-monitor environment, will be repositioned so the defined point will become this window's center.

Hint This action is a good substitute for the **Move to Monitor** action when working in the *Windows*® *Terminal Server* environment through the client PC with several monitors connected. In this case, *Terminal Server* knows nothing about client's monitors and considers them as a single very large one so you can't specify a monitor to place window on. Defining an appropriate point of desktop to center windows to it solves the described issue.

Related actions: [Move to Monitor](#).

Possible triggers: [Startup](#).

Change Caption

Available in: [Actual Window Manager](#), [Actual Window Guard](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Change Caption** action allows you changing window's caption string to one you like better.

Note

Once applied, this action will automatically prevent the set caption string from further changes which window's application may induce.

Hint The **Change Caption** action is useful for instances where the default caption is *needlessly cluttered with superfluous information* you don't need to see (like program version numbers, folder paths, active database filenames, etc.) or times when you want to *disguise a window's identity*.

Related actions: [Change Icon](#), [Remove Standard Window Parts](#).

Possible triggers: [Startup](#), [Quick Window Settings](#).

Change Icon

Available in: [Actual Window Manager](#), [Actual Window Guard](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Change Icon** action allows you changing window's default icon (that one displayed both on the leftmost of window's title bar and window's corresponding [taskbar](#) entry) to the one you find more suitable.

Note

Once applied, this action will automatically prevent the set icon from further changes which window's application may induce.

Hint You can change the default icon of any window to an icon of another application thus *disguising target window's identity*. You can also change window's icon to a unique one thus *improving its identity*, i.e. making it more distinguishable, pleasurable and easy to find.

Related actions: [Change Caption](#), [Remove Standard Window Parts](#).

Possible triggers: [Startup](#), [Quick Window Settings](#).

Change Program Affinity

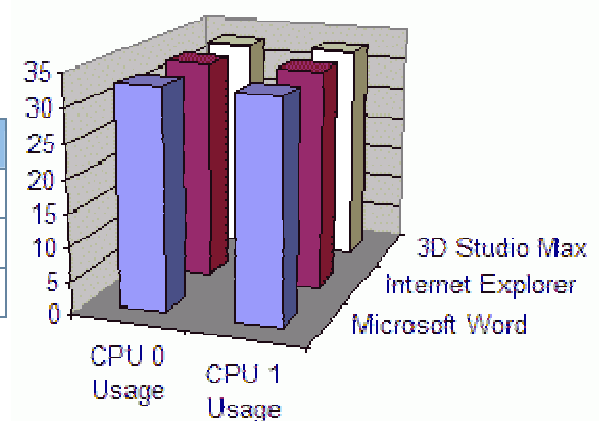
Available in: [Actual Window Manager](#), [Actual Window Guard](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Change Program Affinity** action provides you better control over CPU resources in a multi-processor system (including those with the *HyperThreading*™ and multi-core CPUs). Having several CPUs tremendously increases the computing power and also allows finer and more accurate load distribution between available processor units.

By default, *Windows*® distributes currently running applications between processors uniformly, thus providing the equal load for all available processor units. Saying shortly, it runs *all applications on all processors*. Let's imagine a set of "On/Off" switches where each switch corresponds to an existing CPU - this "set" is called *program CPU affinity*. Each running program has its own CPU affinity, and all those affinity "switches" are on by default (i.e. program runs on all available CPUs). However, sometimes arises a need to free CPU resources for a computationally intensive task (like bulky data compression, sound/video encoding, rendering of 3D-scenes, complex mathematical calculations, etc.) - adjusting program affinities can help on this way.

Hint For example, we have two processors (*CPU 0* and *CPU 1*) installed in our system, and we are currently running *Microsoft Word*, *Internet Explorer* and *3D Studio Max*. Also, we have an urgent task need to be completed in *3D Studio Max* as soon as possible, so we want to grant more CPU resources to it. The default affinity picture will be as follows:

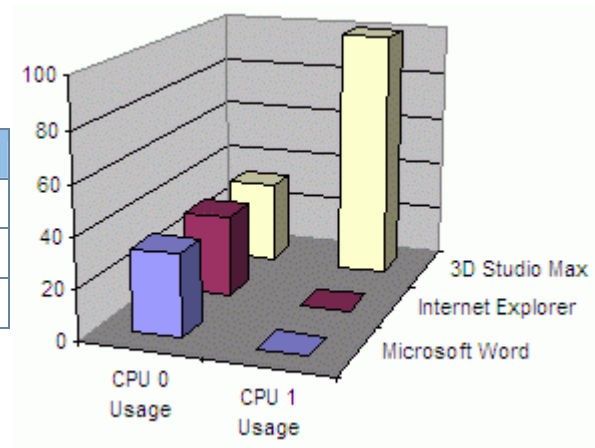
Program	CPU 0	CPU 1
<i>Microsoft Word</i>	on	on
<i>Internet Explorer</i>	on	on
<i>3D Studio Max</i>	on	on



To provide *3D Studio Max* with more CPU resources, we turn off *CPU 1* switches in *Microsoft Word* and *Internet*

Explorer:

Program	CPU 0	CPU 1
Microsoft Word	on	off
Internet Explorer	on	off
3D Studio Max	on	on



So now *3D Studio Max* will use *CPU 1 exclusively* and therefore will finish its calculations more quickly.

Hint Another use for this action is improving the compatibility of aged software (like old games or legacy programs) with a modern hardware. Such programs were developed in "single-CPU era" and, being run in multi-processor environment, they often become unstable or even crash unexpectedly. This situation can be improved by adjusting such programs' CPU affinity so that **only one CPU left enabled**, and therefore the program will run in a virtual single-CPU environment. For example, such old but still popular PC games as *System Shock 2* and *Thief: The Dark Project* (released in 1998 by **Looking Glass Studios**) or *Grim Fandango* (released in 1998 by **LucasArts Entertainment**) require changing their affinity so that they will run on a single processor only to keep their work stable - thus, you can use the described action to do this automatically at game's startup.

Related actions: [Change Program Priority](#).

Possible triggers: [Startup](#), [Quick Window Settings](#).

Change Program Priority

Available in: [Actual Window Manager](#), [Actual Window Guard](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Change Program Priority** action allows you controlling the allocation of processing resources on your computer. As a multi-tasking operating system *Windows*® allows you running multiple programs simultaneously, but since most computers have only one central processor this means *Windows*® must divide the total amount of work the processor must perform between those programs. While each application has a priority that is automatically determined by *Windows*®, the default allocation of resources among running tasks doesn't always provide maximum system productivity.

Priority level determines how much of the processor's time will be allocated to a particular task, subject to the following values:

- **Low** - can be used for programs that monitor the system with low priority refresh rates, such as screen savers or applications that only periodically update a display.
- **Below Normal**,
- **Normal**,
- **Above Normal** - most useful and appropriate for controlling day-to-day operations.
- **High** - should be used with care. If a program runs at the **High** priority level for extended periods then other programs on the system won't receive an appropriate share of processor time. If your application performs a task that requires the **High** priority while the rest of its tasks are **Normal** priority, raise the priority of the application *temporarily*; then reduce it after the time-critical task has been completed.
- **Realtime** - can be appropriate for applications that "talk" directly to the hardware or those which perform brief tasks with limited interruptions. As such, this value should be used with extreme caution **by experienced users only**, since improper use can interfere with system-critical processes that manage mouse and keyboard input, background disk flushing, etc.

Hint The **Change Program Priority** action allows you assigning a lower priority to [minimized](#) and [inactive](#) applications, enabling you to provide more central processor time to your more urgent programs on-the-fly as changing circumstances dictate.

Related actions: [Change Program Affinity](#), [Minimize](#), [Minimize Alternatively \(AltMin\)](#).

Possible triggers: [Title Buttons](#), [Window Menu](#), [Startup](#), [Deactivation](#), [Minimization](#), [Quick Window Settings](#).

Change Run Mode

Available in: [Actual Window Manager](#), [Actual Window Guard](#), [Actual Window Minimizer](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The Windows® operating system provides three standard **run modes** for the default appearance of the various system and application windows on your desktop:

- **Normal** - the most common (and *default*) appearance for a window, this mode allows for the *repositioning*, *resizing*, *maximizing* (to full desktop-sized), *minimizing* (to a taskbar button), and *restoration* (from minimized) of windows.
- **Minimized** - window is invisible but you can access it (and its various right-click menu options) via its taskbar button.
- **Maximized** - window covers the entire area of the desktop, so you can't move or resize it; but you can either minimize it or restore it to its **Normal** mode.

The **Change Run Mode** *action* allows you setting the default run mode to any one of these three for practically any window on your system.

Hint You can combine the conventional Windows® **Minimized** run mode with **Actual Tools** programs' enhanced [Minimize Alternatively \(AltMin\) action](#) to achieve even greater control over your windows!

Related actions: [Change Program Priority](#), [Minimize Alternatively \(AltMin\)](#).

Possible triggers: [Startup](#), [Quick Window Settings](#).

Close

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

The **Close** action terminates a running window and removes it from computer's memory. (Compare this with the [Minimize action](#), whereby the window's state is merely changed but the window remains resident in memory.)

If a window represents its associated application (such windows are called "main") then its closing will terminate the whole application including all its secondary windows.

Hint The **Close** action can be useful for those annoying *popup windows* (doesn't matter by which application they are produced) or for some windows that used rarely. The former kind of windows can be closed automatically just upon their appearance and the latter kind of windows can be closed automatically upon their [deactivation](#).

Related actions: [Minimize](#), [Minimize Alternatively \(AltMin\)](#), [Roll Up](#), [Send to Bottom](#).

Possible triggers: [Startup](#), [Deactivation](#).



Combo

Available in: [Actual Window Manager](#), [Actual Title Buttons](#).

The **Combo** action allows creating the custom sequences of other available window actions and run such sequence as a single action to get a combined effect.

Related actions: [all others](#).

Possible triggers: [Title Buttons](#), [Hotkeys](#).

Ghost

Available in: [Actual Window Manager](#), [Actual Transparent Window](#), [Actual Title Buttons](#), [Actual Window Menu](#).

"**Ghosting**" a window means that any and all *mouse clicks* directed at the target window will bypass that window completely while still remaining subject to *keyboard actions* like hotkeys. While there is no difference in the appearance of a ghosted window, it remains untouchable by the mouse directly - although you still have mouse control over the window via its [taskbar](#) button: i.e., left-click to minimize/restore it and right-click to call up its [window menu](#).

Hint The **Ghost** action is useful when you want to monitor activity in some window which does not require user interaction, like Windows® Task Manager's **Performance** tab. Simply **ghost** such windows and they become dynamic image windows (like a TV screen) allowing you to work and move about the desktop freely without interference from them.

Related actions: [Stay Always-On-Top](#), [Make Transparent](#).

Possible triggers: [Title Buttons](#), [Window Menu](#), [Hotkeys](#), [Startup](#), [Quick Window Settings](#).

Group Size/Drag

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Group Size/Drag** feature allows you to handle a group of tiled windows in natural efficient manner. *Tiled* (or adjacent) windows are those that placed side by side without gaps or overlaps. As there are no gaps/overlaps, tiling is the most efficient way of utilizing the available screen space. [Actual Window Manager](#) provides numerous tools to arrange windows as tiles, like [Snap](#), [Aero Snap](#), or [Desktop Divider](#).

With this tool, you can either [adjust the size](#) of windows within the group or [drag the entire group](#) as a single window without breaking the carefully arranged relative layout of windows.

Group Size

Once you placed required windows to each other, you may want to adjust their sizes in according to current circumstances. Usually, you would have to resize each window, carefully trying to preserve the already arranged layout. Group Size lets you do this quicker: just start to resize a window - and all its neighboring windows will begin to change their sizes accordingly, as if they were cells in a spreadsheet.

By default, Group Size [is enabled](#) and active all the time; you can temporarily disable it by pressing the specified [modifier keys](#) (<Ctrl> by default) when you begin to resize a window.

Group Drag

In some cases, you may want to move the arranged layout of tiled windows to another place on the desktop (e.g. to another monitor in a multi-monitor environment). With Group Drag, you can start to drag any window in the group - and all other windows in the group will move along, as if the group were a single window.

By default, Group Drag [is enabled](#) but not active; to activate it, you need to press the specified [modifier keys](#) (<Ctrl> by default) when you begin to drag a window.

Hint

After the feature activates, you can release the modifier keys - it will continue to work until you stop dragging.

Useful Notes

- Both features utilize the same combination of modifier keys but you can set the mode of activation separately.
- Both features work when using either mouse or keyboard to resize/move a window.
- While moving/sizing windows, you can press <Esc> to cancel the current operation - and all windows in the group will restore their positions/sizes.
- You can combine Group Size Drag with [Easy Window Dragging/Sizing](#) by specifying the same combination of modifier keys.

Hide Mouse Pointer

Available in: [Actual Window Manager](#), [Actual Window Guard](#)

The **Hide Mouse Pointer** *action* allows temporarily hiding the mouse pointer when it comes into the boundaries of specified window. This can be useful in case you're using some alternative input device (pen, touch screen etc.) and therefore don't want the mouse pointer to block the way.

Related actions: [Change Caption](#), [Remove Standard Window Parts](#).

Possible triggers: [Startup](#).

Ignore Deactivation (Keep Focus)

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#)

The **Ignore Deactivation** action forces the currently active window ignore the "focus lost" notification from the system, so the window's host application continues to "think" that the window remains active. This may be useful when you want to run a full-screen video or play a game on one monitor while working with other windows on another monitor.

Possible triggers: [Startup](#), [Hotkeys](#).

Lock Mouse

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#)

The **Lock Mouse** *action* locks the mouse pointer within the boundaries of a window active at the moment. This may be useful when you work with some full-screen application on one of the monitors, and this application automatically minimizes when you accidentally move the mouse to another monitor and click outside its window.

Hint The "mouse locked" state is stored per window, i.e. you can lock the mouse in several windows at once. Practically, this means that you can press the Lock Mouse hotkey in one window, switch to another, then return to the first window - and the mouse pointer will be locked within it automatically.

Possible triggers: [Startup](#), [Hotkeys](#).

Make Transparent

Available in: [Actual Window Manager](#), [Actual Transparent Window](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Make Transparent** action appears in the last generation of Microsoft® operating systems like Windows® 2000/XP/2003/Vista. It allows you making a foreground window look like stained glass so you can see through it to the contents of windows behind it while simultaneously being able to still see the contents of the foreground window as well.



You can choose any *transparency level* for a particular window ranging from 0% (opaque) to 100% (*completely transparent, or invisible*).

Hint The **Make Transparent** action is very handy for working *with* and *between* multiple open windows that cannot be sized to fit on the desktop side-by-side. For example, attempting to transcribe something into a Microsoft® Word document from an Internet browser window when they won't both fit on the screen together at the same time.

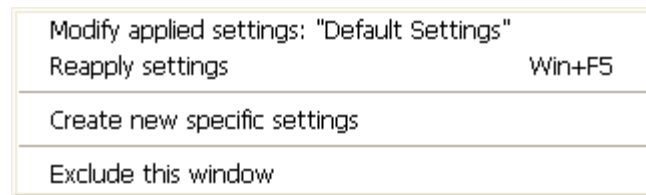
Related actions: [Roll Up](#), [Stay Always-On-Top](#), [Ghost](#).

Possible triggers: [Title Buttons](#), [Window Menu](#), [Hotkeys](#), [Startup](#), [Deactivation](#), [Moving/Resizing/Mouse-Hovering](#), [Title Bar Double-Click](#), [Quick Window Settings](#).

Manage Window Settings

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Window Guard](#), [Actual Title Buttons](#), [Actual Window Menu](#), [Actual Transparent Window](#), [Actual Window Minimizer](#), [Actual Window Rollup](#).

The **Manage Window Settings** action provides quick [window settings](#) for a particular window. Being invoked (see "Possible triggers" below), it displays a popup menu with the following management commands:



- Modify applied settings:** "<settings_item_name>" - click this item to launch the Configuration Module and automatically locate there the item representing the currently applied window settings. It's the most recommended way to quickly adjust a couple of options in a certain window settings.
- Reapply settings** - click this item to force *Actual Window Manager* to reset the target window to its default state, then [search again for a proper rule](#), then execute the actions enabled in the found rule for [window's startup](#)
- Create new specific settings** - click this item to launch the Configuration Module and automatically create there new [specific window settings](#) with the [Target Window criteria](#) automatically filled with values retrieved from the target window. This can be useful in two cases:
 - when the target window gets in the scope of the [default settings](#) but you want to provide custom settings for it (for example, define a custom set of title buttons or adjust the startup position)
 - when the target window gets in the scope of the certain specific settings but you want to create another specific settings exactly for this type of window (usually, consider its current caption value)
- Exclude this window** - click this item to launch the Configuration Module and automatically create there new [exclusion](#) with the [Target Window criteria](#) automatically filled with values retrieved from the target window. This can be useful when *Actual Window Manager* causes some kind of troubles when processing a certain window, and you want to prohibit its processing and therefore avoid the troubles.

Possible triggers: [Title Buttons](#), [Window Menu](#).

Minimize

Available in: [Actual Window Manager](#), [Actual Window Minimizer](#).

The **Minimize** action reduces an opened window to its associated button in the taskbar and thereby removes it from the desktop. If a window represents its associated application (such windows are called "main") then its minimization will hide the whole application including all its secondary windows.

Hint The **Minimize** action is useful for the applications, which run at Windows® startup or used from time to time. The former can be automatically minimized immediately [as they are launched](#), and the latter can be minimized on their [deactivation](#).

Related actions: [Minimize Alternatively \(AltMin\)](#), [Roll Up](#), [Send to Bottom](#).

Possible triggers: [Startup](#), [Deactivation](#).

Minimize Alternatively

Available in: [Actual Window Manager](#), [Actual Window Minimizer](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Minimize Alternatively (AltMin™)** action allows you minimizing your windows not only to the [taskbar](#) but also to the:

- **system tray** - the specified window becomes a small icon in the Windows® [system tray](#) (or simply *tray*).



If you then click this system tray icon, the default action is to restore the normal window and remove the icon from the tray. This default behavior can be modified with the [Minimizing property sheet](#).

- **screen** - the specified window is turned into a small icon, which is placed on the screen.



You can drag this icon anywhere on the screen. If you then double-click this icon, the default action is to restore the normal window and remove the icon from the desktop/screen. This default behavior can be modified with the [Minimizing property sheet](#).

Also, you can middle-click the icon to launch another instance of the application.

Hint The **AltMin** action is especially useful for "background" applications (i.e. those which are able to run



without user intervention), at-hand tools (like Calculators and Calendars), or, in general, any window that you have no need to view all the time while it is working. Minimizing these windows to the system tray or on the screen and bringing them back up when you really need them is a convenient way of providing quick access to them without having to load the program again, while leaving your taskbar and desktop free for more prominent window activity.

Related actions: [Minimize](#), [Roll Up](#), [Send to Bottom](#), [Change Run Mode](#).

Possible triggers: [Title Buttons](#), [Window Menu](#), [Hotkeys](#), [Minimization](#).

Mirror

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#)

The **Mirror** action lets you create [window mirror](#) for a particular window on-the-fly. Window mirror is a separate window that displays the live image of the subject window.

Hint Window mirrors are helpful in a dual display environment, where one of monitors is the officer's work monitor and other is a demonstration monitor turned to customers/clients, and officer would like to demonstrate just the contents of a particular window from his/her work monitor, without letting customers observe his/her work monitor entirely.

Related actions: [Move to Monitor](#).

Possible triggers: [Title Buttons](#), [Window Menu](#), [Hotkeys](#).

Move to Monitor

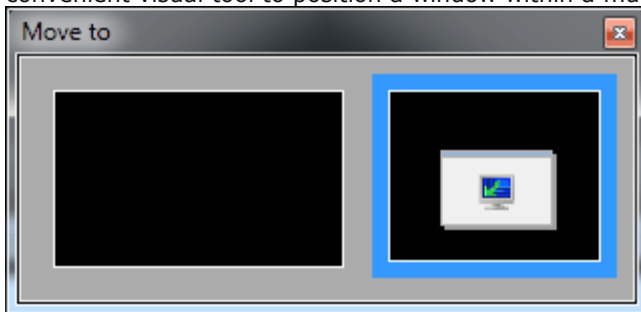
Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#), [Actual Window Guard](#).

The **Move to Monitor** action allows you placing a window to the desired monitor if you have the several monitors connected to your computer. Now you can quickly select on-the-fly the position for any window which is most appropriate in particular circumstances by switching it between the monitors. Also, you can define the initial window appearance on a particular monitor ordering your workspace in most efficient and convenient manner. Note that if your monitors have the different resolutions, this action is able to keep window's appearance after placing it to the selected monitor by enlarging or reducing its size accordingly to the target monitor resolution so window looks the same on any monitor.

Hint This action is well combined with the automatic window alignment and resizing.

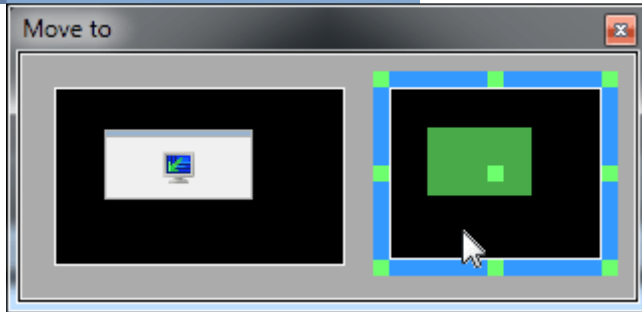
Monitor Selector dialog

In addition to its default ability to place a window to a certain monitor, Move to Monitor action also offers a convenient visual tool to position a window within a multi-monitor desktop:

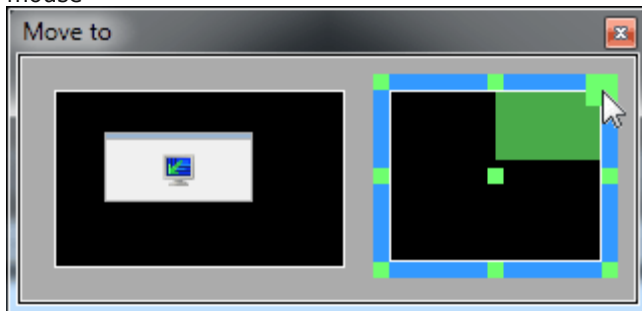


It shows you the current relative layout of monitors and the current window's position and size. Also, it provides the following features:

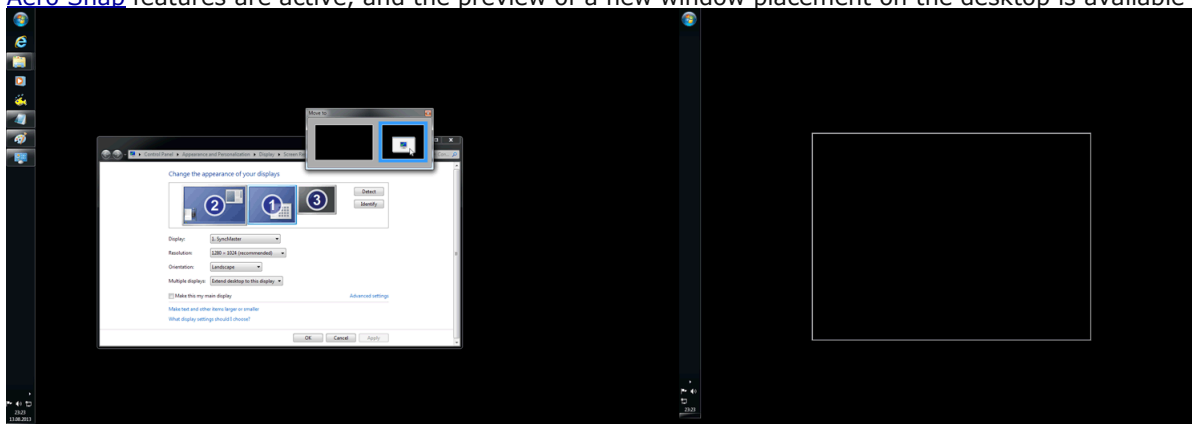
- place the mouse pointer over any monitor's preview to see the preview of new window position - both in the Monitor Selector itself and on the desktop



- click the empty space of the desired monitor's preview to close the dialog and put the window onto that monitor
- click anywhere outside the dialog or press the <Esc> key to close the dialog without moving the window
- you can not only move a window to certain monitor but also to [align](#) it within that monitor in a single click using Align Hotspots - green dots displayed on the monitor preview that is currently under the mouse



- you can drag the window preview by the mouse; while dragging the preview, both [Classic Snap](#) and [Aero Snap](#) features are active, and the preview of a new window placement on the desktop is available



Related actions: [Align](#), [Resize](#).

Possible triggers: [Title Buttons](#), [Window Menu](#), [Hotkeys](#), [Startup](#), [Taskbar Preview Button](#), [Quick Window](#)



[Settings.](#)

Move to Virtual Desktop

Available in: [Actual Window Manager](#), [Actual Virtual Desktops](#).

The **Move to Virtual Desktop** action is relative to the [Virtual Desktops facility](#): it allows you placing a window to the desired virtual desktop. This action is very similar to Move to Monitor action (just replace physical displays with virtual desktops) but, in addition, you can make a certain window [visible on all virtual desktops](#).

Hint This action is well combined with the automatic window alignment and resizing.

Related actions: [Align](#), [Resize](#), [Move to Monitor](#).

Possible triggers: [Title Buttons](#), [Window Menu](#), [Startup](#), [Quick Window Settings](#).

Pin to Desktop

Available in: [Actual Window Manager](#), [Actual Window Guard](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Pin to Desktop** action allows you keeping a particular window always open on the desktop, denying any attempts of its [minimization](#). The pinned window "sticks" to the desktop surface behind all other windows and can't be minimized in any standard way, including *Windows* system commands "Minimize all" (<Win+M> hotkey) and "Show desktop" (<Win+D> hotkey). Although you still can hide such window using the [alternative minimization](#).

Note

As a side effect, the pinned window also disappears from the <Alt+Tab> sequence.

When window is pinned, its window menu is expanded with the extra [Pin to desktop item](#). You can use this item to toggle the "pinned/unpinned" state of this window.

Hint This action can be considered as a permanent ["sending-to-bottom"](#); therefore the **Send to bottom** action is disabled for windows pinned to desktop. Pinning to desktop is good for background windows that are constantly monitoring some long processes and need to be always open, though behind others.

Note Due to technical limitations, in *Windows Vista/7* applying the Pin to Desktop action to a window also disables the [Make Transparent/Ghost](#) actions for that window and removes the transparency/ghost effects if they were applied. After unpinning the window from a desktop, these actions become available again.

Related actions: [Minimize Alternatively \(AltMin\)](#), [Remove Standard Window Parts](#), [Stay Always-On-Top](#), [Send to Bottom](#).

Possible triggers: [Window Menu](#), [Startup](#), [Quick Window Settings](#).



Put into Divider Tile

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Put into Divider Tile** action allows you placing a window into a certain tile of the current [Desktop Divider](#) layout.

Related actions: [Align](#), [Move to Monitor](#), [Resize](#).

Possible triggers: [Title Buttons](#), [Window Menu](#), [Hotkeys](#).

Remove Taskbar Entry

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

There might be certain windows you would like to perpetually maintain on the desktop but whose buttons you would prefer **not** to have taking up the precious little space available in your taskbar. The **Remove Taskbar Entry** *action* allows you accomplishing this task for almost any window - extending your ability to control your Windows® workspace.

Hint It is frequently beneficial to use this action in conjunction with the [Roll Up action](#).

Related actions: [Minimize Alternatively \(AltMin\)](#), [Roll Up](#).

Possible triggers: [Startup](#).

Resize

Available in: [Actual Window Manager](#), [Actual Window Guard](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Resize** action allows you controlling width and height of any window in various ways, changing all of the properties together or leaving them at their default settings. You can provide *exact values in pixels* or *relative dimensions as a percentage of the corresponding desktop size*. You can choose from among several, convenient pre-defined sizes or alternatively you can [define your own settings](#). You can also *fix the minimal/maximal size of a window* to keep it within a particular range of limits.

Hint Try to use **100%**x**0** pre-defined size for documents containing wide tables and **0**x**100%** pre-defined size for long documents.

Related actions: [Align](#), [Restrict Placement](#), [Stretch](#).

Possible triggers: [Title Buttons](#), [Window Menu](#), [Hotkeys](#), [Startup](#), [Quick Window Settings](#).

Restrict Placement

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

Sometimes there arises a need to limit the area of possible placement for all windows on your desktop or for some particular windows. The **Restrict Placement** action is intended to satisfy such requirements. It allows you defining the limits relative to desktop for all four window borders of window so a window is restricted to be within these limits only, whether you move, resize or maximize it.

Limits are defined as *margins* of the desktop. For example, providing 50 pixels for the right border limit means "right window border cannot come closer than 50 pixels to the right desktop border" (and the same meaning is true for all other limits). Thus, defining all four limits means defining the *rectangle of possible placement* so a window can be moved or resized within this rectangle only. Here are some examples of possible limit configurations and their corresponding allowed and restricted areas relative to desktop:



When defining the limit, you can use as measure units either the **pixels** (for exact margin definition), the **percent of current monitor size** (to make the margin definition independent of a particular monitor resolution) or the **percent of desktop size** (to make the margin definition global and independent of on which monitor a window currently resides). Note that two latter measure units are different for multi-monitor environments only, in a single-monitor environment they work identically.



Once defined, the limits may prevent the required movement of window in some situations. So you can easily suspend the placement restrictions using the [corresponding window menu item](#).

Hint To make always visible two vertical areas on your desktop - one on the left for handy shortcuts and one on the right for instant messengers, just define the left limit and the right limit of desired width - and no window will cover your handy icons or your contact lists.

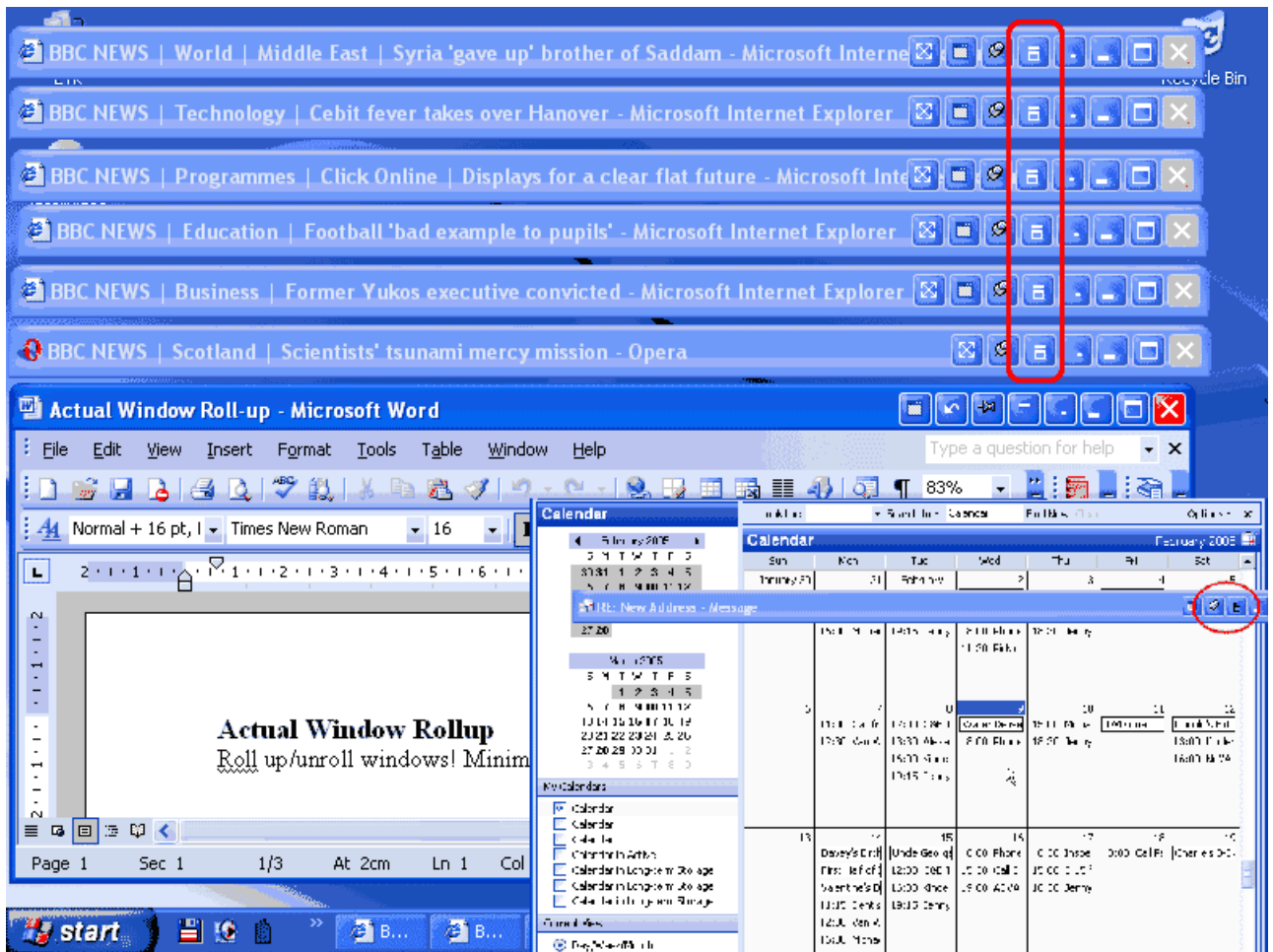
Related actions: [Align](#), [Resize](#), [Move to Monitor](#).

Possible triggers: [Startup](#), [Moving](#), [Resizing](#), [Window Menu](#).

Roll Up

Available in: [Actual Window Manager](#), [Actual Window Rollup](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Roll Up** action offers yet another way of dispatching your windows in addition to [closing](#) or [minimizing](#) them.



Rolling up hides the contents of a window while leaving its title bar visible. You can thus readily see that the window is still present on the desktop while reducing its "footprint" to a much smaller size on your screen. In addition, windows so represented by only their title bars remain fully active: i.e., you can move them, minimize them, call up their system menus, or simply close them.

Hint The **Roll Up** action is ideal for situations when you work with several opened windows simultaneously and need to quickly review the contents of an inactive window presently underlying the active one. Simply **roll up**



the obstructing active window, review the information uncovered in the previously obscured window and then **unroll** the active window back down again.

Related actions: [Minimize](#), [Minimize Alternatively \(AltMin\)](#), [Make Transparent](#), [Stay Always-On-Top](#).

Possible triggers: [Title Buttons](#), [Window Menu](#), [Hotkeys](#), [Deactivation](#), [Mouse-Hovering](#), [Title Bar Double-Click](#), [Quick Window Settings](#).

Run Keyboard Macro

Available in: [Actual Window Manager](#), [Actual Window Guard](#)

The **Run Keyboard Macro** action is very powerful and flexible tool allowing the automation of some repetitive keyboard manipulations when a particular window appears - it allows recording the required sequence of keystrokes (such sequence is called *keyboard macro*) in a special format and "play" this sequence automatically every time the certain window opens; "playing" here means the *programmatic emulation of typing*, as if you would really have been pressing the keys defined in the macro sequence. Keyboard macro sequence can include any key or key combination; you can get more information on how to create a macro [here](#).

Hint This action has an extremely wide variety of possible applications; here are just few common examples:

- automatic positioning to the end of a long document (text, webpage, spreadsheet, etc.) or a list (e.g. the file folder containing numerous files) by sending an appropriate key combination: <End>, <Ctrl+End>, <Ctrl+PageDown>, etc.
- automatic filling of "Login/Password" fields in security query dialogs: assign to them a macro with the following structure - *your login name*<Tab>*your password*<Enter>
- automatic insertion of regular text blocks into documents or e-mail messages: just paste such text block as a macro and assign this macro to a certain window

Important Note! Although keyboard macros are assigned to some particular windows, actually they are run via the special **system keyboard buffer**, which is shared by all windows. It means that if any new window appears when some macro is already being played then this newly appeared window will **regain the input focus** and therefore will receive the rest of played macro, so macro's target window won't get the entire sequence as expected. Considering this side effect, we recommend you to take into account the following ideas when using macros:

- use accurately and deliberately the key combinations that change the input focus, such as <Alt+Tab>, <Ctrl+Esc>, <Win>, etc.
- avoid creating very long macros because the more is the macro length the more is the probability of accidental input focus change
- use wisely the [Delay before running option](#) for certain macros to schedule their playback at an appropriate time

Possible triggers: [Startup](#).

Send to Bottom

Available in: [Actual Window Manager](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Send to Bottom** action allows you the quick dispose of unneeded windows while keeping them on the desktop, maintaining their original sizes and positions. It's like moving a playing card from the top of the deck to bottom of the deck.

Hint This action is useful for situations where you don't currently require access to the active window but plan on returning to it sometime later.

Related actions: [Minimize](#), [Minimize Alternatively \(AltMin\)](#), [Roll Up](#).

Possible triggers: [Title Buttons](#), [Window Menu](#), [Hotkeys](#), [Startup](#), [Quick Window Settings](#).

Snap

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Snap** action provides the classic way of window snapping which is a de-facto standard in *Unix/Linux* window managers; another name of this feature is "*magnetic/sticky borders*".

It works when you drag or size a window with the mouse: when any of window's borders comes to such visual bounds as desktop/monitor boundaries or other windows closer than the specified amount of pixels - the border automatically "sticks" (or "snaps") for some time to that bound. If you continue to drag/size - the stuck window's border will "unstick" from the bound it was stuck to and then will go freely until you drag it to another bound.

Further advancement of this action is dragging/sizing a window not continuously but gradually with some defined step (e.g. *10 pixels, 20 pixels*, etc.) - as if you'd move a window along the virtual grid, and the window would snap to that grid's cells.

Hint This action can greatly simplify and ease the momentary allocation of windows - it frees you from the over-scrupulous mouse manipulations when you try to place some windows side-by-side without both overlapping and gaps or place a window exactly at the desktop boundary. In most cases, this is exactly what you want to get so that classic snapping makes window dragging/sizing far more intuitive and convenient.

Hint While dragging a window, you can temporarily disable this kind of snapping by pressing and holding the defined [key combination](#); release it to activate the snapping back.

Related actions: [Aero Snap](#), [Align](#), [Stretch](#).

Possible triggers: [Moving](#), [Resizing](#).

Start Program

Available in: [Actual Window Manager](#), [Actual Window Guard](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Start Program** action lets you launch an application or open a document in the context of a particular window. This action's parameters and behavior are similar to well-known *Windows* shortcuts - you specify the target object (either application, document or URL) and, in addition, can specify its work folder, window initial state and command line parameters (if target object is an application). The target object will be launched in a same way as if you would have found it using *Windows Explorer* and either left double-clicked on it or right clicked on it and selected the **Open** command:

- if the target object is *an application* - then it will be launched "as is" (of course, considering the specified initial window state, command line parameters and work folder);
- if the target object is *a document* - the it will be opened with the program specified in your system as default for such kind of documents;
- if the target object is *a URL* - the it will be opened in a new instance (window or tab) of your default Internet browser.

While specifying command line parameters, you can use special substitutional symbols to provide the target application information about the window from which it has been launched:

%hwnd%, **%hwndx%** - decimal/hexadecimal value of window's handle;
%caption% - window's caption string;
%class% - window's class identifier;
%filename% - file name (including the full path) to window's application;
%pid%, **%pidx%** - decimal/hexadecimal value of window's process identifier (PID).

Actual Window Manager will automatically replace these symbols with their actual values retrieved from the window. Of course, target application must have an appropriate command line keys denoting that it can handle additional information like this.

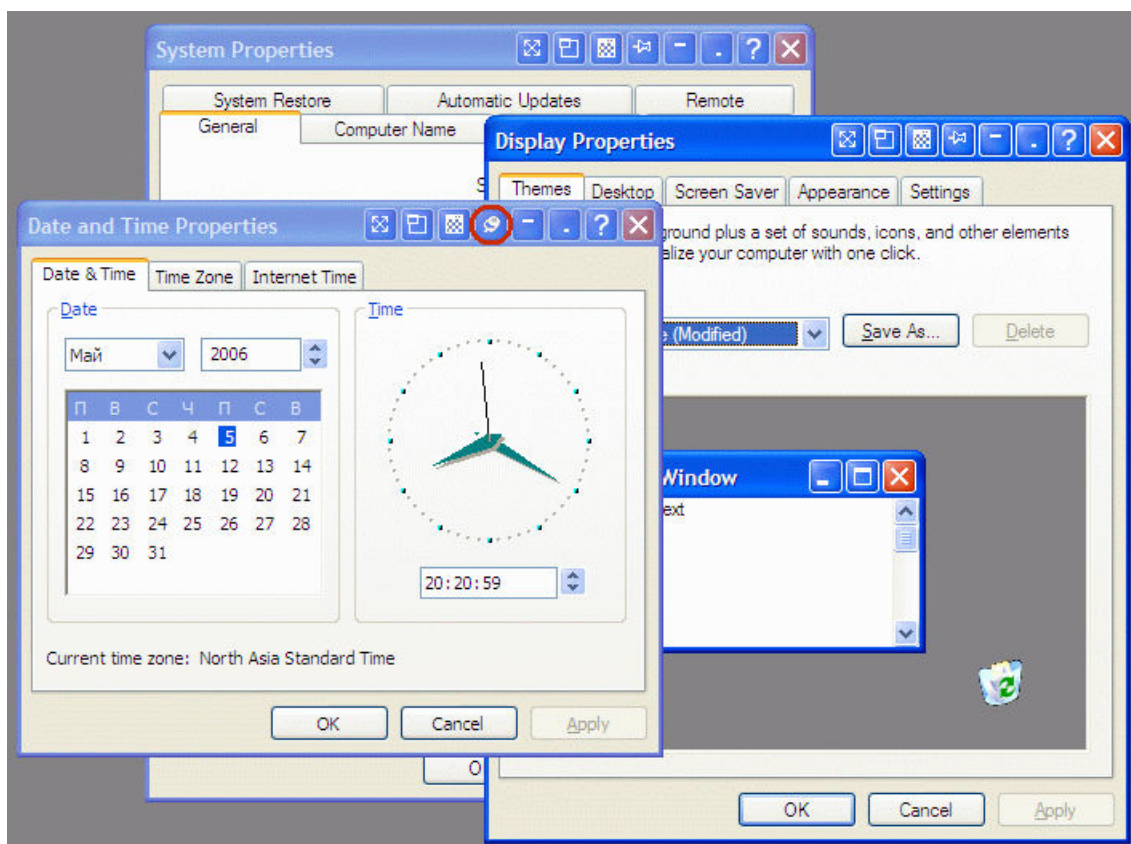
Another useful option of this action is that you can run the specified target in a separate session using other user's account with different security rights/permissions. Specify [this option](#) to display general "Run As" dialog before launching the target, where you can select an appropriate user account and specify its credentials (user name and password).

Possible triggers: [Startup](#), [Title Buttons](#), [Window Menu](#).

Stay Always-On-Top

Available in: [Actual Window Manager](#), [Actual Transparent Window](#), [Actual Title Buttons](#), [Actual Window Menu](#), [Actual Window Rollup](#), [Actual Window Guard](#).

The **Stay Always-On-Top** action allows you keeping the selected window on top of your other open windows so that it's *always* accessible and *never* covered by them - even when it becomes [inactive](#).



Hint The **Stay Always-On-Top** action is appropriate for windows that monitor some activity and as such must always remain visible, and times when you need to drag-and-drop objects and information from one window to another: just make the target window **always-on-top** to prevent the source window from covering it up when you activate the source window by starting the drag-and-drop procedure.

Related actions: [Roll Up](#), [Make Transparent](#), [Ghost](#).

Possible triggers: [Title Buttons](#), [Window Menu](#), [Hotkeys](#), [Startup](#), [Quick Window Settings](#).

Stretch

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Stretch** action allows you quickly expanding the selected window edge/corner so it will coincide with the corresponding desktop edge/corner.

Hint In some situations, this can be a good replacement for the window maximization because often there's no need to expand the entire window but only its particular edge instead.

Related actions: [Aero Snap](#), [Align](#), [Resize](#), [Snap](#).

Possible triggers: [Standard Window Part Click](#), [Hotkeys](#), [Quick Window Settings](#).



When to Do (Window Triggers)

Actual Tools programs provide various ways to apply its features to your windows. Some of them occur automatically based on the current state of the window and its user-defined settings and others require manual interaction as specified by the user.

[Automatic Window Triggers Reference](#)

[Manual Window Triggers Reference](#)

Automatic Window Triggers

Here is the complete list of *triggering events, or triggers*, on which **Actual Tools** programs can execute their *window actions* **automatically**:

[startup](#)

- **Actual Tools** programs can automatically change some window properties immediately upon launching the window.

[closing](#)

- **Actual Tools** programs can control the way in which a window closes.

[minimization](#)

- minimized windows can be tweaked for the more efficient use of hardware resources.

[activation / deactivation](#)

- sometimes it is useful to toggle a window's state, depending on its activity.

[moving / resizing /
mouse-hovering](#)

- group of transient window states adapted to temporarily alter specific properties.

Startup

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Virtual Desktops](#), [Actual Window Guard](#), [Actual Transparent Window](#), [Actual Window Minimizer](#).

The **Startup** trigger allows automatic execution of actions when a window is *just opened anew*, so don't confuse it with instances where an already-open window is [activated](#) or restored after simply having been [minimized](#).

The following [actions](#) can be triggered upon window's **startup**:

- [Align](#)
- [Center to Point](#)
- [Change Caption](#)
- [Change Icon](#)
- [Change Program Affinity](#)
- [Change Program Priority](#)
- [Change Run Mode](#)
- [Close](#)
- [Ghost](#)
- [Hide Mouse Pointer](#)
- [Ignore Deactivation](#)
- [Lock Mouse](#)
- [Make Transparent](#)
- [Minimize](#)
- [Mirror](#)
- [Move to Monitor](#)
- [Move to Virtual Desktop](#)
- [Pin to Desktop](#)
- [Put into Divider tile](#)
- [Remove Standard Window Parts](#)
- [Remove Taskbar Entry](#)
- [Resize](#)
- [Restrict Placement](#)
- [Run Keyboard Macro](#)
- [Send to Bottom](#)
- [Start Program](#)
- [Stay Always-on-Top](#)
- [Switch Audio Playback to Device](#)

Closing

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

The **Closing** trigger allows automatic execution of actions when a window begins to [close](#). This trigger can be initiated by:

- clicking the standard (provided by Windows®) **Close** title button
- pressing the <Alt+F4> hotkey (a.k.a. *keyboard shortcut*)
- the action of some other application (e.g., **Actual Tools** program itself) *automatically* performing the [Close action](#)

The following [actions](#) can be triggered upon closing a window:

- [Prevent unwanted closing attempts](#)
- [Save the position](#)
- [Save the size](#)
- [Save the always-on-top state](#)

Minimization

Available in: [Actual Window Manager](#), [Actual Window Guard](#), [Actual Window Minimizer](#).

The **Minimization** trigger allows automatic execution of actions when an opened window begins to [minimize](#).

This trigger can be initiated by:

- clicking the standard (provided by Windows®) **Minimize** title button
- clicking the associated taskbar button for the window while the window is maximized
- the action of some other application (e.g., **Actual Tools** program itself) *automatically* performing the [Minimize action](#)

The following [actions](#) can be triggered upon minimizing a window:

- [Minimize Alternatively](#)
- [Change Program Priority](#)

Activation / Deactivation

Available in: [Actual Window Manager](#), [Actual Window Guard](#), [Actual Window Minimizer](#), [Actual Transparent Window](#), [Actual Window Rollup](#).

A window is called **active** when it has the *keyboard input focus* (or simply *the focus*), i.e. it exclusively receives all the notifications about the keys being pressed; all the other windows are called **inactive**. Active window is visually marked by its bright title bar while inactive windows have their title bars dimmed. Like the current player in a game of billiards whose turn it is to shoot while all the others stand idly by and wait their turn, only one window at a time can have the focus - so when you switch from one window to another the first one becomes **inactive** and the second one **is activated**. The active window is marked by highlighting its title bar while the others have their title bars dimmed.

Therefore, the **Deactivation trigger** allows automatic performance of actions when a window *loses the focus* (i.e., becomes the *inactive window*). Conversely, the **Activation trigger** allows automatic performance of actions when a window *gets the focus*. In most cases, **Activation trigger** performs the actions that are opposite to those triggered by the **Deactivation trigger** or simply restores the previous values of window properties changed by the **Deactivation trigger**. The following [actions](#) can be triggered upon **deactivation**:

- [Minimize](#)
- [Roll Up](#)
- [Make Transparent](#)
- [Change Program Priority](#)
- [Ghost](#)
- [Close](#)

Moving / Resizing / Mouse-Hovering

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Transparent Window](#), [Actual Window Menu](#), [Actual Window Rollup](#).

Here's a description of the various "toggled" (i.e., "on/off") window states **Actual Tools** programs offer to provide you with extended control of the windows on your system. Sometimes it is useful to temporarily change some window properties depending on these states.

The **Move** state is turned *on* as soon as you start dragging a window around with the mouse pointer by its title bar: i.e., left-click anywhere on the window's title bar and (keeping the mouse button depressed) drag the window to its new location on the desktop. Another way to move a window is to activate its [system menu](#) and select there the **Move** command, then use the arrow keys to drag the window to its new location - finally pressing <Enter> to *keep the selected position* or <Esc> to *cancel the changes*. When you release the left mouse button or press one of the above-mentioned keys, **Move** state is turned *off*. **Actual Tools** programs can automatically execute the following [actions](#) while moving a window:

- **Aero Snap** - toggle the [Aero Snap dragging effects](#).
- **Make Transparent** - set the specified [transparency](#) level. The previous transparency level will be restored when the **Move** operation is completed.
- **Restrict Placement** - deny moving a window beyond the defined limits.
- **Snap** - place a window with no gaps to [desktop borders and other windows](#).

The **Resize** state is turned *on* as soon as you start resizing a window with the mouse pointer opposing arrows cursor; i.e., hover the pointer over the border of the window until it turns into opposing arrows, then left-click on the window's border and (keeping the mouse button depressed) drag the border to its new size. Another way to resize a window is to activate its [system menu](#) and select there the **Size** command, then use the arrow keys to resize the window - finally pressing <Enter> to *keep the selected size* or <Esc> to *cancel the changes*. When you release the left mouse button or press one of the above-mentioned keys, **Resize** state is turned *off*. **Actual Tools** programs can automatically execute the following [actions](#) while resizing a window:

- **Aero Snap** - toggle the [Aero Snap sizing effects](#).
- **Make Transparent** - set the specified [transparency](#) level. The previous transparency level will be restored when the **Resize** operation is completed.
- **Restrict Placement** - deny resizing a window so it goes beyond the defined limits.



- **Snap** - place the dragged window's border with no gaps to [desktop borders and other windows](#).

The ***Mouse-hovering state*** is turned *on* the instant the mouse pointer crosses the boundaries represented by the window's borders *into* the visible portion of the window. Conversely, the instant the mouse pointer moves *out* this rectangle, ***Mouse-hovering state*** is turned *off*. **Actual Tools** programs can automatically execute the following [actions](#) while hovering a window by the mouse pointer:

- **Make Transparent** - set the specified [transparency](#) level. The previous transparency level will be restored when the mouse pointer leaves the bounded region of the window.
- **Unroll** - when the mouse pointer goes outside the window it is [rolled up](#) back. Note that you can also specify a delay period before automatic rolling up/unrolling takes place.


Manual Window Triggers


Here is the complete list of *triggering events, or triggers*, which require **user interaction** to execute [window actions](#):

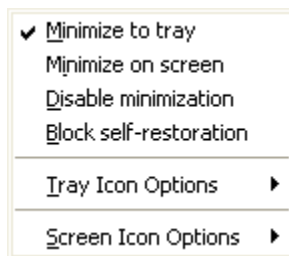
- [extra title buttons](#) click - you can [add extra buttons](#) to a window's title for the manual control of that window's behavior.
- [extra menu commands](#) click - another way of manual window control is to add [extra commands](#) to the title bar's right-click context menu.
- [hotkeys](#)' press - you can define your own key combinations for most popular actions.
- [title bar double-click](#) - you can override or extend the default behavior of the title bar *double-click* action.
- [standard window part click](#) - you can assign the additional actions responding to the clicks (either left or right) on the different standard window parts such as border, title, standard title buttons etc.





Title Buttons

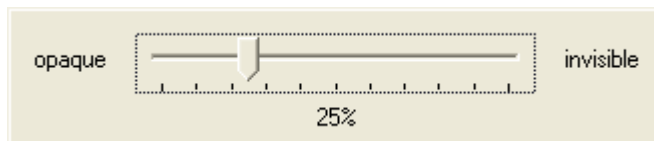
Available in: [Actual Window Manager](#), [Actual File Folders](#), [Actual Multiple Monitors](#), [Actual Virtual Desktops](#), [Actual Title Buttons](#), [Actual Transparent Window](#), [Actual Window Minimizer](#), [Actual Window Rollup](#).


The **Title Buttons trigger** allows the supplement of Windows®' standard set of system  **Minimize**, **Maximize/Restore** and **Close** title buttons with an enhanced set of new and innovative ones. These new buttons provide access to the following **Actual Tools** programs' [actions](#):

-  **AltMin** - left-click this button to minimize a window by a user-configured method [other than](#) Windows®' default *minimize to taskbar*. Right-click this button to display a list of context menu options where you can select *on-the-fly* the best [minimization method](#) for a given situation, adjust [minimization options](#), or cancel minimization capability altogether:




-  **Roll Up** - left-click this button to [roll a window up](#). Left-click it again to unroll the window.
-  **Stay Always-on-Top** - left-click this button to place and keep a window [always on top](#) of others. Left-click it again to let a window *be covered* by others.
-  **Send to Bottom** - left-click this button to place a window [under](#) (or behind) all the others.
-  **Make Transparent** - left-click this button to [make a window transparent](#) of a [defined level](#). Left-click it again to restore the previous transparency level. Right-click this button to display the trackbar control that allows you quickly and easily setting the desired transparency level on-the-fly - drag the slider to see the effect:

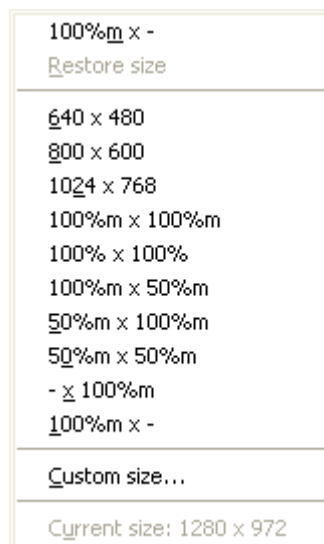



-  **Align** - left-click this button to [align](#) a window in the manner specified in the Configuration Module.

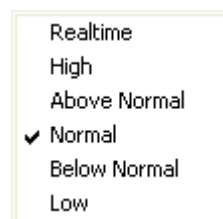
Left-click it again to move a window back to its previous position. Right-click this button to display a list of context menu options where you can select from the full range of alignment methods available:




- 
Resize - left-click this button to [resize](#) a window to the user-defined default specified in the Configuration Module. Left-click it again to restore window's previous size. Right-click this button to display a list of context menu options where you can either select from a full range of pre-defined sizes or specify custom window dimensions *on-the-fly* as circumstances require:




- 
Change Program Priority - left-click this button to [change the execution priority level](#) to the user-defined default specified in the Configuration Module. Right-click this button to display its context menu with the list of available priority values where you can view the current priority setting and change it as circumstances require:



- 
Ghost - left-click this button to ["ghost"](#) a window.


Note

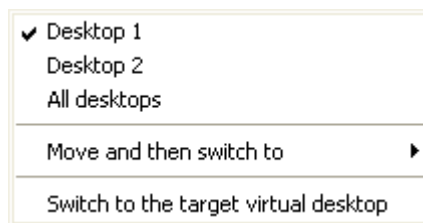
When window is ghosted you can't click this button again to cancel the ghost mode because ghosted window will pass all the mouse clicks through. In such case you should [temporarily unghost](#) it to make its title bar operational again.

-  **Move to Monitor** - left-click this button to [move a window to the monitor](#) that is assigned in your system *as next* to that one the desired window currently resides on. Right click on this button invokes the [Monitor Selector dialog window](#).


Note

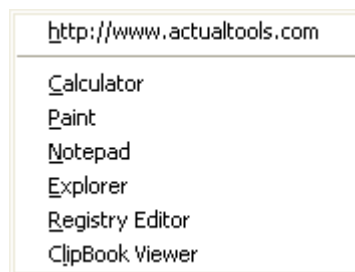
This button will be visible only if you have more than one monitor attached to your *Windows* desktop.

-  **Move to Virtual Desktop** - click (either left or right) this button to display a menu with the list of currently available [virtual desktops](#) and the special "*All desktops*" item:




Selecting any of these items will [move a window](#) to item's corresponding virtual desktop or make it [visible on all desktops](#).




-  **Start Program** - left click this button to [launch its associated program](#). Right click this button to display a menu with the list of currently available [pre-defined shortcuts](#):



Selecting any of these items will [start](#) item's corresponding program.

-  **Cut to Clipboard** - left-click this button to cut the data (either text, graphics or object) currently selected in a window to the *Windows*® [clipboard](#). Using this button (and its relatives described below) to operate with the clipboard is far more quicker than using the commands of the same name in

window's *Edit* menu, especially when using such alternative input device as touch screen (for example, on *Tablet PC*).

-  **Copy to Clipboard** - left-click this button to copy the data (either text, graphics or object) currently selected in a window to the *Windows® clipboard*.
-  **Paste from Clipboard** - left-click this button to paste into a window the data (either text, graphics or object) that was previously stored to the *Windows® clipboard* (either with the **Cut to Clipboard button**, **Copy to Clipboard button** or somehow else).
-  **Maximize to Desktop** - left-click this button to maximize a window to entire desktop. Next click will restore the window back. Right-click this button to open the special preview window which allows spanning the selected monitors only:




Select the target monitors which you would like to stretch a window to, as if you select files in a folder: press the left mouse button on a monitor and drag the mouse (without releasing the left button) over desired monitors (the window preview will show you the expected window size). After selecting all desired monitors, release the left button to apply the action.

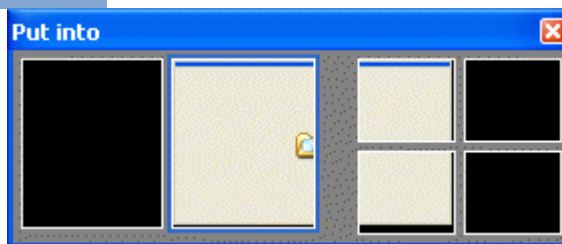
Note

This button will be visible only if you have more than one monitor attached to your *Windows* desktop.

-  **Mirror** - left-click this button to [run a window mirror](#) for a window. Right-click this button to display its context menu with the mirror control commands:




-  **Put into Divider Tile** - left-click this button to put a window into the nearest [Desktop Divider tile](#) (next clicks will cycle the window through the tiles on the current monitor). Right-click this button to open the special preview window, which allows spanning several selected tiles:

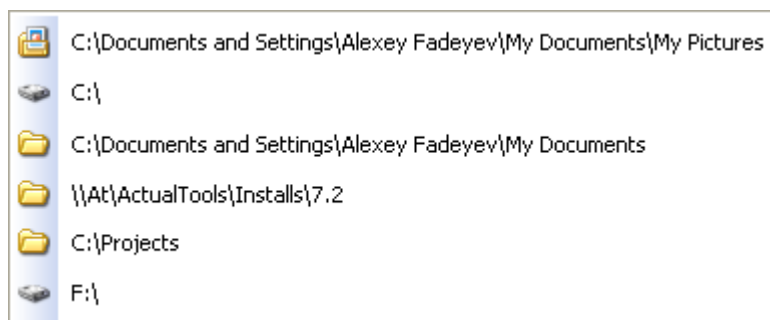


Select the desired tiles, which you would like to stretch a window to, as if you select files in a folder: press the left mouse button on a monitor and drag the mouse (without releasing the left button) over desired tiles (the window preview will show you the expected window size). After selecting all desired tiles, release the left button to apply the action.


Note

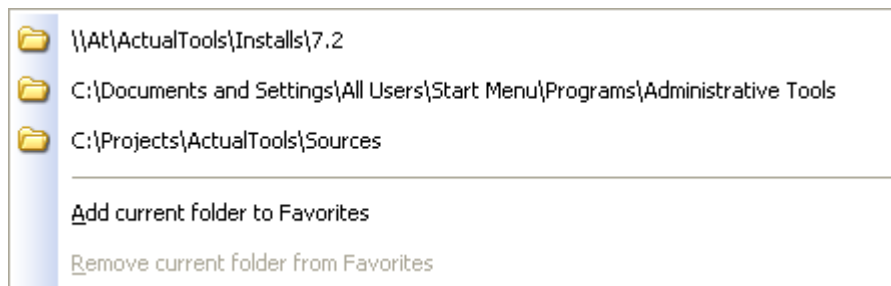
This button will be visible only if the Desktop Divider facility [is enabled](#).

- 
Recent Folders - left-click this button to show a menu with the list of [recently visited folders](#):




Select the desired folder to make it the current folder immediately in any of the [supported windows](#).

- 
Favorite Folders - left-click this button to show a menu with the list of your [favorite folders](#) (i.e. those you are working most of the time):





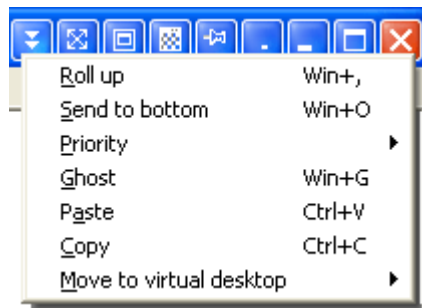
Select the desired folder to make it the current folder immediately in any of the [supported windows](#).

-  **Switch Audio Playback to Device** - left- or right-click this button to invoke its context menu where you can change the mode of audio redirection in a [subject multimedia application](#).


Note

This button will be visible only if the Audio Switcher facility [is enabled](#).

-  **Combo** - this button is not available by default, you need to add it [as a custom button](#). Then you will be able to [customize](#) its [combo sequence](#).
-  **Unused Buttons** - this button is useful in the case you don't want to overburden your windows' titles with rarely used buttons but nevertheless want to have access to their functions. Right-click it to call the context menu which contains all the commands of currently unused buttons:



You can also left-click this button. First time it will show the same menu as for the right-click but when you select something from this menu the selected function *will be assigned* to this button so, for example, you will be able to quickly change the transparency as if you would use the normal [Make Transparent button](#). Selecting another function from the context menu *will reassign* this button to the selected function.

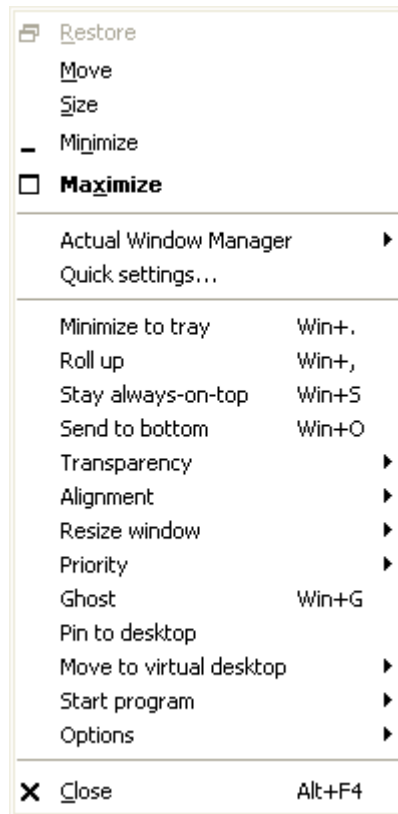
-  **Manage Window Settings** - use this button to access the [window settings commands](#) in a single click (either left or right). For example, if you need to reset the settings of your window then you can quickly click this button and select the "Reapply settings" command in the appeared menu. Alternatively, you can easily create the specific settings for a particular window by clicking this button and then selecting the "Create new specific settings" command.

Hint Additional functions available on the right click of some buttons can also be invoked by clicking and holding the left mouse button for some time (about 200 ms). This can be useful if you are using touch screen.

Window Menu

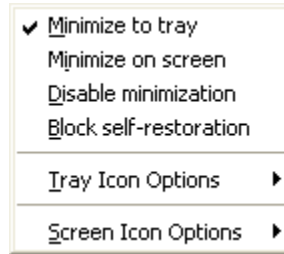
Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Virtual Desktops](#), [Actual Title Buttons](#), [Actual Window Menu](#), [Actual Transparent Window](#), [Actual Window Minimizer](#), [Actual Window Rollup](#).

The **Window Menu** trigger allows you the supplement of Windows [system window menu](#) with easy, right-click context menu access to most of the enhanced [window actions](#) available in **Actual Tools** programs.

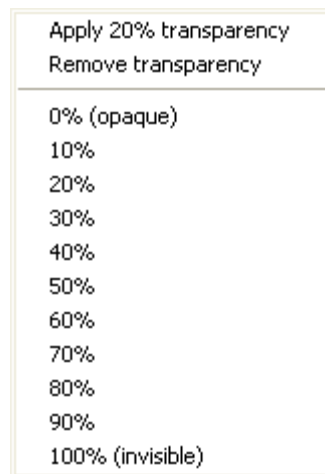


These new context menu options include:

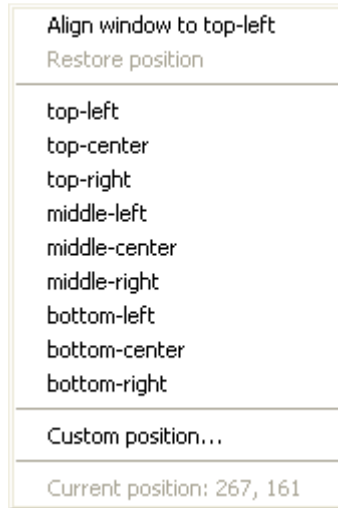
- **[Manage window settings](#)** - displays the [Manage Window Settings submenu](#) with special commands and the information about the currently applied settings.
- **[Quick window settings...](#)** - left-click this option to invoke the [Quick Window Settings dialog](#).
- **[AltMin](#)** - displays a submenu for selecting [alternative minimization](#) methods, adjusting [tray](#) or [screen icon options](#), disabling minimization at all or preventing a window from [being automatically restored](#) by its application:



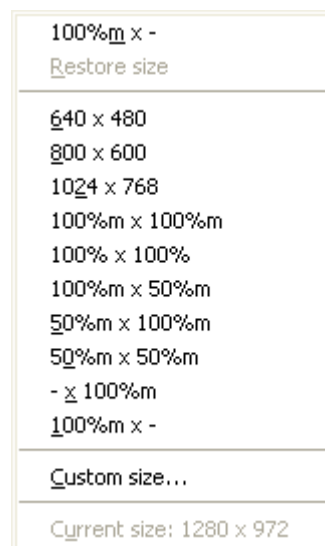
- **Roll Up** - left-click this option to [roll a window up](#) to its title bar. Left-click it again to [unroll](#) a window back to its normal size.
- **Stay Always-On-Top** - left-click this option to place and keep a window [always on top](#) of others. Left-click it again to let a window [be covered](#) by others.
- **Send to Bottom** - left-click this option to place a window [under](#) (or behind) all the others.
- **Transparency** - displays a submenu that allows you [changing window's transparency](#) to a [defined level](#), select from a range of pre-defined levels, or disable the transparency effect altogether:



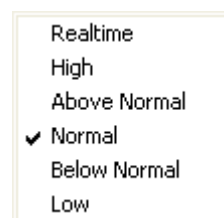
- **Alignment** - displays a submenu that allows you the choice from one of 9 pre-defined methods of window [alignment](#):



- **Resize Window** - displays a submenu that allows you either choosing from a range of pre-defined window sizes or defining a custom size *on-the-fly* to [resize](#) your window:



- **Priority** - displays a submenu with the list of available priority values where you can view the current [priority](#) setting and change it as circumstances require:



- **Ghost** - left-click this option to "[ghost](#)" a window. Left-click it again to restore the window to its normal

state.

Note

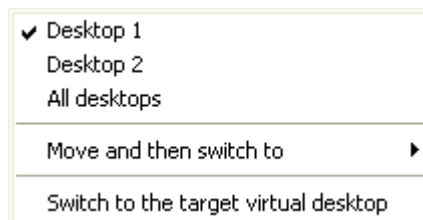
When window is ghosted you can't call its window menu by clicking on its title bar because ghosted window will pass all the mouse clicks through. In such case you should either right-click window's taskbar button to call its window menu or [temporarily unghost](#) it to make its title bar operational again.

- [Move to Monitor n/Move to...](#) - this item's look and work depends on the actual number of monitors you have: for two monitors, it will look as **Move to Monitor 1/2** and will place the window onto another monitor; for more than two monitors, it will look as **Move to...** and will pop up the special [Monitor Selector dialog window](#).

Note

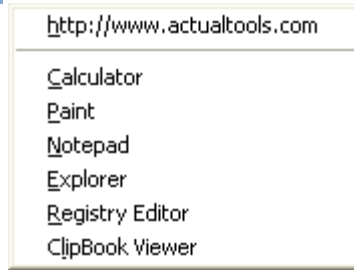
This command will be visible only if you have more than one monitor attached to your *Windows* desktop.

- [Placement restrictions](#) - this option is added automatically if you enable the [placement restrictions](#) for a window. Use it **to suspend** the defined placement restrictions and move/resize your window freely as circumstances require. After that, you can restore the defined restrictions back, and your window will be placed within the allowed area **automatically** and, if needed, reduced to fit within it.
- [Pin to desktop](#) - this option is added automatically if you [pin a window to desktop](#). Use it toggle the "pinned/unpinned" state of window in case you need to handle this window as usual.
- [Move to Virtual Desktop](#) - displays a submenu with the list of currently available [virtual desktops](#) and the special "*All desktops*" item:



Selecting any of these items will [move a window](#) to item's corresponding virtual desktop or make it [visible on all desktops](#).

- [Start program](#) - displays a submenu with the list of currently available [pre-defined shortcuts](#):



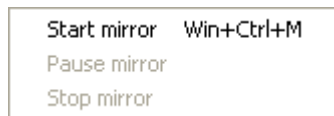
Selecting any of these items will [start](#) item's corresponding program..

- **Snap** - toggles the [classing snapping](#) on/off.
- **Maximize to desktop** - maximizes a window to entire desktop.

Note

This command will be visible only if you have more than one monitor attached to your *Windows* desktop.

- **Mirror** - displays a submenu with the mirror control commands:



Using these commands, you can start/stop [window mirror](#) or suspend its refreshment.

- **Put into...** - opens the special preview window, which allows spanning several selected tiles:



Select the desired tiles, which you would like to stretch a window to, as if you select files in a folder: press the left mouse button on a monitor and drag the mouse (without releasing the left button) over desired tiles (the window preview will show you the expected window size). After selecting all desired tiles, release the left button to apply the action.

Note

This command will be visible only if the Desktop Divider facility [is enabled](#).

- **Show clipboard templates** - pops up a menu with the list of currently available [clipboard templates](#).



- **Switch audio playback to device** - displays a submenu where you can change the mode of audio redirection in a [subject multimedia application](#).

Note

This command will be visible only if the Audio Switcher facility [is enabled](#).

Hotkeys

The **Hotkeys trigger** allows a quick "keyboard shortcut" access to the most popular actions and some service operations. Using the hotkeys is the standard alternative way of control the programs in addition to using the mouse, and this way of control is the most preferred by IT professionals and advanced users.

All hotkeys provided by **Actual Tools** programs can be divided into the following categories:

- hotkeys [assigned](#) to certain [title buttons](#) and/or [window menu items](#)
- hotkey groups [based on the numpad numeric keys 1..9](#)
- hotkeys for [standard window operations](#) available in *Windows*
- hotkeys for [service operations](#) of the **Control Center**
- hotkeys related to the [Virtual Desktops facility](#)
- hotkeys related to the [Window Snapping facility](#)
- hotkeys related to the [Desktop Divider facility](#)
- hotkeys related to the [File Folders extensions](#)
- hotkeys related to the [Clipboard extensions](#)
- hotkeys for [various system commands](#)
- custom hotkeys for [customizable window actions](#)

Please note that all key combinations mentioned here [can be customized](#) to reflect better your habits and preferences.

Title Buttons / Window Menu Hotkeys

The following key combinations [are provided by default](#) to invoke the action of a certain title button/window menu item:

- <Win+A> - to trigger the [Align action](#)
- <Win+.> - to trigger the [AltMin action](#)
- <Win+G> - to trigger the [Ghost action](#)
- <Win+Y> - to trigger the [Make Transparent action](#)
- <Win+Num*> - to maximize a window to entire multi-monitor desktop (the second press restores window back)

- <Win+>/, <Win+Shift+>/> - to trigger the [Move to Monitor action](#) (move to next/previous monitor, respectively)
- <Win+F5> - to trigger the [Reapply settings action](#)
- <Win+Z> - to trigger the [Resize action](#)
- <Win+,> - to trigger the [Roll Up action](#)
- <Win+O> - to trigger the [Send to Bottom action](#)
- <Win+S> - to trigger the [Stay Always-On-Top action](#)
- <Win+Ctrl+M> - to start/stop [window mirror](#)

Note

If the invoked action has customizable parameters then their actual values will be taken from the corresponding title button settings.

Numpad Hotkey Groups



Figure 1. Numeric keypad (numpad)

The physical layout of keys 1..9 of the numpad (numeric keypad) naturally fits as the 9 pre-defined positions of the [Align action](#) (<Num7> corresponds to *top-left*, <Num8> corresponds to *top-center*, and so on) as the 8 available directions of the [Stretch action](#) (<Num7> corresponds to top-left window corner, <Num8> corresponds to top window edge etc.). Because of this there are two hotkey groups available **by default** for a quick window alignment/stretching:

- <Win+Num1>..<Win+Num9> - to quickly [align a window](#) to 9 pre-defined positions;
- <Win+Ctrl+Num1>..<Win+Ctrl+Num9> (except for <Num5>) - to quickly [stretch a window](#) in 8 pre-

defined directions (the second press of the same hotkey will restore window's size in that direction).

Hotkeys for Standard Window Operations

There are some window operations *Windows* provides for almost each window, such as "*Minimize*". However, there are no standard hotkeys assigned to these operations so that they cannot be quickly invoked from the keyboard. But these operations are so essential and used so often that **Actual Tools** decide to fill up this gap - currently the hotkeys are available **by default** for the following standard window operations:

- <Win+Down> - for the "*Minimize*" operation
- <Win+Up> - for the "*Maximize/Restore*" operation (this hotkey toggles the "maximized" window state)

Hotkeys for Control Center Service Operations

The **Control Center** provides the following special hotkeys **by default**:

- <Ctrl+Alt+Num-> - [suspends/resumes](#) the **Control Center**
- <Win+C> - runs the **Configuration Module**
- <Win+H> - invokes the [Unhide popup menu](#)
- <Win+W> - invokes the [Desktop profiles popup menu](#)
- <Ctrl+Alt+F12>/<Shift+Ctrl+Alt+F12> - [disables/enables](#) all secondary monitors
- <Win+Q> - [invokes](#) the [Quick Window Settings dialog](#) for a window which is active at the moment
- <Ctrl+Shift+S>/<Ctrl+Shift+R> - [saves/restores](#) the order of desktop icons
- <Ctrl+Alt+Shift+L> - toggles the [locking of the mouse pointer](#) within the currently active window
- <Ctrl+Alt+Shift+I> - forces the currently active window to [ignore the losing of the input focus](#)
- <Win+`>/<Win+Shift+`> - switches the mouse pointer to the [next/previous](#) monitor
- <Ctrl+Alt+P> - places the mouse pointer to the center of the [primary monitor](#)
- <Alt+P> - toggles the [hard lock of the mouse pointer](#) within a current monitor
- <Ctrl+Alt+Shift+P> - shows the [Exposé Task Switcher](#)
- <Win+Alt+Shift+]> - toggles the active Modern (Metro) application [into windowed mode](#)
- <Win+Ctrl+A> - invokes the [Default Audio Device popup menu](#)
- <Win+Alt+A> - opens/closes the [Application Audio Manager window](#)

Hotkeys of the Virtual Desktops Facility

[Virtual Desktops facility](#) has some useful functions that can be triggered via hotkeys:

- <Win+J> - activates the virtual desktop which is *next* to the current in the [list of desktops](#)
- <Win+[> - activates the virtual desktop which is *previous* to the current in the [list of desktops](#)
- <Win+\> - moves the subject window to the virtual desktop which is *next* to the current in the [list of desktops](#)
- <Win+Shift+\> - moves the subject window to the virtual desktop which is *previous* to the current in the [list of desktops](#)
- <Alt+`> - toggles the [Virtual Desktops Switcher](#)

Window Snapping Hotkeys

Using the following key combinations, you can quickly invoke certain [Aero Snap](#) actions:

- <Win+Left> - to trigger the **Snap to Left Half** action
- <Win+Right> - to trigger the **Snap to Right Half** action

Desktop Divider Hotkeys

Use the following key combinations to quickly move a window within the current [Desktop Divider layout](#):

- <Win+Shift+Left> - to put the window into the tile on the left (if any)
- <Win+Shift+Right> - to put the window into the tile on the right (if any)
- <Win+Shift+Up> - to put the window into the upper tile (if any)
- <Win+Shift+Down> - to put the window into the lower tile (if any)

File Folders Extensions Hotkeys

Use the following pre-defined key combinations to access the [File Folders extensions](#):

- <Ctrl+Alt+Shift+F> - invokes a popup menu with the list of the [frequently used \(favorite\) folders](#)
- <Ctrl+Alt+Shift+R> - invokes a popup menu with the list of the [recently visited folders](#)

Clipboard Extensions Hotkeys

Use the following pre-defined key combinations to access the [Clipboard extensions](#):

- <Win+Ctrl+]> - invokes a popup menu with the full list of [Clipboard Templates](#)
- <Win+Ctrl+Shift+]> - shows/hides the [Clipboard History window](#)

Hotkeys for Various System Commands

Windows operating system has numerous functions that can be invoked via system commands. **Actual Tools** programs now have the quick shortcuts for most popular of them:

- <Ctrl+Alt+H> - for the *"Hibernate"* system command
- <Ctrl+Alt+L> - for the *"Lock PC"* system command
- <Ctrl+Alt+O> - for the *"Log off"* system command
- <Ctrl+Alt+R> - for the *"Restart PC"* system command
- <Ctrl+Alt+D> - for the *"Safely remove USB device"* system command
- <Ctrl+Alt+C> - for the *"Shut down PC"* system command
- <Ctrl+Alt+S> - for the *"Sleep"* system command
- <Ctrl+Alt+U> - for the *"Switch User"* system command
- <Win+Ctrl+Up>/<Win+Ctrl+Down> - to make the master sound volume one point up/down
- <Win+Ctrl+Alt+X> - to mute the master sound volume (next click will restore the volume back)

Note

Most of the keyboard shortcuts listed above are disabled by default to avoid their unintentional use. If you'd like to use them nevertheless then you should enable them explicitly and customize the key combination (if needed).



Custom Hotkeys

Some window actions have customizable parameters so it may be useful to have several hotkey combinations to invoke a single action with different parameters' values. For example, you may want to have several [Resize](#) hotkeys with different window sizes assigned or several [Start Program](#) hotkeys - each one for a certain program.

You can add as many custom hotkeys as you like using the [Custom Hotkeys toolbar](#).

Title Bar Double-Click

Available in: [Actual Window Manager](#), [Actual Transparent Window](#), [Actual Window Rollup](#).

The **Title Bar Double-Click** trigger allows you overriding the default *maximize/restore window* behavior with the following [actions](#):

- **Make Transparent** - toggle between current and user-defined [transparency](#) levels: double-click once to set the user-defined transparency level and then double-click again to restore the previous transparency level.
- **Roll Up** - toggle between current and its opposing [rollup](#) states. For example, if window is currently rolled up then double-clicking it once will unroll the window and then double-clicking it again will rollup the window back - and vice versa.

Standard Window Part Click

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Transparent Window](#), [Actual Window Guard](#), [Actual Window Menu](#), [Actual Window Minimizer](#), [Actual Window Rollup](#).

Standard window parts include the following visual elements: title bar, border, Minimize/Maximize/Help/Close title buttons, menu icon. All of them have their default purpose: title bar can be used to drag window (left click and drag) or to call window menu (right click), border can be used to resize window (left click and drag), etc. Note that particular window may not have some parts, for example, standard dialog windows can't be resized and don't have Minimize/Maximize buttons.

The **Standard Window Part Click** trigger allows you assigning an additional functionality for some rarely used window parts getting your windows more interactive and convenient. This functionality depends on what part exactly is clicked and in what way (left-click, right-click, left-click plus key combination). Currently only three events are available to extend: border right-click, the Maximize button right-click and the Close button right-click.

The **Border Right-Click** event allows the execution of the following [actions](#):

- **Stretch** - quickly [stretches](#) window towards the corresponding desktop edge or corner. Right-clicking the same border part again restores window size back.
- **Align** - quickly [aligns](#) clicked window's edge/corner to the corresponding desktop's edge/corner, if the `Ctrl` key is pressed.

The **Maximize Button Right-Click** event allows the execution of the following [actions](#):

- **Maximize to Desktop** - if you use more than one monitor to display your desktop this will expand your window to all visible screen space. Right-click this button again restores window size back.

The **Close Button Right-Click** event allows the execution of the following [actions](#):

- **Close** - this is an alternative way to close a window: when the left-click [is blocked](#) or [assigned to make the minimization](#) - the right-click does the job.

The **Title Middle-Click** event [invokes](#) the [Quick Window Settings dialog](#).

Control Center Tools

Control Center tools provide some service functions of global window management. Here is the complete list of tools currently available in **Actual Tools** programs:

Default Audio Device Switcher	- allows to change the default audio device in two clicks.
Desktop Icons Manager	- lets you preserve the habitual order of icons on your desktop.
Drag to Scroll (Hand)	- allows to scroll windows by pressing and holding the specified mouse button anywhere within a scrollable area and dragging the mouse in a required direction.
Easy Windows Dragging/Sizing	- simplifies and speeds up the most common window operations.
Exposé Task Switcher	- provides an alternative user interface solution for task switching borrowed from <i>Mac OS X</i> .
Lock Mouse in Monitor	- lets you lock the mouse pointer within a current monitor in two ways: hard or soft.
Quick Window Settings	- displays special dialog where you can in a moment set up desired window's appearance using most of <i>Actual Window Manager</i> features combined together in an aggregated view.
Scroll Inactive Windows	- allows to scroll windows with the mouse wheel without the need to activate them first.
Unhide	- provides unified access to all alternatively minimized windows.
Window Thumbnails	- generates a small preview thumbnail for each window and displays it as enhanced visual tip.
Windowed Windows 8 (Modern, Metro) Apps	- allows to toggle new <i>Windows 8/8.1</i> -style applications into windowed mode and run them along with usual applications on the old good Windows Desktop.
Windows Layout	- automatically preserves the overall relative layout of currently opened windows after a change of desktop resolution.
Windows Monitoring Log	- tracks each new window appearance, retrieves this window's properties and stores them into the log file.
Wrap the Desktop	- warps the mouse pointer automatically to the opposite edge of desktop when trying to drag the mouse beyond a desktop boundary.

Default Audio Device Switcher

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Default Audio Device Switcher Control Center tool** lets quickly switch the audio device used in the system by default for sound output, if you have more than one audio hardware device installed in your PC. Most modern video cards have embedded audio hardware to support such combined video/audio output standards as HDMI or DisplayPort.

To change the default audio device, simply press the special [service hotkey](#) (<Win+Ctrl+A> by default) and select the required device in the popped up [context menu](#) (either by using the <Up/Down> arrow keys and pressing <Enter> or by simply pressing the device number key).

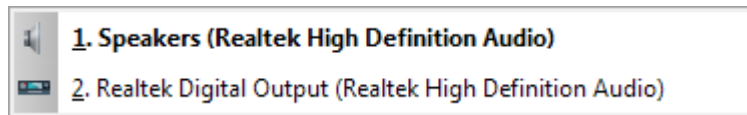


Figure 1. *Default Audio Device popup menu*

Switching default audio device can be useful when you have a TV set connected to your PC, and it is located in another room. To view a movie on this TV set, simply switch your default audio device to that one your TV set is connected to. Then you can simply restore the default audio device back.

Default Audio Device Switcher tool is available all the time the Control Center is running.

Desktop Icons Manager

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Desktop Icons Manager** feature lets you keep the customary layout and order of the icons on your desktop from being accidentally changed or corrupted because of switching the display resolution. Just arrange your icons as you like, then right-click the [Actual Window Manager](#) icon in the system tray and click the [Save desktop icons order item](#) - and from now, the icons order is stored. If it was accidentally changed or garbled in some way - you can quickly restore the preferred layout by selecting the [Restore desktop icons order item](#).

Please consider the following notes while using this feature:

- you can store separate layouts for different display resolutions. For example, when you switch your display resolution from *1280x1024* to *1024x768* - you can rearrange desktop icons and save the new order for that particular resolution. If you then switch back to *1280x1024* - you will be able to quickly restore the icons order native to this resolution;
- when storing the icons order in a multiple displays environment, it is stored/restored on a per display basis, and only resolutions of displays are taken into account, not their relative order. It means that if you have several displays - you can rearrange them freely without the need to store the icons order after each reconfiguration of desktop.

The **Desktop Icons Manager** feature is available all the time the [Control Center](#) is running.

Drag to Scroll (Hand)

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Drag to Scroll (Hand)** Control Center tool provides handy and ergonomic method to observe the contents of scrollable windows using the mouse. Usually, you must place the mouse pointer over a thumb box of the required scroll bar, click the left mouse button and, holding it, drag the thumb box up or down (depending on what part of a document you want to view).

With the Drag to Scroll tool enabled, scrolling is much easier: just place the mouse pointer anywhere within the scrollable area, press the activation shortcut and drag the mouse in the required direction. *Activation shortcut* is a combination of a specified mouse button (**right** by default) and *keyboard modifiers* (special keys like Win, Ctrl, Shift or Alt), which you must press together to make the Drag to Scroll tool active (it will stay active while you keep this combination pressed).

Such approach to scrolling is much more natural and intuitive because it resembles the way you would drag a real paper scroll: grasp it by any accessible point (press the activation shortcut) and, holding the grasp (keeping the activation shortcut pressed), move your hand (drag the mouse) up/down or left/right. That's why another name of this tool is Hand.

You can enable the **Drag to Scroll (Hand)** tool and define the activation shortcut in the [Drag and Scroll options panel](#).

Easy Window Dragging/Sizing

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Easy Window Dragging/Sizing Control Center tool** lets you define a combination of *keyboard modifiers* (special keys like Win, Ctrl, Shift or Alt) which, while being pressed, **make the entire window area responsive to dragging/sizing by the mouse**. In other words, when you press and hold those keys (Win+Ctrl by default), there is no need to hit exactly the window's title bar for dragging or window's border for sizing - instead, you can *click anywhere within the required window's interior* to move it or change its size. The left mouse button is used for moving, the right mouse button is used for sizing.

You can enable the **Easy Window Dragging/Sizing tool** and define the key combination in the [Drag and Scroll options panel](#).

Exposé Task Switcher

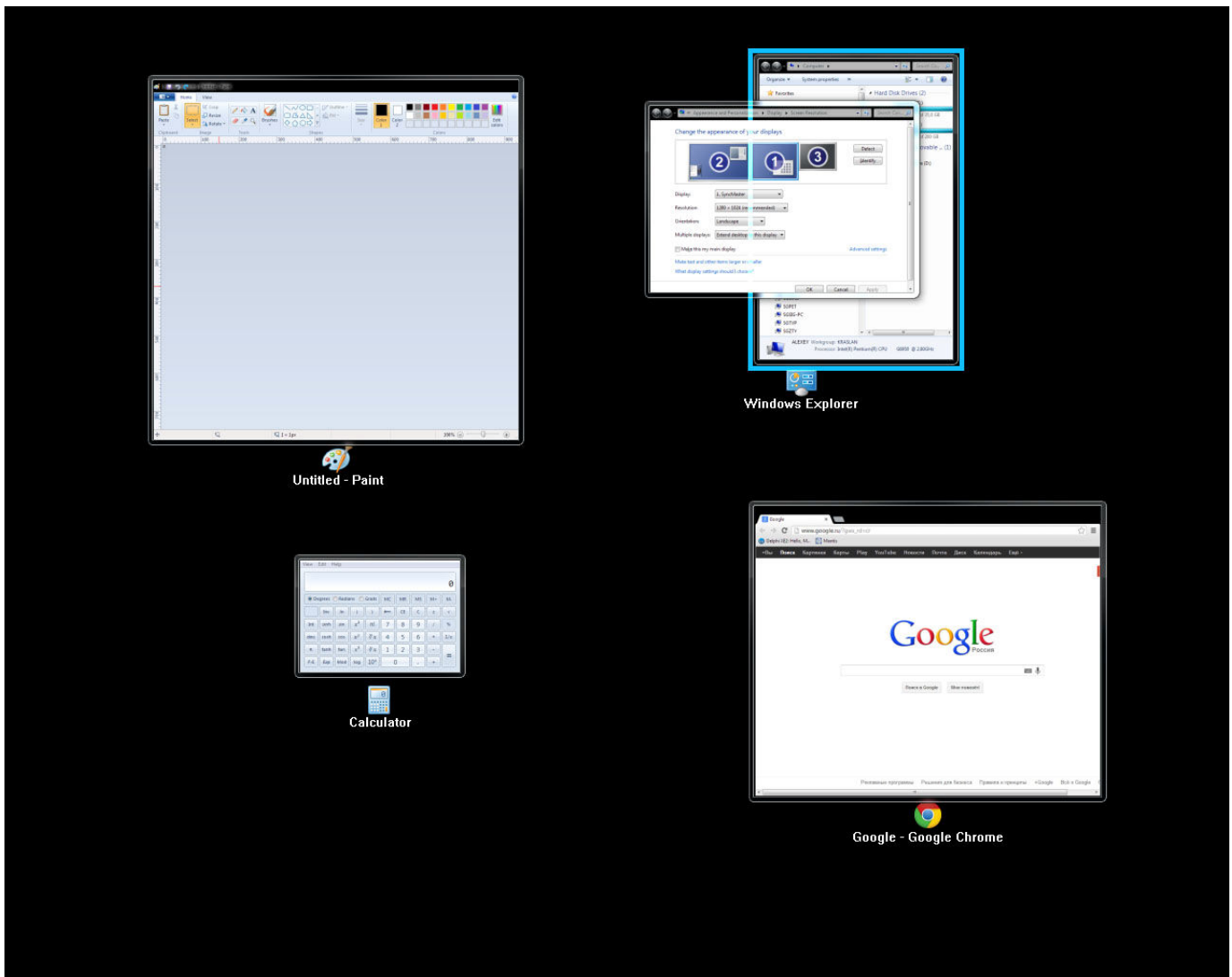
Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Exposé Task Switcher Control Center tool** provides an alternative to native *Windows* task switching controls, such as taskbar or Alt-Tab task switcher: it emulates the *Exposé* feature from the *OS X* operating system available on Apple Mac computers.

After hitting the [specified hotkey](#), Exposé Task Switcher will show you all open windows as preview thumbnails arranged within a grid, so that you can quickly observe all running applications and switch to a desired one.

Note

On *Windows XP* this tool requires the [Window Thumbnails service](#) enabled for normal work.



Lock Mouse in Monitor

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Lock Mouse in Monitor Control Center tool** lets you prohibit the mouse pointer going outside the current monitor. There are two lock modes available: [hard](#) and [soft](#).

Hard Lock

Hard lock is turned on manually. When turned on, it keeps the mouse pointer within a current monitor unconditionally, until you turn it off.

You can toggle the hard mouse lock by pressing the [Lock Mouse in Monitor hotkey](#).

Soft Lock

Soft lock works automatically. When you try to drag the mouse to another monitor, it holds the mouse pointer on a boundary between monitors for a specified amount of time. However, if you continue to drag the mouse longer than this time then it unlocks the mouse pointer and lets it cross the boundary and go to the desired monitor (that's why another name of this lock mode is "tight monitor boundaries").

Such kind of locking prevents unwanted movements of the mouse to another monitor but lets do it without any extra manipulations when it's nevertheless required. You can enable the soft lock on the [Mouse panel](#).

Scroll Inactive Windows

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Scroll Inactive Windows Control Center tool** lets you scroll the contents of inactive windows with the mouse wheel without the need to activate them: just place the mouse pointer over required window and rotate the wheel.

Hint This may be useful, for example, when you write a document in a text editor and need to refer to some other document (either text, graphic or web page): with this feature you can use the keyboard to type a text in the text editor and the mouse to scroll the other document - without a single mouse click or *Alt-Tab* press!

You can enable the **Scroll Inactive Windows tool** in the [Drag and Scroll options panel](#).



Unhide

Available in: [Actual Window Manager](#), [Actual Window Minimizer](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Unhide** Control Center tool detects when you minimize a particular window [alternatively](#) and then allows you restoring such windows via Control Center [context menu](#).

Unhide tool is available all the time the Control Center is running.

Window Thumbnails

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#), [Actual Window Minimizer](#).

If you are still using *Windows XP/2003* - you may find useful the [Window Thumbnails service](#) which was presented in *Windows Vista*. *Window thumbnail* is a reduced window snapshot - looking at it you can quickly overview window contents on the whole and tell windows apart easier without the need to activate them. Once enabled, this feature creates a preview image for each running window and then displays this preview along with the regular popup hint in the following places:

- over regular [Taskbar](#) buttons and over [Multi-monitor Taskbar](#) buttons;
- over [AltMin screen icons](#);
- over [Virtual Desktops Switcher](#) buttons.

This service highly increases the recognition of minimized or invisible windows without the need to restore them.

Note

This feature does not work on *Windows 2000*.

Note

Applications that were written without accurate conforming to the rules of development for *Windows* may be incompatible with this service.



Windowed Windows 8 (Modern, Metro) Apps

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Windowed Windows 8 (Modern, Metro) Apps Control Center tool** allows to run any [Windows 8-style application](#) in a conventional desktop window.

After hitting the [specified hotkey](#), the active Modern/Metro app will be turned into a regular desktop window, which then can be handled as any other desktop window: [moved to another monitor](#), [minimized to notification area](#), made [always-on-top](#) or [semi-transparent](#), etc.

Windows Layout

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Window Guard](#).

The **Windows Layout Control Center tool** allows you saving a lot time on manual window manipulations if you often change your desktop's resolution, for example:

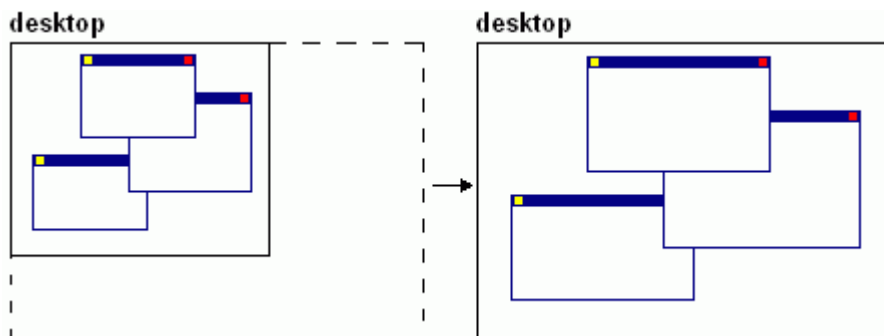
- while working with the same PC both locally and via the *Remote Desktop* service
- connecting/disconnecting an external monitor (e.g. TV) to your laptop/notebook/tablet computer
- docking/undocking your laptop/notebook/tablet to a docking station with two or more extra monitors attached

Single Monitor Resolution Changes, Local-Remote Transitions

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

When you enlarge your desktop resolution all currently opened windows remain small and grouped in the left-top corner of desktop so you need to manually resize and relocate them to effectively use the enlarged visible area. And vice versa, when you reduce your desktop resolution your windows remain large and therefore don't fit the reduced visible area and even may stay outside it completely - so you again need to manually resize and relocate such windows.

Windows Layout tool resolves all such issues: it can detect changes of desktop resolution and *automatically* relocates/resizes all currently opened windows, as shown below, so keeping their relative layout and placement on the desktop (check that the [Keep layout automatically option](#) is enabled):

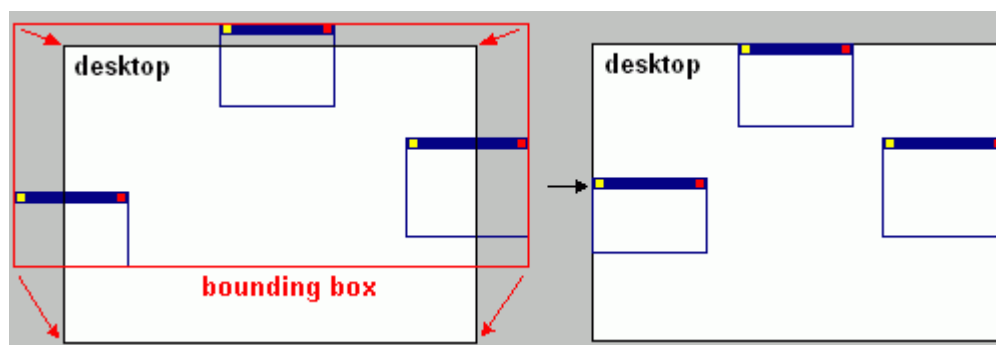


Keeping windows layout after enlarging the desktop resolution

In the automatic mode **Windows Layout tool** also can detect each new window's appearance and check if this window exceeds current desktop boundaries (this can happen when you close a window in a high desktop resolution, and window has remembered its location and size, so when you open it in a low desktop resolution it goes outside the reduced visible area). In such case, **Windows Layout tool** will automatically return a window into a visible area of desktop.

By default, **Windows Layout tool** both relocates and resizes opened windows but if you want to leave the sizes intact and only relocate your windows then you should disable the [Resize along with desktop option](#).

This can be useful when using the *manual relocation feature* provided as the **Relocate now** context menu item. The manual relocation works by the following principle: it detects the bounding box for all currently opened windows and then stretches this bounding box so it coincides with the desktop; opened windows are relocated/resized appropriately and, as a result, all become fully visible. This principle is depicted in the figure below:



Manual relocation's principle of operation

You can use the **Relocate now** menu item to quickly return scattered windows into a visible desktop area either when you turned off the automatic mode or due to some reasons manually moved your windows out of desktop and need them back in a single mouse click.

Multiple Monitor Count Transitions

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

Although modern versions of the *Windows* system show good support of multi-monitor configurations, even the latest *Windows 10* handles attaching/detaching a monitor in not-so-friendly manner: some windows get relocated into random places, and the entire layout of currently open windows quite often becomes a mess. To fix this issue, **Actual Tools** program offers the [Bind the layout to the desktop geometry option](#). It works as



follows: each 5 seconds the program stores the placements of currently open windows. When the desktop configuration, a.k.a. desktop geometry, changes (you plug/unplug a monitor, put a laptop into a docking station, change a monitor's position/resolution, etc.), it checks if there is stored information for the new desktop configuration, and if there is then it applies the kept placement info to all open windows, scattering them where they were. In other words, the window layout is restored when you return to some already known desktop configuration.

Windows Layout tool is available all the time the Control Center is running; you can adjust its options in the [Windows Layout Options property sheet](#).

Windows Monitoring Log

The **Windows Monitoring Log Control Center tool** has two main purposes:

- it allows you **checking the correctness of your configuration** (mainly, specified [Target Window options](#)) by displaying which window rule has been applied to a certain window
- it retrieves the values of internal window properties and so provides the required information to **create window rules for such short-living windows** as popup menus, tool tips, splash screens, etc.

[Once enabled](#), the Windows Monitoring Log tool starts to track window events relevant to **Actual Tools** program functioning. Currently there are three main **event types**:

- *new window* - happens when a window has been [just opened anew](#)
- *caption string change* - happens when a window due to some reasons has changed the caption string displayed in its title bar
- *virtual desktop activation* - happens when some window is activated on the currently inactive [virtual desktop](#) so that this desktop becomes active to display that window

When any of these events happens, the Log tool writes a new record into the log file; each such record has the following properties:

<i>Date/Time</i>	- event timestamp allowing to identify the certain event
<i>Event</i>	- event type (either the <i>New window</i> , <i>Caption changed</i> or <i>VD activated</i> value)
<i>Rule/Exclusion Name</i>	- the name of window rule (either default or specific) that has been found and applied to a window when the event happens, or the name of exclusion that forces Actual Tools program to leave a window untouched
<i>Window Class, Window Title, Program</i>	- actual values of window properties required to fill the Target Window options of the same name
<i>Handle, Styles, Extended Styles</i>	- actual values of internal system window properties, used mostly for debugging purposes

The log file itself is named `EventLog.ini` and is stored in your user profile, by default in a folder like:

- on *Windows XP/2003* - "C:\Documents and Settings*<your account name>*\Application Data\Actual Tools\Actual Window Manager"
- since *Windows Vista* - "C:\Users*<your account name>*\AppData\Roaming\Actual Tools\Actual



Window Manager"

You can also view the log contents in the [Log window](#) that can be displayed via the **Show log window** menu command of Control Center's [context menu](#).

Wrap the Desktop

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Wrap the Desktop Control Center tool** makes your Windows Desktop "edgeless" for the mouse: dragging it beyond a desktop edge will warp the mouse pointer to the opposite edge (as if desktop would be wrapped and its opposite edges put together).

The following kinds of wrapping are available:

- **entire** - lets the mouse go freely both in horizontal and vertical direction
- **horizontal** - lets the mouse go freely in horizontal direction only (i.e. beyond left/right edge of the desktop)
- **vertical** - lets the mouse go freely in vertical direction only (i.e. beyond top/bottom edge of the desktop)

Once [enabled](#), **Wrap the Desktop tool** is available all the time the Control Center is running.



Command Prompt Windows Support

The **Command Prompt Windows Support** feature provides most of **Actual Tools** extra functionality for special type of windows, known as **command prompt windows**, in *Windows® 2000/XP/2003/Vista* (since *Windows 7*, such windows do not require special processing so this feature is not available there).

Though *Windows®* itself is an operating system with graphical user interface (GUI), it also supports applications using a *system console* for input/output, which have a textual (text-based) interface. Such applications (and their windows) are called *console*.

On the one hand, the system console is **necessary for better compatibility**: early operating systems (*MS-DOS* for example) used the textual interface of command prompt line; from there come another names of such windows: *command prompt windows*, *MS-DOS windows*, *CMD windows*, and like. Since that time many system utilities have console interface and thus are intended to launch from the command line.

On the other hand, the system console is **necessary for the sake of speed**: the console textual interface is faster and it requires fewer resources, therefore console applications occupy less memory and have weaker system requirements. Since many system utilities don't need all riches of numerous abilities available in GUI they were implemented as console applications. In addition, there is a great number of popular applications that use textual interface: *FAR (File and Archive Manager)*, *Apache* web server for *Windows*, *MySQL* DBMS server for *Windows*, *Cygwin*-based applications, most cross-platform ports from *Unix/Linux*, and others.

In *Win9x* product line (*Windows® 95/98/ME*) console windows were processed identically to GUI ones but in *WinNT* line (*Windows® NT/2000/XP/2003/Vista*) console windows' processing was carried out into a separate subsystem, not available for common applications. Its "separate" nature is especially obvious in *Windows XP*, where command prompt windows do not support extended visual styles of *XP* interface themes. According to the same reason, command prompt windows were not extended by **Actual Tools** utilities and no advanced opportunities were available for them.

Nevertheless, starting from version 5.0, **Actual Tools** software engineers have developed a unique technology which finally allows the extended manipulations with command prompt windows in *WinNT* product line. Though some features are still not accessible due to specific nature of command prompt windows (see notes [below](#)), the most important and helpful **Actual Tools** functions now can be easily applied to command prompt windows as well as to common ones: minimize to tray/on screen, keep always-on-top, resize, align, change priority etc. Moreover, all these features can be triggered in various ways (both [automatically](#) and [manually](#)) and are available either in [Default settings](#) or in [Specific settings](#), which you can create just for a particular kind of



command prompt windows (e.g. all *Apache* web server windows).

Because of the fact that the developed technology works at low system level there is a certain number of issues which should be considered when using this feature:

- Following **Actual Tools** advanced features are not available for command prompt windows completely or partially due to such windows' intrinsic peculiarities:
 - [Remove Standard Window Parts](#) action is available partially: you can't remove the border/title bar from a command prompt window
 - [Copy/Paste buttons'](#) behavior depends on the concrete application (standard keyboard combinations `Ctrl+C`/`Ctrl+V`, which are sent to a window, are interpreted by different applications in a different way)

All other features are **free to use!**

- Command prompt windows support requires two additional executable modules - *ActualToolsConsoleHelper.exe* and *ConsoleHelper.dll* - which are located in *Actual Window Manager's* installation folder. Some anti-viral or anti-adware suits may treat these files as dangerous and try to block/delete them. WE FULLY GUARANTEE THAT THESE FILES **DON'T CONTAIN ANY HARMFUL CODE** AND ARE **100% SAFE!** Therefore, please, exclude them from your security system's processing so they could stay untouched because without these files this feature won't work.
- The *ActualToolsConsoleHelper.exe* application requires the **Debug Programs** security privilege enabled for your user account to run successfully. Therefore, in case you don't have this privilege, after each logon *Actual Window Manager* will display the standard "Run As..." system dialog allowing you to provide credentials of any account that does have this privilege (all accounts from the *Administrators* group do by default). If you fail to provide the required privilege for the *ActualToolsConsoleHelper.exe* application in any way (either modifying your account privileges in the *Local Security Policy* editor or providing credentials of any administrative account) - this feature won't work.
- Once enabled, this feature will work until the **full system reboot** (or **session restart in Windows Vista**) even if you disable the [Enable support of command prompt windows and console applications option](#).
- **Specially for software developers:** Once the command prompt windows support is enabled, be careful when debugging console applications - in such case, all currently open console windows **may stop responding** until the debug session is finished or terminated. Therefore, we DO NOT recommend to use the **console debuggers** (like *Turbo Debugger 5.5*) to debug console applications, having the command prompt windows support enabled - because in such case debugger's window itself may stop



responding that will lead to mutual lock-up!

Multiple Document Interface (MDI) Windows Support

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Guard](#), [Actual Window Menu](#), [Actual Window Minimizer](#), [Actual Window Rollup](#).

The **Multiple Document Interface (MDI) Windows Support** feature lets to apply some of [Actual Window Manager](#) window control functions to special type of child windows known as [multiple document interface](#) (or MDI) windows. The most well-known example of such windows are *Microsoft Excel* workbooks.

Generally, [Actual Window Manager](#) processes only top-level application windows and ignores child windows because:

- there are too many of child windows in the system; processing all of them would produce a significant load on the system and might slow it down
- majority of extra features either cannot be applied to child windows or has no sense for them

But unlike other child windows, MDI windows have most of top-level windows' features, like title bar, title buttons and resizable window frame so it is a natural wish to manage them in a similar manner and use the extra functions provided by [Actual Window Manager](#). However, because of speciality of such windows some window actions cannot be applied to them, and others work differently than for usual top-level windows.

The following window actions **are not available** for MDI windows:

- [Ghost](#)
- [Make transparent](#)
- [Maximize to desktop](#)
- [Move to monitor](#)
- [Move to virtual desktop](#)
- [Pin to desktop](#)
- [Put into Divider tile](#)
- [Restrict placement](#)
- [Stay always-on-top](#)

The following window actions **work different** for MDI windows:



- [Aero Snap](#)
- [Align](#)
- [Resize](#)
- [Snap](#)

Window actions not mentioned above should work the same as for usual windows.

Multiple Monitors Extensions

If you are lucky owner of at least two displays then you have surely noticed that even modern versions of *Windows®* provides very basic support for multi-monitor environments. The extended screen estate requires some special tools to get the real benefit from it - otherwise, you are risking to spend more time on routine window manipulations than on your actual work.

Actual Window Manager provides the following specially designed tools to maximize the speed and comfort when working with a multiple monitors setup:

- [Multi-monitor Taskbar](#) - makes window navigation quick and easy on secondary displays
- [Multi-monitor Task Switcher](#) - cancels the need to turn your attention to the primary display every time you switch between tasks using <Alt+Tab>
- [Multi-monitor background wallpaper](#) - gives additional abilities to customize the desktop background
- [Multi-monitor screen saver](#) - allows running any screen saver in a multi-monitor mode
- [Desktop profiles manager](#) - provides the facility to store different display layouts and switch between them instantly
- [Advanced multi-monitor window management](#) - speeds up the allocation of windows within the extended desktop
- [Desktop mirroring](#) - lets observe various parts of the desktop in special windows
- [Per-application audio device switcher](#) - allows to switch the audio output to available audio devices on a per-application basis, both automatically and manually (with the ability to bind audio devices to monitors and redirect audio playback automatically depending which monitor the active sound-playing window is currently on)

Multi-monitor Taskbar

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

Even modern versions of *Windows®* like *Vista/7* still show the [Taskbar](#) on the primary display only:

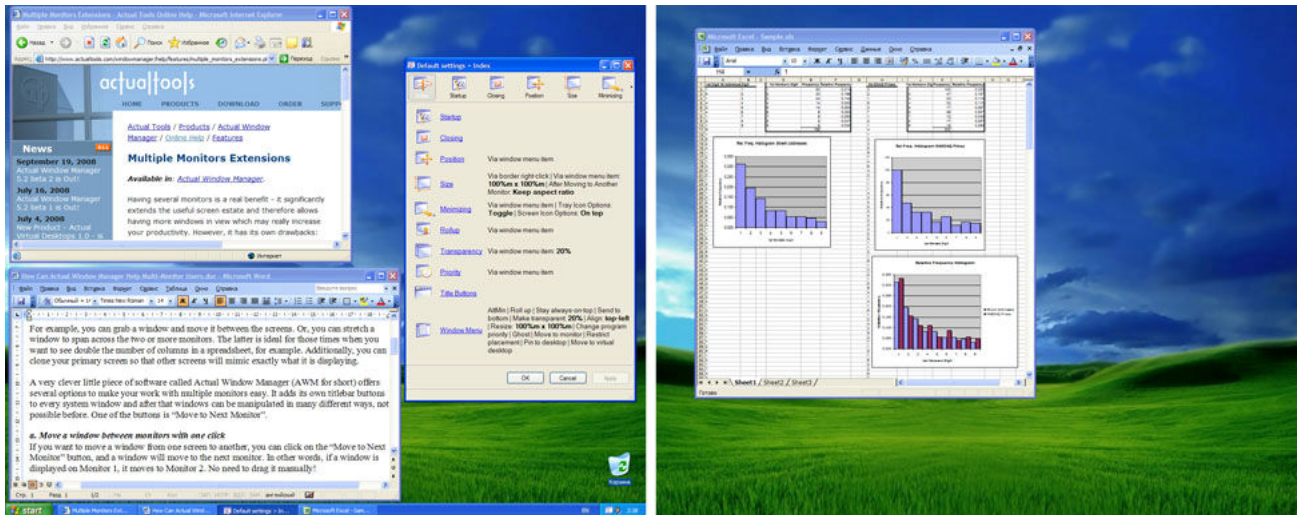


Figure 1. General *Windows®* Taskbar in a multi-monitor environment

The **Multi-monitor Taskbar** extension emulates the original *Windows®* Taskbar on each secondary display as well. [With this extension](#), you can easily control the open windows (activate/minimize them, switch between them) in habitual manner, disregarding which monitor you are currently working with - primary or any of secondaries:

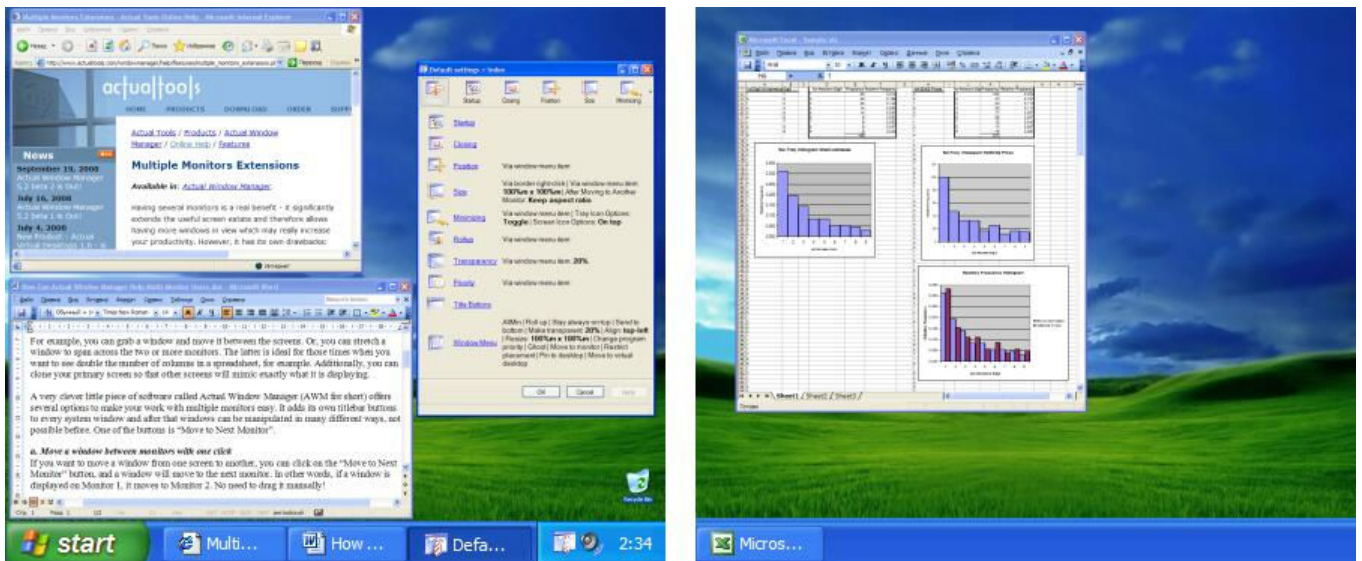


Figure 2. Multi-monitor Taskbar extension

This extension can work in two different modes: *individual* (default) and *mirror*. In individual mode, each taskbar displays the buttons only for windows which are on the same monitor (i.e. taskbar on monitor #1 displays only windows situated on monitor #1, taskbar on monitor #2 - windows on monitor #2, and so on).

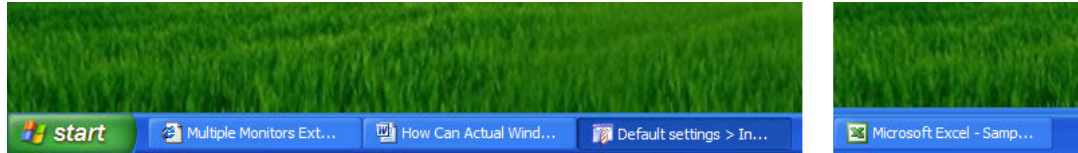


Figure 3. Multi-monitor Taskbars in individual mode

In mirror mode, all taskbars display all open windows no matter what monitor a particular window is on (i.e. all taskbars show the identical set of buttons).



Figure 4. Multi-monitor Taskbars in mirror mode

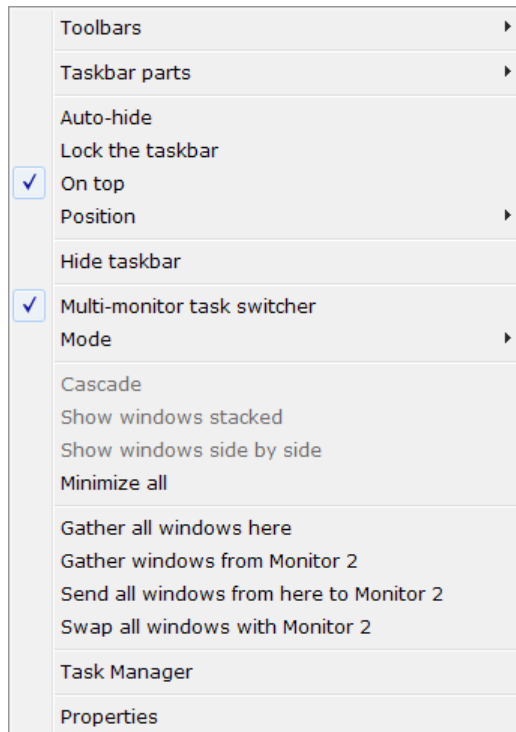
Each secondary taskbar looks like a full replica of the main Taskbar: it has a copy of such essential controls as the Start button, the notification area (a.k.a. system tray), the clock and any of the primary Taskbar's toolbars (*Quick Launch, Address, Desktop, Windows Media Player* and so on). This will save you a lot of time by eliminating redundant mouse marathons from secondary monitors to the primary one and back when your work focus is on a secondary monitor and you need to launch some program from the Start Menu or Quick Launch bar, to access some background program's icon in the notification area or open the *Date and Time properties* dialog by double-clicking the Clock control. Also, secondary taskbars support the smart [Windows 7 Pin feature](#) (not only under *Windows 7* itself but on all supported platforms since *Windows 2000!*) and are able to **group similar taskbar buttons** in the same way as the primary taskbar does.



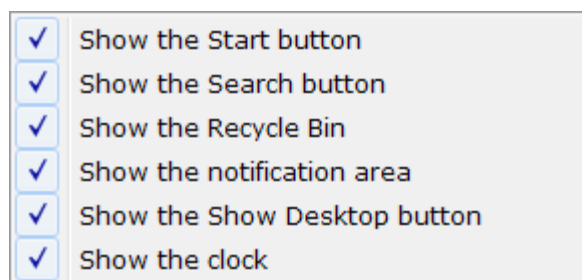
Figure 5. Start button on each Taskbar

If you are using *Windows 7* - you can take advantage of its new taskbar features on secondary monitors as well: each secondary taskbar has the Show Desktop button, supports [Jump Lists](#), shows a progress bar on taskbar buttons when appropriate, allows to pin buttons by drag-n-drop, displays the colorized highlight for a button under the mouse and gives multiple previews for tabbed browsers.

Once you [enable the Multi-monitor Taskbar extension](#), each taskbar's look and feel can be controlled via its option-rich context menu:



For example, you can easily toggle the visibility of almost any taskbar control (Start button, notification area, clock, Show Desktop button, Search button, Virtual Desktops Switcher button, Recycle Bin button) via **Taskbar parts submenu**:



You can also hide taskbars on particular monitors. Once hidden, certain taskbar can be restored either via [tray icon's context menu](#), [Desktop's context menu](#) or [Unhide taskbars button](#).

In addition, you can control taskbar mode and some of its options, as well as the related [Task Switcher extension](#). Note that you can *lock* secondary taskbars or force them *auto-hide* in the same way you do with the primary taskbar. Locked taskbars cannot be moved or sized (that prevents the accidental change of their placement), automatic hiding can save you some valuable screen space for your applications. You can turn on/off the "Lock" and "Auto-hide"

options individually for each secondary taskbar. Also, there are commands to manipulate several windows at once ("subject monitor" mentioned below is the monitor where you invoked particular command):

- **Cascade/Show windows stacked/Show windows side by side** commands - various methods of auto-arranging all open windows on a certain monitor
- **Minimize all/Restore all** commands - if you are using the individual mode then you can quickly minimize all open windows on the subject monitor and restore them back in a single click (in mirror mode windows will be minimized/restored on all monitors at once)

Hint

In *Windows 7* you can also use the native [Aero Shake](#) feature to minimize all windows on a particular monitor.

- **Gather all windows here** command - puts windows from all monitors onto the subject monitor
- **Get here all windows from** command/submenu - retrieves all windows from a specified monitor and puts them onto the subject monitor
- **Send all windows from here to** command/submenu - transfers all windows from the subject monitor to a specified one
- **Swap all windows with** command/submenu - swaps all windows between a specified monitor and the subject monitor

Finally, taskbar's context menu lets you quickly set taskbar's position in a monitor (left/top/right/bottom edge) and launch the *Windows Task Manager*. Taskbar positions are stored independently for each monitor.

In addition to all above-mentioned, there are some extra usability features:

- You can manually re-order [taskbar buttons](#) and [system tray icons](#) on secondary taskbars as well as on the primary one - simply dragging them with the mouse;
- If you are still using *Windows XP/2003* - you may find useful the [Window Thumbnails service](#) which was presented in *Windows Vista*: each time you place the mouse pointer over any taskbar button, the reduced copy of that button's corresponding window is displayed along with the regular tool tip. This service highly increases the recognition of minimized windows without the need to restore them.

Note

Applications that were written with no accurate conforming to the rules of development for *Windows* may be incompatible with this service.

Hint

Under *Windows 7* previews support the native [Aero Peek](#) feature.

- With the preview thumbnails, you can create **custom taskbar groups**. By default, *Windows* groups running tasks in the taskbar by the application (e.g. several open *Word* documents, several *Explorer* folders, etc.). However, in many cases such kind of grouping is irrelevant because the more preferable way is grouping the tasks by their **belonging to a certain activity**, disregarding the application. Thus, group may consist of a *Word* document, *Excel* worksheet, *Explorer* folder and any other application's window(s).

To add certain window into a group, drag its preview thumbnail and drop it onto the group button (or another window's button to make a new group).

Note

Dragging the preview of a browser tab (*Internet Explorer*, *Chrome*, *Firefox*, etc.) will add the entire browser window into the group, not just that separate tab.

To remove window from a group, drag its preview thumbnail out of the group preview and drop it onto the empty taskbar space.

To handle groups in a quick and easy manner, the **Tile/Cascade/Minimize/Restore/Move to Monitor** commands have been added. These commands can be invoked:

- via [group's Jump List](#)
 - via [caption buttons](#) in the group's preview window
 - via group button's context menu (you can invoke it using `Shift-RClick` on the group button)
- You can add to taskbars such [special buttons](#) as Search



Figure 6. Search button

and Virtual Desktops Switcher (called *Task View* in *Windows 10*)



Figure 7. *Virtual Desktops Switcher button*

to make the taskbars look and work as in *Windows 10*.

Also, you can add the Recycle Bin button to make the system Recycle Bin always in sight so that you can access it any time.



Figure 8. *Recycle Bin button*

- Nifty little addition for those who prefer such visual themes as *Windows Classic* or *XP Blue/Green/Silver* and use the multi-row view of Taskbar is the ability to [stretch the Start button out](#) to the full taskbar's height/width (depending on whether it is placed horizontally or vertically). This fixes the usability flaw of the Start button by eliminating the need to aim it precisely - when it is stretched out to the taskbar, you can quickly throw the mouse to that corner and click the left button being assured you will hit the Start button!



Figure 9. *Start button stretched out to a multi-row taskbar*

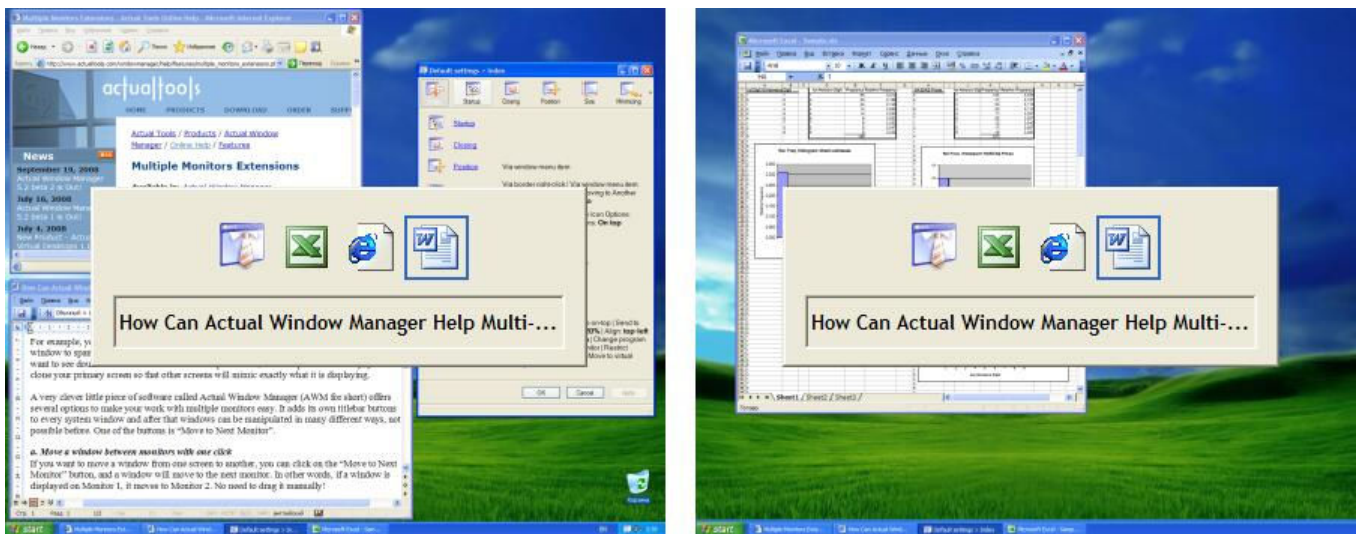
- You can [replace the system taskbar](#) with its **Actual Tools** implementation to use the advanced features (like Pin or group window movement commands) on a primary monitor too.
- The final touch is the ability to [make all taskbars transparent](#) to view the background picture behind them!

Multi-monitor Task Switcher

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

As well as for the [Taskbar](#), when working in a multiple display environment *Windows*® shows the Task Switcher (special service window displayed each time you press <Alt+Tab>) on the primary display only.

The **Multi-monitor Task Switcher** extension [clones](#) the original *Windows*® Task Switcher window on each secondary display so that you don't need to distract from your current attention focus:



Multi-monitor Task Switcher

Multi-monitor Background Wallpaper

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Multi-monitor Background Wallpaper** feature lets you overcome *Windows* inherent limitations for desktop background picture in a multiple display environment. By default, *Windows* clones its "Desktop" settings from the "Display Properties" dialog onto each monitor identically, i.e. displays the same background color and picture on all monitors without distinguishing them or considering their relative layout. So, even if you specify the picture large enough to cover the entire composite desktop - you will nevertheless see only the left-top part of that picture on each monitor. Also, there's no possibility to configure separate background settings for different displays.

Multi-monitor Background Wallpaper brings on the missing features when [customizing the multi-monitor desktop background](#): you can either *stretch a single background picture over the entire composite desktop* or *specify individual background pictures on each display* forming the desktop. In addition, you can [turn on](#) the advanced slideshow mode that will flip pictures from various sources - either local image files and folders with image files or online image search service *Flickr* - on the background.

Hint Stretching a single picture better suits for nearly placed monitors aligned horizontally or vertically, inspiring the continuity and uniformness of all available screen space, which can significantly improve the overall look-and-feel of your desktop. Specifying individual settings for different monitors is recommended when you use each monitor for a separate purpose: different backgrounds will help you to instantly distinguish such monitors visually.

Multi-monitor Screen Saver

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Multi-monitor Screen Saver** feature allows getting advantage from several displays when running almost any screen saver (even if it has no special multi-monitor support): you can either *stretch any screen saver over the entire composite desktop* or *specify individual screen savers for each display*.

Hint Stretching a single screen saver better suits for nearly placed monitors aligned horizontally or vertically, inspiring the continuity and uniformness of all available screen space, which can significantly improve the overall look-and-feel of your desktop. Specifying individual screen savers for different monitors is recommended when you use each monitor for a separate purpose: different savers will help you to instantly distinguish such monitors visually.

Save Idle Screens

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Save Idle Screens** feature allows you to run screen savers on monitors unused at the moment, without the need to turn such monitors off (which may lead to unwanted automatic re-configuration of a multi-monitor desktop on systems since *Windows 7*). Unlike usual system screen saver, screen savers activated by this feature do not shut down when you use mouse or keyboard. Screen savers can be activated manually or automatically.

To activate specified screen savers manually, press the special hotkey combination (<Win+Ctrl+S> by default) - and they will be running until you press the same hotkey again.

Automatic activation means that screen saver will be launched automatically on a certain monitor when that monitor remains idle for a specified time period (1/2/3/etc. minutes). *Idle* means that none of events listed below happened during that time:

- mouse pointer enters the monitor
- active window appears on the monitor
- full-screen window (like video player) is running on the monitor

If the screen saver is started on a certain monitor and then any of these events happens - the screen saver will stop automatically so that you will be able to continue working with the monitor as usual.

Hint This feature may be useful in the following cases:

1. **Work:** When working with clients and one of your monitors faces the client - to hide the desktop on that monitor.
2. **Games:** When playing a game on one monitor and not using the second one - to turn it "off".
3. **Home:** When using a plasma TV as a second monitor - to prevent screen burn-in.

Desktop Profiles Manager

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Desktop Profiles Manager** feature gives you the enhanced control on *Windows* Desktop appearance, especially when using multiple monitors: it allows you create as many desktop profiles as you need and switch between them in a flash.

Desktop profile is a named group of various *Windows* Desktop settings applied at once when the profile is activated. Each profile includes:


- the *number of displays* available on your machine;
- the *relative layout of displays* (i.e. the position of each display within the composite desktop);
- *per display information*:
 - display resolution (its logical width and height in pixels);
 - display color depth (how many colors certain display is able to show at once - 256, 65K or 16M);
 - display refresh rate (how many times in second the displayed picture is renewed);
 - is certain display a part of *Windows* Desktop or not;
 - is certain display primary or not (primary display always has the (0,0) coordinates for its top-left corner, and other displays' positions are always relative to primary).

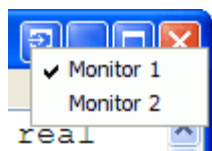
It is clear that you can adjust all these settings in the "Settings" tab of general *Windows* "Display Properties" dialog. But with the help of Desktop Profiles Manager you can create and store several independent groups of settings with different values - [profiles](#) - and [activate them](#) as the need arises. Moreover, when you activate the desktop profile, all these stored settings are applied **at once** so that you don't need to manually adjust the settings of each display when circumstances require another configuration of your desktop. With different profiles you will be able to change the layout of displays (e.g. from horizontal to vertical), exclude particular displays from composing the *Windows* Desktop, change their properties on a per display basis, etc. In addition to these basic properties, Desktop Profiles Manager provides the advanced [Background](#) and [Screen Saver](#) options for the users of multiple display configurations.

The **Desktop Profiles Manager** feature is available all the time the [Control Center](#) is running; you can switch between profiles via special [popup menu](#) and manage the list of profiles and their properties in the [Desktop Profiles panel](#).

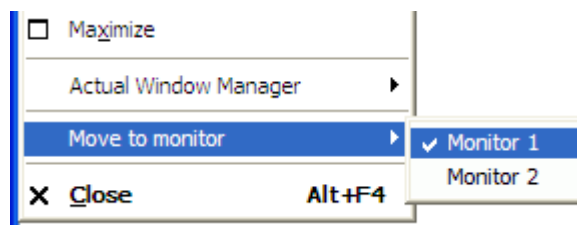
Advanced Multi-monitor Window Management

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#).

Dragging windows with the mouse to allocate them within the desktop extended onto several monitors is tedious. With the help of **Move to Monitor** window action you can quickly place a particular window onto certain monitor. You can do it either via special button  in window's title bar (left click - the instant move to the next monitor, right click - the submenu with the list of monitors), via special submenu in window's system menu or using the [hotkeys](#):



Move to Monitor title button



Move to monitor submenu

Besides manual allocation tricks, you can create rules for specific windows to put them onto the desired monitor automatically at their startup.

In addition to quick allocation of windows between monitors, you can use the following features to enrich your window manipulation habits:

- **Maximize to Desktop** - click the right mouse button on window's regular **Maximize** title button to expand that window to all visible screen space. Right-click the **Maximize** button again to restore window's size back.
- **Maximize Horizontally/Vertically** - click the right mouse button on window's regular **Maximize** title button with the `Shift/Ctrl` key pressed to make window's width/height equal to its monitor's width/height. Right-click the **Maximize** title button again with the modifier key pressed to restore window's size back.
- **Stretch to Border** - click the right mouse button anywhere on window's sizeable border (if the window has it) to stretch that window towards the corresponding edge/corner of window's host monitor. Right-click the clicked border part again to restore window's size back.
- **Snap to Border** - click the right mouse button anywhere on window's sizeable border (if the window has it) with the `<Ctrl>` key pressed to snap that window to the corresponding edge/corner of window's

host monitor.

- **Easy Window Dragging/Sizing** - press and hold [the defined combination of keyboard modifiers](#) (special keys like `Win`, `Ctrl`, `Shift` or `Alt`) to make the entire window area responsive to dragging/sizing by the mouse. In other words, when you press and hold those keys (`Win+Ctrl` by default), there is no need to hit exactly the window's title bar for dragging or window's border for sizing - instead, you can *click anywhere within the required window's interior* to move it or change its size (use the left mouse button for moving and the right mouse button for sizing).

Various kinds of [window snapping](#) may be found handy too.

Mirroring

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Mirroring** facility lets you view some part of desktop in a special window. Such window is called a *mirror* and the part of desktop displayed in a mirror is called a *source*. In [Actual Window Manager](#), you can [create mirrors](#) for the following types of sources:

- **Area around the mouse pointer** - the mirror will display everything that is near the mouse pointer at the moment, i.e. the mirror image will "follow" the mouse pointer. This kind of mirror is similar to *Windows Magnifier*.
- **Window** - the mirror will display the specified window. You can place the source window anywhere on the desktop - the mirror image will stay actual.
- **Monitor** - the mirror will duplicate the contents of the specified monitor. It is recommended to place the mirror window onto a different monitor.
- **Arbitrary part of desktop** - the mirror will display what happens within the specified area of desktop.

After [selecting the mirror source](#), you can [adjust the parameters of mirror image](#). [Actual Window Manager](#) allows you set the kind of scale (fixed or variable), toggle the displaying of mouse pointer in the mirror image and specify the update interval (in seconds).

After [activating](#), mirrors can be placed anywhere on the multi-monitor desktop. Using mirrors, you can duplicate/clone the image from one monitor onto another and easily control what happens within a certain application or on a certain part of desktop. This can be especially useful when some of your monitors are out of sight, and you want to control them from a single monitor at hand.

The **Mirroring** facility is available all the time the [Control Center](#) is running.

Per-application Audio Device Switcher

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Per-application Audio Device Switcher** facility allows to redirect the sound output in each sound-playing application individually to different audio hardware devices (if you have more than one of them installed in your PC). Most modern video cards have embedded audio hardware to support such combined video/audio output standards as HDMI or DisplayPort.

Now you can [bind](#) available audio devices (internal/external sound cards, HDMI/DisplayPort outputs, etc.) to certain monitors, so that any multimedia application being put on a monitor will automatically redirect its audio playback to the bound audio device.

Also, you can change the audio device used by a certain multimedia application in its specific window settings - either automatically ([at startup](#)) or manually (via [title button](#), [window menu item](#), or [special window](#) that can be invoked via [tray icon's context menu command](#)).

The feature is compatible with most popular types of multimedia applications that can play audio: web browsers (both HTML5 and Flash media content), media players, videogames.

Known issues:

- some media players (*VLC*, *Media Player Classic*) are not compatible with this feature by default; to make them compatible, you must set the audio output to **WaveOut** in their preferences
- not fully compatible media players: *Windows Media Player 9* and higher
- not fully compatible web browsers: *Internet Explorer 8* and higher
- not yet supported media players: *iTunes*, *Foobar 2000*
- not yet supported web browsers: *MS Edge*

Per-application Audio Device Switcher facility can be enabled/disabled [here](#).

Important note!

This feature works since *Windows Vista*, earlier versions of *Windows* are not supported.

Virtual Desktops

Available in: [Actual Window Manager](#), [Actual Virtual Desktops](#).

The **Virtual Desktops** facility allows you creating/managing so-called *virtual desktops*. Virtual desktops' concept means the software emulation of several logical monitors on a single physical one. Virtual desktops provide a "virtual" space, in which you can place your applications' windows thus reducing a windows clutter. Virtual desktops can be imagined as a stack of "screen pages", as depicted in the figure below:

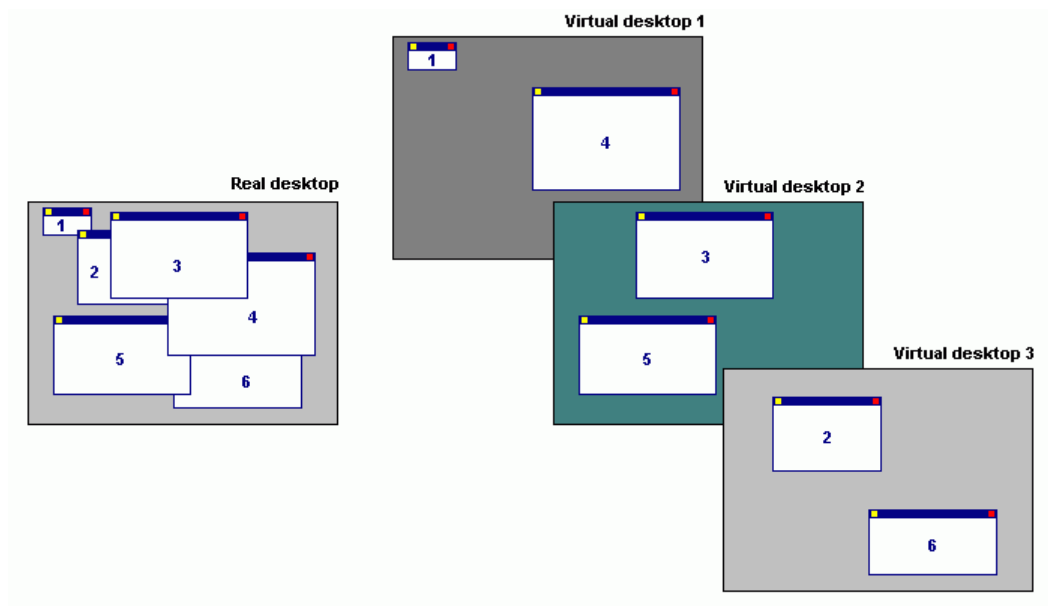


Figure 1. Single real desktop vs. many virtual desktops

This stack conforms to the following rules:

- each "page" can contain windows
- only a single "page" can be visible at the same time (such "page", or virtual desktop, is called "active", all others are called "inactive"), because we presume there is only one physical screen
- you can bind a particular window to a certain "page"
- windows binded to a certain "page" become visible only when this "page" is active, i.e. when you switch between virtual desktops there are 2 steps: 1) windows binded to the previously active desktop hide automatically 2) windows binded to newly activated desktop become visible automatically
- you can make a particular window visible on all desktops (or, in other words, always visible, despite whatever

"page" is currently active)

[Once enabled](#), it allows you:

- creating as many virtual desktops as you need
- assigning custom wallpaper to a certain virtual desktop
- assigning custom [hotkey](#) to a certain virtual desktop for its quick activation
- switching between existing virtual desktops via special "Next desktop"/"Previous desktop" hotkeys
- sending any specific window upon its [startup](#) to a certain virtual desktop or make it visible on all virtual desktops
- moving windows between virtual desktops via special [title button/window menu item](#)
- moving windows to next/previous virtual desktop via special "Move to next desktop"/"Move to previous desktop" hotkeys, as shown below:

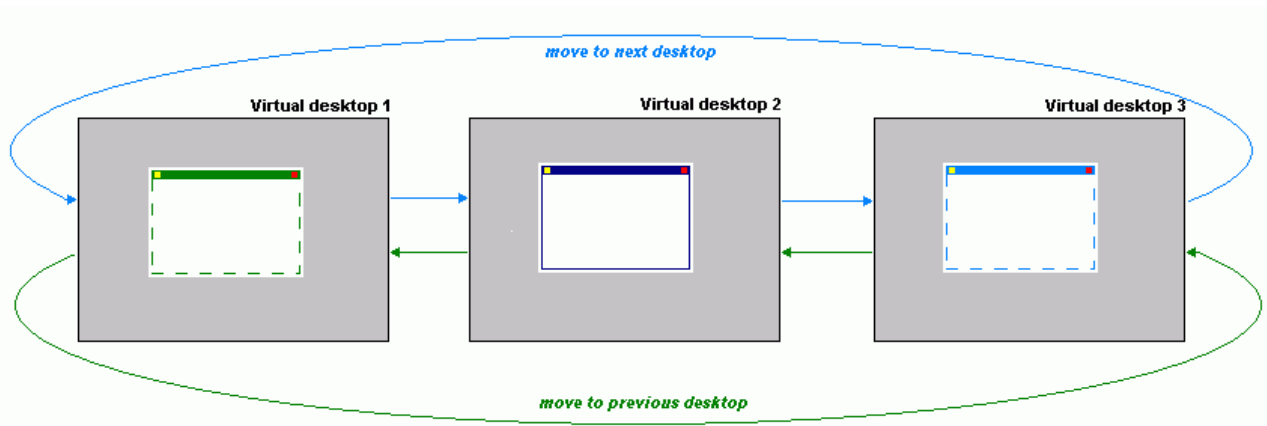


Figure 2. Circular trip of a window through virtual desktops

Simply said, a [desktop](#) is what you see when you run *Windows*®: the actual *Windows*® desktop, with the icons on it; some open windows; some minimized windows etc. If you are working with lots of applications and your desktop becomes overcrowded you usually lose time finding the required window from the pile. The **Virtual Desktops** facility lets you solve this problem by creating several virtual desktops and allocating windows between them.

For example, your email client and browser windows go to the first virtual desktop, all your chat and IRC windows on the second, your text editor and spreadsheet on the third one etc. The program thus allows having a few set of applications/windows, where you can simply choose which group is visible at a moment, and switch between one group or the other as the need arises. In such a way, switching between tasks would mean switching between different desktops.

In other words, the technology of **Virtual Desktops** facility allows you working with one monitor (desktop) as productive as if you'd use several displays simultaneously. It "virtually" emulates the effect of presence of several monitors, so that you can extend the real estate of the workspace and move a window from *virtual desktop 1* to *virtual desktop 2* etc. (the actual number of virtual desktops is not limited). It optimizes the work with several tasks and you get a quick access to all launched applications thus reducing the single-desktop clutter.

Never minimize any of the applications, never close any of them. When you switch virtual desktops, all running Windows® programs just disappear from the screen and from the [taskbar](#), but they are right there waiting when you switch back to a separate screen.

The **Virtual Desktops** facility is available all the time the [Control Center](#) is running; you can adjust its options on the [Virtual Desktops tab](#).

Multiple Monitors

Virtual desktops remain useful even if you have more than one physical display. In such case, there are two modes available:

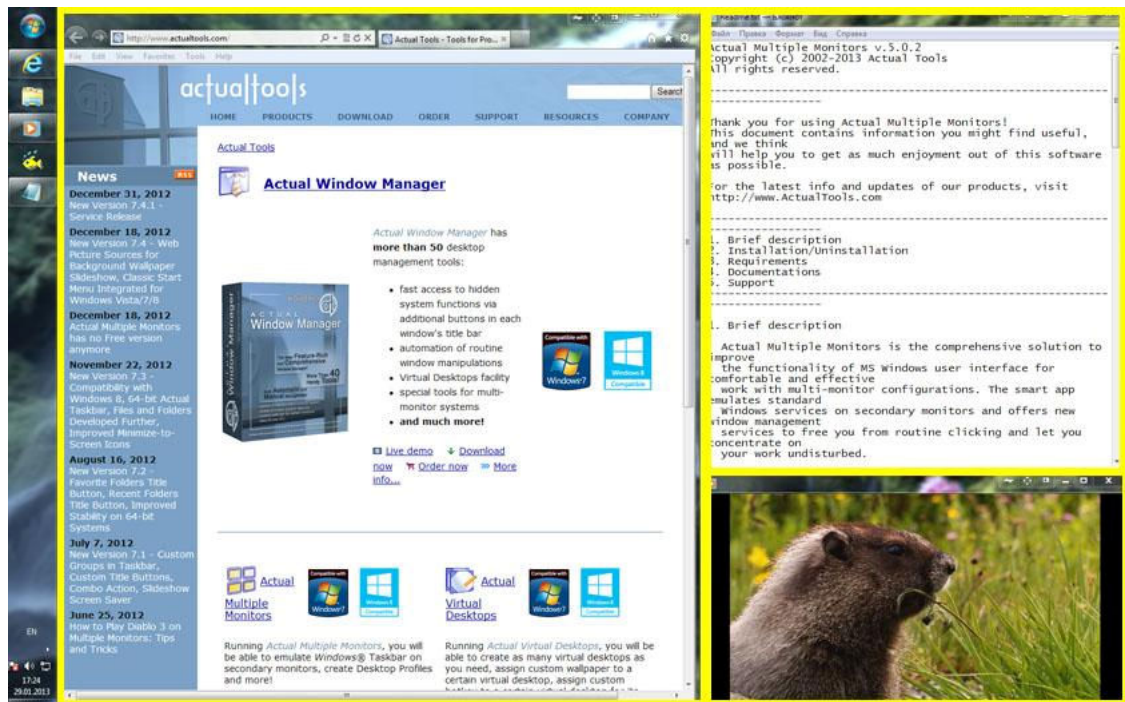
- **[classic](#)** - in this mode you have a single list of desktops, and each desktop spans all available monitors (i.e. switching of desktops affects all windows on all monitors);
- **[independent](#)** - this mode allows you treating each monitor as a separate workspace with its own set of "screen pages". In other words, when you switch the desktop on certain monitor - it affects windows only on that particular monitor; on other monitors, windows stay intact.

Desktop Divider

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Desktop Divider** facility allows sub-dividing either the entire large desktop or each monitor in a multi-monitor system into several adjacent non-intersecting areas - *tiles*. Each tile then can be filled with a window: just begin to drag it - and you will see the grid indicating the current tile layout. Drag the window to any border of the desired tile - and the window will span the tile's area.

Such approach makes utilizing the screen real estate in a most efficient and ergonomic manner: arranging the windows within the tiles will cover the entire visible area with no gaps and overlaps, thus letting you observe all windows easily at a glimpse. In some sense, Desktop Divider provides benefits similar to *Windows 8 Modern UI* but you can get those benefits on any OS and with any application.



*Windows arranged within the Desktop Divider tiles
(yellow lines highlight the boundaries of the current layout tiles)*

Desktop Divider allows you to do the following:

- create a layout with various number of tiles of different sizes
- create as many layouts with various tile configurations as you need



- assign a custom hotkey combination to a certain layout to activate it instantly
- switch between layouts using the [Desktop context menu](#)
- switch between layouts by scrolling the mouse wheel either while dragging a window or over [tile selector](#)
- put a window into a certain tile of the current layout
- stretch a window over several adjacent tiles of the current layout

To get advantage of the Desktop Divider, take a look at the following tutorials:

- [How to Activate the Desktop Divider](#)
- [How to Create a New Tile Layout](#)
- [How to Put a Window into a Tile](#)
- [How to Make a Window Span Several Adjacent Tiles](#)

File Folders Extensions

While windows are the basic element used to present the information, files and folders are the basic element used to store and organize the information. Everyday you make numerous operations with files and folders: creating, opening, saving, modifying, copying, renaming, moving, and deleting.

Although with each new version *Windows* develops speed and easiness of such operations to further heights, there still remain some things that can be done better. **Actual Tools** programs offer the following tools specially designed to speed up the navigation through folders:

- [Favorite Folders](#) - a list of shortcuts to the most frequently used folders. This list is maintained manually by the user.
- [Recent Folders](#) - a list of shortcuts to the recently visited folders. This list is maintained automatically by the **Actual Tools** program.

Both tools are available in the following file-related windows:

- *Windows Explorer* folder windows
- **Open**, **Save As** and **Browse for Folder** system dialogs
- **Open** and **Save As** dialogs in the *Microsoft Office* applications, since *Office XP/2003*
- *Directory Opus* lister windows
- *Total Commander* lister windows

Also, there is an extension that was the most popular request on the Windows Uservoice website (the official Microsoft tool to collect feedback from the *Windows* users) - [tabs in Windows Explorer](#). Unfortunately, this request still remains unfulfilled in the plain *Windows* interface (even in the latest *Windows 10* updates) but the **Actual Tools** programs come to rescue again.

Favorite Folders

Available in: [Actual Window Manager](#), [Actual File Folders](#).

The **Favorite Folders** *file folders extension* lets you create the list of shortcuts to the folders you use the most often. Then, you can invoke this list in any file-related window of any program and access any of your favorite folders instantly in a single click. This is a good replacement for the tedious clicking to navigate to the required folder through the folders hierarchy. This resembles a list of bookmarks for your favorite websites in your web browser: instead of typing a URL each time you'd like to open your favorite website, you invoke the list of bookmarks and click that site's bookmark to get to it instantly.

You can manage the list of Favorite Folders shortcuts on the [Favorite Folders panel](#). Then, you can invoke this list by clicking the [special !\[\]\(6605b201d6f14d9b3bcb8ab5f274d107_img.jpg\) title button](#), or by pressing the [special key combination](#). When [enabled](#), this button will be added to a title bar of each [supported window](#).

Because most of *Windows* applications use the system dialogs for such operations as opening a file, saving a file and browsing for a folder, you can create the Favorite Folders list of shortcuts once and then use it virtually in any program.

Recent Folders

Available in: [Actual Window Manager](#), [Actual File Folders](#).

The **Recent Folders** file folders extension tracks automatically which folders you have been visiting recently and keeps the the list of shortcuts to those folders so that you could get back to them instantly in a single click. This resembles the browsing history in your web browser: you can quickly return to a web page you visited some time ago if circumstances require.

Most of file manager programs (including *Windows Explorer* itself) offer such service; however, the browsing history is available either while the window remains open or in that particular file manager only.

Instead, **Actual Tools** program keeps the browsing history *globally*, no matter which program you have used the folder in. This means that, for example, you can open the document in *Microsoft Word* from some folder, switch to *Microsoft Excel* and then jump there to the same folder using the Recent Folders history.

You can adjust the Recent Folders options on the [Recent Folders panel](#). The list of recent folders can be invoked by clicking the [special !\[\]\(e3f8612927870f2e0f9f5989e6dd3064_img.jpg\) title button](#), or by pressing the [special key combination](#). When [enabled](#), this button will be added to a title bar of each [supported window](#).

Tabbed Explorer

Available in: [Actual Window Manager](#).

As its name implies, **Tabbed Explorer** feature adds tabs to vanilla system *Windows Explorer* (also known as *File Explorer* since *Windows 10*) and make it look and work as any modern web browser.

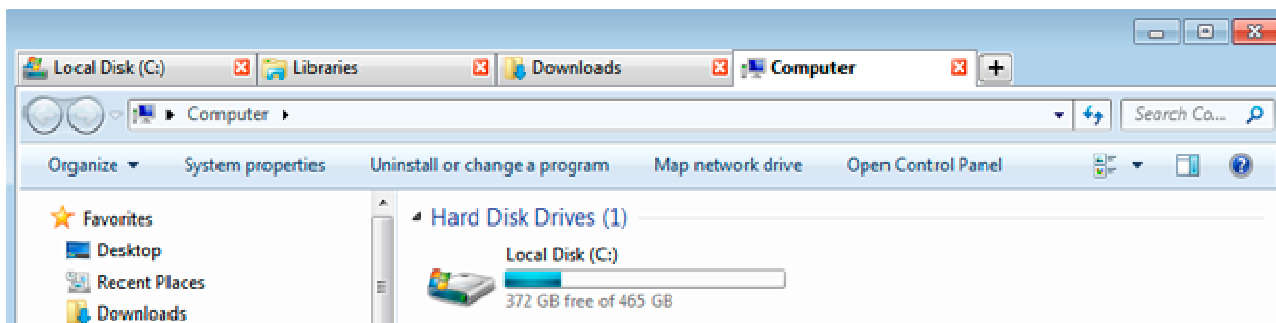


Figure 1. *Tabs in Windows Explorer*

After [its activation](#), you will be able to group folder windows within compact tabbed containers and therefore organize your file operations better.

The way it looks and works is similar to modern web browsers, like *Google Chrome* or *Mozilla Firefox*:

- you can open a new tab by clicking the Plus button
- you can drag tabs within a container window to change their order
- you can drag a tab out of a container to create another container
- you can close a tab by clicking its Close button or by middle click on its caption
- you can close the entire container so all its tabs will also be closed

Also, you can use the following tab control hotkeys similar to web browsers:

<Ctrl+T>	- open a new tab
<Ctrl+N>	- open a new container window with a new tab
<Ctrl+Tab>	- activate next tab
<Shift+Ctrl+Tab>	- activate previous tab
<Ctrl+1..8>	- activate 1st..8th tab
<Ctrl+9>	- activate the last tab
<Ctrl+F4>	- close an active tab

Tabbed Explorer interoperates well with other file folder extensions, like [Favorite Folders](#) or [Recent Folders](#).

Clipboard Extensions

Available in: [Actual Window Manager](#).

[Clipboard](#) is an essential system mechanism to interchange various data between applications using the copy-paste approach: select the required piece of data in a source application, use the Copy command to place the selected piece of data into Clipboard, then switch to a target application and use the Paste command to insert the copied piece of data from Clipboard into appropriate place.

Although this approach is quite plain and simple, there remains something to enhance. **Actual Tools** programs offer the following tools to use Clipboard smarter:

- [Clipboard Templates](#) - collection of frequently used text snippets that can be inserted anywhere when appropriate.
- [Clipboard History](#) - list of data items recently put into Clipboard that can be invoked to paste any of those items again.

Clipboard Templates

Available in: [Actual Window Manager](#).

The **Clipboard Templates** *clipboard extension* lets you create a collection of text snippets that are required often in your daily work. Then, you can insert any such snippet into any text editing window in virtually two clicks: first - to invoke a menu with the list of snippets, second - to select the snippet required at the moment.

You can manage the collection of templates on the [Clipboard - Templates panel](#). You can either keep them as a plain list or unite relevant templates into groups.

Clipboard History

Available in: [Actual Window Manager](#).

The **Clipboard History** clipboard extension fixes the shortcoming of plain Windows Clipboard, which is able to keep only a single piece of data: when you copy another piece of data, the previous is lost. To fix this, Clipboard History tracks what data you place into Clipboard and keeps a copy of it. If you need any earlier copied data piece, you can press the [specified key combination](#) to invoke [a window](#) that will show you all data pieces put recently into Clipboard so that you can select any one of them to paste it again. Another way to open this window is the [Clipboard submenu](#).

Currently, this extension supports the following data types:

- plain text
- formatted text
- file system object (file, list of files, folder, link, etc.)
- picture (graphic bitmap)

You can customize the Clipboard History options (such as number of data pieces to store a.k.a. history depth, key combination to invoke the history window, and other parameters) on the [Clipboard - History panel](#).

Logon Screen Background

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Logon Screen Background** feature lets you customize the picture that the system displays on background of the [Logon screen](#) and/or the [Lock screen](#). On multi-monitor systems, it also allows to run picture slideshow on secondary monitors (by default, the system shows nothing there). Due to peculiarity of system internals, this feature works differently on different versions of *Windows* and on [primary/secondary](#) displays.

Primary Monitor

On *Windows Vista* and *Windows 7*, background picture is the same for both the Logon screen and the Lock screen. Also, it's the same for all users.

Since *Windows 8*, there is no ability to change a picture displayed on the Logon screen because the system does not allow to customize it. But the system allows to customize a picture displayed on the Lock screen, and each user can have its own Lock screen background picture.

You can customize the primary monitor background on the [Logon Screen - Primary monitor panel](#).

Secondary Monitors

Displaying background pictures on secondary displays works the same on all systems since *Windows Vista* (on older systems this feature is unavailable). Also, it uses the same settings for all users.

Important Note!

Be careful when adding picture file folders as slideshow sources on a system with more than one user account: DO NOT add any folder with private data if you do not want other users of the system see your private pictures.

Unlike the primary monitor, you can provide more than a single picture for each secondary monitor, i.e. have custom slideshow on each of your monitors.

Hint

If you nevertheless want to have a static picture on a certain secondary monitor then just add a single picture file into that monitor's slideshow playlist.

You can customize secondary monitors' slideshows on the [Logon Screen - Secondary monitors panel](#).



Principles of Operation

To fully appreciate the power of **Actual Tools** programs, you should spend a few minutes developing an understanding of their **principles of operation**. They're easy to grasp! This section provides a detailed description of the various types of [window rules](#), what they do, and the differences and relationships between them.

Window Rule

Window rule is a fundamental element of any **Actual Tools** program. Window rules are used to define which windows should be processed and in what manner. Depending on its type, window rule may include the following two components:

- **target window** - this component specifies [which window](#) to process;
- **feature options** - this component defines [which features](#) will be applied to the specified target window.

To simplify the processing and management of the multitude of windows on your system, **Actual Tools** programs provide three categories of window rules:

- **Default Settings rule** - utilizes the [feature options](#) without specifying a particular [target window](#). This category allows you creating a single, pre-defined "blanket rule" for the application of specific functions and features to any window regardless of its nature and properties;
- **Specific Settings rules** - utilize both the [feature options](#) and [target window](#) components to configure the appearance and functionality of a particular window. You can create as many specific rules as you like, and you can modify or delete them freely at any time;
- **Exclusion rules** - utilizes the [target window](#) component only since its purpose is to define which windows should remain unaffected by the **Actual Tools** program control altogether. Just as for specific rules, you can freely create, modify and delete exclusions at will.

When some user- or system-initiated action spawns a window, the **Control Center** detects this action and tries to find an appropriate rule to apply to the configuration of that window. To learn more about this process, please refer to the article [How Actual Tools Program Selects a Proper Rule to Apply](#).

Target Window

Some window rule types, like [Specific Settings](#) and [Exclusions](#), have a special set of criteria, called *search condition*, that allows you the precise identification of the **target window**. These criteria are based on the internal properties inherent to all windows and on any additional values assigned to specific windows by the *Windows*® operating system.

Actual Tools programs use the following three window properties for target window identification:

- **window class** - internal window type identifier; i.e., its "system name". This is the most accurate method of target window identification although it's sometimes insufficient by itself, since many windows of the same class nevertheless differ significantly. A good example of such windows is an *Explorer* folder window: you can have several such folders open simultaneously in different windows but all of them will have the same **window class** value, so window class alone is insufficient to distinguish them from one other;
- **window program** - the name of the main *.EXE* file for the application spawning a particular window or set of windows. Use this property to create a common setting for all the windows, associated with a single application, but note that "all" actually *does mean ALL* windows - including all program-related dialogs, queries, messages, alerts, etc.
- **window caption** - visible identifier of window, usually appearing both in its title bar and on its corresponding [taskbar](#) button. In most cases, this method of window identification should be used in conjunction with the first two, but occasionally it can be used as a lone means of identifying a window if the need arises. You have the option of specifying either the complete string of characters appearing in the title bar of any particular window as an **exact match**, such as `Microsoft Word` - which will target only windows containing that exact, literal string; or alternately you can specify any partial **substring match**, such as `Microsoft` (by itself) - which will target any and all windows containing the string `Microsoft`, including `Microsoft Word`, `Microsoft Excel`, `Microsoft Outlook` etc. The last option is the use of powerful search pattern language called [regular expressions](#).

You can combine criteria to make search condition restrictions more specific but be aware that - once specified - a target window so defined must conform to **ALL** such restrictions and not merely to any single one of them. In other words, this is an *AND...AND* situation and not an *EITHER...OR*. **The more criteria you use the more precise the window specification (and the higher rule's [preference rank](#))**. For example, if you activate the [Window Class criterion](#) for a rule and set its value to `CabinetWClass` then *all folder windows* will be affected by this rule. If, in addition to this, you activate the [Window Caption criterion](#), select the **substring**



match mode and set the value to `music`, then only folder windows *displaying this partial substring* in their caption - like `My Music`, `Temporary Music Files`, etc. - will be affected. If, on the other hand, you select the **exact match** mode and set the value to `My Computer` then only the "My Computer" folder window will be affected.

Note Even if you enabled all the three criteria and specified the **exact match** for the **Window Caption** (i.e. defined *the strictest* target window search condition) - it won't mean that you defined a target window search condition **just for a single window**; in any case, search condition describes **a set of windows**, because *Windows®* is a multi-tasking operating system. As a vivid explanation, let's take up the above-described example of search condition for the "My Computer" folder window: though specified criteria values unambiguously distinguish this window among other folder windows, you can nevertheless open *as many* "My Computer" folder windows *as you wish*, and all these windows will be affected *by a single window rule*. In other words, currently **Actual Tools** programs have no ability to distinguish *instances of the same window*.

While **Actual Tools** programs allow you supplying values for all these criteria *manually* they also provide two quick and easy *magic tools* - [Window Finder](#) and [Window Selector](#) - for the automatic retrieval and application of established values from windows you've already set up.

Preference Rank

Enabling different [Target Window](#) criteria for a certain rule, you are in the meantime changing its **preference rank**. This rank is used by the Control Center to automatically sort the list of rules by the *exactness* of their target window search condition: more exact become first, less exact become last. This order is essential for the process of [selecting a proper rule for a certain window](#).

To define the exactness, each criterion has its own *exactness weight*, as specified in the following table.

Criterion	Weight
Window Caption (exact match)	16
Window Caption (substring match)	15
Window Caption (regexp match)	14
Window Class	8
Program	4

Hence, the total preference rank of a certain rule is calculated as a simple sum of weights of criteria enabled for this rule. In the table below we provide all currently possible combinations of enabled/disabled criteria and the resulting preference rank (the "+"/"-" signs mean that the corresponding criterion is enabled/disabled accordingly):

Window Caption (exact match)	Window Caption (substring match)	Window Caption (regexp match)	Window Class	Program	Total Rank
+	-	-	+	+	28
-	+	-	+	+	27
-	-	+	+	+	26
+	-	-	+	-	24
-	+	-	+	-	23
-	-	+	+	-	22
+	-	-	-	+	20
-	+	-	-	+	19
-	-	+	-	+	18

+	-	-	-	-	16
-	+	-	-	-	15
-	-	+	-	-	14
-	-	-	+	+	12
-	-	-	+	-	8
-	-	-	-	+	4

If the Control Center, while arranging the list of rules, detects that two rules have equal ranks then it considers their *natural order* (i.e. in what order they appear in the [Configuration window](#)).

Default Settings

The **Default Settings** rule is a special kind of rule assigned to those windows that don't have a corresponding [Specific Settings](#) rule or [Exclusion](#) rule. In other words, the **Default Settings** rule defines the *default* set of **Actual Tools** program's features. Here you can add the default set of title buttons that will be available to every window, extend every window's system menu with handy commands, adjust the default options of minimization, rolling up and closing characteristics, and tweak many other options to suit your needs.

Hint You can *enable* the **Default Settings** rule to turn the default processing on or *disable* it (by unmarking [its check box](#)) to provide [specific windows](#) processing only.

Note that some options have been purposely excluded from **Default Settings** processing when they would be meaningless or possibly problematic for *any* window. There are, for example, certain windows with no title bar and windows that cannot be minimized or resized, and it would be pointless to specify window positioning or size for such *arbitrary* window. For this reason, the full range of options is available via the [Specific Settings rules](#) only.

In addition, some system or service windows should be left unhandled by **Actual Tools** programs. Such windows do their work in the background and therefore do not present themselves for user interaction, so these windows should be [excluded](#) to avoid problems that might otherwise arise if you tried to alter their properties or interfere in their behavior.

Important note! Since the version 8.2, when you change some option in the Default Settings rule, the change **propagates automatically** to all available Specific Settings rules. This helps to keep the entire window settings configuration in consistent and expected state. Note that change to a certain specific rule is made only in case that *the changed option's value in this rule is the same as in the Default Settings rule*; otherwise, it remains untouched. This, on the other hand, allows to make specific rules differ from the default one in some options.

Specific Settings

Specific Settings rules are used to customize the features, functions and appearance of specific windows in ways that differ from the [default characteristics](#). For example, you might want to change the default set of title buttons, adjust size and positioning characteristics, or alter the minimization function for a particular window. After creating a **Specific Settings** rule, you can access the full range of options the particular **Actual Tools** program offers. You can create as many specific rules as you like and you can delete them as they become obsolete or useless.

Hint You can simply *disable* a particular Specific Settings rule (by unmarking [its check box](#)) to force the associated window to conform instead to the [Default Settings rule](#) conditions. It's an easy way of taking the rule "*offline*" without permanently deleting it. This way - should you ever change your mind and decide to reapply your original settings for that window - you can do so without having to reconfigure them all over again from scratch.

Specific Settings rules require you to provide [target window criteria](#) for any new window you wish to create a rule for, and we suggest that you establish these criteria as a first step *before* altering any of the default rule option values. Also note that target window criteria define rule's [preference rank](#).



Exclusions

The purpose of the **Exclusions** category is to keep specific windows or sets of windows *unprocessed* by **Actual Tools** programs **only when** the [Default Settings rule](#) is enabled. This category generally includes *system* and other special-purpose windows that handle background tasks which are hidden from the user and do not involve user interaction. In other words, if you elect to enable the [Default Settings rule](#) this is a way of telling the **Actual Tools** program to process *all windows except those itemized under the Exclusions category*. You can add and delete as many **Exclusion** rules as you like, but you should exercise great caution deleting any of the **Exclusion** rules that are listed in this category by default as the program ships from **Actual Tools**, since improper deletion could result in system instability.

Hint You can *disable* a particular **Exclusion** rule to force the associated target window to conform to the [Default Settings rule](#) but you should exercise the same precautions as when deciding to *delete* an **Exclusion** rule.

Like the [Specific Settings](#) category, **Exclusions** require you to provide [target window criteria](#) for any specific window you wish to exclude from the **Actual Tools** program's processing.

How Actual Tools Program Selects a Proper Rule to Apply

The instant a particular window appears the **Actual Tools** program's **Control Center** performs the following actions:

- scans sequentially (from top to bottom) the list of **Specific Settings rules** in the order **defined internally** and tries to match the window with one of the sets of **Target Window criteria** appearing in the **Target Window pane**. Note that **it skips the disabled** (i.e. *unchecked*) **rules** while scanning. Upon locating a rule that is both **enabled and matches the criteria for that particular window**, this is considered the appropriate *target window*, and the whole process **stops**. If the Control Center scans all the way to the end of the list and an appropriate rule is **not** found the program proceeds to the following step...
- checks to see if the **Default Settings rule is enabled** (i.e. *checked*).

If the answer is "no" then the whole process **stops**, and the window is left unchanged.

If the answer is "yes" then the Control Center scans sequentially the **Exclusions list** and tries to match the window with one of the sets of **Target Window criteria** appearing in the **Target Window pane**, just below the list of rules. Note that **it skips the disabled** (i.e. *unchecked*) **rules** while scanning. Upon locating a rule that is both **enabled and matches the criteria for that particular window**, this is considered the appropriate *target window*, the process **stops**, and the window is left unchanged. If the Control Center scans all the way to the end of the list, and an appropriate rule is **not** found - the program proceeds to the last step...

- the **Default Settings** rule is applied to the window, and the process **terminates completely**.

During the scanning process the **Actual Tools** program's **Control Center** checks the **Target Window criteria** utilizing the following rules:

- it considers **enabled** criteria *only*
- it considers a certain criterion as **disabled** if the criterion *is enabled* (i.e. its check box is checked) but *no value is specified* (i.e. the related edit box is empty)
- it considers all the criteria for a potential target window **as a whole**: if the scan fails to meet *any single criterion* of several criteria then the test **fails completely**
- it always tests the **Window Class** and the **Program** values for a **substring match**



- it tests the **Window Caption** value according to a [chosen method](#)

User Interface

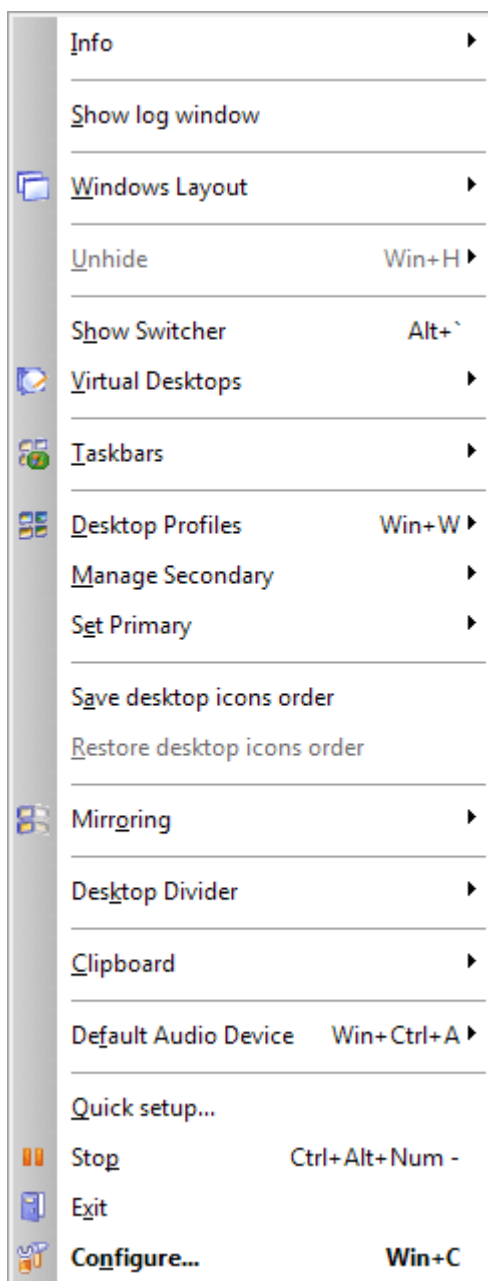
This section describes the **user interface** for both executable modules of every **Actual Tools** program:

- [Control Center](#)
- [Configuration Module](#)

Important note! *This section's material describes the totality of features fully available in [Actual Window Manager](#) only. Other **Actual Tools products** contain the **limited set** of features so please while reading the particular feature's description turn your attention to the list of products where this feature is available. If no such list is provided then it means the feature is available everywhere.*

Control Center User Interface

Since the [Control Center](#) is a small, memory-resident application, its **user interface** is also small and simple to reduce the amount of required memory. It includes the [system tray](#) icon and its context menu:



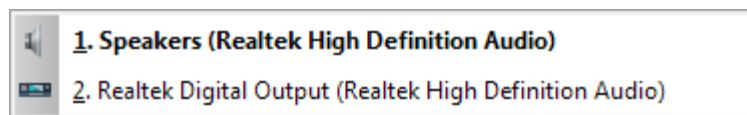
- **Configure...** menu item - opens the [main Configuration window](#)
- **Exit** menu item - stops processing the windows and shuts the Control Center down

- **Pause/Resume menu item** - tells the Control Center to temporarily stop processing windows/start it back
- **Quick setup... menu item** - runs the [Quick Setup wizard](#)
- **Show/Hide application audio manager menu item** - relates to [Per-application Audio Device Switcher](#) facility: click this item to open/close the [Application Audio Manager window](#).

Note

You can toggle this window via special [service key combination](#) (<Win+Alt+A> by default).

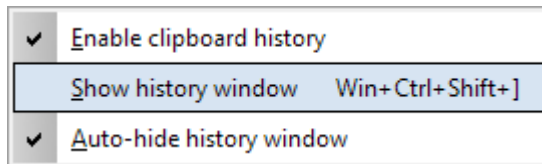
- **Default Audio Device submenu** - relates to [Default Audio Device Switcher](#) tool:



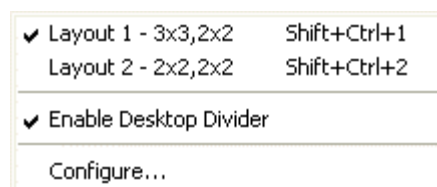
Note

You can invoke this submenu via special [service key combination](#) (<Win+Ctrl+A> by default).

- **Clipboard submenu** - allows to activate the [Clipboard History](#) feature and to invoke the [Clipboard History window](#)



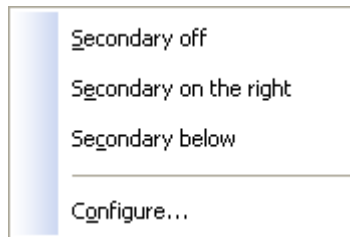
- **Desktop Divider submenu** - allows activating the [Desktop Divider](#) facility and its [layouts](#)



- **Mirroring submenu** - lets you start/stop any of [available mirrors](#)



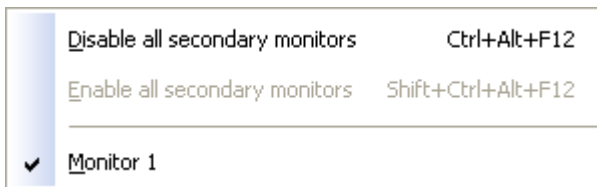
- **Save/Restore desktop icons order** menu items - relate to the [Desktop Icons Manager](#)
- **Desktop profiles** submenu - allows the quick activation of any of [existing desktop profiles](#):



Note

You can invoke this submenu via special [service key combination](#).

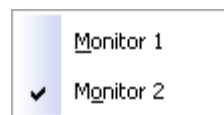
- **Manage Secondary** submenu - provides the easy toggling of available secondary displays on/off:



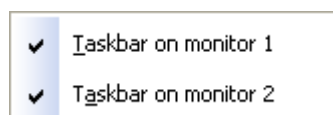
Note

You can invoke the "Enable/Disable all..." commands via special [service key combinations](#).

- **Set Primary** submenu - lets you easily designate any available display as primary:



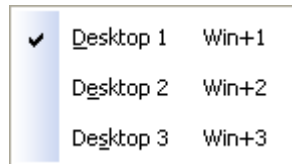
- **Taskbars** submenu - provides the ability to toggle [secondary taskbars](#) on certain monitors



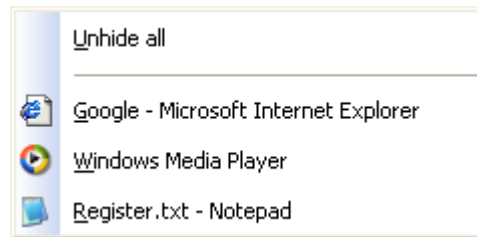
Note

If you have enabled the [Replace the primary taskbar option](#) then you will be able to hide a taskbar on any monitor but will be unable to hide the last visible taskbar.

- **Show/Hide Switcher** menu item - toggles the [Virtual Desktops Switcher window](#)
- **Virtual desktops** submenu - allows switching between [existing virtual desktops](#):



- **Unhide** submenu - relates to [Unhide](#) tool:

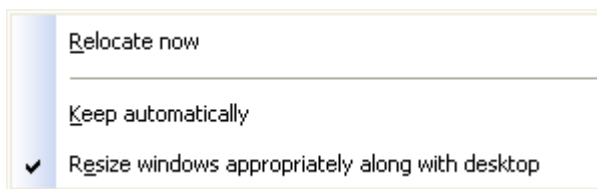


- **Unhide all** command - click this item to restore all currently minimized windows at once
- *Other items* correspond to certain currently minimized windows - click the desired item to restore its corresponding window

Note

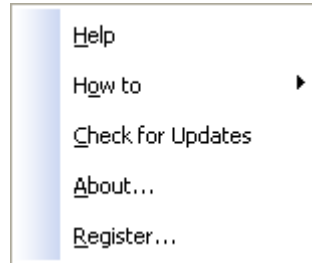
You can invoke this submenu via special [service key combination](#).

- **Windows Layout** submenu - relates to [Windows Layout](#) tool:



- **Relocate now** menu item - invokes the manual relocation
- **Keep automatically** menu item - enables/disables the automatic relocation. This menu item does the same as [this option](#)
- **Resize windows appropriately along with desktop** menu item - enables/disables the automatic resizing of windows in addition to their relocation (either automatic or manual). This menu item does the same as [this option](#)

- **Show/Hide log window menu item** - relates to [Windows Monitoring Log](#) tool: click this item to open/close the [Actual Window Manager Log window](#)
- **Info submenu** - contains the shortcuts to different information and service windows:



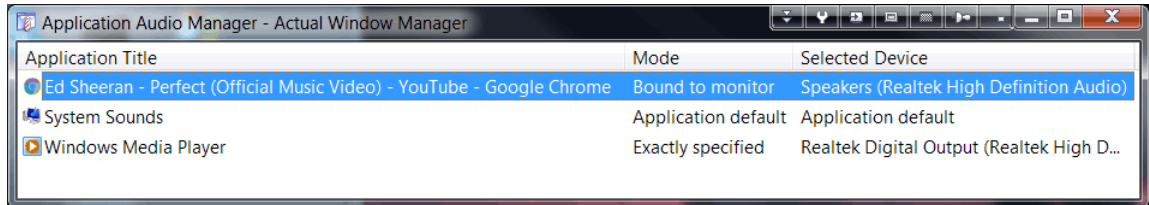
- **Help menu item** - opens this *Actual Window Manager Help* window
- **How to submenu** - contains the shortcuts to different Help articles explaining some frequently asked questions
- **Check for Updates menu item** - opens the [Check for Updates window](#)
- **About... menu item** - opens the [About dialog](#)
- **Register... menu item** - opens the [Registration dialog](#)

All the features of any **Actual Tools** program (including the Control Center [tray icon visibility](#)) can be accessed via the [Configuration Module user interface](#).

Application Audio Manager Window

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

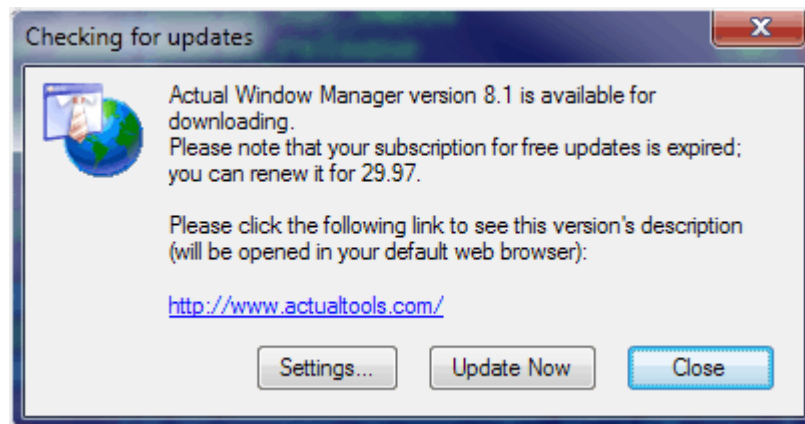
The **Application Audio Manager** window displays the running multimedia applications that are playing sound at the moment and allows to redirect the audio output in a certain application to another audio device.



You can right-click any list item to display a context menu that will allow you to change the mode of audio redirection in item's corresponding application.

Check for Updates Window

The **Check for Updates** window appears, when *Actual Window Manager* tries to contact **Actual Tools** website to check if a new version available, and shows the progress of checking and its results.



Settings... button - click to adjust the update options on the **Check for Updates** panel.

Update now button - click to start downloading the newer version from the **Actual Tools** website and then update your current copy of the program automatically.

Cancel/Close button - click to cancel the process in progress (checking for update, downloading, etc.) or to close the window.

Clipboard History Window

Available in: [Actual Window Manager](#).

The **Clipboard History** window displays the list of data pieces recently copied into the system Clipboard and allows to select any of them to paste it into the current active window.



There is a *list box* displaying the list of [data pieces](#) currently stored in the history. Here is the color legend used to display items:

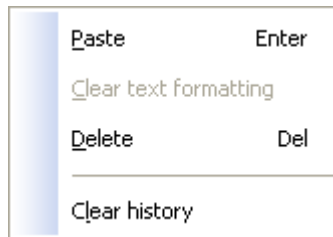
black font color	plain text
blue font color	formatted text
green font color	file(s)

Graphic data pieces are displayed as small preview thumbnails of original pictures.

You can use the following keys:

- <Up/Down Arrow> - to select the required data piece
- <Enter> - to paste the selected data piece into the active window (also, you can use the mouse double-click on the item to paste it)
- - to delete the selected data piece from the list
- <Esc> - to close the window

Also, you can click the right mouse button on any item in the list to invoke the following context menu:



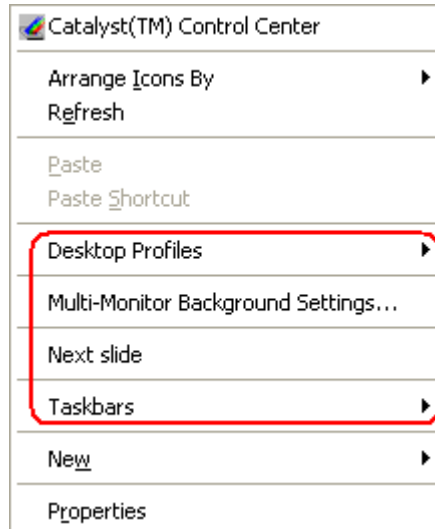
- **Paste command** - pastes the selected data piece into the active window
- **Clear text formatting command** - is available only for data pieces of the "formatted text" type. This command removes the formatting so that just the plain text remains.
- **Delete command** - deletes the selected data piece from the list
- **Clear history command** - deletes all data pieces

You can invoke this window either via [special hotkey combination](#) or via [Clipboard submenu](#) in the Control Center's context menu.

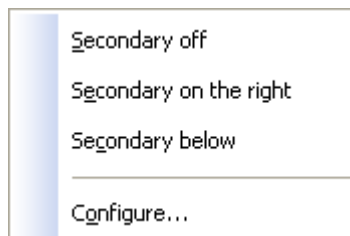
Desktop Context Menu Extension

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

While the **Control Center** is running, you can invoke some of its commands via general Windows Desktop context menu (just right click somewhere on empty desktop space to call this menu):



- **Desktop profiles submenu** - allows the quick activation of any of [existing desktop profiles](#):

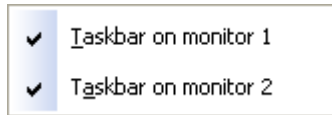


Note

You can invoke this submenu via special [service key combination](#).

- **Multi-Monitor Background Settings...** command - opens the Configuration window with the [Background Panel](#) activated
- **Next slide** command - forces the next [slide picture](#) appear before the specified [time interval between slides](#) expires
- **Open slide** command - opens the current slide picture either in your default picture viewer or default web browser, depending on the picture source (either [local file](#) or website URL found via [Flickr](#))

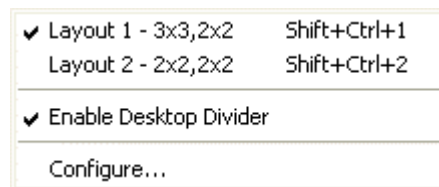
- **Taskbars submenu** - provides the ability to toggle [secondary taskbars](#) on certain monitors



Note

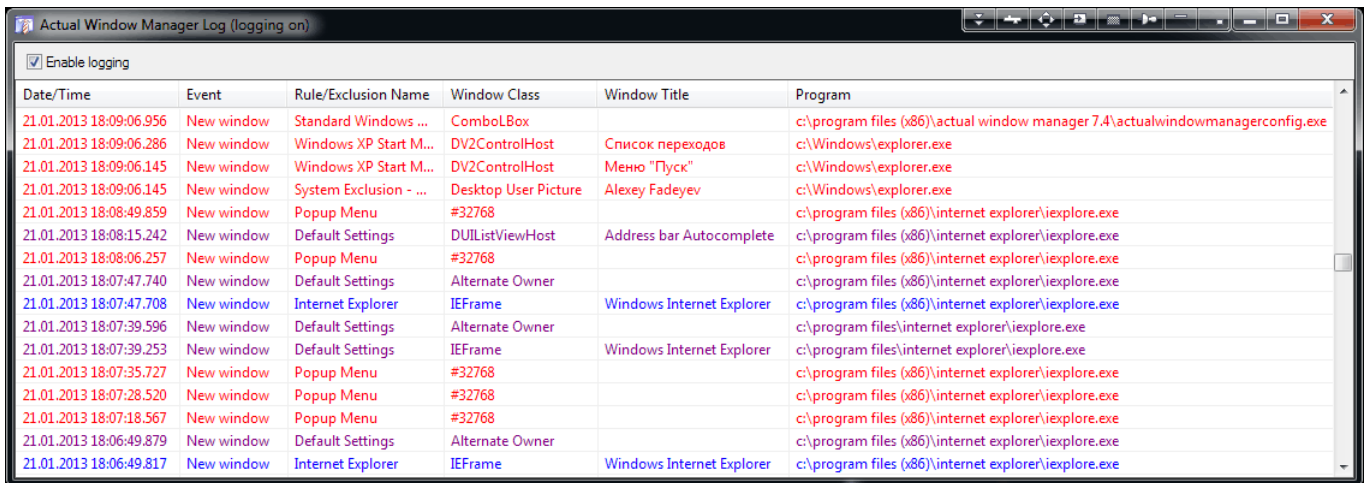
If you have enabled the [Replace the primary taskbar option](#) then you will be able to hide a taskbar on any monitor but will be unable to hide the last visible taskbar.

- **Desktop Divider submenu** - allows activating the [Desktop Divider](#) facility and its [layouts](#)



Actual Window Manager Log Window

The **Actual Window Manager Log** window displays the contents of the log file handled by the [Windows Monitoring Log tool](#).



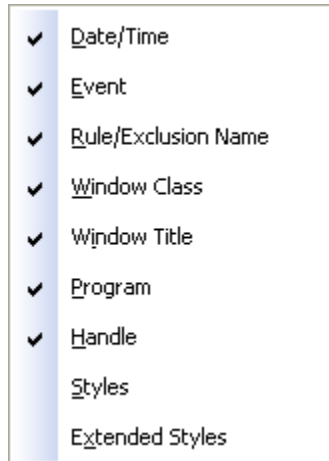
Enable logging check box - works the same as [this option](#) but lets you toggle the logging state on-the-fly.

There is a *list box* displaying the list of [window events](#) currently stored in the log file. Here is the color legend used to display items:

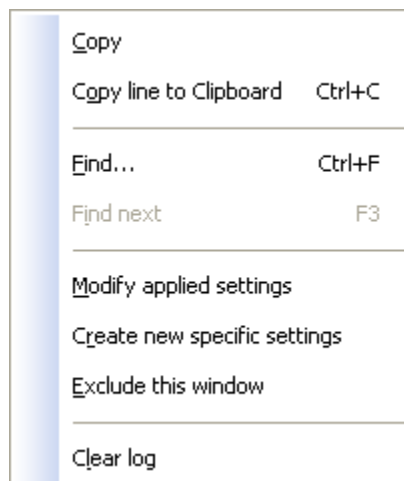
purple font color	default settings have been applied to a window
blue font color	certain specific settings have been applied to a window
red font color	window has been excluded due to a certain exclusion
white background	the <i>New window</i> event happens
light green background	the <i>Caption changed</i> event happens
light yellow background	the <i>VD activated</i> event happens

You can customize the number of columns by clicking any column's caption and select which columns to display in the

following context menu:



Also you can right-click any list item to display Log window's context menu with the following commands:



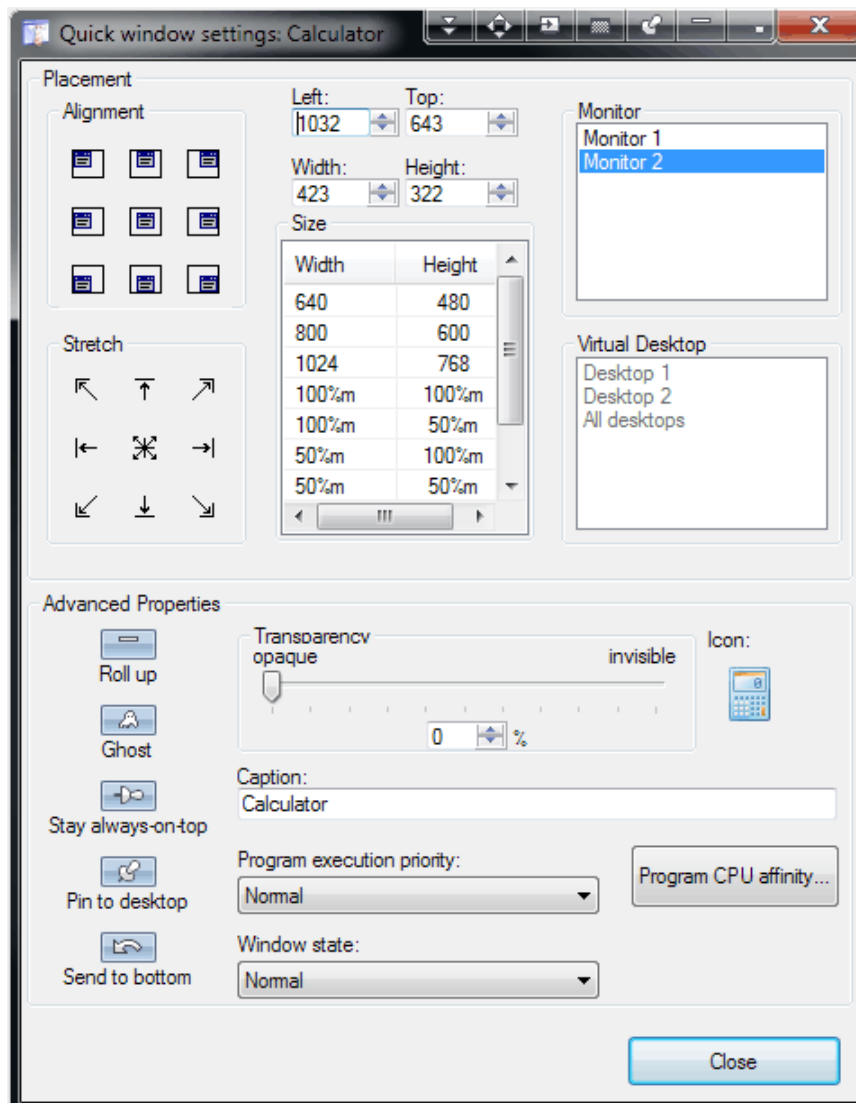
- **Copy command** - copy to [Clipboard](#) clicked item's value from the column where the click is happened
- **Copy line to Clipboard command** - similar to previous but copies the whole line instead of a single value
- **Find... command** - find the first item in the specified direction (up/down) containing the specified text
- **Find Next command** - find next items in the specified direction (up/down) that contain the specified text
- **Modify applied settings,**
- **Create new specific settings,**
- **Exclude this window** - these commands are identical to those ones available via [Manage Window Settings context menu](#)
- **Clear log command** - clear the log contents

You can close this window either by clicking its standard **Close title button** or via the **Hide log window command** of Control Center's [context menu](#).

Quick Window Settings Dialog

Available in: [Actual Window Manager](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Quick Window Settings** dialog is a usability tool purposed mostly for mouse fans. Here you can quickly adjust both basic and advanced characteristics of a single window (such as position, size, transparency, caption text, caption icon, always-on-top state, etc.) in an integrated vivid manner. Just a single click required to change the desired characteristic, and all changes are applied immediately so you get instant visual feedback for your actions.



There are two large groups of controls in this dialog - [Placement](#) and [Advanced Properties](#).

Placement

The **Placement** *group of controls* allows the quick and flexible adjustment of such primary window properties as *position* and *size*. Also it includes the possibility to choose the host monitor (if you have a multi-monitor system) and the possibility to choose the host virtual desktop (if you use the [Virtual Desktops facility](#)):

- **Alignment toolbar** allows quickly snapping a window to a certain edge (left/right/top/bottom) or corner (top-left,top-right,bottom-left,bottom-right) of the screen, or centering a window within the screen.
- **Stretch toolbar** allows you quickly enlarge the window in 8 pre-defined directions with the help of [Stretch action](#). The middle button stretches the window over the whole desktop (in case of multiple displays - over all available displays).
- **Left/Top edit boxes** allow the precise adjustment of window position by specifying the exact values (in pixels) for its top-left corner.
- **Width/Height edit boxes** allow the precise adjustment of window size by specifying the exact values (in pixels) for its width/height.
- **Size list** displays the top ten of [pre-defined window sizes](#) which you can apply to a window in a single click.
- **Monitor list** displays the list of connected monitors and highlights the item which represents window's host monitor (the monitor window currently resides on). Simply click the monitor name in this list to place window on that monitor.

Note

This feature is available in the multi-monitor systems only.

- **Virtual desktop list** displays the list of currently available [virtual desktops](#) and highlights the item which represents window's host virtual desktop (the virtual desktop window currently resides on). Simply click the virtual desktop name in this list to place window on that desktop.

Note

This feature is available only when the Virtual Desktops facility [is enabled](#).

Advanced Properties

The **Advanced Properties** *group of controls* allows you easily tweak hidden but useful window attributes (such as transparency level, ghost state, always-on-top state, etc.) and apply some advanced *Actual Window Manager*

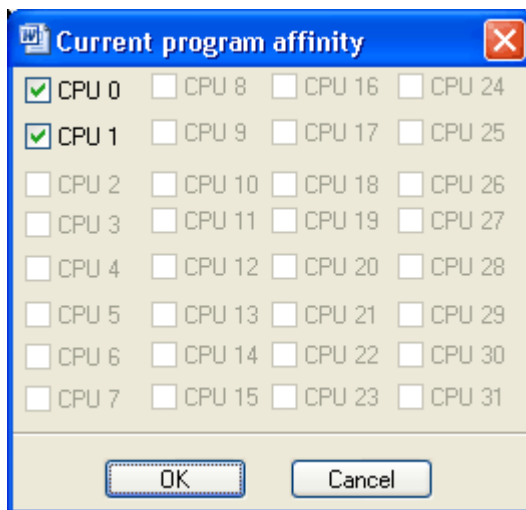
actions (such as Roll up, Pin to Desktop, Change Caption/Icon/Priority/Affinity, etc.):

- **Advanced Properties toolbar** allows toggling various advanced window states, such as [Stay always-on-top](#), [Ghost](#), as well as invoke advanced actions like [Roll up](#), [Send to bottom](#), [Pin to desktop](#).
- **Transparency group** provides you the controls to change window's [transparency level](#). Drag the slider with the mouse to set an appropriate transparency or specify the exact value in the related edit box.
- **Icon button** lets you [replace](#) the default window icon.

Note

This feature is available only if the target window was not excluded (i.e. some settings were applied to it).

- **Caption edit box** lets you [modify](#) the default window caption text.
- **Program execution priority combo box** shows the current [execution priority](#) of window's application and lets you adjust it as circumstances require.
- **Program CPU affinity button** opens the special dialog window allowing you modify the [CPU affinity](#) of window's application.



Note

This feature is available only on multi-processor systems or systems with multi-core CPUs or CPUs with *HyperThreading™* feature.

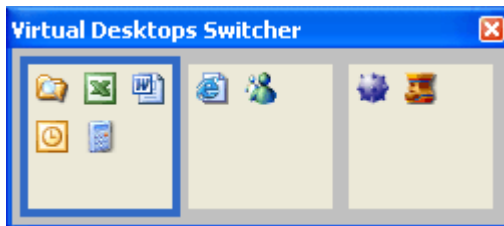
- **Window state combo box** shows the current window's [run mode](#).

Possible triggers: [Standard Window Part Click](#), [Hotkeys](#), [Window Menu](#).

Virtual Desktops Switcher Window

Available in: [Actual Window Manager](#), [Actual Virtual Desktops](#).

The **Virtual Desktops Switcher** window allows the quick and easy virtual desktops management. It displays the number of cells equal to the number of virtual desktops. Each cell contains the icons of applications running on that cell's corresponding virtual desktop:



Virtual Desktops Switcher provides the following management abilities (many of them are similar to abilities provided by the regular [Taskbar](#)):

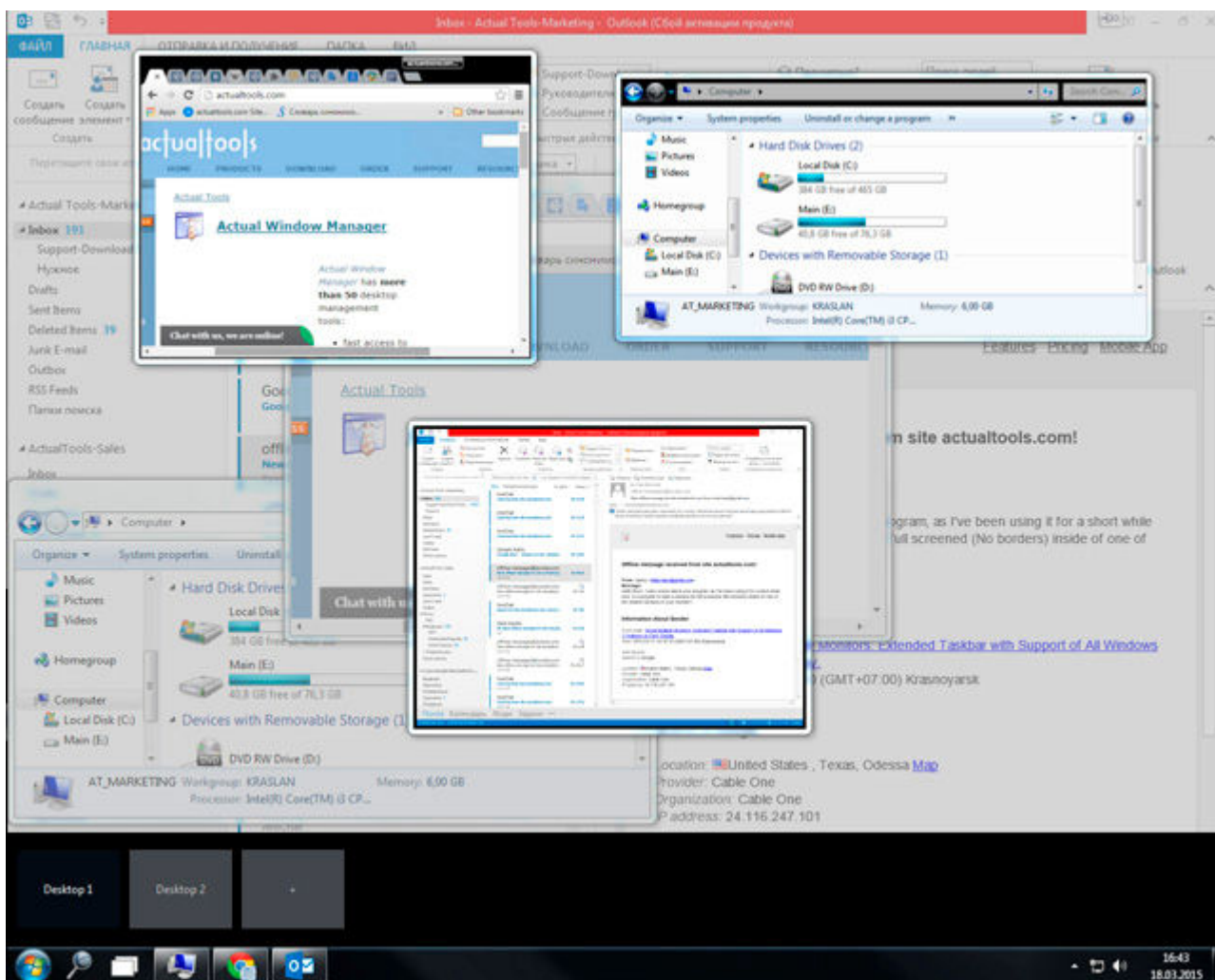
- place the mouse pointer over any cell's empty space to see its corresponding desktop's name in the popup hint
- click on the empty space in any cell to activate cell's corresponding desktop
- click any icon to activate its corresponding application (and the desktop which it currently resides on)
- right-click any icon to invoke its window's context menu
- drag any icon between cells to quickly place certain application to the needed desktop
- place the mouse pointer over any icon to see its window's caption in the popup hint (and its window [preview](#) if such service [is enabled](#))

You can toggle Virtual Desktops Switcher via Control Center's [context menu](#) or via [special hotkey](#). The appearance of this window can be adjusted on the [Virtual Desktops tab](#).

Virtual Desktops Exposé Switcher Window

Available in: [Actual Window Manager](#), [Actual Virtual Desktops](#).

The **Virtual Desktops Exposé Switcher** window implements the approach to virtual desktops management introduced in *Windows 10*. It allows adding/deleting virtual desktops on-the-fly, drag windows between desktops, switch between desktops and activate certain window on certain desktop:



You can toggle Virtual Desktops Exposé Switcher via [special taskbar button](#) or via [special hotkey](#).

Note

On *Windows XP* this tool requires the [Window Thumbnails service](#) enabled for normal work.

Configuration Module User Interface

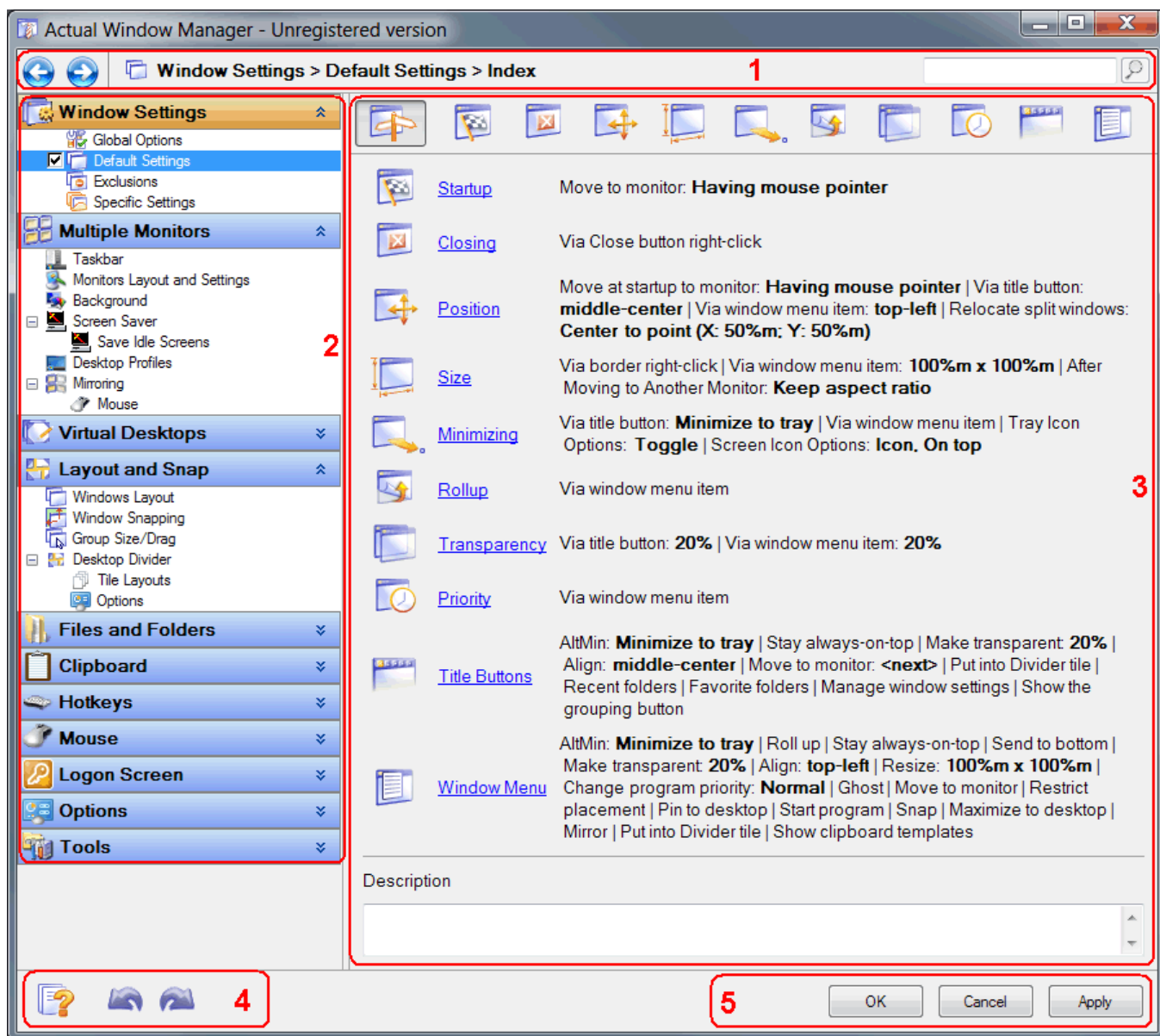
All the power of **Actual Tools** programs is available through their comfortable and intuitive [Configuration Module](#). Thus, most information in this section describes the meaning and purpose of all the windows, dialogs and controls, which you can encounter while working with the Configuration Module.

Here is the complete list of the Configuration Module windows:

- [Main window](#) - gives access to [main feature sets](#)
- [Quick Setup wizard window](#) - allows to quickly adjust the most essential options
- **Window Settings dialog** - specially designed light-weight configuration window. Comparing to the [main window](#), it has no [navigation](#) and displays [options](#) just for particular [window settings](#) or [exclusions](#)
- [Subscribe to Newsletter dialog](#) - a quick way to get the e-mail subscription to **Actual Tools** news
- [Tell a Friend dialog](#) - send a notification e-mail about **Actual Tools** programs to your friends
- [Registration dialog](#) - here you can register your copy of **Actual Tools** program with the registration code you [must pay for](#)
- [About dialog](#) - shows the information about the copyright, current **Actual Tools** program version and registration status

Main Window

The **Main** window consists of the following functional areas:






- title pane (1) - consists of three subpanes:
 - **Back/Forward** buttons - using them you can step back and forward in the history of browsing through *Actual Window Manager* user interface (pretty much like as you do in web browsers).

Hint You can press the <Alt+Left> key combination to invoke the Back command and the

<Alt+Right> key combination to invoke the Forward command.

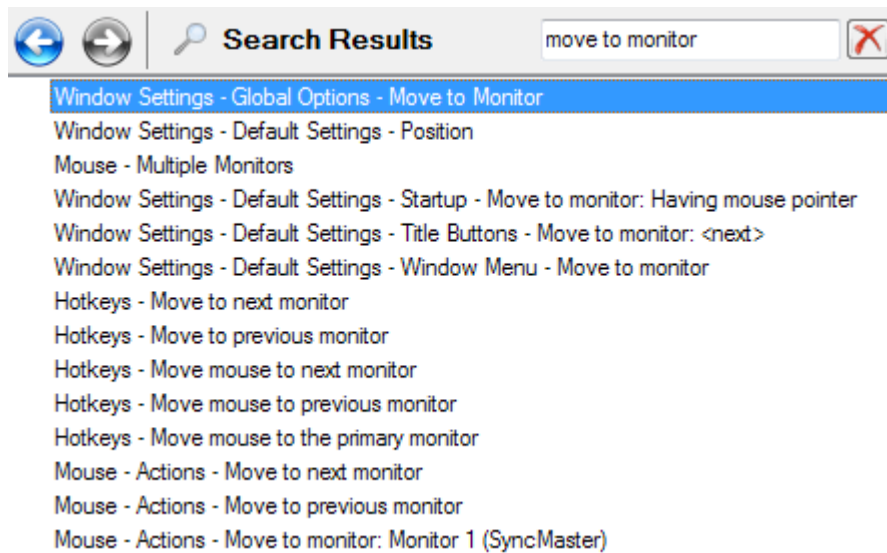
- context pane - displays the full name of a property sheet currently shown in the [details pane](#)
- search box - helps you to find a required option quickly: just type some keywords to open the [Search Results page](#) where you will see all user interface objects related to the typed keywords. The search is [incremental](#), i.e. the more you type - the more refined search results you get. Also, you can click the related button to show/hide the Search Results page.

Hint You can press the <Ctrl+F> key combination anytime to get into the search box.

- navigation pages (2) - group the variety of *Actual Window Manager* settings into the following categories:
 - [Window Settings](#)
 - [Multiple Monitors](#)
 - [Virtual Desktops](#)
 - [Layout and Snap](#)
 - [Files and Folders](#)
 - [Clipboard](#)
 - [Hotkeys](#)
 - [Mouse](#)
 - [Logon Screen](#)
 - [Options](#)
 - [Tools](#)
- details pane (3) - its content varies dynamically depending on which item is selected in the current navigation page
- control buttons (4):
 -  **Context Topic** button - opens the User Manual article explaining the purpose of the currently selected visual control
 -  **Undo** button - cancels the made changes step-by-step (so that you can restore the original state of your settings); also, you can press the <Ctrl+Z> key combination to invoke the Undo command
 -  **Redo** button - restores the changes canceled via Undo step-by-step; also, you can press the <Shift+Ctrl+Z> key combination to invoke the Redo command
- general dialog command buttons (5):
 - **OK** button - click it to *apply* the changes you made and *close* the window
 - **Cancel** button - click it to *close* the window *without applying*
 - **Apply** button - click it to *apply* the changes you made *without closing* the window so you will be able to continue adjusting the options

Search Results Page

The **Search Results** page displays the list of user interface objects that relate to a query currently typed in the [search box](#):



Search engine considers the following text information:

- captions of user interface panels and all their sub-controls
- captions of built-in and user-added objects of the following types:
 - specific window settings
 - window exclusions
 - desktop profiles
 - desktop mirrors
 - virtual desktops
 - Desktop Divider layouts
 - Favorite Folders shortcuts
 - clipboard templates
 - hotkeys
 - mouse actions
 - Start Program shortcuts
 - title buttons
 - window menu commands
 - combo actions

To get to a found object, double-click or press `<Enter>` on a certain search result. If you did not find what you looked for, you can click the [Back button](#) to get back to the list of search results and either try another object or specify another search query.

Window Settings Page

The **Window Settings** page allows accessing the following panels:

- [Global Options](#)
- [Default Settings](#)
- [Exclusions](#)
- [Specific Settings](#)
 - [target window options](#) and [window settings](#) for a particular [Specific Settings](#) item

This page contains three special items:

- **Default Settings** - this item represents the [Default Settings rule](#), you can mark/unmark a check box on the left of its name to [enable/disable](#) the **Default Settings** rule

Important note!

Since the version 8.2, when you change some option in the Default Settings rule, the change [propagates automatically](#) to all available Specific Settings rules.

- **Exclusions** - this item represents the [Exclusions](#) list
- **Specific Settings** - this item represents the [Specific Window Settings](#) list

Global Options

Global options allow you adjusting common options of some [window actions](#) and [window triggers](#). Common options have the same effect on any active window settings (either default or any specific).

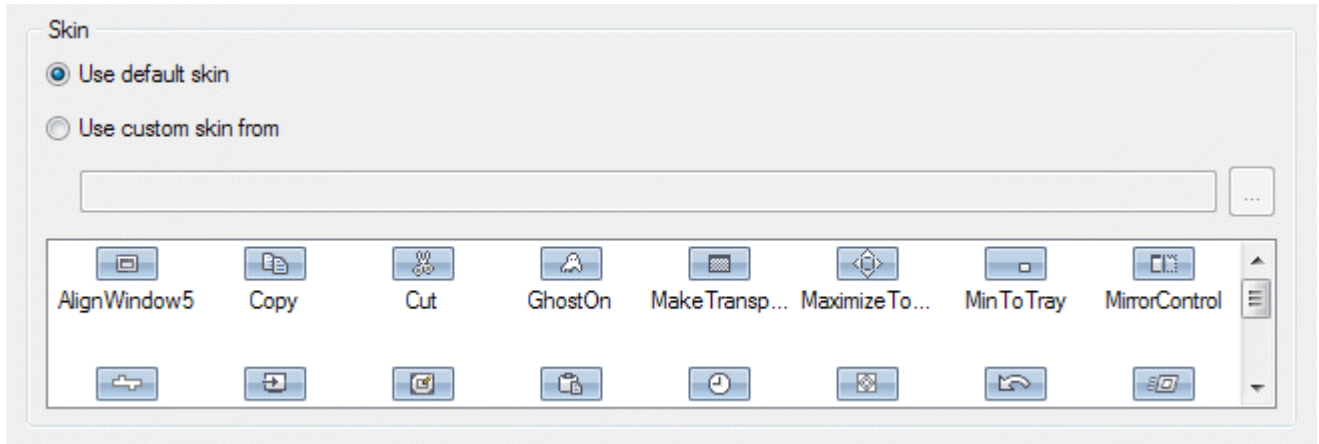
Actual panels' number and composition vary from one product to another. In the best case (if you're using [Actual Window Manager](#)) they are:

- [Title Buttons](#) panel
- [Window Menu](#) panel
- [Align](#) panel
- [Resize](#) panel
- [Roll Up](#) panel
- [Make Transparent](#) panel
- [Ghost](#) panel
- [Move to Monitor](#) panel
- [Start Program](#) panel
- [Combo](#) panel

Title Buttons Options Panel

Available in: [Actual Window Manager](#), [Actual Title Buttons](#), [Actual Transparent Window](#), [Actual Window Minimizer](#), [Actual Window Rollup](#).

The **Title Buttons Options** panel allows to select the [skin](#) for **Actual Tools** program's [additional title buttons](#).



Skin group - contains the *radio buttons* allowing to choose the skin to use:

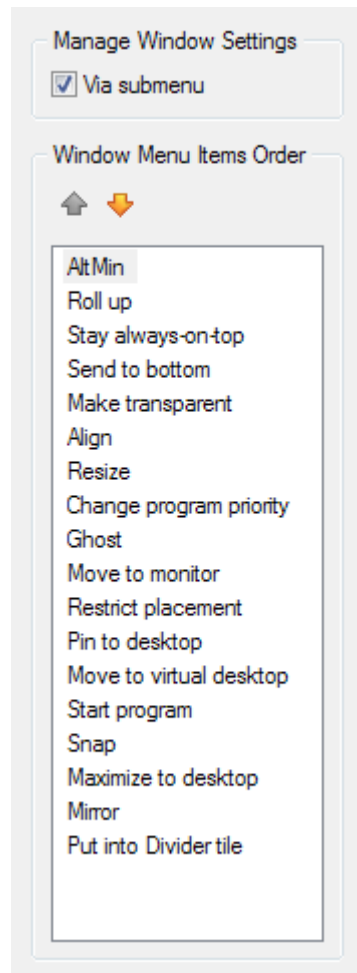
- **Use default skin** *radio button* - mark it to let **Actual Tools** program load the proper skin automatically for the following standard UI themes: *Windows Classic, Windows XP Blue/Green/Silver*.
- **Use custom skin from** *radio button* - mark it to set the [custom skin](#). *Custom skin* can be stored either in a distinct folder or in a ZIP archive. In the related *edit box* you can either type the *full path* to the desired skin folder or ZIP archive or specify *path relative to Actual Window Manager's installation folder*. Also, you can use the *...* *button* that opens the standard *Windows® Open File...* *dialog* where you can select the desired skin folder or ZIP archive.

Skin Preview *list box* - shows the button icons of the currently used skin. You can right-click this *list box* to choose the preferred icons view in the appeared context menu.

Window Menu Options Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#), [Actual Transparent Window](#).

The **Window Menu Options** panel allows defining the appearance order of **Actual Tools** program's [extra window menu items](#).



Window Menu Order group - contains the following *visual controls* allowing to define your custom order in which window menu items will appear in a window's system menu:

- *toolbar* - contains the *buttons* that allow changing the position of the item selected in the *list box* (you can also simply drag the desired item with mouse)

- *list box* - contains the items list and shows their current order

Align Action Options Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Align Action Options** *panel* allows adjusting common options of [Align action](#).



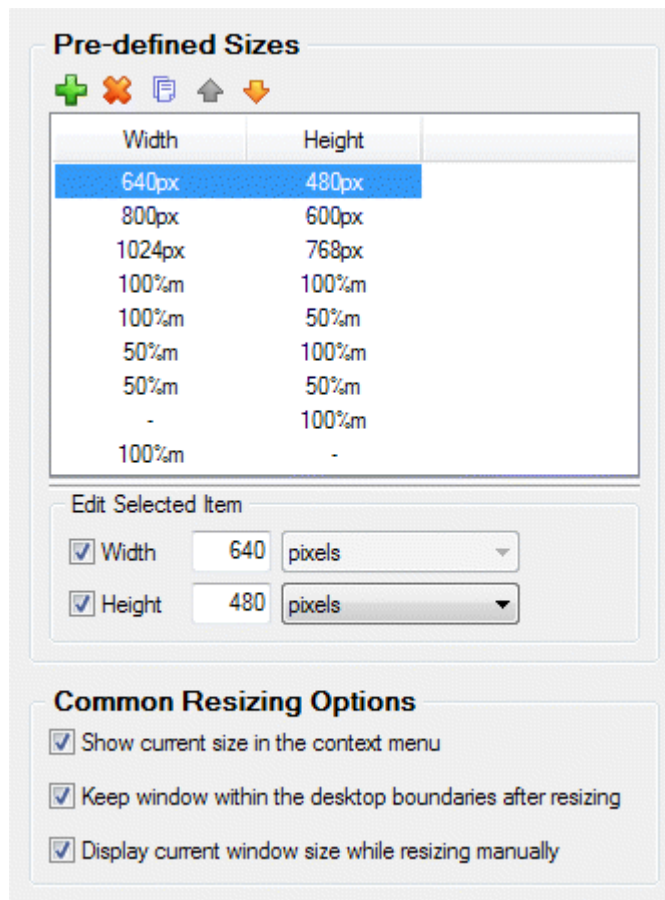
Display current window position while moving manually

Display current window position while moving manually *checkbox* - mark it to turn on special tooltip that will pop up and show current coordinate values of window's top-left corner while you are moving a window manually (either with the mouse or keyboard).




Resize Action Options Panel

Available in: [Actual Window Manager](#), [Actual Window Guard](#), [Actual Title Buttons](#), [Actual Window Menu](#)



The **Resize Action Options** panel allows pre-defining the custom [window sizes](#) that will be available through the **Resize** title button's context menu, the **Resize window** submenu and can be quickly set for any size options by using the **Pre-defined** button.



Sizes toolbar - is related to the **Sizes list box** and contains the **buttons** for the following size item's related commands:

-  **Add Item** button - click it to add a new size item
-  **Delete Item** button - click it to delete the size item selected in the **Sizes list box**
-  **Copy Item** button - click it to copy the size item, selected in the **Sizes list box**, to a new item



-  **Move Item Up** button - click it to move the size item selected in the **Sizes list box** up one position
-  **Move Item Down** button - click it to move the size item selected in the **Sizes list box** down one position

Sizes list box - shows the list of the pre-defined size items and contains the following columns:

- **Width column** - shows the current **Width property** value and its measure units (**px** for the *pixels* and **%** for the *percent of the corresponding desktop size*). The **"-"** sign means that **Width property** should remain unchanged while applying this size.
- **Height column** - same as **Width column** but for the **Height property**.

Edit Selected Item group - contains *visual controls* allowing to adjust the properties of the item currently selected in the **Sizes list box**. Adjustment of these properties is identical to [adjustment of window size](#).

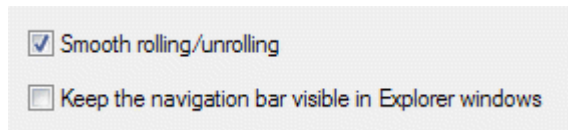
Common Resizing Options group - contains the *check boxes* allowing to adjust the following options:

- **Show current size in the context menu** check box - mark it to add the special item depicting the current window size to the **Resize title button's** context menu and to the **Resize menu item's** submenu.
- **Keep window within the desktop boundaries after resizing** check box - mark it to track the window borders after resizing and, in case they exceed the desktop limits, try to relocate window so it will go in the desktop completely.
- **Display current window size while resizing manually** check box - mark it to turn on special tooltip that will pop up and show current window dimensions while you are resizing a window manually (either with mouse or keyboard).

Roll Up Action Options Panel

Available in: [Actual Window Manager](#), [Actual Window Rollup](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Roll Up Action Options** panel allows adjusting common options of [Roll Up action](#).



Smooth rolling/unrolling check box - mark it to animate the rolling/unrolling process making it more fun and visually attractive.

Make Transparent Action Options Panel

Available in: [Actual Window Manager](#), [Actual Transparent Window](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Make Transparent Action Options** panel allows adjusting the common options of [Make Transparent action](#).

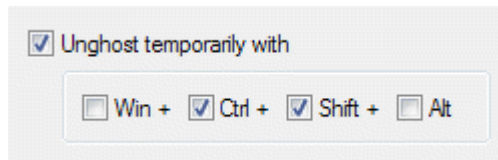


Smooth transparency transitions check box - mark it to enable the smooth switching between transparency levels instead of usual instantaneous switching. The smooth switching is far more visually attractive but more resource-intensive and requires a fast video adapter.

Ghost Action Options Panel

Available in: [Actual Window Manager](#), [Actual Transparent Window](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Ghost Action Options** panel allows adjusting the behavior of [ghosted windows](#).



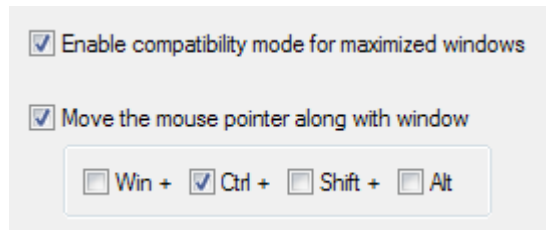
Unghost temporarily with check box - mark it to turn on the feature to suspend the "ghost" mode for all currently [ghosted windows](#) and make them mouse-interactive back, while you are holding the defined [key combination](#) pressed. You can define the desired key combination in the related group of controls:

- **Win +** check box - mark it to include the special <Win> key to the current key combination
- **Ctrl +** check box - mark it to include the special <Ctrl> key to the current key combination
- **Shift +** check box - mark it to include the special <Shift> key to the current key combination
- **Alt** check box - mark it to include the special <Alt> key to the current key combination

Move to Monitor Action Options Panel

Available in: [Actual Window Manager](#), [Actual Window Guard](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Move to Monitor Action Options** panel allows adjusting common options of [Move to Monitor action](#).



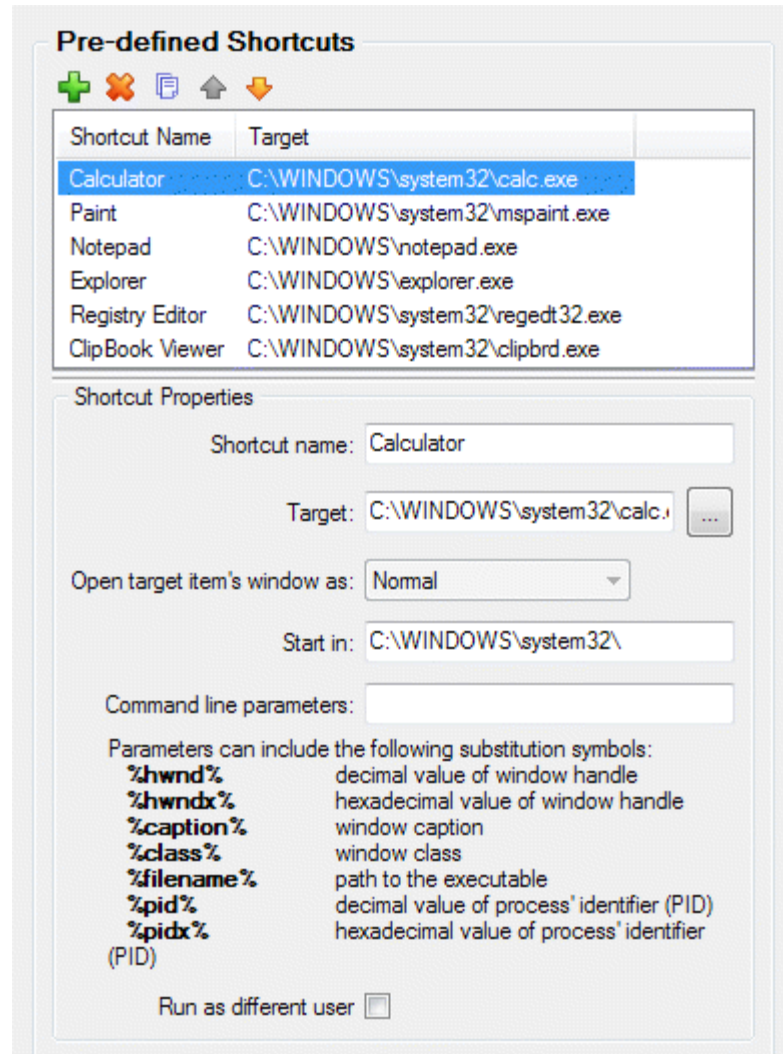
Enable compatibility mode for maximized windows check box - mark it to turn on the special compatibility mode for moving maximized windows between monitors.

Move the mouse pointer along with window check box - mark it to make the mouse pointer follow after a window any time you move it to another monitor if the certain modifier keys are pressed. In the related *group of controls* you can specify the modifier keys (<Ctrl> by default).



Start Program Action Options Panel




Available in: [Actual Window Manager](#), [Actual Window Guard](#), [Actual Title Buttons](#), [Actual Window Menu](#)

The **Start Program Action Options** panel allows pre-defining the custom [shortcuts](#) that will be available through the [Start Program title button's](#) context menu and the [Start program submenu](#).



Shortcuts toolbar - is related to the **Shortcuts list box** and contains the **buttons** for the following commands:

-  **Add Item button** - click it to add a new shortcut item
-  **Delete Item button** - click it to delete the shortcut item selected in the **Shortcuts list box**

-  **Copy Item** button - click it to add a new shortcut item which will be a copy of the shortcut item selected in the **Shortcuts** list box
-  **Move Item Up** button - click it to move the shortcut item selected in the **Shortcuts** list box one position up
-  **Move Item Down** button - click it to move the shortcut item selected in the **Shortcuts** list box one position down

Shortcuts list box - shows the list of the pre-defined shortcut items and contains the following columns:

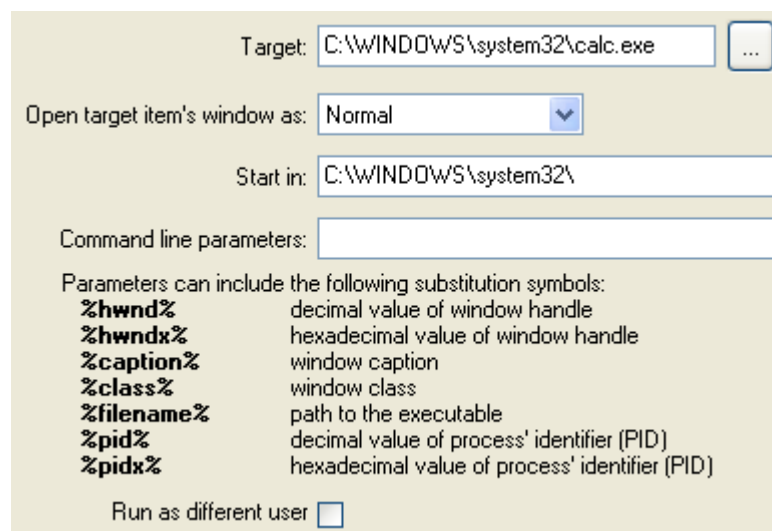
- **Shortcut Name** column - displays the name of a shortcut;
- **Target** column - displays the file name of shortcut's target object.

Shortcut Properties group - contains *visual controls* allowing to [adjust the properties](#) of the item currently selected in the **Shortcuts** list box:

- **Shortcut name** edit box - here you can specify or modify shortcut's name. We suggest to specify significant and self-explanatory identifiers for new shortcuts telling about their purpose or specificity;
- [properties group](#).

Adjusting Shortcut Properties

Each shortcut has a number of parameters which you should specify to make it operational:



The screenshot shows the 'Shortcut Properties' dialog box with the following fields and options:

- Target:** C:\WINDOWS\system32\calc.exe
- Open target item's window as:** Normal
- Start in:** C:\WINDOWS\system32\
- Command line parameters:** (empty text box)
- Parameters can include the following substitution symbols:**
 - %hwnd%** decimal value of window handle
 - %hwndx%** hexadecimal value of window handle
 - %caption%** window caption
 - %class%** window class
 - %filename%** path to the executable
 - %pid%** decimal value of process' identifier (PID)
 - %pidx%** hexadecimal value of process' identifier (PID)
- Run as different user:**

- **Target** edit box - specify here the target object to open: file name with the full path (it can be

executable program or any kind of document having the associated program to be opened with) or Internet shortcut (URL). You can click the related *button* to fill it with the help of standard "Open File" dialog.

Note

This is a **mandatory field**: you must fill it to make the shortcut item operational; otherwise, the shortcut will be useless.

- **Open target item's window as** *combo box* - select how you want target object's window to appear.

Note

Don't select the "Hidden" value unless you fully understand what you do.

- **Start in** *edit box* - specify here the full path to the work folder of the started program. Work folder contains files needed for a normal work of started program. Usually it's the folder where the started program's executable is located but in some cases it may differ. If you are not sure what to specify here leave this edit box empty.
- **Command line parameters** *edit box* - if the target object is a program which has command line parameters you can specify them here. Please note that *Actual Window Manager* provides you some additional [substitution symbols](#) which you can insert into the command line parameters - these symbols will be automatically replaced by the actual values retrieved from the target window.

Note

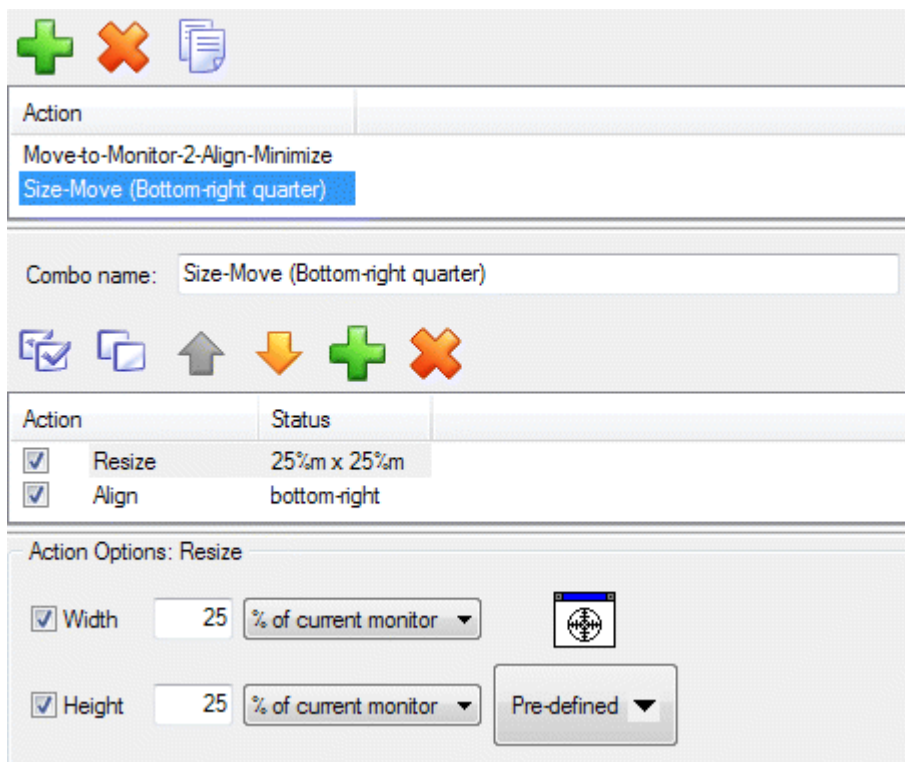
Please don't confuse the *target window* (window that you created settings for) and the *target object's window* (window that will be opened upon target window's startup for the target object you specified above).

- **Run as different user** *check box* - mark it if you'd like to launch the target object with another user's credentials. When launching the target object, the regular Windows® "Run as..." dialog will be displayed allowing you to specify the user name and password.




Combo Action Options Panel

Available in: [Actual Window Manager](#), [Actual Title Buttons](#).

The **Combo Action Options** panel allows adjusting common options of [Combo action](#).









Combos toolbar - relates to the **Combos list box** and contains the *buttons* for the following Combo item's related commands:

-  **Add Item button** - click it to add a new Combo item
-  **Delete Item button** - click it to delete the Combo item selected in the **Combos list box**
-  **Copy Item button** - click it to add a new Combo item, which will be a copy of the Combo item selected in the **Combos list box**

Combos list box - shows the list of the pre-defined Combo items and contains the following columns:

- **Name column** - displays the name of each Combo item.

Combo Properties group - contains *visual controls* allowing to edit the properties of the item currently selected in the **Combos** list box:

- **Combo name** edit box - click it to compose/change the name of the selected Combo item;
- **Actions** toolbar - allows managing the list of actions that constitute the combo sequence:
 -  **Enable All** button - click it to enable all actions at once
 -  **Disable All** button - click it to disable all actions at once
 -  **Move Up** button - click it to move the selected action one position up
 -  **Move Down** button - click it to move the selected action one position down
 -  **Add** button - click it to add a new action to the combo sequence
 -  **Delete** button - click it to delete the selected action
- **Actions** list box - displays the list of actions that constitute the combo sequence:
 - **Action** column - displays the name of each action
 - **Status** column - displays the current state of action parameters (if present)
- **Actions Options** group - here you can modify action parameters (if action has no configurable parameters then you will see the **No extra options** note)

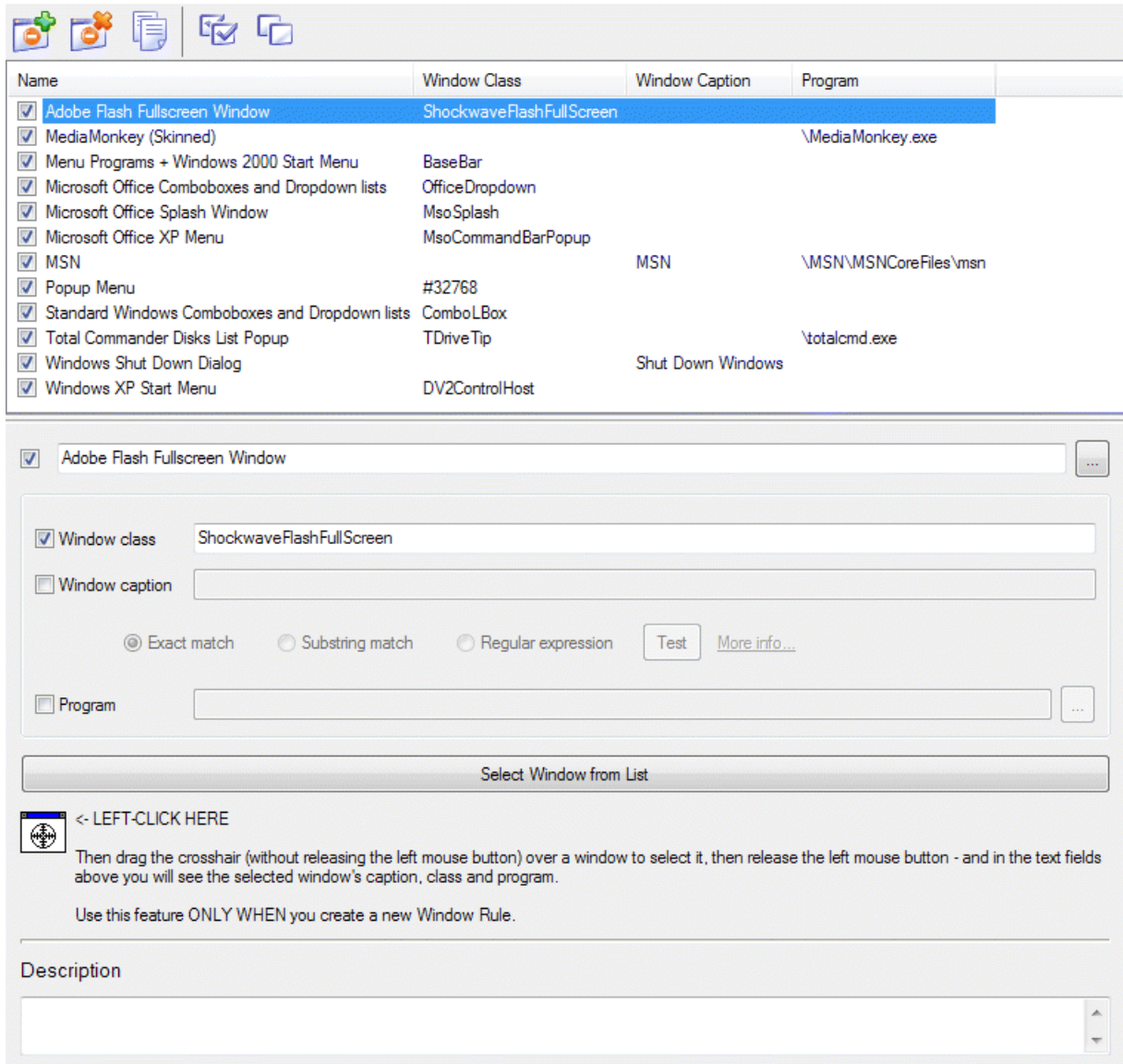
Actions Available for Combo Sequences

The following actions can be added to a combo sequence (please note that you can add as many instances of a certain action with different parameters as you need):

- [Align](#)
- [Change program priority](#)
- [Ghost/Unghost](#)
- [Ignore deactivation](#)
- [Lock mouse](#)
- [Make transparent](#)
- Maximize to Desktop
- Maximize/Restore
- [Minimize](#)
- [Move to monitor](#)
- [Move to virtual desktop](#)
- [Resize](#)
- [Roll up/Unroll](#)
- [Run keyboard macro](#)
- [Start/Stop mirror](#)
- [Start program](#)
- [Stay always-on-top](#)

Exclusions Pane

The **Exclusions** pane contains the following functional areas:



Name	Window Class	Window Caption	Program
<input checked="" type="checkbox"/> Adobe Flash Fullscreen Window	ShockwaveFlashFullScreen		
<input checked="" type="checkbox"/> MediaMonkey (Skinned)			\\MediaMonkey.exe
<input checked="" type="checkbox"/> Menu Programs + Windows 2000 Start Menu	BaseBar		
<input checked="" type="checkbox"/> Microsoft Office Comboboxes and Dropdown lists	OfficeDropDown		
<input checked="" type="checkbox"/> Microsoft Office Splash Window	MsoSplash		
<input checked="" type="checkbox"/> Microsoft Office XP Menu	MsoCommandBarPopup		
<input checked="" type="checkbox"/> MSN		MSN	\\MSN\\MSNCOREFILES\\msn
<input checked="" type="checkbox"/> Popup Menu	#32768		
<input checked="" type="checkbox"/> Standard Windows Comboboxes and Dropdown lists	ComboLBox		
<input checked="" type="checkbox"/> Total Commander Disks List Popup	TDriveTip		\\totalcmd.exe
<input checked="" type="checkbox"/> Windows Shut Down Dialog		Shut Down Windows	
<input checked="" type="checkbox"/> Windows XP Start Menu	DV2ControlHost		

Adobe Flash Fullscreen Window


Window class: ShockwaveFlashFullScreen

Window caption:

Exact match Substring match Regular expression Test [More info...](#)

Program:

Select Window from List

 <- LEFT-CLICK HERE






Then drag the crosshair (without releasing the left mouse button) over a window to select it, then release the left mouse button - and in the text fields above you will see the selected window's caption, class and program.

Use this feature ONLY WHEN you create a new Window Rule.

Description

- **Exclusions toolbar**
- **Exclusions list**
- **Target Window pane** containing the information related to the item selected in the *list*.

The **Exclusions toolbar** contains the following commands:

-  **Add Exclusion** - adds new item to the Exclusions list. The new item will get the default name *Exclusion <n>* (e.g. *Exclusion 1*, *Exclusion 2* etc.).
-  **Delete Exclusion** - deletes the item selected in the Exclusions list.
-  **Copy Exclusion** - adds new item that will be an exact copy of the item selected in the Exclusions list. The new item will get the default name *Copy <n> of <copied_item's_name>*.
-  **Enable All** - enables all Exclusions items.
-  **Disable All** - disables all Exclusions items.

In the **Exclusions list** each item represents a particular [exclusion rule](#). The list consists of the four columns:

- **Name** - shows the exclusion name
- **Window class** - shows the string value provided for the **Window Class** criterion of rule's [Target Window](#) criteria set
- **Window caption** - shows the string value provided for the **Window Caption** criterion of rule's [Target Window](#) criteria set
- **Program** - shows the string value provided for the **Program** criterion of rule's [Target Window](#) criteria set

You can click on any column's header to sort the list ascending/descending by that column in alphabetical order (by default, the list is sorted by the **Name** column).

Also, every item in this list has a *check box* on the left of its name. You can mark/unmark this check box to [enable/disable](#) particular rule.

Upon selecting the desired item, the [Target Window pane](#) will show its [Target Window](#) criteria values so you can alter them. You can select an item by:

- left- or right-clicking its name
- using the cursor keys
- typing a few first letters of its name to jump to it quickly









Specific Settings Pane

The ***Specific Settings*** pane contains the following functional areas:

Name	Window Class	Window Caption	Program
<input checked="" type="checkbox"/> Google Chrome	Chrome_WidgetWin_0	Google Chrome	\chrome.exe
<input checked="" type="checkbox"/> Microsoft Outlook	rctrl_renwnd32	Microsoft Outlook	\OUTLOOK.EXE
<input checked="" type="checkbox"/> Microsoft Outlook Notes	rctrl_notewnd32		\OUTLOOK.EXE
<input checked="" type="checkbox"/> Mozilla Firefox	MozillaWindowClass	Mozilla Firefox	\firefox.exe
<input checked="" type="checkbox"/> Mozilla Thunderbird	MozillaWindowClass	Mozilla Thunderbird	\thunderbird.exe
<input checked="" type="checkbox"/> Opera	OpWindow	Opera	\opera.exe
<input checked="" type="checkbox"/> Skype			\Skype.exe
<input type="checkbox"/> Tablet PC Input Panel	IPTip_Main_Window		\TabTip.exe
<input checked="" type="checkbox"/> Windows Task Manager	#32770	Windows Task Manager	C:\Windows\System32\taskmgr.exe

- ***Specific settings toolbar***
- ***Specific settings list***

The ***Specific Settings toolbar*** provides the functions to manage the list of specific settings:

-  **Add Window Rule** - adds a new **specific** window rule. A new rule has the default name `Window n` (e.g. `Window 1`, `Window 2`, etc.) and all its options are preset to the values defined for the **Default Settings rule**.
-  **Edit Window Rule** - opens a separate window where you can customize the selected window rule's **target window options** and **properties**
-  **Delete Window Rule** - deletes the selected **specific** window rule.
-  **Copy Window Rule** - adds a new rule that is an exact copy of the selected **Specific Window** rule.
-  **Enable All** - enables all specific window rules.
-  **Disable All** - disables all specific window rules.
-  **Restore to Default** - resets the selected specific rule's settings to those defined in the **Default Settings** rule.
-  **Copy Settings from...** - replaces the selected specific rule's settings with those defined in



another specific rule selected in the [Select Rule dialog](#).

In the **Specific settings** list each item represents a particular [specific rule](#). The list consists of the four columns:

- **Name** - shows rule's name
- **Window Class** - shows the string value provided for the **Window Class** criterion of rule's [Target Window](#) criteria set
- **Caption** - shows the string value provided for the **Window Caption** criterion of rule's [Target Window](#) criteria set
- **Program** - shows the string value provided for the **Program** criterion of rule's [Target Window](#) criteria set

You can click on any column's header to sort the list ascending/descending by that column in alphabetical order (by default, the list is sorted by the **Name** column).

Also, every item in this list has a *check box* on the left of its name. You can mark/unmark this check box to [enable/disable](#) particular rule.

You can select an item by:

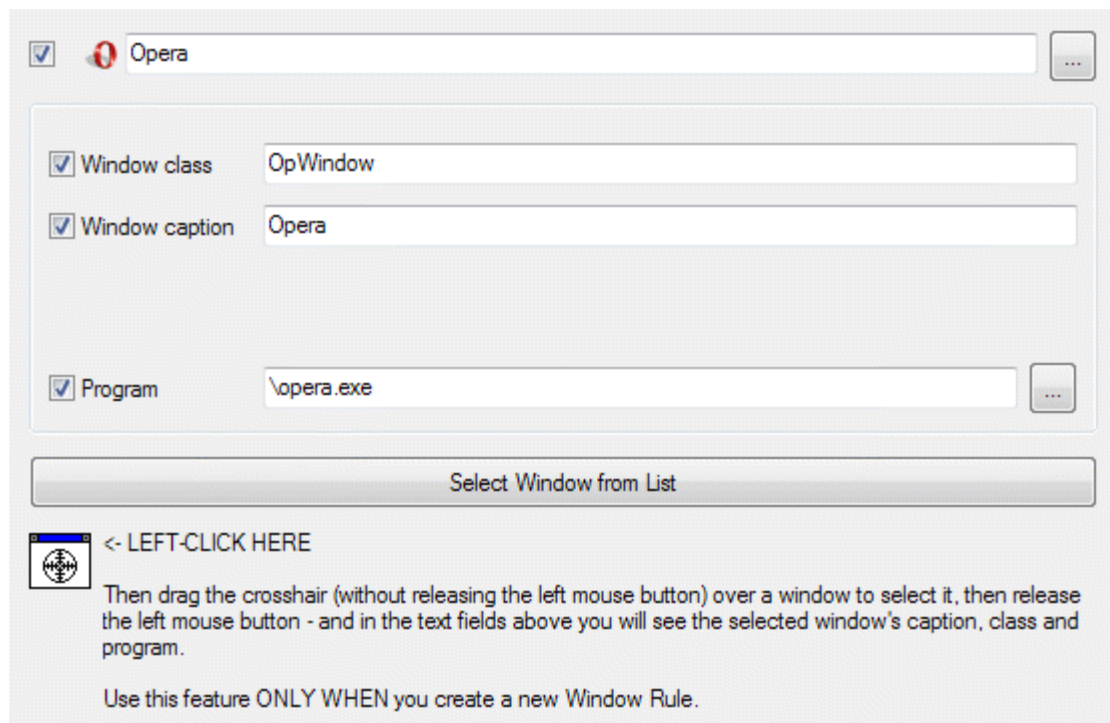
- left- or right-clicking on its name
- using the cursor keys
- typing a few first letters of its name to jump to it quickly


In addition, you can double-click the selected item or press <Enter> on it to invoke the Edit Window Rule command.

Target Window Pane

The **Target Window** pane contains visual controls that allow:

- enabling/disabling the window rule
- changing rule's name
- selecting which criteria will be used to determine the proper window or set of windows
- providing values for those criteria




 Opera

Window class

Window caption

Program

Select Window from List

 <- LEFT-CLICK HERE

Then drag the crosshair (without releasing the left mouse button) over a window to select it, then release the left mouse button - and in the text fields above you will see the selected window's caption, class and program.

Use this feature **ONLY WHEN** you create a new Window Rule.

The **first check box** allows you *enabling/disabling* a rule. For the [specific rule](#), the use of this check box is similar to use of the check box near the rule's name in the [Window Settings page](#).

The **edit box** allows you changing rule's name.

The **...** button opens the special dialog window where you can change additional rule's properties like **Author** and **Description**.

Window class check box allows you *enabling/disabling* the **Window Class** criterion. If it's enabled its value will be used for Target Window determination.

Window Class edit box allows you specifying a string value for the **Window Class** criterion. Note that this edit box is active only when its check box is checked.



Window caption check box allows you enabling/disabling the **Window Caption** criterion. If it's enabled its value will be used for Target Window determination.

Window Caption edit box allows you specifying a string value for the **Window Caption** criterion. Note that this edit box is active only when its check box is checked.

Related **Exact match**, **Substring match** radio buttons allow selecting one of two simple comparison modes for a specified string; selecting the **Regular expression** radio button will treat the specified string as a [regular expression](#) (the related **Test** button opens the special [Test Regexp dialog](#) where you can check the specified regular expression against any desired sample string to verify the expression's correctness).

Program check box allows you enabling/disabling the **Program** criterion. If it's enabled its value will be used for Target Window determination.

Program edit box allows you specifying a string value for the **Program** criterion. Note that this edit box is active only when its check box is checked.

The **...** button opens a standard Windows® "Open File" dialog box where you can conveniently select the desired executable file.



The **Select Window From List** button opens the dialog box of the [Window Selector](#) magic tool.

The **crosshair** icon represents the [Window Finder](#) magic tool.

Use either the [Window Selector](#) or [Window Finder](#) to fill the criteria values automatically, easily and accurately.

Window Finder

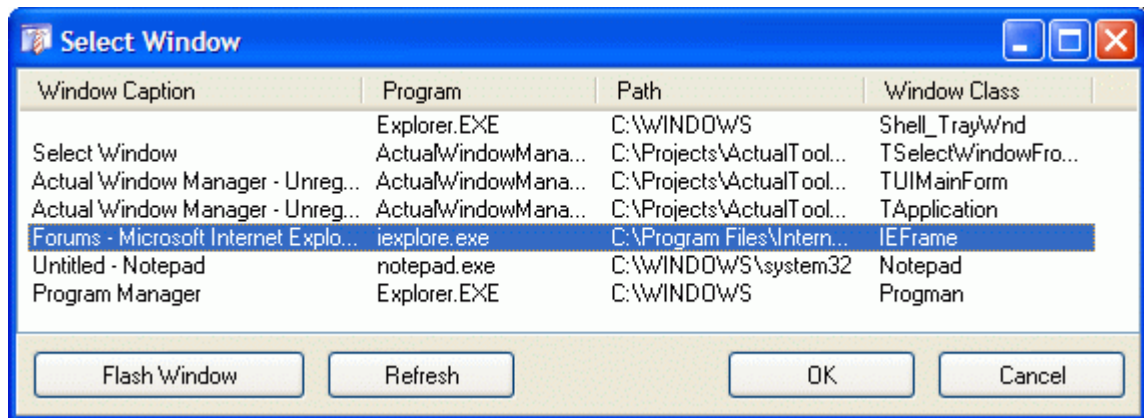
Window Finder is a small easy-to-use magic tool that automatically fills the [Target Window criteria](#) fields with the correct values. It looks like a small "crosshair" picture on the [Target Window pane](#). Follow the steps below to retrieve the necessary values with the **Window Finder**:

- open a desired window and leave it visible on the [desktop](#)
- place the mouse pointer over this picture 
- press and hold the left mouse button (the mouse pointer will change to )
- drag this cursor (without releasing the left mouse button) over the desired window and only then release the left mouse button
- return to the **Actual Tools** program's [Configuration Module](#) and check the criteria fields in the [Target Window pane](#): they will be filled with the proper values

Also, you can use the [Window Selector](#) magic tool to retrieve values from a required window.

Window Selector

Window Selector is a small easy-to-use magic tool that automatically fills the [Target Window criteria](#) fields with the correct values. You can activate it by clicking the [Select Window From List](#) button.



There is a list of currently running windows (some of them may be minimized) which consists of the four columns:

- **Window caption** - a current window caption string. It is defined by an application and often contains the name of the application and, perhaps, some related information (e.g. document name, current program state etc.).
- **Program** - a name of application's executable file.
- **Path** - a full path to application's executable file.
- **Window class** - a name of a window class as it is used by *Windows*®.

Follow the steps below to retrieve the necessary values with the **Window Selector**:

- open the desired window
- activate the **Window Selector**
- find your window in the window list and select it by clicking the left mouse button or using the cursor keys
- click the **OK** button
- check the criteria fields in the [Target Window pane](#): they will be filled with the proper values

Also, you can use the **Flash Window** button in the following manner to be sure you have selected the right



window:

- be sure the window you wish to configure is open
- select this window in the list
- click the **Flash Window** button
- selected window's border and taskbar button will flash for a short time

Also you can use the [Window Finder](#) magic tool to retrieve values from a required window.

Test Regexp Dialog

The **Test Regexp dialog** is a convenient tool which allows you check and correct any specified regular expression in a quick and vivid manner.



Pattern edit box - displays the regular expression you specified for the [Window Caption criterion](#).

Text edit box - here you can enter the text string expected in target window's caption.

Test button - click this button to fill the list box below with the results of processing the text sample with the specified pattern.

If the results of processing do not satisfy you - you can correct the pattern and test it again until you get the required result. Click the **OK button** to store the pattern as a value for the Window Caption criterion or click the **Cancel button** to cancel any changes you made in the pattern.

You can get a quick reference on the syntax of regular expressions [here](#).

Window Rule Properties

Window rule properties allow you defining [what](#) and [when](#) will be done with a particular window. All properties are grouped by their basic purpose within the property sheets. Property sheets' number and composition vary from one product to another. In the best case (if you're using [Actual Window Manager](#)) they are:













-  [Index](#) panel
-  [Startup](#) property sheet
-  [Closing](#) property sheet
-  [Position](#) property sheet
-  [Size](#) property sheet
-  [Minimizing](#) property sheet
-  [Rollup](#) property sheet
-  [Transparency](#) property sheet
-  [Ghost](#) property sheet
-  [Priority](#) property sheet
-  [Title Buttons](#) property sheet
-  [Window Menu](#) property sheet



Index Panel

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

The **Index** panel displays the summary of settings activated on [other property sheets](#), thus allowing you to quickly observe the overall settings status.

	Target Window	Window class: #32770 Window caption: Windows Task Manager Program: C:\Windows\System32\taskmgr.exe
	Startup	
	Closing	
	Position	Via title button: middle-right Via window menu item: top-center
	Size	Via border right-click Via title button: - x 100%<i>m</i> Via window menu item: - x 100%<i>m</i> After Moving to Another Monitor: Keep aspect ratio
	Minimizing	Minimization Mode: Minimize to tray Via window menu item Tray Icon Options: No icon Screen Icon Options: On top
	Rollup	Via title button Via window menu item
	Transparency	While mouse-hovering: 10% Via title button: 25% Via window menu item: 25%
	Ghost	Via window menu item
	Priority	Via window menu item
	Title Buttons	Roll up Stay always-on-top Send to bottom Make transparent: 25% Align: middle-right Resize: - x 100%<i>m</i> Move to monitor: <next> Move to virtual desktop Put into Divider tile Show grouping button
	Window Menu	AltMin Roll up Stay always-on-top Send to bottom Make transparent 25% Align: top-center Resize: - x 100%<i>m</i> Change program priority Ghost Move to monitor Restrict placement Pin to desktop Move to virtual desktop Start program Snap Maximize to desktop Mirror Put into Divider tile
Description		
<div style="border: 1px solid #ccc; height: 40px;"></div>		

Also it's a navigation tool: you can use *hyperlinks* with property sheets' names to quickly access the desired set of options.



Startup Property Sheet

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

The **Startup** property sheet allows defining the initial target window state by selecting and configuring actions that should be executed at target window's [startup](#).

At Window Startup

Action	Status
<input checked="" type="checkbox"/> Change program priority	Above normal
<input type="checkbox"/> Change program affinity	CPU 0, CPU 1
<input type="checkbox"/> Ghost	
<input type="checkbox"/> Hide mouse pointer	
<input type="checkbox"/> Remove taskbar entry	
<input checked="" type="checkbox"/> Make transparent	20%
<input type="checkbox"/> Start program	
<input type="checkbox"/> Change caption	
<input type="checkbox"/> Change icon	
<input checked="" type="checkbox"/> Move to monitor	Having mouse pointer
<input checked="" type="checkbox"/> Resize	800 x 600
<input checked="" type="checkbox"/> Align	top-center
<input type="checkbox"/> Stay always-on-top	Always
<input type="checkbox"/> Open as	Normal
<input type="checkbox"/> Move to virtual desktop	All desktops
<input type="checkbox"/> Pin to desktop	
<input type="checkbox"/> Run keyboard macro	With delay 0,1 sec
<input type="checkbox"/> Mirror	Fixed scale: x1, Mirror the mouse pointer
<input type="checkbox"/> Send to bottom	
<input type="checkbox"/> Lock mouse	
<input type="checkbox"/> Ignore deactivation	
<input checked="" type="checkbox"/> Close	With delay 10 sec

Action Options: Close

Delay before closing sec

Options

Change standard window parts

Border and title bar	leave as is
Resizable frame	leave as is
Title bar's icon and buttons	leave as is
Minimize button only	remove
Maximize button only	leave as is

Delay before change sec

Block premature appearance of window

Compatibility mode

Disable the scrolling of inactive windows

Disable the scrolling with the Hand tool

Custom scroll speed steps [More...](#)

Disable Desktop Divider

At Window Startup group - contains the list of actions which you can apply to the target window upon its startup and the **Action Options** group. List of actions displays the set of items where each item represents a single action and has a *checkbox* on the left allowing to enable/disable the corresponding action's execution (also you can use the related toolbar buttons to enable/disable all items at once). The **Name** list column displays the action name and the **Status** list column displays the current state of action parameters, if present.

To adjust desired action's parameters, select it in the list and in the **Action Options** group below you will see some extra controls allowing to change action parameters (if action has no configurable parameters then you will see the **"No extra options"** note).

Note

The actions will be executed in the exact order as they are shown in the action list.

The following actions can be selected to execute at startup:

- **Change program priority** item - mark this item's check box to [change the execution priority](#) of an application which the target window belongs to. In the corresponding **New program priority** combo box you can select the desired priority value.

Note

You can modify these options also in the [Priority property sheet](#).

- **Change program affinity** item - mark this item's check box to [change the affinity](#) of an application which the target window belongs to. In the corresponding *set of check boxes* you can define the set of processors which target window's application should run on (please note that *at least one processor must be selected*).
- **Ghost** item - mark this item's check box to [ghost](#) the target window.

Note

You can modify these options also in the [Ghost property sheet](#).

- **Hide mouse pointer** item - mark this item's check box to [hide the mouse pointer](#) when it hovers over the target window.
- **Remove taskbar entry** item - mark this item's check box to [remove the button](#) that corresponds to target window's application from the *Windows®* taskbar.
- **Make transparent** item - mark this item's check box to [make the target window transparent](#) of a certain level. In the corresponding *group* of controls you can specify the transparency level value.

Note

You can modify these options also in the [Transparency property sheet](#).

- **Start program** item - mark this item's check box to define the shortcut and [start the specified program](#) along with target window's launch. In the related *group of controls* you can [adjust the shortcut properties](#).
- **Change caption** item - mark this item's check box to [replace target window's default caption string](#)

with the specified value. In the corresponding **Change caption to edit box** you can specify the desired string value. Also, there is an additional **Keep persistent check box** - mark it to prevent further attempts to change the caption string you specify.

- **Change icon item** - mark this item's check box to [replace target window's default icon](#) with the selected one. In the corresponding **Change window icon to selector box** you can choose an icon from the list of more than 250 icons shipped with *Windows*® by default, or browse for custom icons. You can reset the icon to that one assigned to window rule using the **Copy from the Rule button**.
- **Move to monitor item** - mark this item's check box to [place the target window to the specified monitor](#) in according to the option selected in the related *group of radio buttons*:
 - **Exactly specified radio button** - put the target window onto the monitor selected in the related *combo box*;
 - **Having mouse pointer radio button** - put the target window onto the monitor which the mouse pointer is currently on;
 - **Of parent window radio button** - put the target window onto the same monitor of its parent window (if the target window has any).
 - **Primary radio button** - put the target window onto the monitor which is designated in the system as primary at the moment of window's appearance.

Note

You can modify these options also in the [Position property sheet](#).

- **Resize item** - mark this item's check box to [resize the target window](#) to specified dimensions. In the corresponding *group* of controls you can specify these dimensions in either absolute or relative units.

Note

You can modify these options also in the [Size property sheet](#).

- **Align item** - mark this item's check box to [align the target window within desktop](#) in the specified way. In the corresponding **Align window to combo box** you can select the way of aligning from 9 pre-defined ones.

Note

You can modify these options also in the [Position property sheet](#).

- **Put into Divider tile item** - mark this item's check box to [put the target window into the specified tile](#) of a selected layout. In the corresponding **Layout combo box** you can select one of the available [tile layouts](#) and then select the required tile in the *layout preview*.
- **Stay Always-On-Top item** - mark this item's check box to control target window's [Always-On-Top](#)

[state](#). In the related **Stay Always-On-Top** group of controls you can define the way of controlling:

- **Always** radio button - check it to *always* place the target window on top
- **Never** radio button - check it to *never* place the target window on top (i.e. clear the Always-on-Top state even if it was set somehow)
- **As before** radio button - check it to save the current Always-on-Top state on target window's [closing](#) and restore this state next time the target window will be opened
- **Freeze** check box - check it to deny any application's attempts to change the Always-on-Top state which was set by the **Actual Tools** program
- **Open as** item - mark this item's check box to [open the target window in an appropriate state](#): normal, minimized or maximized. In the corresponding **Window will be opened as** combo box you can specify the desired target window's appearance.

Note

Enabling this action and selecting the **Minimized Window** appearance is equivalent to marking the [At startup check box](#) in the [Minimizing property sheet](#).

- **Move to virtual desktop** item - mark this item's check box if you are using the [Virtual Desktops facility](#) and want to control target window's appearance within virtual desktops' infrastructure. In the related group of controls you can define where the target window should go upon startup:
 - **All desktops** radio button - check it to make the target window [visible on all virtual desktops](#)
 - **Specified desktop** radio button - check it to [move the target window to the specified virtual desktop](#). In the related combo box you can select the target virtual desktop from the [list](#). Also you can mark the related **Switch to the target virtual desktop** check box if you'd like to [activate](#) the target virtual desktop along with placing the target window to it.
- **Pin to desktop** item - mark this item's check box to ["stick" the target window to desktop's surface](#).
- **Run keyboard macro** item - mark this item's check box to [send the defined sequence of keystrokes](#) to the target window. In the corresponding group of controls you can:
 - type the text of macro in the *multi-line edit box* considering the following rules:
 - *alphanumeric characters* should be typed "as is"
 - to insert a *key combination* into the macro sequence, use the **Add key combination** group controls - click the *edit box*, press the desired key combination (it will be displayed in that field immediately), then click the **Insert** button (or you can simply type the combination enclosing it with angle brackets - e.g. <Ctrl+F5>, <Alt+Shift+B>, <Ctrl+End>, etc.)
 - to insert a *special key* into the macro sequence, use the **Special keys** dropdown button - just click it and select the desired special key from the dropdown list (or you

can simply type the special key alias enclosing it with angle brackets - e.g. <PgDn>, <BkSp>, <Ins>, etc.)

- specify the time to wait after window's opening before sending the sequence to the window - mark the **Delay before running** check box and provide in the *edit box* the desired amount of seconds to wait
- **Mirror item** - mark this item's check box to [run a mirror](#) for the target window.
- **Send to Bottom item** - mark this item's check box to [put the target window behind](#) all other open windows.
- **Switch audio playback to device item** - mark this item's check box to automatically switch audio playback in a just launched multimedia application to a device defined by a selected option.

Note

This item in **Window Settings - Default Settings - Startup** panel is the same to [these options](#).

- **Lock mouse item** - mark this item's check box to [lock the mouse pointer](#) within the target window.
- **Ignore deactivation item** - mark this item's check box to force the target window [stay focused](#) even when you switched to another window.
- **Close item** - mark this item's check box to [close](#) the target window. In the corresponding *group* of controls you can mark the **Delay before closing** check box to specify in the related *edit box* the proper amount of seconds to wait before the target window will be closed.

Options group - allows adjusting the [Startup trigger](#) options. Currently the following options are available:

- **Change standard window parts check box** - mark it to enable the [adding/removing of standard window controls](#). In the related *group* of controls you can define which controls should be added/removed:
 - **Border check box** - mark it to add/remove target window's border (including the title bar).
 - **Resizable frame check box** - mark it to add/remove the resizable frame (if present) that allows "rubber stretching" of the target window. After that, the target window can't be resized manually.
 - **Title bar icon and buttons check box** - mark it to add/remove from target window's caption both the window icon and all standard title buttons.
 - **Minimize button only check box** - mark it to add/remove from target window's caption only the standard Minimize title button.
 - **Maximize button only check box** - mark it to add/remove from target window's caption only the standard Maximize title button.
 - **Delay before change check box** - mark it to apply the specified changes not immediately but

after some time. In the related *spin edit* you can specify the proper amount of seconds (positive integer or fractional value) to wait before applying the changes.

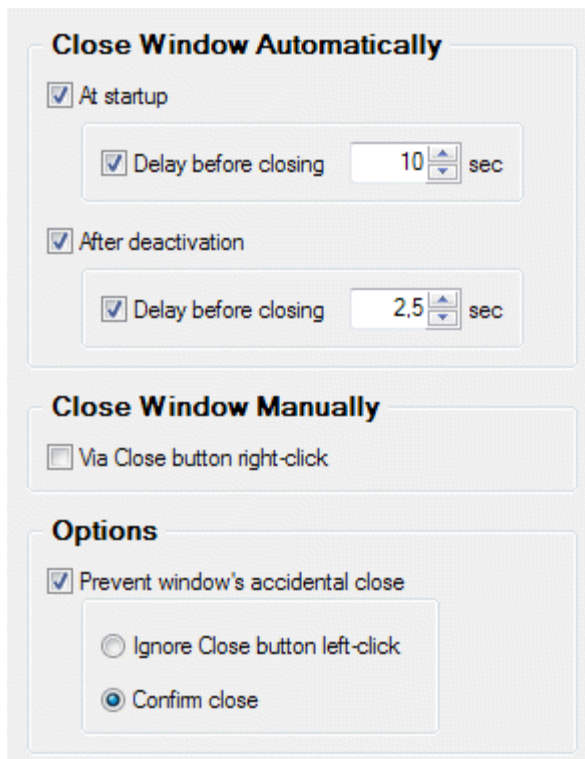
- **Block premature appearance of window** *check box* - mark it to keep the target window invisible until the moment all actions modifying window's placement (such as [Align](#), [Resize](#), etc.) are applied. If you encounter visibility problems with certain window when the premature appearance blocking is enabled - try to mark the related **Compatibility mode** *check box*, it helps to get rid of the problems in most cases. If nothing helps - turn off the premature appearance blocking completely.
- **Disable the scrolling of inactive windows** *check box* - mark it if you have any troubles with scrolling the target window's contents when the [Scroll inactive windows with the mouse wheel option](#) is enabled.
- **Disable the scrolling with the Hand tool** *check box* - mark it if you have any troubles with scrolling target windows using the [Hand tool](#).
- **Custom scroll speed** *check box* - mark it to speed up the scrolling of inactive target windows (i.e. when the [Scroll inactive windows with the mouse wheel option](#) is enabled). In the related *group of controls* you can specify the multiplier factor for the [number of lines](#) scrolled for one wheel's notch.
- **Disable Desktop Divider** *check box* - mark it to exclude the target window from the scope of the [Desktop Divider facility](#).



Closing Property Sheet

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

The **Closing** property sheet allows controlling various [closing](#) options.



The screenshot shows the 'Closing Property Sheet' dialog box. It is divided into three main sections: 'Close Window Automatically', 'Close Window Manually', and 'Options'.
1. **Close Window Automatically**:
- At startup
- Delay before closing: 10 sec
- After deactivation
- Delay before closing: 2.5 sec
2. **Close Window Manually**:
- Via Close button right-click
3. **Options**:
- Prevent window's accidental close
- Ignore Close button left-click
- Confirm close

At startup check box - mark it to automatically [close](#) the target window at its [startup](#). In the related *group* of controls you can mark the **Delay before closing** check box to specify in the related *edit box* the proper amount of seconds (positive integer or fractional value) to wait before the target window will be closed.

After deactivation check box - mark it to automatically [close](#) the target window when it [becomes inactive](#). In the related *group* of controls you can mark the **Delay before closing** check box to specify in the related *edit box* the proper amount of seconds (positive integer or fractional value) to wait before the target window will be closed.

Via Close button right-click check box - mark it to enable the manual target window's [closing](#) by the [right-click on its standard Close title button](#).

Prevent window's accidental close check box - mark it to let **Actual Tools** program to monitor and intercept



your attempts to close the target window. In the related *group of radio buttons* you can select the preferred way of prevention:

- **ignore Close button left-click** *radio button* - mark it to block the standard **Close** *title button* and simply do nothing if you left-click it
- **confirm close** *radio button* - mark it to show the special query dialog every time you will try to [close](#) the window



Position Property Sheet

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

The **Position** property sheet allows finely adjusting target window's [placement](#).

Change Window Position Automatically

Move at startup to monitor

Exactly specified Monitor 1 ▾
 Having mouse pointer
 Of parent window
 Primary

Restrict placement

Window Border Limits

Left pixels
 Top pixels
 Right pixels
 Bottom pixels

Align at startup to

top-center ▾

Position

Horizontal shift pixels

Vertical shift pixels

Change Window Position Manually

Via title button

middle-center ▾

Position

Horizontal shift pixels

Vertical shift pixels

Via window menu item

middle-right ▾

Position

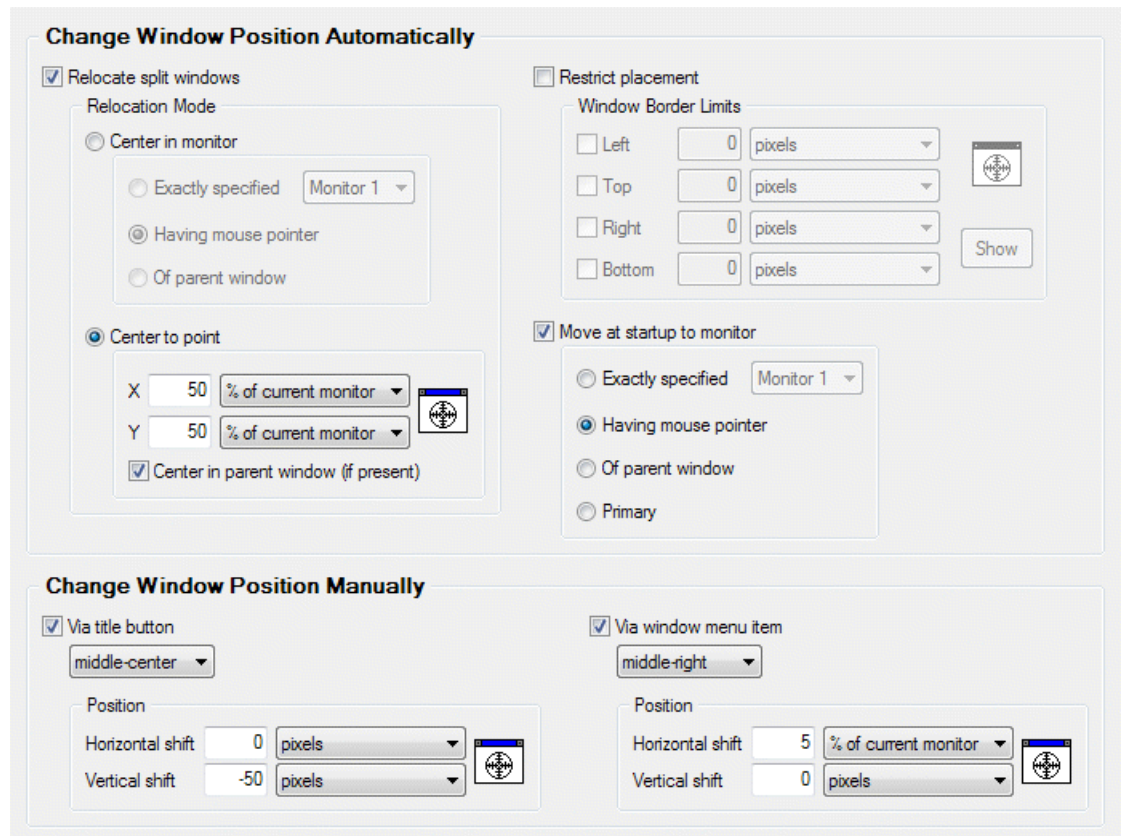
Horizontal shift pixels

Vertical shift pixels

Options

Save position on exit

Specific Settings options



Change Window Position Automatically

Relocate split windows

Relocation Mode

Center in monitor

Exactly specified Monitor 1

Having mouse pointer

Of parent window

Center to point

X % of current monitor

Y % of current monitor

Center in parent window (if present)

Restrict placement

Window Border Limits

Left pixels

Top pixels

Right pixels

Bottom pixels

Move at startup to monitor

Exactly specified Monitor 1

Having mouse pointer

Of parent window

Primary

Change Window Position Manually

Via title button

middle-center

Position

Horizontal shift pixels

Vertical shift pixels

Via window menu item

middle-right

Position

Horizontal shift % of current monitor

Vertical shift pixels

Default Settings options

Move at startup to monitor check box - mark it to [move the target window to specified monitor](#) at target window's [startup](#) in according to the option selected in the related *group of radio buttons*:

- **Exactly specified** radio button - put the target window onto the monitor selected in the related *combo box*;
- **Having mouse pointer** radio button - put the target window onto the monitor which the mouse pointer is currently on;
- **Of parent window** radio button - put the target window onto the same monitor of its parent window (if the target window has any).
- **Primary** radio button - put the target window onto the monitor which is designated in the system as primary at the moment of window's appearance.

Align at startup to check box - mark it to [align](#) the target window automatically upon its [startup](#). In the related *group of controls* you can define a particular [alignment](#) to apply.

Relocate split windows check box - mark it to automatically center a window, which appears between several monitors in the multi-monitor environment, at window's [startup in the specified monitor](#) or [to the specified point](#)

[of desktop](#). In the related **Relocation Mode** *group* you can define in which way the target window should be relocated:

- **Center in monitor** *radio button* - use this option if you want to center the split window in the monitor selected in according to the option selected in the related group of radio buttons:
 - **having mouse pointer** *radio button* - the split window will be centered in the monitor currently containing the mouse pointer
 - **of parent window** *radio button* - the split window will be centered in the monitor currently containing the window which is considered as a parent for the relocated one
 - **specified below** *radio button* - the split window will be centered in the monitor selected in the related *combo box*
- **Center to point** *radio button* - this option is mostly intended to use with the multi-monitor clients of *Windows® Terminal Server*. In the related *group* of controls you can easily define a particular point on the desktop; this point is considered *as a center of relocated window*. Also, there is the **Center in parent window (if present)** *check box* that can be marked to center the split window within its parent window's boundaries.

Restrict placement *check box* - mark it to enable the [placement restrictions](#) for the target window. In the related **Window Border Limits** *group* of controls you can define the limits for any of four window borders, either manually or with the help of Window Finder tools; also you can use the **Show** *button* to display the allowed placement area in according to specified limits.

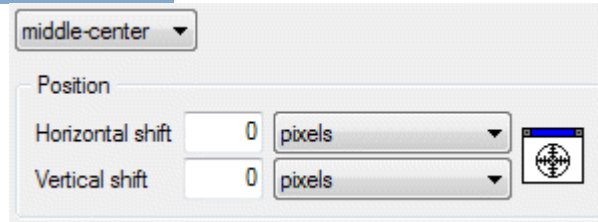
Via title button *check box* - mark it to add the [Align title button](#) to target window's title bar. In the related *group of controls* you can define a particular [alignment](#) to apply when you click this button.

Via window menu item *check box* - mark it to add the [Alignment submenu](#) to target window's system window menu. In the related *group of controls* you can define a particular [alignment](#) to display in this submenu along with the [9 pre-defined alignments](#).

Save position on exit *check box* - mark it to save the current target window position upon its [closing](#) and restore this position next time the target window will be opened.

Adjusting Window Alignment

You can define a particular **window alignment** by using the following standard *visual controls*:



- **Alignment** *combo box* - here you can select a pre-defined window position within its current monitor
- **Horizontal shift** *combo box* - here you can select appropriate measure units - either absolute (*screen pixels*) or relative (*percent of corresponding property of current monitor/desktop*) - for the value typed in the *edit box*
- **Horizontal shift** *edit box* - here you can specify the desired amount of units selected in the *combo box* to shift the target window horizontally from its aligned position (top-left, middle-center etc.); type an integer value (either [positive or negative](#); zero means no shift)
- **Vertical shift** *combo box* - here you can select appropriate measure units - either absolute (*screen pixels*) or relative (*percent of corresponding property of current monitor/desktop*) - for the value typed in the *edit box*
- **Vertical shift** *edit box* - here you can specify the desired amount of units selected in the *combo box* to shift the target window vertically from its aligned position (top-left, middle-center etc.); type an integer value (either [positive or negative](#); zero means no shift)
- **Window Finder** *icon* - drag the crosshair over the desired window to retrieve its current position and calculate shift values from it



Size Property Sheet

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

The **Size property sheet** helps you to control in which ways the target window can be [resized](#).

Resize Window Automatically

At startup to

Width pixels

Height pixels Pre-defined ▼

Fix maximal size to

Width % of current monitor

Height % of current monitor Pre-defined ▼

Fix minimal size to

Width pixels

Height pixels Pre-defined ▼

Fix maximal size to

Width % of current monitor

Height % of current monitor Pre-defined ▼

Resize Window Manually

Via title button

Width % of current monitor

Height % of current monitor Pre-defined ▼

Via window menu item

Width % of desktop

Height % of desktop Pre-defined ▼

Via border right-click [More...](#)

Options

Save size on exit [Global Resize options...](#)

After Moving to Another Monitor [Global Multi-Monitor options...](#)

Leave as is
 Keep aspect ratio
 Fit target monitor

At startup to check box - mark it to [resize the target window as defined](#) at its [startup](#).

Fix minimal size to check box - mark it to keep the target window not to be *smaller* than the [defined size](#).

Fix maximal size to check box - mark it to keep the target window not to be *larger* than the [defined size](#).

Via title button check box - mark it to add the [Resize title button](#) to target window's title bar. If you left-click this button the target window will be resized [as defined](#); right-click displays button's context menu.

Via window menu item check box - mark it to add the [Resize window submenu](#) to target window's system window menu.

Via border right-click check box - mark it to enable target window's [stretching](#) by [right-clicking its border parts](#).

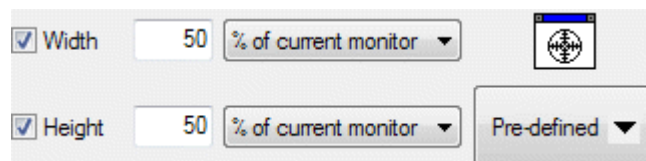
Save size on exit check box - mark it to save the current target window size upon its [closing](#) and restore this size next time the target window will be opened.

After Moving to Another Monitor group - contains *radio buttons* allowing to define how target window's size should be adjusted when the target window [is moved to another monitor](#):

- **leave as is radio button** - size remains the same. This can be useful if all your monitors have the *same resolution* so no adjustment is required
- **keep aspect ratio radio button** - if target monitor has a lower/higher resolution than the previous one then window will be reduced/enlarged appropriately so it will take the same relative amount of screen space on any monitor
- **fit target monitor radio button** - keep window wholly within target monitor boundaries. If window exceeds these boundaries then it will be shifted towards target monitor's top-left; if it still exceeds the boundaries then its size will be reduced appropriately

Adjusting Window Size

You can define a particular **window size** by using the following standard *visual controls*:



The image shows a control panel for window size. It features two rows of controls. The first row has a checked checkbox labeled 'Width', an input field containing the number '50', a dropdown menu currently showing '% of current monitor', and a small icon of a window with a crosshair. The second row has a checked checkbox labeled 'Height', an input field containing the number '50', a dropdown menu currently showing '% of current monitor', and a dropdown menu labeled 'Pre-defined' with a downward arrow.

- **Width check box** - mark it to consider the provided width value while applying the defined size
- **Width edit box** - here you can type a value (zero or positive integer) in according to selected measure units
- **Width combo box** - here you can select the desired measure units (*pixels, percent of current monitor's*

width or percent of entire desktop's width) for a value typed in the edit box

Note

If you have only a single monitor then "current monitor" and "desktop" are equivalent.

- **Height check box** - mark it to consider the provided height value while applying the defined size
- **Height edit box** - here you can type a value (zero or positive integer) in according to selected measure units
- **Height combo box** - here you can select the desired measure units (*pixels, percent of current monitor's height or percent of entire desktop's height*) for a value typed in the *edit box*

Note

If you have only a single monitor then "current monitor" and "desktop" are equivalent.

- **Window Finder icon** - use this magic tool to retrieve actual values for both width and height from a particular window
- **Pre-defined button** - click it to select the size from the list of sizes pre-defined at [Resize Action options](#)



Minimizing Property Sheet

Available in: [Actual Window Manager](#), [Actual Window Minimizer](#).

The **Minimizing** property sheet allows controlling various target window [minimization](#) options.

Minimize Window Automatically

At startup

After deactivation

Delay before minimization sec

Minimize Window Manually

Via title button

Tray Screen


Via window menu item

Via Close button click [More...](#)

Options

<p>Minimization Mode</p> <p><input checked="" type="radio"/> Taskbar</p> <p><input type="radio"/> Tray</p> <p><input type="radio"/> Screen</p>	<p>Tray Icon Options</p> <p><input checked="" type="radio"/> Toggle</p> <p><input type="radio"/> Permanent</p> <p><input type="radio"/> No icon</p>	<p>Screen Icon Options</p> <p>Mode</p> <p><input checked="" type="radio"/> Icon</p> <p><input type="radio"/> Thumbnail</p> <p><input type="checkbox"/> Permanent</p> <p><input type="checkbox"/> Large</p> <p><input checked="" type="checkbox"/> On top</p> <p><input type="checkbox"/> Save position</p>
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Block self-restoration

Use custom tray/screen icon 

Use double click

At startup check box - mark it to [minimize](#) the target window automatically at its [startup](#).

After deactivation check box - mark it to [minimize](#) the target window automatically when it [becomes inactive](#).

In the related *group* of controls you can mark the **Delay before minimization** check box to specify in the related *edit box* the proper amount of seconds (positive integer or fractional value) to wait before the target



window will be minimized.

Via title button check box - mark it to add the [AltMin title button](#) to target window's title bar.

Via window menu item check box - mark it to add the [AltMin submenu](#) to target window's system window menu.

Via Close button click check box - mark it to [minimize](#) the target window instead of [closing](#) it when you left-click its standard **Close** title button.

Minimization Mode group - contains *radio buttons* allowing you to select how the target window should be minimized in any conventional way (i.e. by clicking its Minimize title button, or by selecting the Minimize command in its window menu, or when the target window is minimized automatically by its application):

- **Taskbar** *radio button* - minimize the target window as usual
- **Tray** *radio button* - minimize the target window [to the system tray](#)
- **Screen** *radio button* - minimize the target window [on the screen](#)

Tray Icon Options group - contains *radio buttons* allowing to define tray icon's behavior:

- **Toggle** *radio button* - icon will appear in the tray when you minimize the target window and will be removed from there when you left click it to restore the target window to its normal size
- **Permanent** *radio button* - icon will be visible all the time window is present (does not matter it is opened or minimized), so you can use this icon as a switch by left clicking it to minimize/restore the target window
- **No icon** *radio button* - no icon will be added to the tray when you minimize the target window, so you can use this option either to completely hide the target window or for applications that already have their own icon in the tray (e.g. *MS Outlook 2003*)

Screen Icon Options group - allows defining the screen icon's behavior:

- **Mode group** - here you can define what to display when the window is minimized to a screen icon to tell apart screen icons for different windows:
 - **Icon** *radio button* - program's icon will be displayed (default value)
 - **Thumbnail** *radio button* - window thumbnail will be displayed (this option's work depends on the [Window Thumbnails service](#))
- **Permanent** *check box* - check it, and the icon will be visible all the time the target window is present



(does not matter if it is opened or minimized), so you can use this icon as a switch by left double-clicking it to minimize/restore the target window

- **Large check box** - check it to make the screen icon larger (large icons look better and they are much easier to find on the screen)
- **On top check box** - check it to keep the screen icon always on top of other windows
- **Save position check box** - check it to save the position of screen icon so that it will appear there next time you minimize the target window on screen

Block self-restoration check box - mark it to block any attempts of minimized target window to auto-restore itself and keep the target window minimized until you restore it manually.

Use custom tray/screen icon check box - mark it to display the specified icon instead of the default target window icon when the target window is minimized to the system tray or on the screen.

Use double click check box - mark it to restore a window from the tray/screen icon by double clicking on the icon; clear this check box to use a single click for that purpose.



Rollup Property Sheet

Available in: [Actual Window Manager](#), [Actual Window Rollup](#).

The **Rollup** property sheet comprises all options related to [Roll Up action](#).

Window Will Be Automatically

Rolled up if inactive

Delay before rolling up sec

Unrolled if active

Delay before unrolling sec

Unrolled while being mouse-hovered

Delay before unrolling sec

Delay before rolling up sec

Roll Window Up Manually

Via title button

Via window menu item

Via title bar double-click [More...](#)

Options

Rollup Add-ins [Global Rollup options...](#)

Stay always-on-top

Rolled up if inactive check box - mark it to automatically [roll the target window up](#) when it [becomes inactive](#).

In the related *group* of controls you can mark the **Delay before rolling up** check box to specify in the related *edit box* the proper amount of seconds (positive integer or fractional value) to wait before the target window will be rolled up.

Unrolled if active check box - mark it to [unroll](#) the target window when it [becomes active](#) again. In the related

group of controls you can mark the **Delay before unrolling** check box to specify in the related *edit box* the proper amount of seconds (positive integer or fractional value) to wait before the target window will be unrolled.

Unrolled while being mouse-hovered check box - mark it to temporarily unroll the previously rolled target window while it is [under the mouse pointer](#). When the mouse pointer goes outside target window, it will be

rolled up back. Also, there are related *controls* allowing to define delays:

- **Delay before unrolling** *check box* - mark it to specify in the related *edit box* the proper amount of seconds (positive integer or fractional value) to wait before the target window will be temporarily unrolled
- **Delay before rolling up** *check box* - mark it to specify in the related *edit box* the proper amount of seconds (positive integer or fractional value) to wait before the target window will be rolled up back

Via title button *check box* - mark it to add the [Roll Up title button](#) to target window's title bar.

Via window menu item *check box* - mark it to add the [Roll Up menu item](#) to target window's system window menu.

Via title bar double-click *check box* - mark it to [roll the target window up](#) by [double-clicking its title bar](#).

Rollup Add-ins *group* - allows enabling the execution of other actions along with rolling up:

- **Stay always-on-top** *check box* - mark it to make the target window [always-on-top](#) while it's rolled up




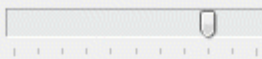
Transparency Property Sheet

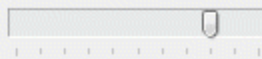
Available in: [Actual Window Manager](#), [Actual Transparent Window](#).


The **Transparency** property sheet comprises all options related to [Make Transparent action](#)

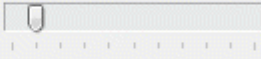
Make Window Transparent Automatically

At startup
 Transparency level:


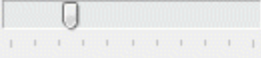
While moving
 Transparency level:


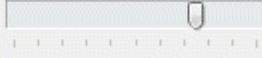
While resizing
 Transparency level:



While inactive
 Transparency level:

 Delay before change: sec
 Delay before restoration: sec

While mouse-hovering
 Transparency level:

 Delay before change: sec
 Delay before restoration: sec

Make Window Transparent Manually

Via title button
 Transparency level:


Via window menu item
 Transparency level:


Via title bar double-click
 Transparency level:


Options

Transparency Add-ins: [Global Transparency options...](#)
 Stay always-on-top
 Ghost

At startup check box - mark it to [make the target window transparent](#) of [defined level](#) upon its [startup](#).

While inactive check box - mark it to [change the transparency](#) to a [defined level](#) when window [becomes](#)

[inactive](#). Also there are related *controls* allowing to define delays (in seconds - positive value, either integer or fractional):

- **Delay before change** *check box* - mark it to wait for a specified time before making the target window transparent when it has lost the input focus
- **Delay before restoration** *check box* - mark it to wait for a specified time before restoring the previous level of transparency when the target window regains the input focus

While moving *check box* - mark it to temporarily [make the target window transparent](#) of [defined level](#) while it is [moved](#). When the moving is over the transparency level will be restored to its previous value.

While resizing *check box* - mark it to temporarily [make the target window transparent](#) of [defined level](#) while it is [resized](#). When the resizing is over the transparency level will be restored to its previous value.

While mouse-hovering *check box* - mark it to temporarily [make the target window transparent](#) of a [defined level](#) while it is [under the mouse pointer](#). When the mouse pointer goes outside the target window, the transparency level will be restored to its previous value. Also there are related *controls* allowing to define delays (in seconds - positive value, either integer or fractional):

- **Delay before change** *check box* - mark it to wait for a specified time before making the target window transparent when it is under the mouse pointer
- **Delay before restoration** *check box* - mark it to wait for a specified time before restoring the previous level of transparency when the mouse pointer goes outside the target window

Via title button *check box* - mark it to add the [Make Transparent title button](#) to target window's title bar.

Via window menu item *check box* - mark it to add the [Transparency submenu](#) to target window's system window menu.

Via title bar double-click *check box* - mark it to [make the target window transparent](#) of [defined level](#) by [double-clicking its title bar](#).

Transparency Add-ins *group* - allows enabling the execution of other actions along with making transparent:

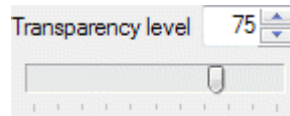
- **Stay Always-On-Top** *check box* - mark it to make the target window [always-on-top](#) while it is transparent
- **Ghost** *check box* - mark it to [Ghost](#) the target window while it is transparent

Note

If transparency is changed with the [temporary triggers](#) then the "Stay Always-On-Top" add-in won't be used.

Adjusting the Transparency Level

You can easily adjust the [transparency level](#) value by using the following standard *visual controls*:



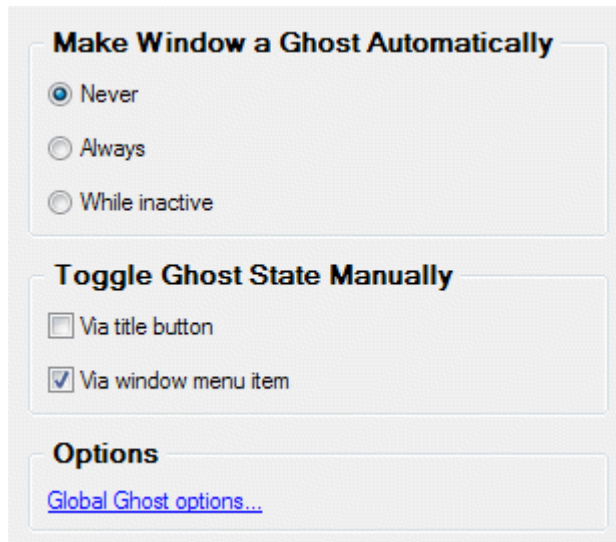
- **Transparency level spin edit** - here you can either type a value or select it by clicking increase/decrease arrows
- **Transparency level slider** - click and drag the slider with your mouse pointer to select the desired value



Ghost Property Sheet

Available in: [Actual Window Manager](#), [Actual Transparent Window](#).

The **Ghost** property sheet comprises all options related to [Ghost action](#).



The screenshot shows a dialog box titled "Ghost Property Sheet" with three sections:

- Make Window a Ghost Automatically**: Three radio buttons are present: "Never" (selected), "Always", and "While inactive".
- Toggle Ghost State Manually**: Two checkboxes are present: "Via title button" (unchecked) and "Via window menu item" (checked).
- Options**: A single link labeled "Global Ghost options..." is present.

Make Window a Ghost Automatically group - contains *radio buttons* allowing to define the automatic control of target window's [ghost state](#):

- **Never** radio button - mark it to [unghost](#) a window at its [startup](#)
- **Always** radio button - mark it to [ghost](#) a window at its [startup](#)
- **While inactive** radio button - mark it to [ghost/unghost](#) a window when it is [deactivated/activated](#), accordingly.

Toggle Ghost State Manually group - contains *checkboxes* allowing to turn on options of ghost state's manual control.

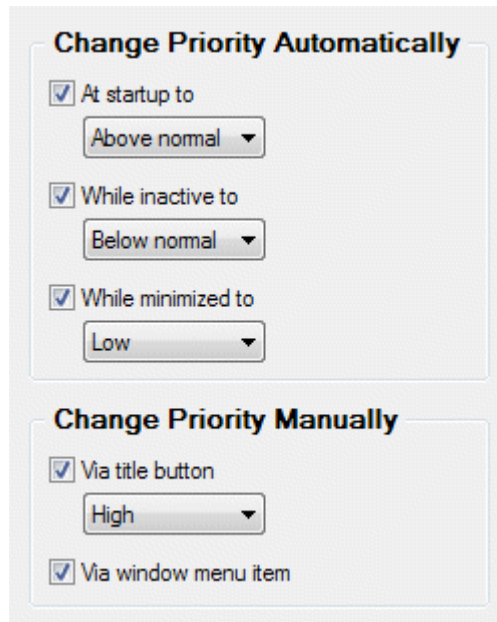
- **Via title button** check box - mark it to add the [Ghost title button](#) to target window's title bar.
- **Via window menu item** check box - mark it to add the [Ghost menu item](#) to target window's system window menu.



Priority Property Sheet

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

The **Priority** property sheet comprises all options related to [Change Program Priority action](#).



The screenshot shows the 'Priority Property Sheet' dialog box. It is divided into two sections: 'Change Priority Automatically' and 'Change Priority Manually'. In the 'Change Priority Automatically' section, there are three checked checkboxes: 'At startup to' (with a dropdown menu set to 'Above normal'), 'While inactive to' (with a dropdown menu set to 'Below normal'), and 'While minimized to' (with a dropdown menu set to 'Low'). In the 'Change Priority Manually' section, there are two checked checkboxes: 'Via title button' (with a dropdown menu set to 'High') and 'Via window menu item'.

At startup to check box - mark it to set the specified [priority](#) upon target window's [startup](#). In the related *combo box* you can choose an appropriate priority value.

While inactive to check box - mark it to set the specified [priority](#) upon target window's [deactivation](#). In the related *combo box* you can choose an appropriate priority value. When the target window is activated again, the previous priority will be restored.

While minimized to check box - mark it to set the specified [priority](#) upon target window's [minimization](#). In the related *combo box* you can choose an appropriate priority value. When the target window is restored again, the previous priority will be restored.

Via title button check box - mark it to add the [Change Priority title button](#) to target window's title bar.

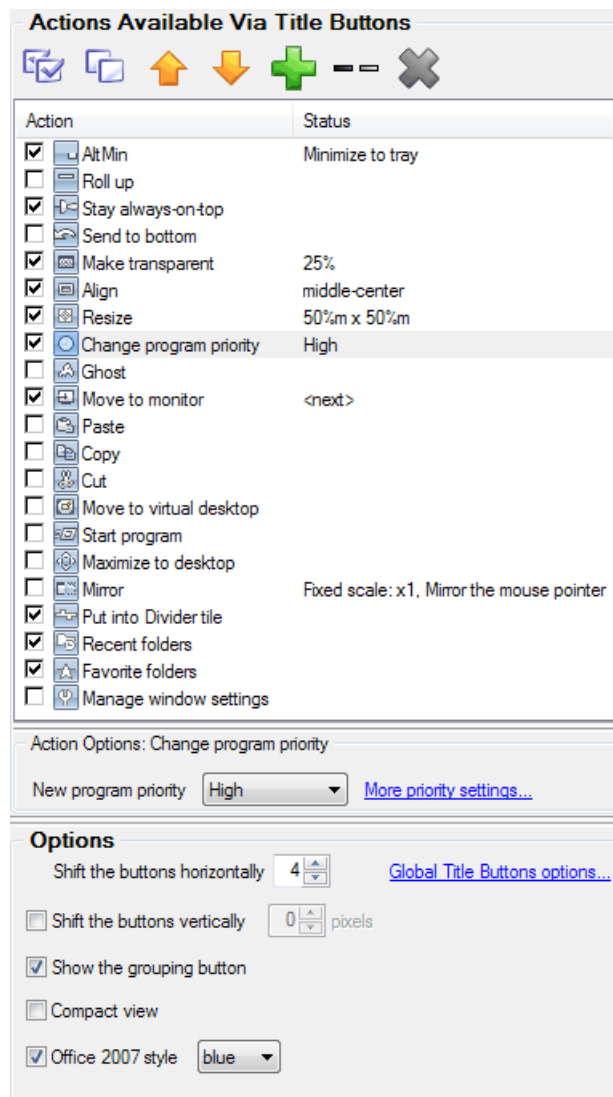
Add window menu item check box - mark it to add the [Priority submenu](#) to target window's system window menu.



Title Buttons Property Sheet








Available in: [Actual Window Manager](#), [Actual Title Buttons](#).

The **Title Buttons** property sheet defines which [extra buttons](#) should be added to target window's title bar, and also allows adjusting some related options.



Actions Available Via Title Buttons group - contains the action list and the **Action Options** group. Action list displays the set of items where each item represents a single title button and has a *check box* on the left allowing to enable/disable this title button so it will be, or will be not, displayed in target window's title bar

You can use the related toolbar to manage the action list:

-  **Enable All** button - click it to enable all actions at once
-  **Disable All** button - click it to disable all actions at once
-  **Move Up** button - click it to move the selected action one position up
-  **Move Down** button - click it to move the selected action one position down
-  **Add** button - click it to add a new custom action
-  **Add Separator** button - click it to add a separator to tell apart the groups of buttons
-  **Delete** button - click it to delete the selected custom action or separator

The **Name** list column displays the action name and the **Status** list column displays the current state of action parameters, if present. To adjust desired action's parameters, select it in the list and in the **Action Options** group below you will see some extra controls allowing to change action parameters (if action has no configurable parameters then you will see the **No extra options** note).

The following predefined actions can be selected to execute via extra title buttons (also you can add your own buttons with custom properties, including the [Combo button](#), using the [toolbar](#)):

- **AltMin** item - mark this item's check box to display the [AltMin title button](#) in target window's title bar. In the corresponding **Minimization Mode** group you can select where the target window will be minimized when you left-click this button.

Note

You can also modify these options in the [Minimizing property sheet](#).

- **Rollup** item - mark this item's check box to display the [Roll Up title button](#) in target window's title bar.

Note

You can also modify these options in the [Rollup property sheet](#).

- **Stay always-on-top** item - mark this item's check box to display the [Stay Always-On-Top title button](#) in target window's title bar.
- **Send to bottom** item - mark this item's check box to display the [Send to Bottom title button](#) in target window's title bar.
- **Make transparent** item - mark this item's check box to display the [Make Transparent title button](#) in

target window's title bar. In the corresponding *group* of controls you can set the required [level of transparency](#) that will be applied to the target window when you left-click this button.

Note

You can also modify these options in the [Transparency property sheet](#).

- **Align item** - mark this item's check box to display the [Align title button](#) in target window's title bar. In the corresponding [group of controls](#) you can choose the required alignment that will be applied to the target window when you left-click this button.

Note

You can also modify these options in the [Position property sheet](#).

- **Resize item** - mark this item's check box to display the [Resize title button](#) in target window's title bar. In the corresponding **New Window Size** *group* you can define the required [window size](#) that will be applied to the target window when you left-click this button.

Note

You can also modify these options in the [Size property sheet](#).

- **Change program priority item** - mark this item's check box to display the [Change Program Priority title button](#) in target window's title bar. In the corresponding **New program priority** *combo box* you can choose the required [priority level](#) that will be set for target window's application when you left-click this button.

Note

You can also modify these options in the [Priority property sheet](#).

- **Ghost item** - mark this item's check box to display the [Ghost title button](#) in target window's title bar.

Note

You can also modify these options in the [Ghost property sheet](#).

- **Move to monitor item** - mark this item's check box to display the [Move to Monitor title button](#) in target window's title bar.
- **Paste item** - mark this item's check box to display the [Paste from Clipboard title button](#) in target window's title bar.
- **Copy item** - mark this item's check box to display the [Copy to Clipboard title button](#) in target window's title bar.

- **Cut item** - mark this item's check box to display the [Cut to Clipboard title button](#) in target window's title bar.
- **Move to virtual desktop item** - mark this item's check box to display the [Move to Virtual Desktop title button](#) in target window's title bar.
- **Start program item** - mark this item's check box to display the [Start Program title button](#) in target window's title bar. In the related *group of controls* you can [adjust the shortcut properties](#).
- **Maximize to desktop item** - mark this item's check box to display the [Maximize to Desktop title button](#) in target window's title bar.
- **Mirror item** - mark this item's check box to display the [Mirror title button](#) in target window's title bar. In the related *group of controls* you can [adjust the mirror settings](#).
- **Put into Divider tile item** - mark this item's check box to display the [Put into Divider tile title button](#) in target window's title bar.
- **Recent folders item** - mark this item's check box to display the [Recent folders title button](#) in target window's title bar (this button will appear [in the following windows only](#)).
- **Favorite folders item** - mark this item's check box to display the [Favorite folders title button](#) in target window's title bar (this button will appear [in the following windows only](#)).
- **Switch audio playback to device item** - mark this item's check box to display the [Switch audio playback to device title button](#) in target window's title bar (this button will appear [in the following windows only](#)).
- **Manage window settings item** - mark this item's check box to display the [Manage window settings title button](#) in target window's title bar.

Options group - allows adjusting the [Title Buttons trigger](#) options. Currently the following options are available:

- **Shift the buttons horizontally spin edit** lets you adjust the default placement of extra buttons in target window's title bar *relatively* to standard ones. Although **Actual Tools** programs try to detect the number of standard buttons (and an appropriate shift value) automatically, in some rare cases (e.g. a particular application has its own additional buttons) it may be useful to set this value manually. The shift value can be a *positive* integer (shift *to the left*), a *negative* integer (shift *to the right*) or *zero* (automatic placement).

Note

Use negative shift values with care, because an incorrect value may result in overlapping the standard title buttons, so you won't be able to use them! In general, use the **Shift the buttons horizontally** option only if you encounter a problem with the automatic placement, otherwise it's better to leave this option unchanged.

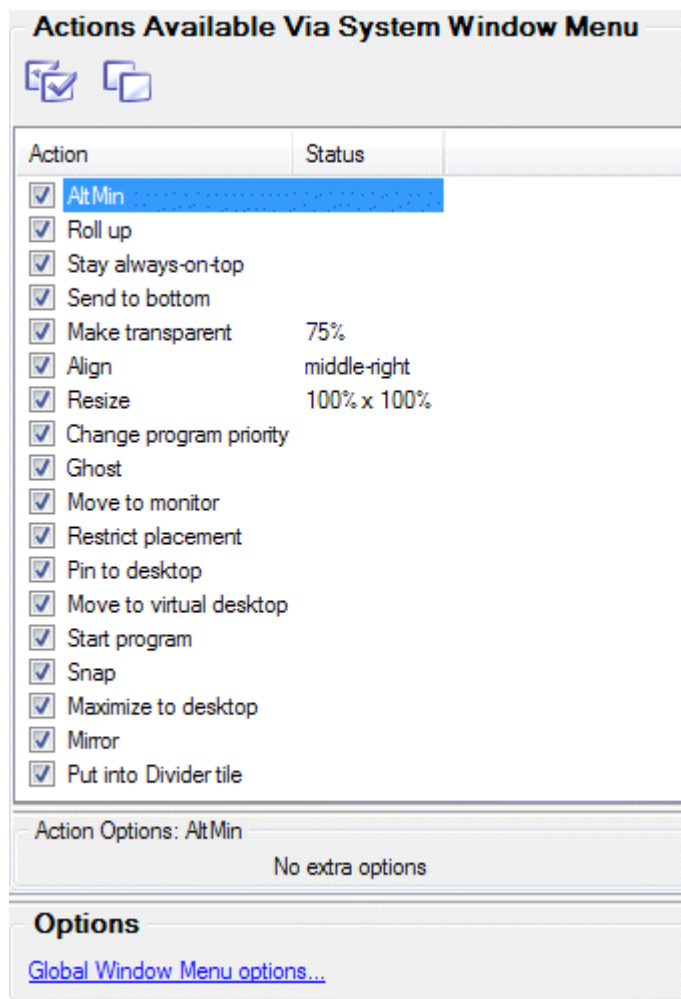
- **Shift the buttons vertically** *spin edit* lets you adjust the default placement of extra buttons in target window's title bar *relatively* to target window's top edge. So, when this option is enabled the extra buttons will be placed exactly at the top edge (zero pixels shift). Adjusting the shift value to a *positive* integer will shift the buttons *down* (inside the window boundaries) and the *negative* value will shift the buttons *up* (outside of the window boundaries).
- **Show the grouping button** *check box* - mark it to display the [Unused Buttons title button](#) in target window's title bar.
- **Compact view** *check box* - mark it to hide all the extra buttons and display the small special button instead of them. Clicking this button will show/hide the extra buttons as a popup toolbar. This option can be useful if there is little place or some other extra controls in the target window's title bar so that the extra buttons do not fit it or cover those controls.
- **Office 2007 style** *check box* - mark it to use the special skin for target window's title buttons instead of the [general one](#). This skin is visually compatible with the new style of title bar look introduced in *Microsoft Office 2007* program suite. For now, there is no reliable method to automatically detect that certain window has the *Office 2007* style so that you should use this option to force manually the native *Office 2007* look of title buttons in particular window. In the *related combo box* you can select one of pre-defined styles: blue, silver or black.



Window Menu Property Sheet

Available in: [Actual Window Manager](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Window Menu** property sheet defines what [extra items](#) should be added to target window's [system window menu](#).



Actions Available Via System Window Menu group - contains the action list and the **Action Options** group. Action list displays the set of items where each item represents a single window menu item/submenu and has a *check box* on the left allowing to enable/disable this item so it will be, or will be not, displayed in target window's system window menu (also you can use the related toolbar buttons to enable/disable all window menu items at once). The **Name** list column displays the action name and the **Status** list column displays the current state of action parameters, if present. To adjust desired action's parameters, select it in the list and in the

Action Options group below you will see some extra controls allowing to change action parameters (if action has no configurable parameters then you will see the "**No extra options**" note).

The following actions can be selected to execute via extra window menu items:

- **AltMin** item - mark this item's check box to append target window's system window menu with the [AltMin submenu](#).

Note

You can also modify these options in the [Minimizing property sheet](#).

- **Rollup** item - mark this item's check box to append target window's system window menu with the [Roll Up menu item](#).

Note

You can also modify these options in the [Rollup property sheet](#).

- **Stay always-on-top** item - mark this item's check box to append target window's system window menu with the [Stay Always-On-Top menu item](#).
- **Send to bottom** item - mark this item's check box to append target window's system window menu with the [Send to Bottom menu item](#).
- **Make transparent** item - mark this item's check box to append target window's system window menu with the [Transparency submenu](#). In the corresponding *group* of controls you can define a custom [level of transparency](#), which can be applied to the target window via [Transparency submenu](#).

Note

You can also modify these options in the [Transparency property sheet](#).

- **Align** item - mark this item's check box to append target window's system window menu with the [Alignment submenu](#). In the corresponding *group of controls* you can customize the required alignment that will be displayed in this submenu along with the [9 pre-defined alignments](#).

Note

You can also modify these options in the [Position property sheet](#).

- **Resize** item - mark this item's check box to append target window's system window menu with the [Resize window menu item](#). In the corresponding *group* of controls you can define a custom [window size](#), which can be applied to the target window via [Resize window submenu](#).

Note

You can also modify these options in the [Size property sheet](#).

- **Change program priority** *item* - mark this item's check box to append target window's system window menu with the [Priority submenu](#).

Note

You can also modify these options in the [Priority property sheet](#).

- **Ghost** *item* - mark this item's check box to append target window's system window menu with the [Ghost menu item](#).

Note

You can also modify these options in the [Ghost property sheet](#).

- **Move to monitor** *item* - mark this item's check box to append target window's system window menu with the [Move to submenu](#).
- **Restrict placement** *item* - mark this item's check box to append target window's system window menu with the [Placement restrictions menu item](#).
- **Pin to desktop** *item* - mark this item's check box to append target window's system window menu with the [Pin to desktop menu item](#).
- **Move to virtual desktop** *item* - mark this item's check box to append target window's system window menu with the [Move to virtual desktop submenu](#).
- **Start program** *item* - mark this item's check box to append target window's system window menu with the [Start program submenu](#). In the related *group of controls* you can [adjust the shortcut properties](#).
- **Snap** *item* - mark this item's check box to append target window's system window menu with the [Snap menu item](#).
- **Maximize to desktop** *item* - mark this item's check box to append target window's system window menu with the [Maximize to desktop menu item](#).
- **Mirror** *item* - mark this item's check box to append target window's system window menu with the [Mirror submenu](#). In the related *group of controls* you can [adjust the mirror settings](#).
- **Put into Divider tile** *item* - mark this item's check box to append target window's system window menu with the [Put into... submenu](#).
- **Show clipboard templates** *item* - mark this item's check box to append target window's system window menu with the [Show clipboard templates command](#).
- **Switch audio playback to device** *item* - mark this item's check box to append target window's system window menu with the [Switch audio playback to device submenu](#).

Multiple Monitors Page

The **Multiple Monitors** page allows accessing the following panels:

- [Taskbar](#)
- [Monitors Layout and Settings](#)
- [Background](#)
- [Screen Saver](#)
 - [Save Idle Screens](#)
- [Desktop Profiles](#)
- [Mirroring](#)
 - [Mouse](#)
- [Audio Switcher](#)

Taskbar Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Taskbar** panel allows activating and configuring the [Multi-monitor Taskbar](#) and also adjust [General](#) options, which affect both native system taskbar and emulated taskbars.

Multi-monitor Taskbar and Task Switcher

Multi-monitor taskbar
 Unhide taskbars

Mode

Individual

Mirror

Mixed

Options

Replace the system taskbar

Enable pinning to the taskbar

Show the Start menu for hidden Start button

"Minimize all" command affects only the monitor with mouse

Windows 8 Start Parameters

Show Start in full-screen mode

Show the Apps list

Multi-monitor task switcher

Replace the system task switcher (Windows 8/8.1 only)

System Taskbar

Additional Buttons

Search

Virtual Desktops Switcher

Recycle Bin

General

Enable preview thumbnails

Enable smooth transitions of the preview

Enable preview's fade

Preview show delay: ms

Always show captions in previews

Show the multi-preview for scattered similar buttons

Put the mouse into window on preview click

Highlight new mouse location

Enable taskbar buttons reordering

Only while the following keys are being pressed

Win + Ctrl + Shift + Alt

Enable tray icons reordering

Only while the following keys are being pressed

Win + Ctrl + Shift + Alt

Stretch the Start button out to the taskbar

Transparency

Transparency level:

|-----|

Group Commands

Show the buttons in group preview

Show the group commands in group's Jump List

Multi-monitor Taskbar and Task Switcher

Multi-monitor taskbar *check box* - mark it to [emulate](#) Windows® Taskbar on each secondary monitor.

Unhide taskbars *button* - click it to make all hidden taskbars visible again at once.

Note

You can do this on a per-monitor basis using either [tray icon's context menu](#) or [Desktop's context menu](#).

Mode group - specify here, which windows will be displayed in the taskbar on each monitor:

- **Individual** *radio button* - select this option to make each taskbar (including the primary one) display only windows residing on its host monitor;
- **Mirror** *radio button* - select this option to make each taskbar (including the primary one) display all open windows, no matter which monitor they actually reside on;
- **Mixed** *radio button* - select this option to make the primary taskbar display all open windows and each secondary taskbar will display only windows residing on its host monitor.

Options group - here you can customize the additional options of multi-monitor taskbar:

- **Replace the system taskbar** *check box* - mark it to replace the system taskbar on a primary monitor with its **Actual Tools** implementation to benefit from advanced features provided by *Actual Window Manager* (like Pin in *Windows XP/Vista* or switching the group of windows between monitors);
- **Enable pinning to the taskbar** *check box* - mark it to enable the [Windows 7 Pin feature](#) for secondary taskbars;
- **Show the Start menu for hidden Start button** *check box* - mark it to make the Start menu, activated via <Win> key or <Ctrl+Esc> key combination, appear on a monitor with the mouse pointer, even if the Start button is hidden on that monitor's taskbar.
Leaving this check box clear will display the Start menu only on a monitor with the visible Start button (if there are several such monitors, the Start menu will appear on the nearest to the mouse pointer);
- **"Minimize all" command affects only the monitor with mouse** *check box* - mark it to minimize all windows only on the monitor when the **Minimize all** command is invoked (either via taskbar's context menu or via <Win+M> keyboard shortcut). Clear it to minimize all windows on all monitors by invoking the **Minimize all** command (default behavior).
- **Windows 8 Start Parameters** *group* - here you can adjust the appearance of Windows 8 Start screen when it's invoked from the Multi-monitor Taskbar:

- **Show Start in full-screen mode** check box - mark it to make the Start screen cover the entire visible area of the current monitor
- **Show the Apps list** check box - mark it to force the Start screen show the full list of installed programs instead of the default *Modern UI* tiles view

Multi-monitor task switcher check box - mark it to [duplicate Windows® Task Switcher](#) on each secondary monitor (Task Switcher is the special system window displayed every time you press `Alt+Tab` to switch between running applications).

Replace the system task switcher (Windows 8/8.1 only) check box - mark it to show the **Actual Tools** version of the Task Switcher instead of the system one. Actual Task Switcher is better compatible with the Multi-monitor Taskbar and is recommended to use along with the [Replace the primary taskbar option](#) enabled.

System Taskbar

Additional Buttons group - here you can specify whether you want to have some advanced buttons in the system taskbar or not (in Actual Taskbars, you can show/hide these buttons via [context menu](#)):

- **Search** check box - mark it to add the button that opens the system Search window;
- **Virtual Desktops Switcher** check box - mark it to add the button that toggles the [Windows 10-style virtual desktops switcher window](#) (also known as *Task View*);
- **Recycle Bin** check box - mark it to add the button that works like the system Recycle Bin object (i.e. you can drop files onto it, left click it to open the Recycle Bin folder window and right click it to invoke the Recycle Bin context menu).

General

Enable preview thumbnails check box - mark it to show the preview thumbnails when you place the mouse pointer over a button in the taskbar. In the related *group of controls* you adjust additional options:

- **Enable smooth transitions of the preview** check box - mark it to force the preview window slide smoothly when you drag the mouse pointer from one taskbar button to another. Mark the related **Enable preview's fade** check box to force the preview window appear/disappear gradually, not

instantly;

Note

These animation effects are resource-intensive so we recommend to turn them off when the graphics resources are limited (for example, during the Remote Desktop session).

- **Preview show delay spin edit** - specify here the amount of milliseconds which *Actual Window Manager* should wait for before displaying the preview window;
- **Always show captions in previews check box** - mark it to enforce the displaying of window captions in their corresponding preview thumbnails, despite the system settings;
- **Show the multi-preview for scattered similar buttons check box** - mark it to show the multiple preview thumbnails (one per window) for buttons of the same application even if they are not grouped yet and appear distinct in the taskbar.
- **Put the mouse into window on preview click check box** - mark it to enable the Mouse Portal feature: when you left-click the window preview, the mouse pointer will jump to the window to the point that corresponds with the clicked point in the preview (so that you won't have to drag the mouse to the window of interest and will be able to work with it immediately by placing the mouse pointer right there where you need it).
 - **Highlight new mouse location check box** - mark it to show the Mouse Sonar animation at the point, which the mouse pointer will jump to (this feature is called to compensate the instant change of the mouse pointer position).

Enable taskbar buttons reordering check box - mark it to be able to drag buttons on taskbars (both primary and secondary) with the mouse. Mark the related **Only when the following keys are being pressed check box** to define a combination of modifier keys needed to be pressed for drag's activation (this may prevent the unwanted buttons' reorderings).

Enable tray icons reordering check box - mark it to be able to drag icons in notification areas (both primary and secondary) with the mouse. Mark the related **Only when the following keys are being pressed check box** to define a combination of modifier keys needed to be pressed for drag's activation (this may prevent the unwanted buttons' reorderings).

Stretch the Start button out to the taskbar check box - mark it to make the Start button fill the empty area of the multi-row Taskbar in such visual themes as *Windows Classic* or *Windows XP Blue/Green/Silver*.

Transparency check box - mark it to make all taskbars [transparent of the defined level](#). In the related *group of controls* you can specify the desired level of transparency - it varies from 0% (opaque) to 100% (fully



transparent, or invisible).

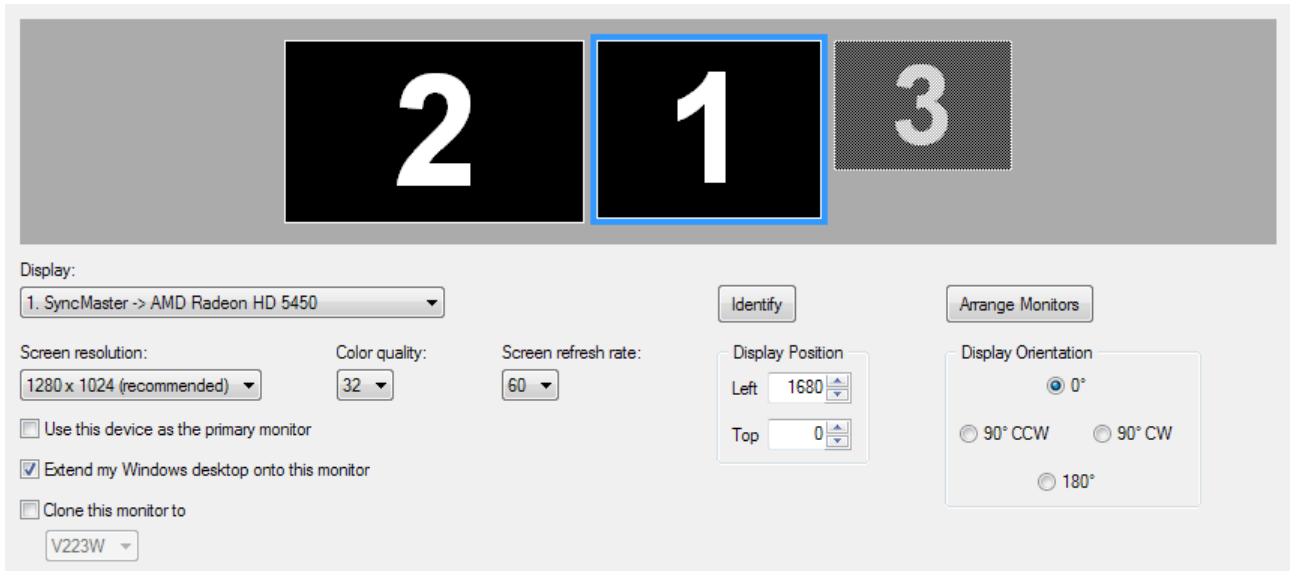
Group Commands *group* - allows you enabling/disable the taskbar group commands:

- **Show the buttons in group preview** *check box* - mark it to show the command buttons in the group preview's window title.
- **Show the group commands in group's Jump List** *check box* - mark it to append the group's Jump List with the group commands.

Monitors Layout and Settings Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Monitors Layout and Settings** panel allows you defining the relative layout of displays and adjust their essential parameters:



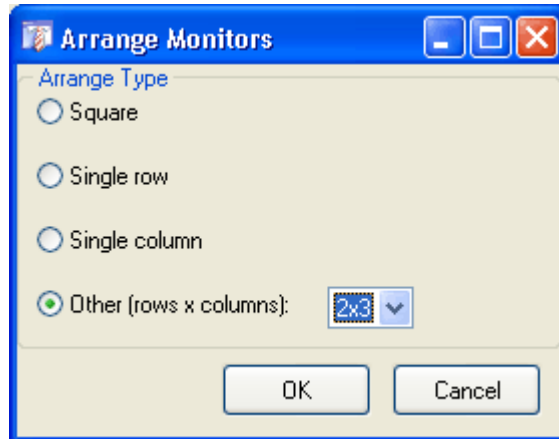
- **Display Layout control** - displays the current layout of displays and their relative sizes and allows you either select a display device to adjust its properties or drag the selected display with the mouse to change its position within the desktop. Also, you can right-click the monitor preview to display its context menu;
- **Display combo box** - shows the name of currently selected display device and allows selecting another device from the list;
- **Identify button** - click it to display on each monitor its number for a short time;
- **Arrange monitors button** - click it to open the special [Arrange Monitors dialog](#);
- **Screen resolution combo box** - shows the current screen resolution of the selected display and allows selecting another resolution from the list of resolutions supported by this display;
- **Color quality combo box** - shows the current color depth in bits (either 8-, 16-, 24- or 32-bit depth) of the selected display and allows selecting another color depth from the list of depths supported by this display;
- **Screen refresh rate combo box** - shows the current screen refresh rate of the selected display and allows selecting another refresh rate from the list of rates supported by this display;

- **Display Position** *group of controls* - provides the ability to specify the exact display position (in pixels). This can be useful when you cannot set the desired position using the [preview](#).
- **Display Orientation** *group of controls* - provides the ability to customize the display orientation. **Note:** On systems before *Windows 7* this group will appear only if your video card driver explicitly reports to *Windows* about its rotation capabilities in the form of advanced video modes added to the list of supported modes: it will contain such entries as, for example, *768x1024*, *1024x1280*, *1200x1600*, etc. for the "portrait" orientation.
- **Use this device as the primary monitor** *check box* - mark it to make the selected display device [primary](#);
- **Extend my Windows desktop onto this monitor** *check box* - mark it to include the selected display device into the composite desktop.
- **Clone this monitor to** *check box (Windows 7 only)* - mark it to display the same image on both the selected monitor and its sibling monitor (which you can specify in the related *combo box*). Monitors are considered as siblings when they are attached to the same video card (i.e. your video card must have at least two outputs).

Arrange Monitors Dialog

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Arrange Monitors dialog** is a convenient tool to create an initial arrangement for numerous monitors and line up them automatically using the specified pattern.



Arrange Type group of controls - here you can select one of the pre-defined arrangement patterns:

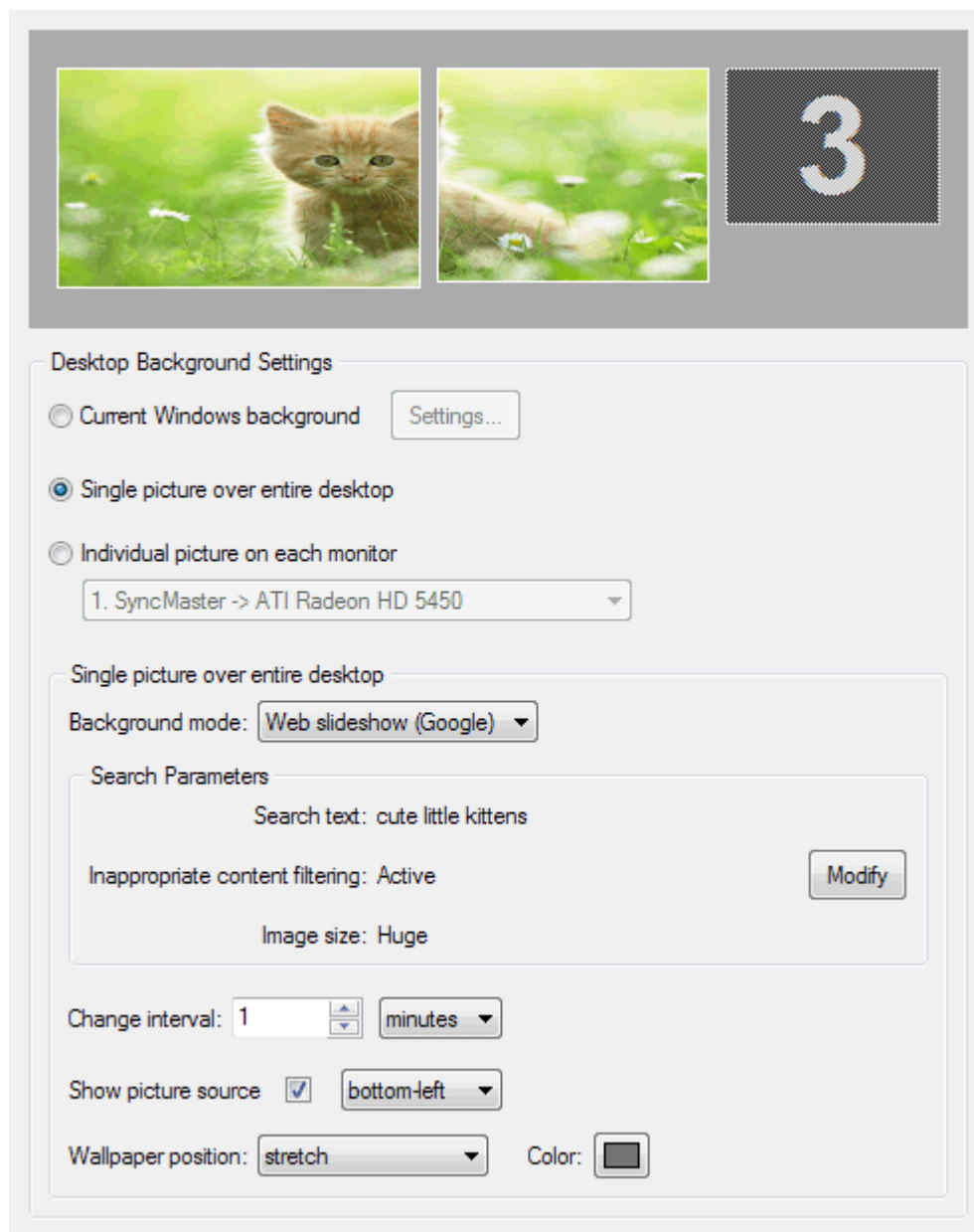
- **Square** radio button - select this option to arrange your monitors as a square. It's useful in case you have 4, 9, 16, etc. monitors of the same resolution/size.
- **Single row** radio button - select this option to line up your monitors in a row horizontally.
- **Single column** radio button - select this option to line up your monitors in a row vertically.
- **Other** radio button - select this option to arrange the monitors as a rectangle with specified dimensions selected from the list in the *related combo box*. This list is filled automatically depending on the actual number of monitors you have.

Click **OK** to apply the selected arrangement or click **Cancel** to close the dialog without making any changes to your current monitor arrangement.

Background Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Background** panel allows you to configure [Multi-monitor Background Wallpaper](#):



- **Background Preview** control - displays the current layout of displays and the customized background view in according to settings specified below on this tab;

Hint

You can drag-n-drop the picture files/folders here directly from *Windows Explorer* to set the background for the selected mode.

- **Current Windows background** *radio button* - select this option if you want to leave current *Windows* background settings intact;
- **Settings...** *button* - click this button to open the regular "Display Properties" *Windows* dialog with the "Desktop" tab activated;
- **Single picture over entire desktop** *radio button* - select this option if you have more than one monitor and want to treat them as a single seamless desktop;

Hint

This feature can be useful if you have two or more monitors of the same physical size and the same screen resolution, arranged side by side, and want to get the consistent background view (as if you have one large display).

- **Individual picture on each monitor** *radio button* - select this option if you have more than one monitor and want to customize the background on each monitor independently (as if it would be a separate desktop). In the related *combo box* you can see the name of currently selected display device and select another display from the list;
- The *mode settings group* allows customizing the background picture for the entire desktop/selected monitor:
 - **Background mode** *combo box* - allows you switching between the following available modes:
 - **Static** - select this option to use the static picture(s) to cover the desktop's/monitor's background;
 - **Picture file** *edit box* - here you can specify the file name of the desired background picture; also, you can click the button after this edit box to select the picture via standard "Open File" dialog or drag-n-drop the picture file onto this edit box directly from *Windows Explorer*;
 - **Slideshow** - select this option to automatically change the background picture with the specified time interval;
 - **Slideshow playlist** *list box* - use the buttons on the right of this control to add image files and folders with image files as slideshow sources or drag-n-drop the image files/folders onto this list box directly from *Windows Explorer*. *Actual Window Manager* will create a single playlist from all added sources and will rotate images from that playlist in random order on the desktop's/monitor's background;

- **Change interval** *spin edit* - specify here a delay (in minutes or seconds) between slide changes;

Hint

When the slideshow is running, you can switch to next slide manually via [Desktop context menu](#).

- **Random play order** *check box* - mark this option to play the specified list of slides in random order, clear it to show the slides sequentially;
- **Search in subfolders** *check box* - mark this option to traverse also the subfolders of the folders added to the [list](#) while composing the actual list of pictures; otherwise, search for pictures in the added folders only;
- **Show picture source** *check box* - mark this option to display a path to the folder or an URL link to the website, which the current slide picture has been loaded from. In the related *combo box* you can select, which picture corner this path/URL will be displayed in;

Hint

You can open the current slide picture in your default picture viewer (or default web browser) via [Desktop context menu](#).

- **Web slideshow (Flickr)** - same as the **Slideshow** mode but use the *Flickr*® photo sharing service as a picture source instead of the local picture files/folders. Images will be searched according to the specified search parameters; and then downloaded to be set as a background picture.

Note

Images are downloaded just to display them as a background picture; they are not stored/cached anywhere locally so as the next slide is displayed the previous one is gone.

- **Modify** *button* - click it to open the [special window](#) where you can specify the search parameters;
- **Wallpaper position** *combo box* - here you should specify how to treat the picture when its size larger/smaller than the entire desktop's/selected monitor's resolution:

<i>center</i>	- center the picture within the desktop/monitor (better suits for smaller pictures)
<i>tile</i>	- tile the desktop/monitor with the picture starting from its top-left corner (better suits for smaller pictures)

- stretch* - make the picture of the same size as desktop/monitor (suits both smaller and larger pictures)
- proportional stretch* - same as "*stretch*" but keep the picture's original aspect ratio
- crop to fit* - same as "*proportional stretch*" but use the smaller picture's dimension (results in filling the entire area with the central part of picture and cropping the rest)
- shrink to fit* - same as "*proportional stretch*" but only for pictures that outsize the desktop/monitor, the smaller pictures are shown as is

- **Color button** - click this button to customize the color for those parts of background that are not covered by the wallpaper picture.

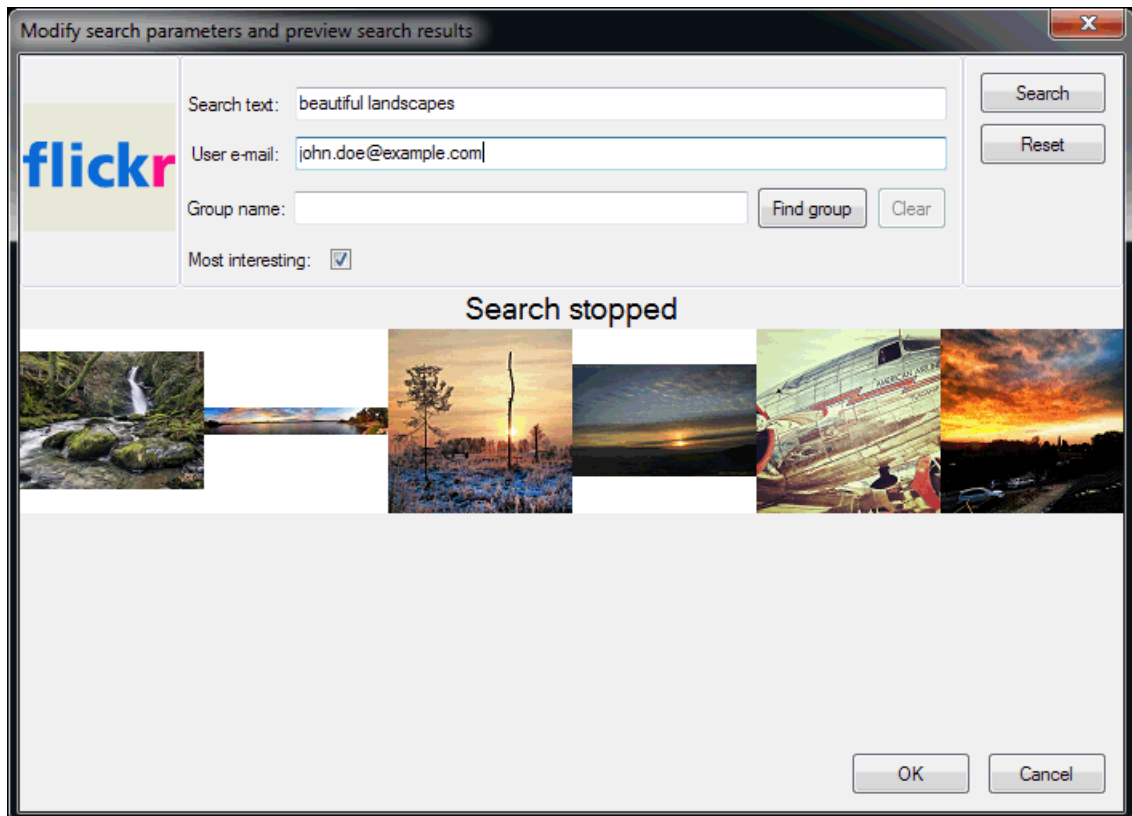
Hint

This feature can be useful if you specified no wallpaper or select "*center*" or "*proportional stretch*" for its position.

Flickr Image Search Parameters Window

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Flickr Image Search Parameters** window allows you to customize the parameters of the *Flickr* image search service:



- **Search text** edit box - specify here the search query to find the images you'd like to see;
- **User e-mail** edit box - specify here the e-mail address of your Flickr account (if you have any) to rectify the search results according to your account's preferences;
- **Group name** edit box - displays the name of a Flickr group which you'd like to search the images for. To fill this field, use the following **Find group** button;
- **Find group** button - click to open the [Flickr Group Search window](#) where you can search for an appropriate group by keywords and select it to fill the above **Group name** edit box;
- **Clear** button - click to clear the group name;
- **Most interesting** check box - mark it to let the Flickr search engine rectify the search results and return only the most interesting images;

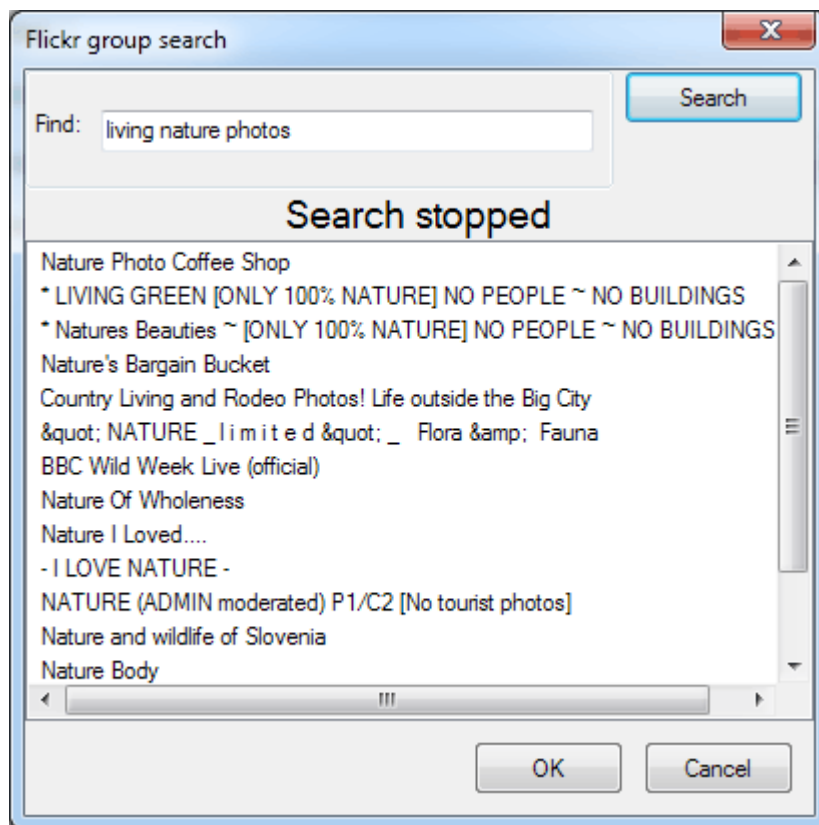


- **Search** button - click it to start searching with the specified parameters and download some sample images so that you can evaluate the search results and see whether you like them or not. In latter case, you can stop searching, adjust the search parameters (e.g. make more accurate search text, specify another group's name, toggle the **Most interesting** option) and run the search again;
- **Reset** button - click it to reset the search parameters to their default values;

Flickr Group Search Window

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Flickr Group Search** window allows you to find a certain *Flickr* group to retrieve the images from:

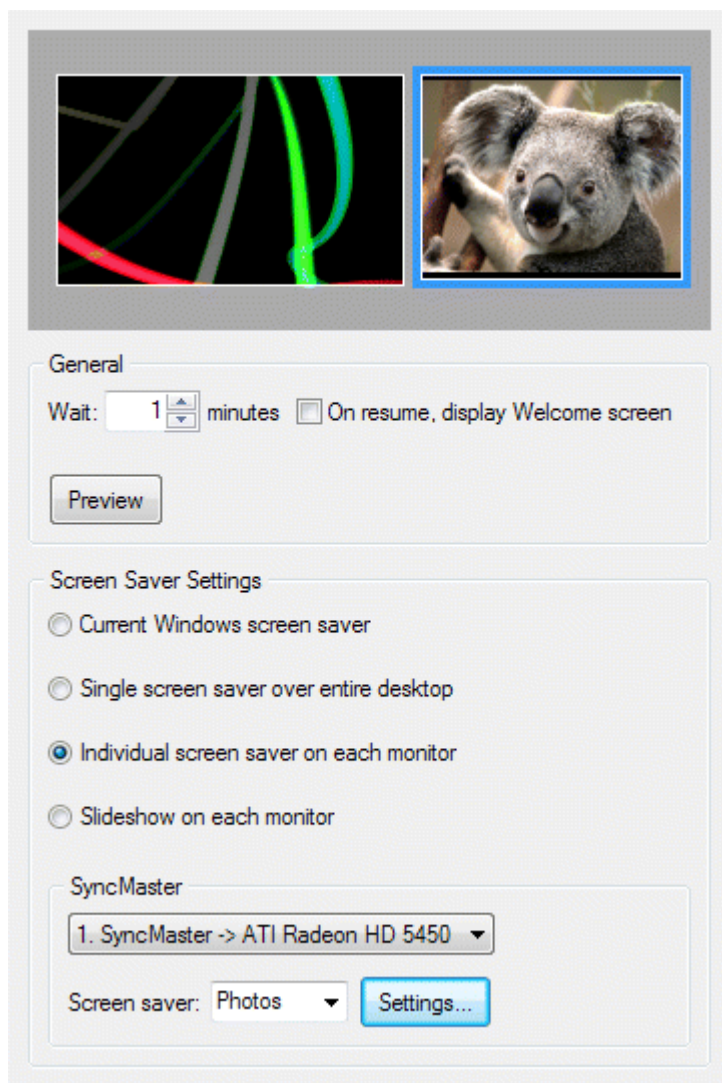


- **Find** edit box - specify here the search keywords to find the groups with appropriate content;
- **Search** button - click it to start searching with the specified parameters and download some sample images so that you can evaluate the search results and see whether you like them or not. In latter case, you can stop searching, adjust the search parameters (e.g. make more accurate search text, specify another group's name, toggle the **Most interesting** option) and run the search again;
- **Groups** list - shows the search results. Here you can select the group and click the OK button to use this group in the [Flickr image search parameters](#).

Screen Saver Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Screen Saver** panel allows you configure [Multi-monitor Screen Saver](#):



- **Screen Saver Preview** control - displays the current layout of displays and the customized screen saver view in according to settings specified below on this tab;
- **Wait** edit box - specify here how long (in minutes) the system should wait for user input (any keyboard/mouse activity) before activating a screen saver;
- **On resume, display Welcome screen** check box - mark it if you want to protect your desktop from an unauthorized access when the screen saver shuts down: if this option is enabled the system will

display the *Welcome* screen instead of your desktop after deactivating the screen saver;

- **Preview button** - runs the Multi-monitor Screen Saver in a preview mode with the currently selected settings.
- **Current Windows screen saver radio button** - select this option if you want to leave current *Windows* screen saver settings intact;
- **Single screen saver over entire desktop radio button** - select this option if you have more than one monitor and want to stretch the desired screen saver over entire composite desktop;

Hint

This feature can be useful if you have two or more monitors of the same physical size and the same screen resolution, arranged side by side, and want to get the consistent screen saver view (as if you would have one large display).

Note

If you have a single monitor - selecting this option is similar to selecting **Individual screen saver on each monitor**.

- **Individual screen saver on each monitor radio button** - select this option if you have more than one monitor and want to customize the screen saver on each monitor independently (as if it would be a separate desktop). In the related *combo box* you can see the name of currently selected display device and select another display from the list;
- **Slideshow on each monitor radio button** - select this option if you have more than one monitor and want to run separate slideshow on each monitor independently. In the related *group* you can customize the slideshow properties for a certain monitor:
 - **Slideshow playlist list box** - use the buttons on the right of this control to add image files and folders with image files as slideshow sources or drag-n-drop the image files/folders onto this list box directly from *Windows Explorer*;
 - **Random play order check box** - mark this option to play the specified list of slides in random order, clear it to show the slides sequentially;
 - **Search in subfolders check box** - mark this option to traverse also the subfolders of the folders added to the [list](#) while composing the actual list of pictures; otherwise, search for pictures in the added folders only;
 - **Change interval spin edit** - specify here a delay (in seconds) between slide changes;
 - **Wallpaper position combo box** - here you should specify how to treat the picture when its size larger/smaller than the selected monitor's resolution:

center - center the picture within the monitor (better suits for smaller pictures)

tile - tile the monitor with the picture starting from its top-left corner (better

suits for smaller pictures)

- stretch* - make the picture of the same size as monitor (suits both smaller and larger pictures)
- proportional stretch* - same as "*stretch*" but keep the picture's original aspect ratio
- crop to fit* - same as "*proportional stretch*" but use the smaller picture's dimension (results in filling the entire area with the central part of picture and cropping the rest)
- shrink to fit* - same as "*proportional stretch*" but only for pictures that outsize the desktop/monitor, the smaller pictures are shown as is

- **Color button** - click this button to customize the color for those parts of background that are not covered by the slide picture.

Hint

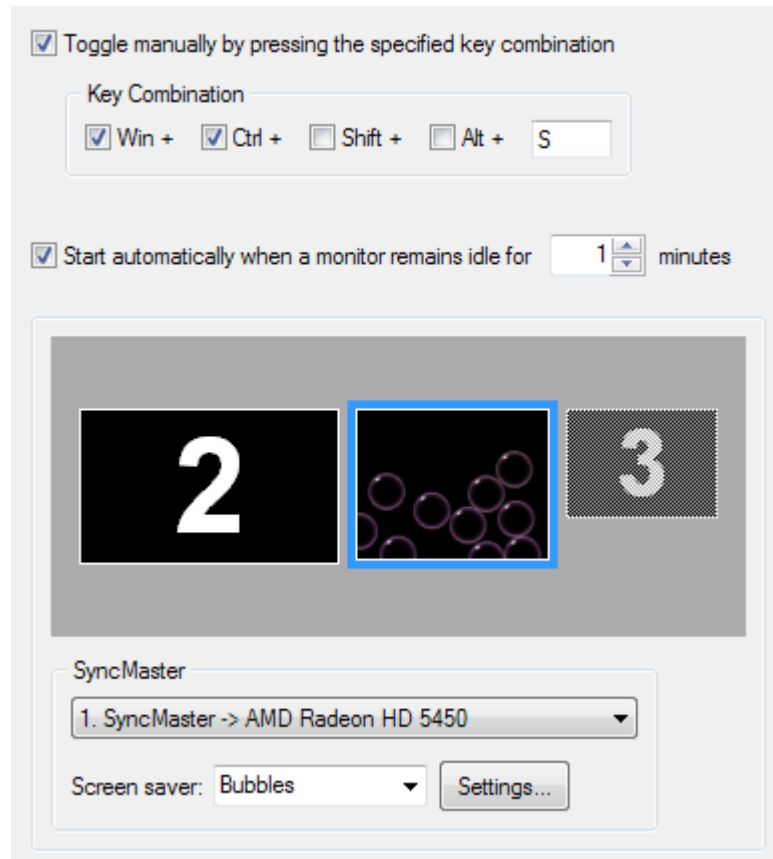
This feature can be useful if you selected "*center*" or "*proportional stretch*" for slide position.

- The *mode settings group* allows customizing the screen saver for the selected mode:
 - **Screen saver combo box** - here you can select any screen saver installed in your system;
 - **Settings... button** - click this button if the selected screen saver exposes any additional options, and you want to customize them.

Save Idle Screens Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Save Idle Screens** panel allows you configure the [Save Idle Screens](#) feature:



- **Toggle manually by pressing the specified key combination** check box - mark it to enable the [manual feature activation/deactivation](#) when the specified hotkey combination is pressed. In the related **Key Combination** group of controls you can [customize the key combination](#) to toggle the feature on/off;
- **Start automatically when a monitor remains idle for** check box - mark it to enable the [automatic feature activation](#) after the specified delay (in minutes). In the related *spin edit box* you can specify the number of minutes;
- **Screen Saver Preview** control - displays the current layout of displays and the customized screen saver view in according to settings specified below on this panel;
- The *monitor settings* group allows customizing the screen saver for a certain monitor. In the related



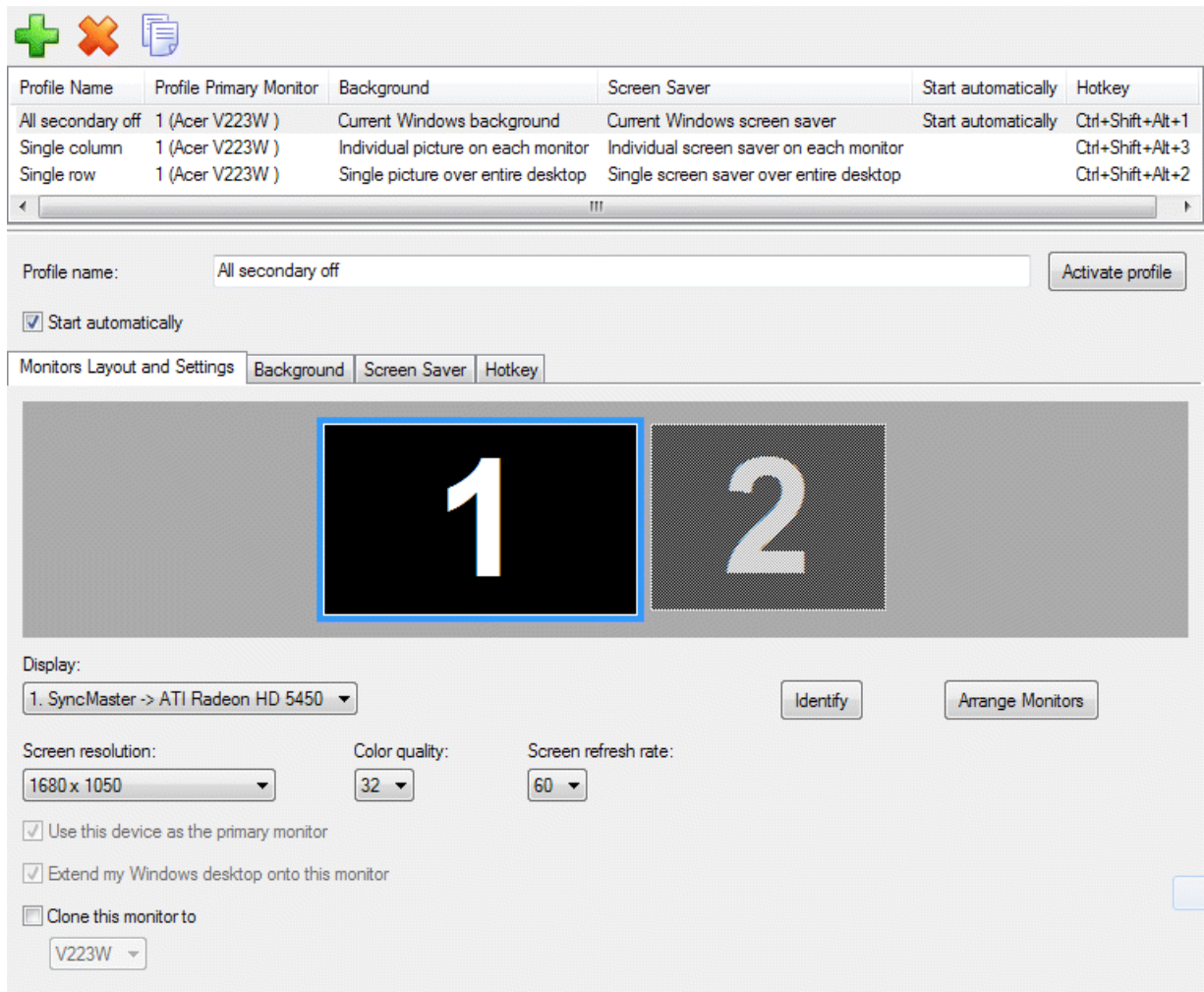
combo box you can see the name of currently selected display device and select another display from the list:

- **Screen saver** *combo box* - here you can select any screen saver installed in your system;
- **Settings...** *button* - click this button if the selected screen saver exposes any additional options, and you want to customize them.



Desktop Profiles Panel


Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Desktop Profiles** panel allows you create [desktop profiles](#) and adjust their properties:



Desktop Profiles toolbar - is related to the **Desktop Profiles list box** and contains the *buttons* for the following commands:

-  **Add Item button** - click it to add a new desktop profile.
-  **Delete Item button** - click it to delete the desktop profile selected in the **Desktop Profiles list box**.

-  **Copy Item button** - click it to add a new desktop profile which will be a copy of the desktop profile selected in the **Desktops Profiles list box**.

Desktop Profiles list box - shows the list of currently available desktop profiles and contains the following columns:

- **Profile Name column** - displays the name of a profile;
- **Profile Primary Monitor column** - displays the system name of a display adapter which defined as primary in the profile;
- **Background column** - displays the profile's wallpaper mode defined in the [Desktop Background Settings group](#);
- **Screen Saver column** - displays the profile's screen saver mode defined in the [Screen Saver Settings group](#).
- **Start Automatically column** - indicates which profile will be [started automatically](#) at *Actual Window Manager* startup.
- **Hotkey column** - displays the [key combination](#) assigned to a profile.
- **Hotkey Status column** - displays the status of the [hotkey](#).

Below the list is the *group of controls* allowing you to view and adjust the properties of the desktop profile selected in the list box:

- **Profile name edit box** - here you can specify or modify profile's name. We suggest to specify significant and self-explanatory identifiers for new profiles telling about their purpose or specificity (for example, "Arrange horizontally", "2nd monitor off", etc.);
- **Activate profile button** - click it to apply selected profile's settings to the system (you can also activate profiles either [via Desktop Profiles popup menu](#), [via Desktop context menu](#) or [from the command line](#));
- **Start automatically check box** - mark it to activate the profile automatically when *Actual Window Manager* starts;

Note

Only one profile can be indicated as auto-startable.

- [Monitors Layout and Settings tab](#);
- [Background tab](#);
- [Screen Saver tab](#).



Note

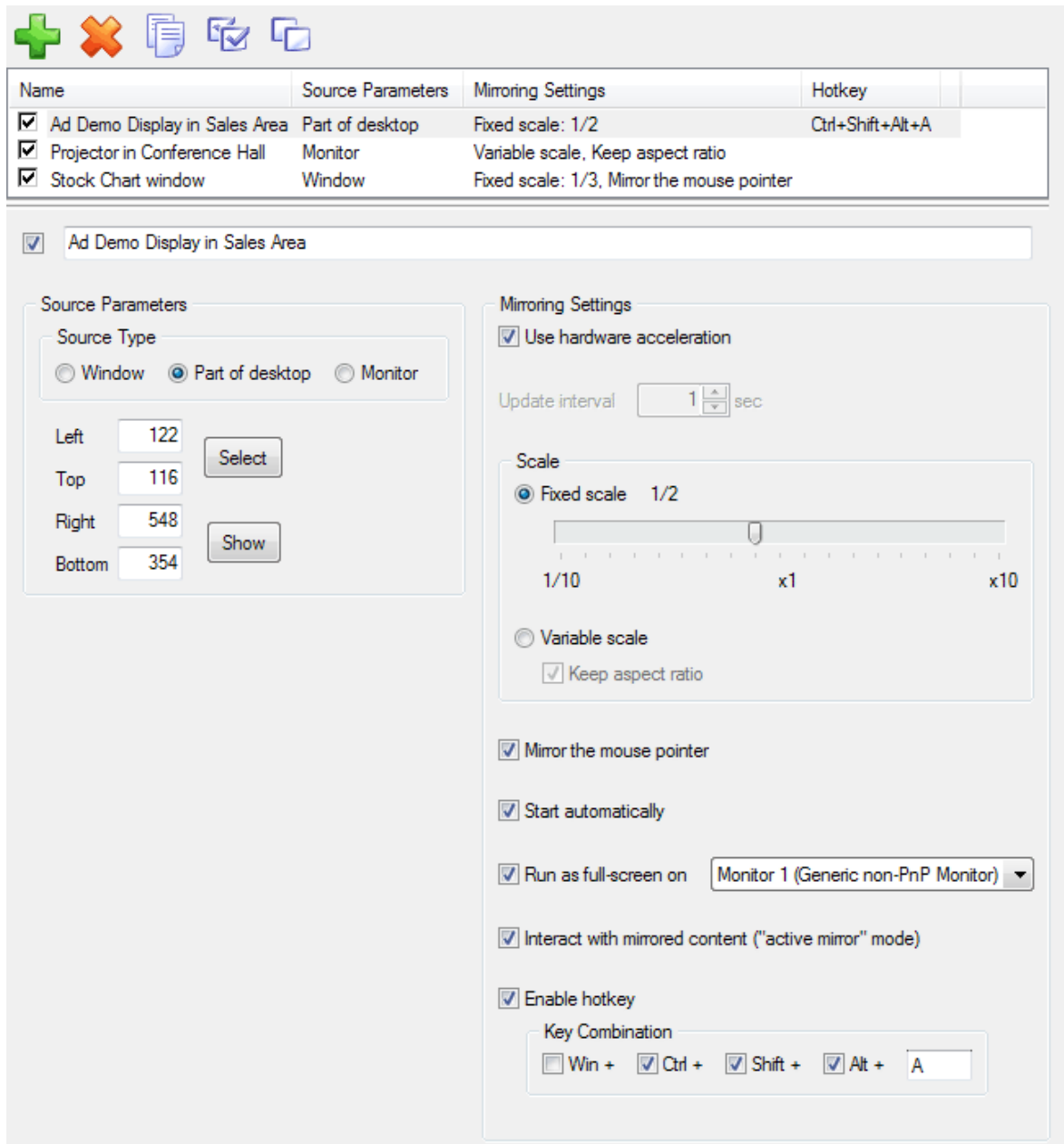
Settings defined on the tabs listed above won't be applied to the system immediately until you activate the subject profile.

- **Hotkey tab** - contains the following visual controls:
 - **Enable hotkey check box** - mark it to assign a custom key combination to desktop profile for its quick activation;
 - **Key Combination group** - contains the visual controls that allow modifying the assigned key combination (these controls work exactly the same as [here](#)).

Mirroring Panel






Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Mirroring** panel lets you create custom mirrors for various sources:



Desktop Mirroring toolbar - is related to the [Desktop Mirroring list box](#) and contains the *buttons* for the

following commands:

-  **Add Item** button - click it to add new mirror
-  **Delete Item** button - click it to delete the mirror selected in the **Desktop Mirroring** list box
-  **Copy Item** button - click it to add new mirror which will be a copy of the mirror selected in the **Desktops Mirroring** list box
-  **Enable All** button - click it to enable all mirrors in the list
-  **Disable All** button - click it to disable all mirrors in the list.

Desktop Mirroring list box - shows the list of created mirrors and contains the following columns:

- **Name** column - displays the [checkbox](#) and mirror's [name](#);
- **Source Parameters** column - displays the mirror's [source type](#);
- **Mirroring Settings** column - displays the mirror's [settings](#);

Below the list is the *group of controls* where you can view and adjust the properties of the mirror selected in the list box:

- **Enabled** check box - mark it to enable the mirror. Enabled mirrors are visible in Control Center's [context menu](#) and can be started/stopped from there;
- **Name** edit box - here you can specify or modify mirror's name. We suggest to specify significant and self-explanatory identifiers for new mirrors describing their purpose or specificity;
- **Source Parameters** group - here you can specify the source for the mirror:
 - **Source Type** group - here you can select the type of mirror's source. Depending on the source type, you must specify additional parameters:
 - **Window** radio button - select it to mirror certain window. Set the [Target Window options](#) to specify a window to mirror;
 - **Part of desktop** radio button - select it to mirror an arbitrary part of desktop. Set the coordinates for top-left and bottom-right corners of the area or select it with the mouse by clicking the **Select** button. You can visually check the specified area any time by clicking and holding the **Show** button;
 - **Monitor** radio button - select it to mirror the specified monitor. Select the monitor to mirror in the **Source monitor** combo box;
- **Mirroring Settings** group - here you can adjust the parameters of the mirrored image:

- **Use hardware acceleration check box** - mark it to utilize hardware video resources when rendering the mirror picture. This may provide the near-real-time performance for such graphics-intensive applications as video players, video games and other similar programs where high performance mirroring is required (actual performance depends on a particular video hardware and its drivers);

Note

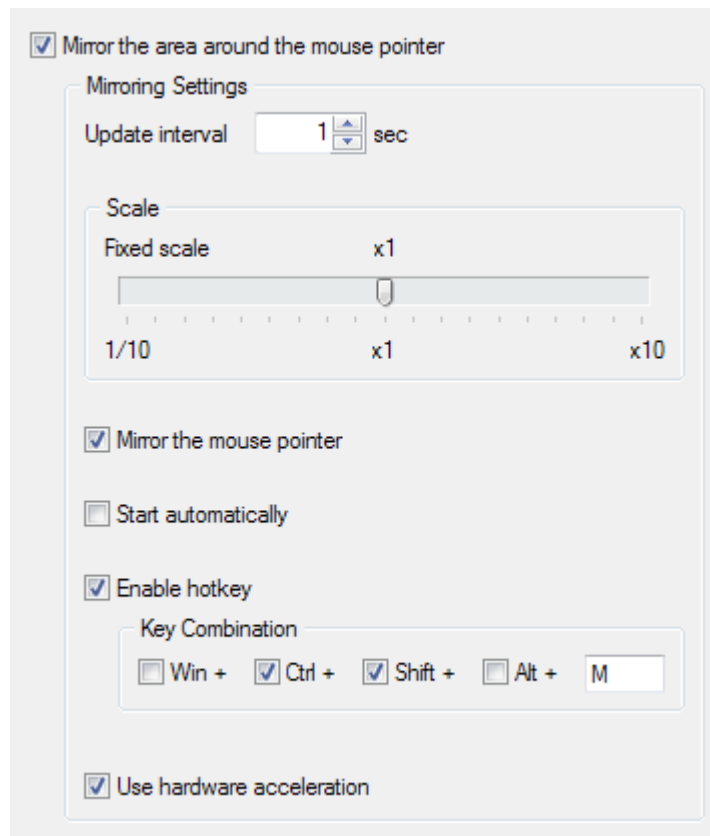
Hardware accelerated mirroring is available only since *Windows Vista* and only when the Aero visual theme is active.

- **Update interval spin edit** - specify here how often (in seconds) the mirrored image will be updated;
- **Fixed scale radio button** - select it to display the mirrored image with the fixed scale. Fixed scale means that resizing the mirror window will not affect the mirrored image. Use the related **Scale slider** to set the desired scale of the mirrored image. You can scale it up to 10 times, either to lesser or greater extent;
- **Variable scale radio button** - select it to be able to re-scale the mirrored image by resizing the mirror window. Mark the related **Keep aspect ratio check box** to bind the size of the mirror window to the aspect ratio of the mirrored image; left this check box clear to allow the free sizing of the mirror window (however, it will distort the mirrored image);
- **Mirror the mouse pointer check box** - mark it to duplicate the mouse pointer in the mirrored image;
- **Start automatically check box** - mark it to open the mirror window when *Actual Window Manager* starts;
- **Run as full-screen on check box** - mark it to make the mirror window occupy the entire visible area of the specified monitor. In the related *combo box* you can select a monitor to run the mirror on;
- **Interact with mirrored content ("active mirror" mode) check box** - mark it to turn the mirror into a portal that will pass through the mouse clicks, pen drawing, and touch gestures to its source and therefore let you interact with the source directly;
- **Enable hotkey check box** - mark it to start/stop the mirror by pressing the specified hotkey. In the related **Key Combination group** you can specify the desired key combination (in the same way as [here](#)).

Mouse Mirroring Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Mouse Mirroring** panel lets you run the special kind of mirror - area around the mouse pointer:



- **Mirror the area around the mouse pointer** check box - mark it to open the mirror window, which will display everything that is near the mouse pointer at the moment. You can also run this kind of mirror via Control Center's [context menu](#);
- **Mirroring Settings** group of controls - here you can customize the parameters of the mouse mirror:
 - **Update interval** spin edit - specify here how often (in seconds) the mirrored image will be updated;
 - **Scale** slider - click and drag it to set the desired scale of the mirrored image. You can zoom it in or out up to 10 times;
 - **Mirror the mouse pointer** check box - mark it to force the mouse pointer's picture appear in the mirrored image;
 - **Start automatically** check box - mark it to open the mouse mirror window when *Actual*

Window Manager starts;

- **Enable hotkey** *check box* - mark it to start/stop the mouse mirror by pressing the specified hotkey. In the related **Key Combination** *group* you can specify the desired key combination (in the same way as [here](#)).
- **Use hardware acceleration** *check box* - mark it to utilize hardware video resources when rendering the mirror picture. This may provide the near-real-time performance for such graphics-intensive applications as video players, video games and other similar programs where high performance mirroring is required (actual performance depends on a particular video hardware and its drivers).

Note

Hardware accelerated mirroring is available only since *Windows Vista* and only when the Aero visual theme is active.

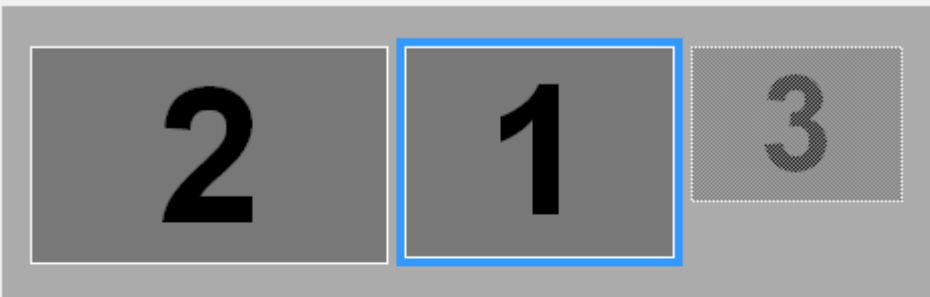
Audio Switcher Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Audio Switcher** panel lets you control the [per-application audio device switcher](#).

Enable Audio Switcher

Audio Device-To-Monitor Binding



Display:

Bound audio device:

Switch Audio Playback In All Multimedia Applications Automatically

At startup to audio device

Bound to monitor

Exactly specified

Switch Audio Playback In All Multimedia Applications Manually

Via title button

Via window menu item

- **Enable Audio Switcher** check box - mark it to activate the feature;
- **Audio Device-To-Monitor Binding** group of controls - here you can bind available audio devices to certain monitors:
 - **Display Layout** control - displays the current layout of monitors and their relative sizes, and allows to select a monitor to view/change its bound audio device;

- **Display** *combo box* - shows the name of a currently selected monitor and allows to select another monitor from the list;
- **Bound audio device** *combo box* - shows the name of the audio device currently bound to a selected monitor and allows to select another audio device or set the special "Not specified" value;
- **Switch Audio Playback In All Multimedia Applications Automatically** *group of controls* - here you can define, which device the audio output in a just launched multimedia application should be redirected to by default:
 - **At startup to audio device** *check box* - mark it to automatically switch audio playback in a just launched multimedia application to a device defined by a selected option:
 - **Bound to monitor** *radio button* - switch audio playback to a device bound to the monitor the application is started on;
 - **Exactly specified** *radio button* - switch audio playback to an exactly specified device, no matter which monitor the application is started on;

Note

These options are the same as those in the [Window Settings - Default Settings - Startup panel](#).

- **Switch Audio Playback In All Multimedia Applications Manually** *group of controls* - here you can specify, which means you prefer to switch the audio output manually:
 - **Via title button** *check box* - mark it to add the [Switch audio playback to device title button](#) to each multimedia application window's title bar;
 - **Via window menu item** *check box* - mark it to add the [Switch audio playback to device submenu](#) to each multimedia application window's system menu.



Virtual Desktops Page

Available in: [Actual Window Manager](#), [Actual Virtual Desktops](#).

The **Virtual Desktops** page allows accessing the following panels:

- [Virtual Desktops](#)

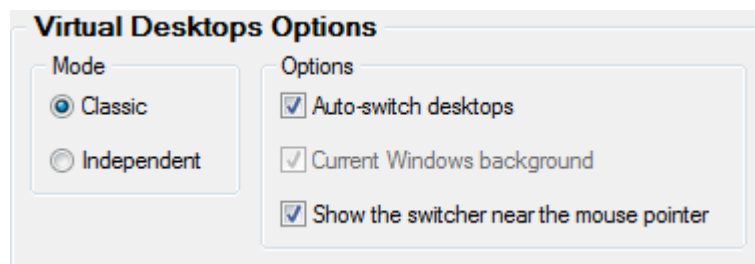
Virtual Desktops Panel

Available in: [Actual Window Manager](#), [Actual Virtual Desktops](#).

The **Virtual Desktops** panel lets you control and configure the [Virtual Desktops facility](#).

Enable Virtual Desktops check box - mark it to activate the Virtual Desktops facility.

Virtual Desktops Options



Virtual Desktops Options group allows adjusting common options of the Virtual Desktops facility:

- **Mode** group - allows selecting the preferred mode for the Virtual Desktops facility in a [multi-monitor environment](#):

- **Classic** - select this option if you want to treat your entire composite desktop as a seamless workspace and make each virtual desktop span all available monitors.

In this mode, you will be able to customize the global [Virtual Desktops Switcher options](#) and manage the global [list of desktops](#).

- **Independent** - select this option if you want to treat each monitor as a separate workspace with its own list of virtual desktops, so that you can switch them on certain monitor independently from other monitors.

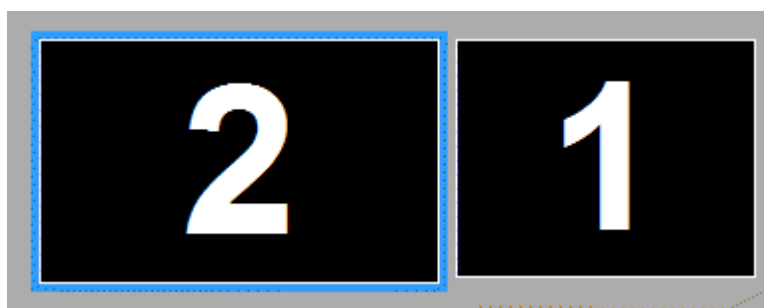
In this mode, you will be able to customize the [Virtual Desktops Switcher options](#) and manage the [list of desktops](#) on a [per-monitor basis](#).

- **Options** group - allows you adjust some special parameters:
 - **Auto-switch desktops** check box - lets you control the behavior of virtual desktops when a window activates on the desktop which is inactive. Mark this check box to let [Actual Window](#)

Manager activate that desktop and show you the window which requires your attention; clear this check box to ignore such windows and prevent auto-switching (current virtual desktop will remain active);

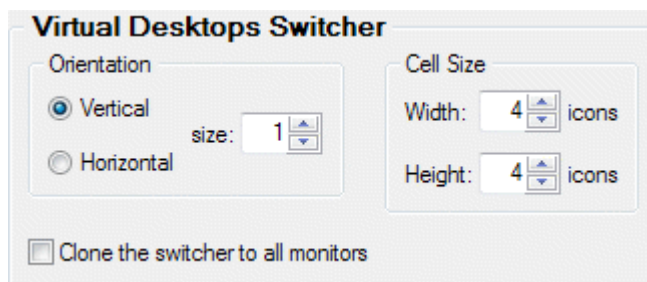
- **Current Windows background** check box - mark it if you want to leave current *Windows* background settings intact when activating virtual desktops in the **Independent mode**;
- **Show the switcher near the mouse pointer** check box - mark it if you want the [Switcher window](#) appear right at the mouse pointer when you toggle it [via hotkey](#). If you want the Switcher window retain its position (i.e. appear at the position where you closed it last time) then clear this check box.

Monitor Selector (*Independent mode only*)



- **Monitor Selector control** - displays the current layout of displays and allows selecting the monitor which you want to manage virtual desktops for;
- **Display combo box** - shows the name of currently selected display device and allows selecting another display from the list;

Virtual Desktops Switcher



Virtual Desktops Switcher group allows adjusting the appearance of the [Virtual Desktops Switcher window](#). Here you can specify its orientation (vertical or horizontal) and the number of rows/columns (depending on the orientation) which the desktop cells will be arranged within. Also you can adjust the desktop cell properties, such as width and height (in icons) and enable cloning of the switcher to each monitor in a multi-

monitor environment (in [Classic mode](#) only).

Virtual Desktops



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Desktop Name	Wallpaper	Hotkey	Hotkey Status
Desktop 1	Individual picture on each monitor	Win+1	Already used by the system...
Desktop 2	Current Windows background	Win+2	Already used by the system...

Virtual Desktop Properties

Desktop name:

Desktop Background Settings

Current Windows background
 Single picture over entire desktop
 Individual picture on each monitor

Picture file: ...






Wallpaper position: Color:

Display: ▼

Picture file: ...

Wallpaper position: Color:

Virtual Desktops toolbar - is related to the **Virtual desktops list box** and contains the *buttons* for the following virtual desktop item's related commands:

-  **Add Item button** - click it to add a new virtual desktop item.
-  **Delete Item button** - click it to delete the virtual desktop item selected in the **Virtual Desktops list box**.
-  **Copy Item button** - click it to copy the virtual desktop item selected in the **Virtual Desktops list box** to a new item.
-  **Move Item Up button** - click it to move the virtual desktop item selected in the **Virtual Desktops list box** one step up.
-  **Move Item Down button** - click it to move the virtual desktop item selected in the **Virtual Desktops list box** one step down.

Virtual Desktops list box - shows the list of currently available virtual desktop items and contains the following columns:

- **Desktop Name column**: displays the name of a virtual desktop.
- **Wallpaper column**: displays the desktop wallpaper mode defined in the [Desktop Background Settings group](#).
- **Hotkey column**: displays the defined key combination, if enabled.
- **Hotkey Status column**: if everything is OK the status is clear, otherwise it warns you in case you already assigned this combination to another action ("*duplicate hotkey*") or the assigned combination is already taken by other applications (including *Windows®* itself).

Virtual Desktop Properties group allows adjusting the following properties of the virtual desktop item currently selected in the **Virtual Desktops list box**:

- **Desktop Name edit box** - click it to compose/change the name of the selected desktop;
- **Wallpaper tab** - works identically to the [Background panel](#);
- **Hotkey tab** - contains the following visual controls:
 - **Enable hotkey check box** - mark it to assign a custom key combination to virtual desktop for its quick activation;
 - **Key Combination group** - contains the visual controls that allow modifying the assigned key combination (these controls work exactly the same as [here](#)).

Layout and Snap Page

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

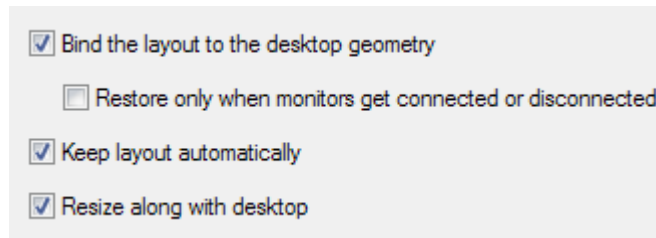
The **Layout and Snap** page allows accessing the following panels:

- [Windows Layout Options](#)
- [Window Snapping](#)
- [Group Size/Drag](#)
- [Desktop Divider](#)
 - [Tile Layouts](#)
 - [Options](#)

Windows Layout Options Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Window Guard](#).

The **Windows Layout Options** panel allows adjusting common options of [Windows Layout tool](#).



Bind the layout to the desktop geometry check box - mark it to make the **Actual Tools** program remember the actual layout of currently opened windows for each desktop configuration and make the [transitions between single-/multi-, or different multi-, monitor configurations](#) smooth and convenient.

Restore only when monitors get connected or disconnected check box - mark it to track only such important events as monitor attaching/detaching and skip the less important changes of monitor positions/resolutions.

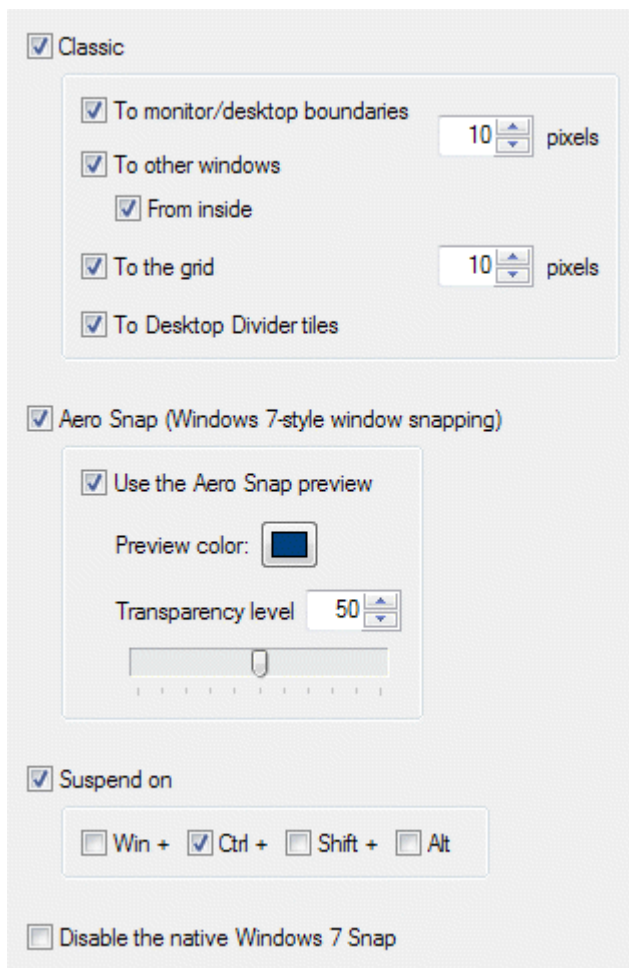
Keep layout automatically check box - mark it to let the **Actual Tools** program track the [changes of desktop resolution](#) and relocate the currently opened windows appropriately keeping their relative layout consistent with the enlarged/reduced visible desktop area.

Resize along with desktop check box - mark it to not only relocate but also resize the currently opened windows in according to changed desktop size.

Window Snapping Options Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Window Snapping Options** panel lets you ease and speed up the manual arrangement of windows on your desktop by using various window snapping techniques:



Classic check box - mark it to enable [the classic snapping](#).

Aero Snap check box - mark it to start the emulation of the modern [Aero Snap mode](#) presented in *Windows 7* on *Windows XP/Vista*.

Suspend on check box - mark it to activate the ability to temporarily disable the snapping (both classic and Aero) while the specified key combination is pressed. In the related *group of controls* you can define the



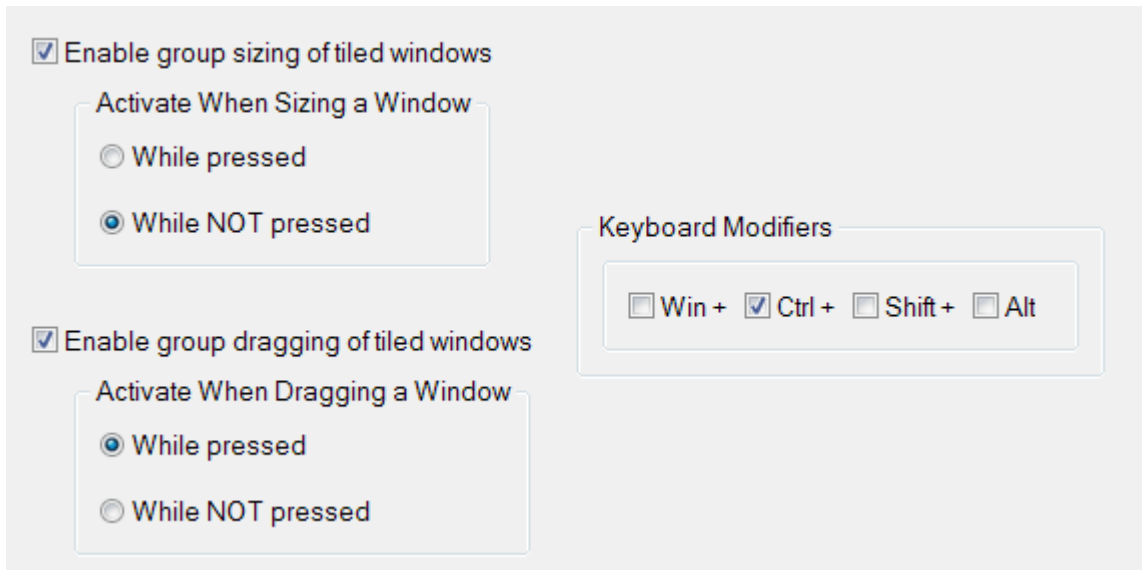
combination of modifier keys which you must press and hold to suspend the snapping.

Disable the native Windows 7 Snap check box - mark it to disable the native *Windows 7* Snap feature so it won't interfere with the Aero Snap emulation provided by **Actual Tools**.

Group Size/Drag Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Group Size/Drag** panel allows to activate the [group sizing/dragging of tiled windows](#).



Enable group sizing of tiled windows

Activate When Sizing a Window

While pressed

While NOT pressed

Enable group dragging of tiled windows

Activate When Dragging a Window

While pressed

While NOT pressed

Keyboard Modifiers

Win + Ctrl + Shift + Alt

Enable group sizing of tiled windows check box - mark it to enable this function. In the related **Activate When Sizing a Window** group of controls you can specify when the group sizing will be actually active:

- **While pressed** radio button - select this option to activate the group sizing each time you start to drag a window with the mouse AND the specified modifier keys are pressed
- **While NOT pressed** radio button - select this option to activate the group sizing each time you start to drag a window with the mouse AND the specified modifier keys are NOT pressed

Enable group dragging of tiled windows check box - mark it to enable this function. In the related **Activate When Dragging a Window** group of controls you can specify when the group dragging will be actually active:

- **While pressed** radio button - select this option to activate the group dragging each time you start to drag a window with the mouse AND the specified modifier keys are pressed
- **While NOT pressed** radio button - select this option to activate the group dragging each time you start to drag a window with the mouse AND the specified modifier keys are NOT pressed

Keyboard Modifiers group of controls - here you can specify the set of modifier keys that will be used to



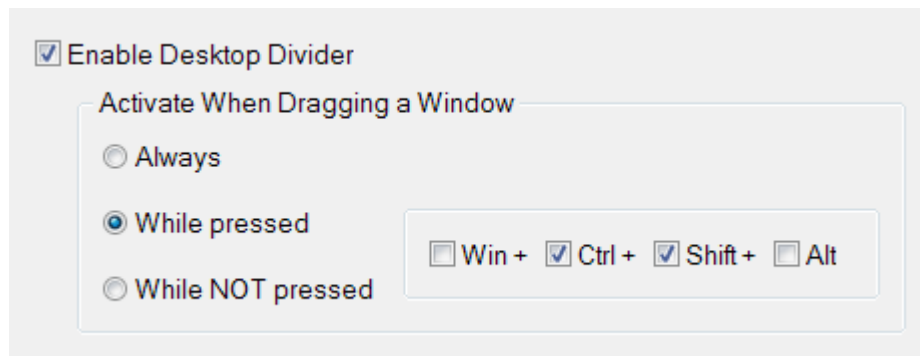
activate/suspend the group sizing or group dragging (both functions use the same set of modifier keys):

- **Win + check box** - mark it to include the <Win> modifier key into the set
- **Ctrl + check box** - mark it to include the <Ctrl> modifier key into the set
- **Shift + check box** - mark it to include the <Shift> modifier key into the set
- **Alt check box** - mark it to include the <Alt> modifier key into the set

Desktop Divider Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Desktop Divider** panel allows activating the [Desktop Divider facility](#).



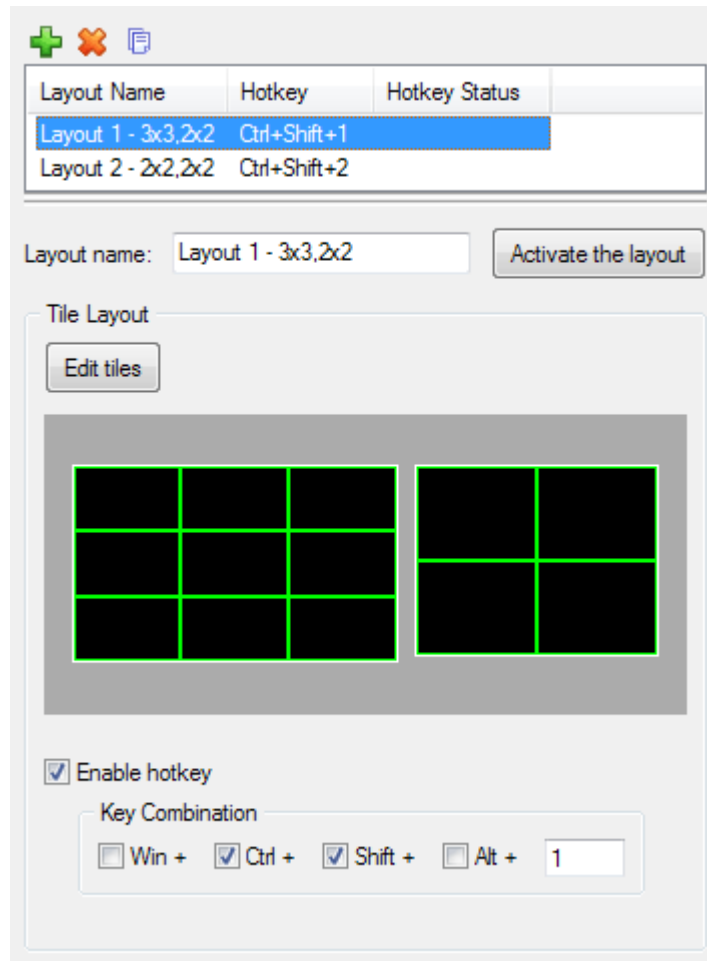
Enable Desktop Divider check box - mark it to enable the facility. In the related **Activate When Dragging a Window** group of controls you can specify, when the Divider will be actually active:

- **Always** radio button - select this option to activate the Desktop Divider each time you start to drag a window with the mouse
- **While pressed** radio button - select this option to activate the Desktop Divider each time you start to drag a window with the mouse AND the specified modifier keys are pressed
- **While NOT pressed** radio button - select this option to activate the Desktop Divider each time you start to drag a window with the mouse AND the specified modifier keys are NOT pressed




Tile Layouts Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Tile Layouts** panel allows maintaining the layouts of the [Desktop Divider](#) facility.



Tile Layouts toolbar - is related to the **Tile Layouts** list box and contains the buttons for the following commands:

-  **Add Item** button - click it to add a new tile layout.
-  **Delete Item** button - click it to delete the tile layout selected in the **Tile Layouts** list box.
-  **Copy Item** button - click it to add a new tile layout which will be a copy of the tile layout selected



in the **Tile Layouts** list box.

Tile Layouts list box - shows the list of currently available tile layouts and contains the following columns:

- **Layout Name** column - displays the name of a layout;
- **Hotkey** column - displays the [key combination](#) assigned to a layout;
- **Hotkey Status** column - displays the status of the [hotkey](#).

Below the list is the *group of controls* allowing you to view and adjust the properties of the tile layout selected in the list box:

- **Layout name** edit box - here you can specify or modify layout's name. We suggest to specify significant and self-explanatory identifiers for new layouts so that you could easily tell them apart later;
- **Activate the layout** button - click it to make the selected tile layout active (you can also activate layouts either via [Desktop Divider popup menu](#) or via [Desktop context menu](#));
- **Tile Layout** group of controls - contains the following visual controls:
 - **Edit tiles** button - click it to open the [Tiles Editor window](#) where you can visually create and adjust the number of tiles and their sizes. In the *preview control* below you can see the current state of the layout;
- **Enable hotkey** check box - mark it to assign a custom key combination to the tile layout for its quick activation;
- **Key Combination** group - contains the visual controls that allow modifying the assigned key combination (these controls work exactly the same as [here](#)).

Tiles Editor Window

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

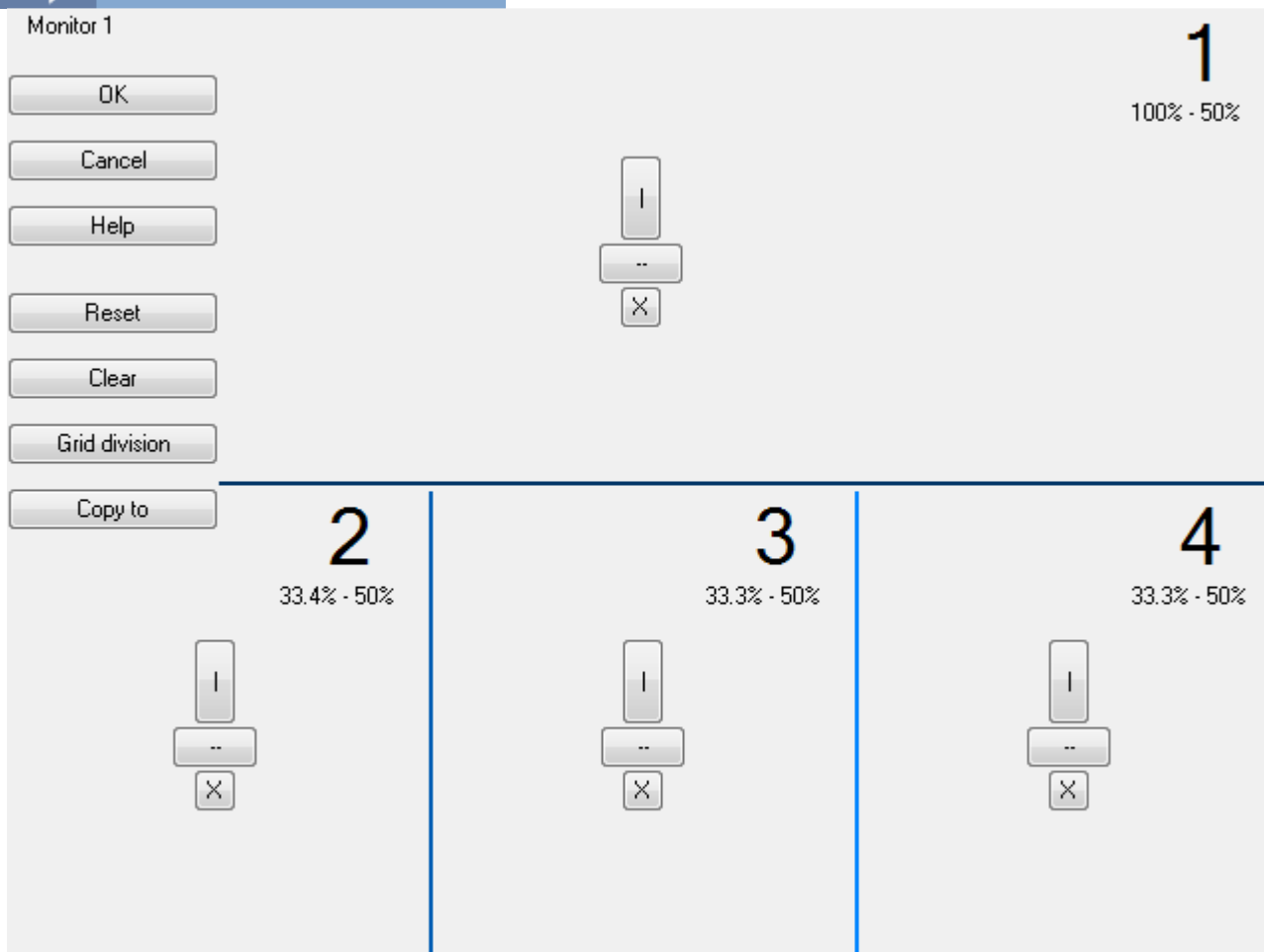
The **Tiles Editor** window lets you visually split the entire visible area of your desktop into the desired number of tiles of certain layout and sizes.

Here are the basics of Tiles Editor:

- tiles in the editor have hierarchy
- you can split each tile only into two child tiles (using the [edit buttons](#))
- when you resize the parent tile, its child tiles are resized proportionally
- a tile displays its current size relatively to its host monitor
- tiles are numbered first from top to bottom, then from left to right

Tiles Editor provides the following controls:

- [edit buttons](#)
- [tile splitters](#)
- [control buttons](#)
- [tile information](#)



Edit buttons let you modify a tile which they lie on: split the tile vertically (|), horizontally (--), or delete it (X). When you delete a child tile, its sibling is deleted automatically so only their parent tile remains.

When you split a tile, *tile splitter* appears allowing you to change the size of adjacent child tiles within their parent tile. Please note the splitter's color: the deeper the tiles are in the hierarchy - the lighter a color of a splitter that divides them. Also, child splitters do not touch parent splitters at the junction points to let you view the hierarchy more clearly.

Hint

When you drag a splitter, it automatically snaps at the junction points to its siblings in adjacent rows (for a vertical splitter) or adjacent columns (for a horizontal splitter). You can temporarily disable this auto-snapping by pressing and holding the <Ctrl> key while dragging a splitter.

Control buttons let you control the editor and operate the entire layout on each monitor:

- **OK button** - click it to close Tiles Editor and save all changes (please note that you nevertheless need to



click the [**Apply button**](#) to make the changes permanent)

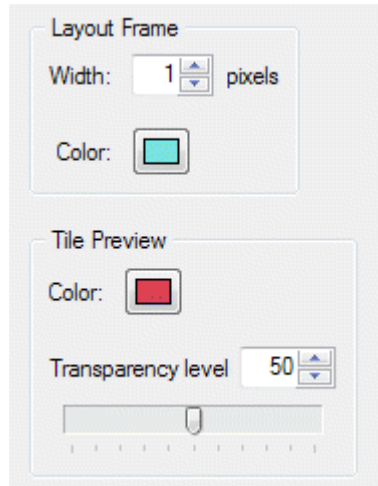
- **Cancel button** - click it to cancel all changes and close Tiles Editor
- **Help button** - click it to show this information
- **Reset button** - click it to restore the layout on current monitor to its initial state as it was before you made any changes
- **Clear button** - click it to remove all tiles on current monitor and start dividing from scratch
- **Grid division button** - click it to open the special window that lets you automatically divide current monitor by a grid of a specified row/column count
- **Copy to button** (active only when two or more monitors are available) - click it to copy the layout from a current monitor to another monitor (lets you select which one in case you have three or more monitors)

Also, each tile displays its order number and dimensions relatively to the host monitor dimensions.

Options Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Options panel** allows adjusting the global options of the [Desktop Divider facility](#), such as visual appearance of its frame/tile preview.



Layout Frame group - here you can customize how the frame indicating the current layout should look:

- **Width spin edit** - specify the thickness of the frame in pixels;
- **Color button** - click this button to customize the color of the frame.

Tile Preview group - here you can customize how the frame indicating the current layout should look:

- **Color button** - click this button to customize the color of the tile preview;
- **Transparency level spin edit/slider** - specify the desired [level of transparency](#) for the tile preview, it varies from 0% (opaque) to 100% (fully transparent, or invisible).



Files and Folders Page

Available in: [Actual Window Manager](#), [Actual File Folders](#).

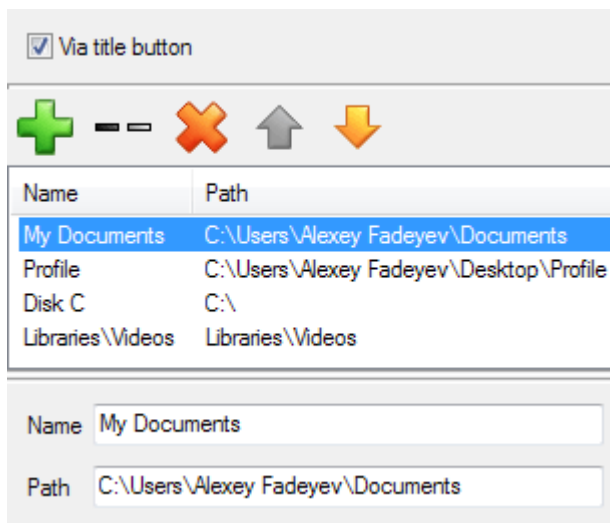
The **Files and Folders** page allows accessing the following panels:

- [Favorite Folders](#)
- [Recent Folders](#)
- [Tabbed Explorer](#)

Favorite Folders Panel

Available in: [Actual Window Manager](#), [Actual File Folders](#).






The **Favorite Folders** panel allows managing the list of shortcuts to the folders that you use most frequently (i.e. your favorite folders).



Via title button check box - mark it to enable the [Favorite Folders title button](#) (this option works the same as [this option](#) in the [Default Settings](#)).

Enable hotkey check box - mark it to activate and specify [the key combination](#) to invoke a submenu with the list of favorite folders.

Favorite Folders toolbar - is related to the **Favorite Folders list box** and contains the *buttons* for the following Favorite Folder item's related commands:

-  **Add Item** button - click it to add a new shortcut to a favorite folder.
-  **Add Separator** button - click it to add a separator to tell apart the groups of shortcuts.
-  **Delete Item** button - click it to delete the shortcut selected in the **Favorite Folders list box**.
-  **Move Item Up** button - click it to move the shortcut selected in the **Favorite Folders list box** one step up.
-  **Move Item Down** button - click it to move the shortcut selected in the **Favorite Folders list box**



one step down.

Favorite Folders list box - shows the list of currently available Favorite Folders shortcuts and contains the following columns:

- **Name column** - displays the short name of a Favorite Folder shortcut;
- **Path column** - displays the full file system path to a folder;

Below the list is the *group of controls* allowing you to modify the properties of the favorite folder selected in the list box:

- **Name edit box** - here you can specify or modify shortcut's name. When specified, this name will be displayed instead of the full path to a folder;
- **Path edit box** - here you can modify shortcut's path. This can be useful when the old path is changed slightly so that it's easier to modify the existing shortcut instead of deleting it and adding a new one.

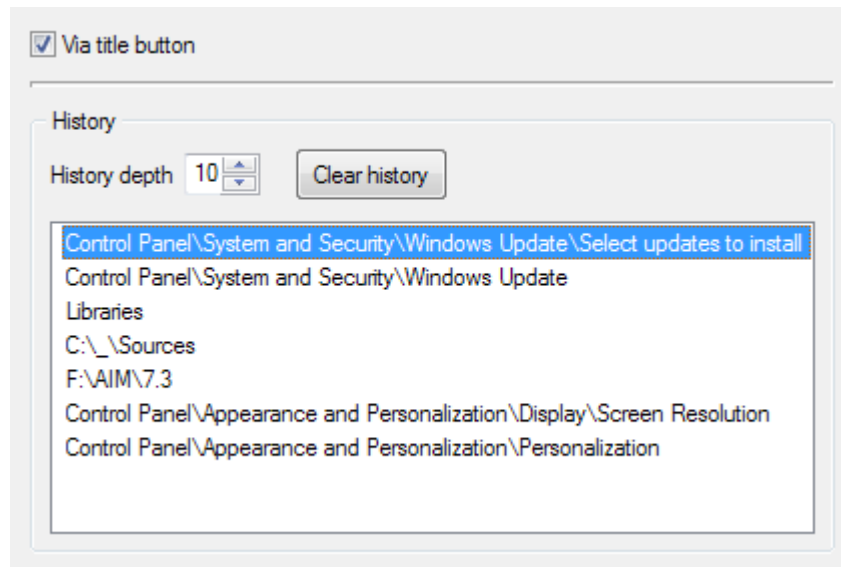
Hint

You can use the [environment variables](#) when specifying a path.

Recent Folders Panel

Available in: [Actual Window Manager](#), [Actual File Folders](#).

The **Recent Folders** panel allows adjusting the options of recently visited folders tracking and observe the current list of those folders.



Via title button check box - mark it to enable the [Recent Folders title button](#) (this option works the same as [this option](#) in the [Default Settings](#)).

Enable hotkey check box - mark it to activate and specify [the key combination](#) to invoke a submenu with the list of recent folders.

History group - here you can adjust the options of the recent folders history:

- **History depth** spin edit - set how many shortcuts will be stored in the history. If the count of shortcuts exceeds the number specified here after adding a new item, the oldest item in the history will be deleted;
- **Clear history** button - click this button to erase all shortcuts in the history and begin collecting them from scratch.

Note

Don't forget to click the **Apply** button to save your changes!



Recent Folders list box - shows the list of shortcuts to recently visited folders.

Tabbed Explorer Panel

Available in: [Actual Window Manager](#).

The **Tabbed Explorer** panel lets you activate tabbed interface for *Windows Explorer*.

Group Explorer windows within tabbed containers

Group Explorer windows within tabbed containers check box - mark it to activate the [Tabbed Explorer](#) feature.



Clipboard Page

Available in: [Actual Window Manager](#).

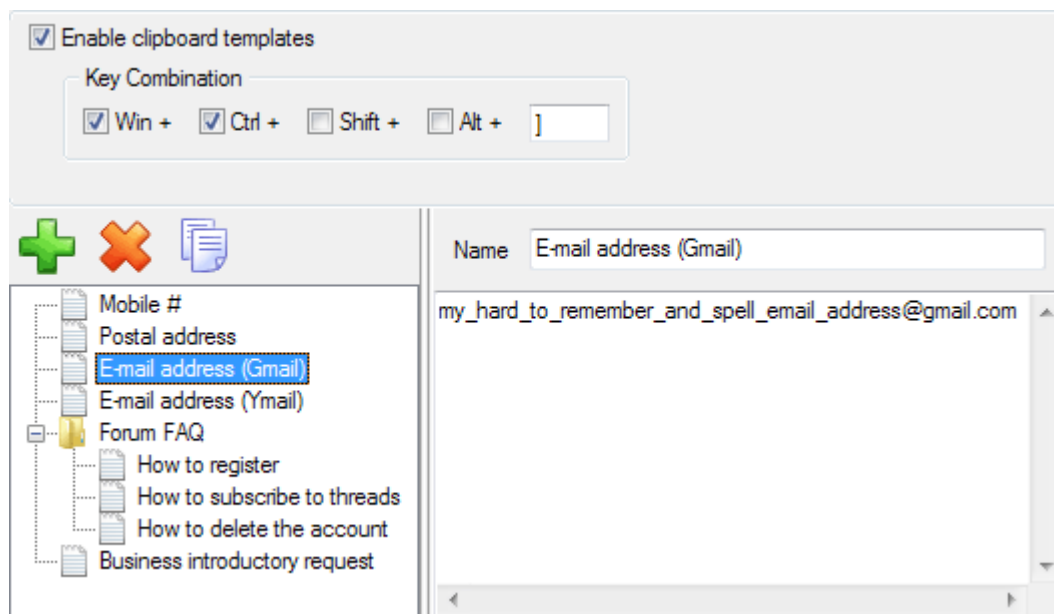
The **Clipboard** page allows accessing the following panels:

- [Templates](#)
- [History](#)

Clipboard Templates Panel



Available in: [Actual Window Manager](#).

The **Clipboard Templates** panel allows configuring the collection of [clipboard templates](#).




Enable clipboard templates check box - mark it to enable invoking the context menu containing the entire collection of templates using the specified hotkey. In the related **Key Combination** group of controls you can [customize the key combination](#) to invoke this menu.

Clipboard Templates toolbar - is related to the **Clipboard Templates** tree view and contains the following buttons:

-  **Add Item** button - click it to add a new item to the collection. It can be either a template or a group of templates. You can add groups into other groups, creating a hierarchy of templates.
-  **Delete Item** button - click it to delete the item (template or group) selected in the **Clipboard Templates** tree view.

Warning!

Deleting a group also deletes its subgroups and child templates.

-  **Copy Item** button - click it to copy the item (template or group) selected in the **Clipboard Templates** tree view.

Note

Copying a group also copies its subgroups and child templates.

Clipboard Templates tree view - shows the hierarchy of currently available groups and templates.

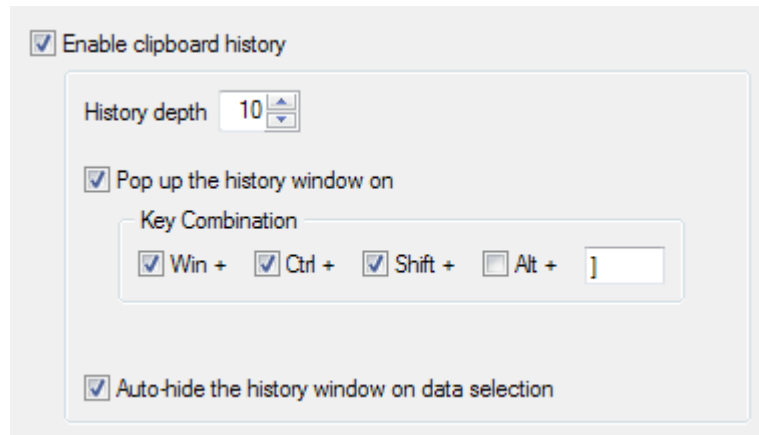
On the right of the tree view is the *group of controls* that allows you to modify the properties of the item (template or group) selected in the tree view:

- **Name edit box** - here you can specify or modify item's name;
- **Text edit box** (for template items only) - here you can specify the text of a template item that will be pasted when the item is selected in the context menu;
- **Activate the group via separate hotkey** check box (for group items only) - mark it to assign a custom hotkey to a group and invoke this group separately. In the related **Key Combination** group of controls you can [customize the key combination](#).

Clipboard History Panel

Available in: [Actual Window Manager](#).

The **Clipboard History** panel provides the control on tracking the [clipboard usage history](#).



Enable clipboard history check box - mark it to activate the Clipboard History feature.

- **History depth** spin edit - set how many data pieces will be stored in the history. If the count of stored data pieces exceeds the number specified here after adding a new one, the oldest one in the history will be deleted;
- **Pop up the history window on** check box - mark it to be able to invoke the [Clipboard History window](#) by hotkey. In the related **Key Combination** group of controls you can [customize the key combination](#).
- **Auto-hide the history window on data selection** check box - mark it to let [Actual Window Manager](#) close the [Clipboard History window](#) automatically after you selected a data piece to paste. Clear this check box if you'd like to keep the Clipboard History window open all the time.



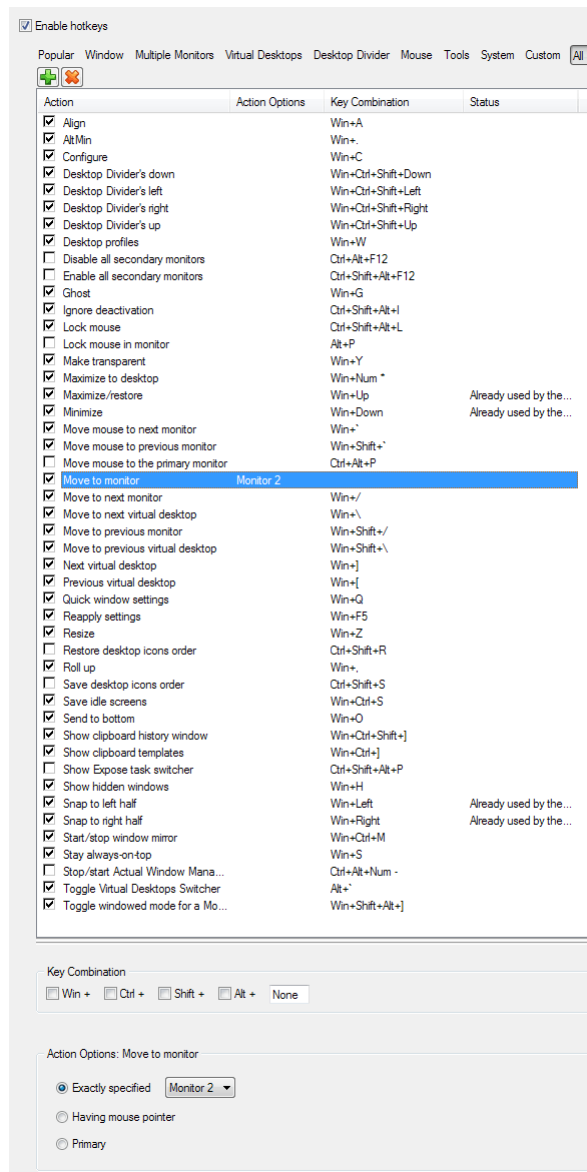
Hotkeys Page

The **Hotkeys** page allows accessing the following panels:

- [Actions](#)
- [Numpad](#)

Hotkeys Actions Panel



The **Actions panel** allows turning on/off the [Hotkeys feature](#) and assign particular [key combinations](#) for various actions provided by *Actual Window Manager*.



Enable hotkeys check box - mark it to turn on the [Hotkeys feature](#) in full.

Filters toolbar - lets to filter the [Hotkeys list box](#) by categories (Popular, System, Mouse, Custom, etc.).

Custom Hotkeys toolbar - relates to the [Hotkeys list box](#) and allows adding/deleting the [custom hotkeys](#):

-  **Add button** - click it to display a popup menu with the list of actions allowed for custom hotkeys. Click on the required action's name to add a new custom hotkey for that action, then adjust action options;
-  **Delete button** - click it to delete the custom hotkey selected in the **Hotkeys** list box.

Note

This command is enabled for the custom hotkeys only; other hotkeys cannot be deleted.

Hotkeys list box - shows the list of most usable actions and their assigned key combinations, allows turning on/off the particular hotkey using the *checkbox* on the left of action's name, and displays the current *hotkey status*: if everything is OK the status is clear, otherwise it warns you in case you already assigned this combination to another action ("duplicate hotkey") or the assigned combination is already used by other applications (including *Windows®* itself).

Note

Here is the list of key combinations reserved by *Windows®* for various system actions: <Alt+Tab>, <Alt+Shift+Tab>, <Win+Tab>, <Win+Shift+Tab>, <Alt+Space>, <Alt+Esc>, <Ctrl+Esc>, <Ctrl+Shift+Esc>, <Win+D>, <Win+E>, <Win+F>, <Win+L>, <Win+M>, <Win+R>. Assigning any of these key combinations to *Actual Window Manager* actions will result in "Already used by the system or other applications" warning.

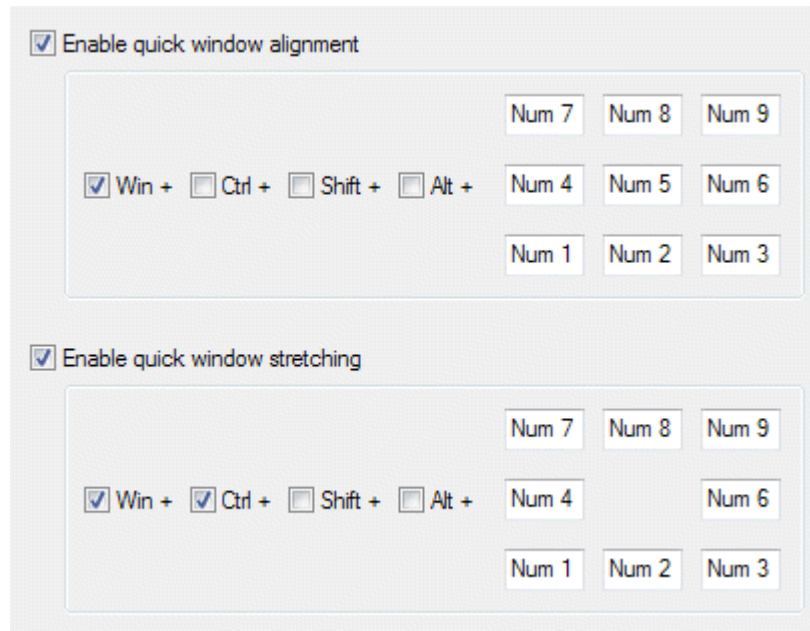
Key Combination group - contains the *visual controls* which allow modifying the key combination assigned to the action currently selected in the **Hotkeys list box**:

- **Win + checkbox** - mark it to include the special <Win> key to the current key combination
- **Ctrl + checkbox** - mark it to include the special <Ctrl> key to the current key combination
- **Shift + checkbox** - mark it to include the special <Shift> key to the current key combination
- **Alt + checkbox** - mark it to include the special <Alt> key to the current key combination
- **Hotkey box** - click it and then press the desired alphanumeric key to complete the combination.

Numpad Panel

Available in: [Actual Window Manager](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Numpad** panel allows customizing the key combinations for the [numpad hotkey groups](#):



Enable quick window alignment

<input checked="" type="checkbox"/> Win +	<input type="checkbox"/> Ctrl +	<input type="checkbox"/> Shift +	<input type="checkbox"/> Alt +	Num 7	Num 8	Num 9
				Num 4	Num 5	Num 6
				Num 1	Num 2	Num 3

Enable quick window stretching

<input checked="" type="checkbox"/> Win +	<input checked="" type="checkbox"/> Ctrl +	<input type="checkbox"/> Shift +	<input type="checkbox"/> Alt +	Num 7	Num 8	Num 9
				Num 4		Num 6
				Num 1	Num 2	Num 3

- **Enable quick window alignment** check box - mark it to enable the Quick Alignment hotkey group. In the related *group of controls* you can define the set of modifier keys and specify the alphanumeric key for each one of 9 pre-defined alignment positions (by default the Num1 . . Num9 keys are specified). If some of specified combinations produce conflicts their hotkey boxes will become **red-outlined**;
- **Enable quick window stretching** check box - mark it to enable the Quick Stretching hotkey group. In the related *group of controls* you can define the set of modifier keys and specify the alphanumeric key for each one of 8 pre-defined directions of stretching (by default the Num1 . . Num9 keys are specified). If some of specified combinations produce conflicts their hotkey boxes will become **red-outlined**.

Mouse Page

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#), [Actual Window Minimizer](#), [Actual Window Rollup](#).

The **Mouse** page allows accessing the following panels:



- [Actions](#)
- [Options](#)
- [Drag and Scroll](#)
- [Multiple Monitors](#)

Mouse Actions Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#), [Actual Window Minimizer](#), [Actual Window Rollup](#).

The **Mouse Actions** panel lets you adjust various advanced mouse manipulations with windows:

Enable mouse actions

Action	Click Spot	Keyboard Modifiers	Click Type	Mouse Button	Status
<input type="checkbox"/> Close	Title bar	Ctrl+	Single	Right	
<input checked="" type="checkbox"/> Minimize	Title bar	Win+	Single	Right	
<input checked="" type="checkbox"/> Minimize to tray	Title bar	Ctrl+	Single	Right	
<input checked="" type="checkbox"/> Minimize to screen	Title bar	Ctrl+	Single	Middle	
<input checked="" type="checkbox"/> Roll up	Title bar	Shift+	Single	Right	
<input checked="" type="checkbox"/> Move to next monitor	Title bar	Alt+	Single	Middle	
<input checked="" type="checkbox"/> Move to previous monitor	Title bar	Shift+Alt+	Single	Middle	
<input checked="" type="checkbox"/> Quick settings	Title bar		Single	Middle	
<input type="checkbox"/> Stay always-on-top	Title bar	Shift+	Single	Left	
<input type="checkbox"/> Send to bottom	Title bar	Alt+	Single	Left	
<input checked="" type="checkbox"/> Move to monitor	Title bar	Ctrl+	Single	Left	
<input checked="" type="checkbox"/> Minimize to tray	Minimize button		Single	Right	
<input checked="" type="checkbox"/> Minimize to screen	Minimize button		Single	Middle	
<input checked="" type="checkbox"/> Maximize to desktop	Maximize button		Single	Right	
<input checked="" type="checkbox"/> Maximize horizontally	Maximize button	Shift+	Single	Right	
<input checked="" type="checkbox"/> Maximize vertically	Maximize button	Ctrl+	Single	Right	
<input type="checkbox"/> Maximize to Desktop Divider's tile	Maximize button		Single	Middle	

Click

Win + Ctrl + Shift + Alt +

Mouse Button: Double Left Middle Right on

Action Options: Move to monitor


Exactly specified


Having mouse pointer

Primary

Enable mouse actions check box - mark it to allow invoking of advanced window actions by clicking on standard window parts.

Custom click actions toolbar - relates to the [Click actions list box](#) and allows adding/deleting the custom click actions:

-  **Add** button - click it to display a popup menu with the list of available actions. Click on the required action's name to add a new custom click for that action, then adjust action options;

-  **Delete button** - click it to delete the custom click action selected in the **Click actions** list box.

Note

This command is enabled for the custom click actions only; other click actions cannot be deleted.

Click actions list box - shows the list of available click actions. *Click action* defines, which [standard window part](#) you must click to invoke a certain window action and allows you assigning, which mouse button and the modifiers key combination you must click to invoke this action. You can enable or disable particular mouse actions by toggling their corresponding check boxes.

Note

Below is the list of *Windows®* default click actions:

- **Double left click on title bar** - maximizes a window/restores it back;
- **Right click on title bar** - invokes window's system menu;
- **Double left click on title icon** - closes a window.
- **Middle click on taskbar button** - launches another instance of the application (*Windows 7 only*).

Assigning any of these key combinations to **Actual Tools** actions will result in the "*Already used by the system or other applications*" warning.

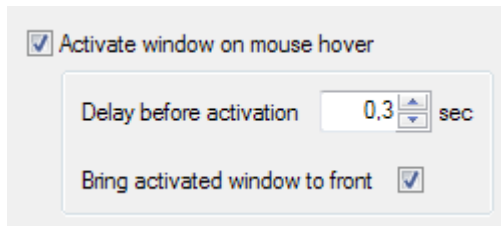
Click group - lets you specify, which part of window (click spot), by which mouse button and with which modifier keys you must click to invoke the action currently selected in the **Click actions list box**:

- **Win + check box** - mark it to include the <Win> modifier key to the set of modifier keys;
- **Ctrl + check box** - mark it to include the <Ctrl> modifier key to the set of modifier keys;
- **Shift + check box** - mark it to include the <Shift> modifier key to the set of modifier keys;
- **Alt + check box** - mark it to include the <Alt> modifier key to the set of modifier keys;
- **Mouse Button group** - select the mouse button for the click action. By default, the single click of the selected button is used to invoke the action; mark the **Double check box** to use the double click;
- **on combo box** - select a desired click spot, which you must click to invoke the action.

Mouse Options Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Mouse Options** panel lets you activate advanced system tweaks for mouse:



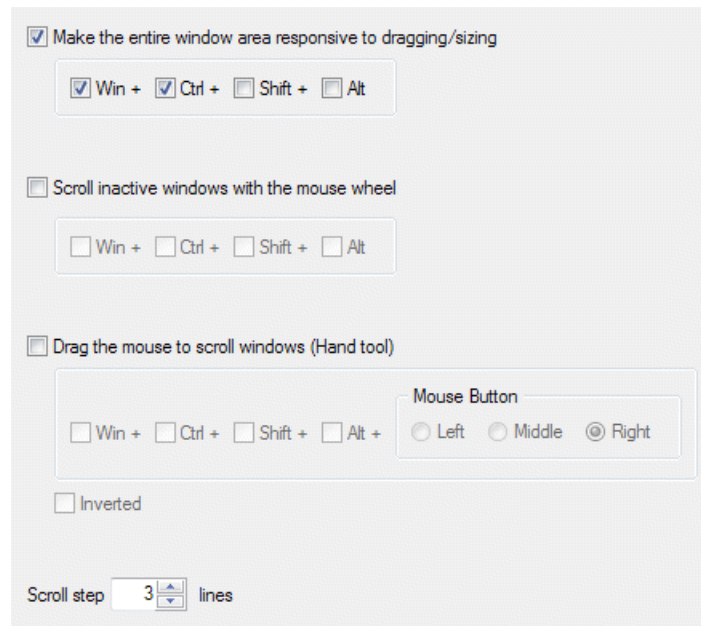
Activate window on mouse hover check box - mark it to enable the automatic activation of windows just by placing the mouse pointer over them (i.e. you don't have to click on a window to make it active). This feature has some related options:

- **Delay before activation** spin edit - specify how long the system should wait until the window under the mouse pointer becomes active. 0 delay value means "activate instantly".
- **Bring activated window to front** check box - mark it to not only activate the window but also to put it in front of other windows; otherwise, the window becomes active but remains on the same position in Z-order.

Drag and Scroll Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#).

The **Drag and Scroll** panel lets you adjust various advanced window manipulations using the mouse dragging/scrolling:



The screenshot shows the 'Drag and Scroll' settings panel. It features several sections with checkboxes and key combinations:

- Make the entire window area responsive to dragging/sizing:** This section is checked. Below it, a sub-panel shows checked boxes for 'Win +', 'Ctrl +', and 'Alt', and an unchecked box for 'Shift +'.
- Scroll inactive windows with the mouse wheel:** This section is unchecked. Below it, a sub-panel shows unchecked boxes for 'Win +', 'Ctrl +', 'Shift +', and 'Alt'.
- Drag the mouse to scroll windows (Hand tool):** This section is unchecked. Below it, a sub-panel shows unchecked boxes for 'Win +', 'Ctrl +', 'Shift +', and 'Alt'. To the right, a 'Mouse Button' section has radio buttons for 'Left', 'Middle', and 'Right', with 'Right' selected.
- Inverted:** This checkbox is unchecked.
- Scroll step:** A spin edit box is set to '3' lines.

Make the entire window area responsive to dragging/sizing check box - mark it to enable the [Easy Windows Dragging/Sizing Control Center tool](#). In the related *group of controls* you can define the combination of modifier keys which you must press to activate this tool.

Scroll inactive windows with the mouse wheel check box - mark it to enable the [Scroll Inactive Windows Control Center tool](#). In the related *group of controls* you can specify, which modifier keys will be used to activate the tool.

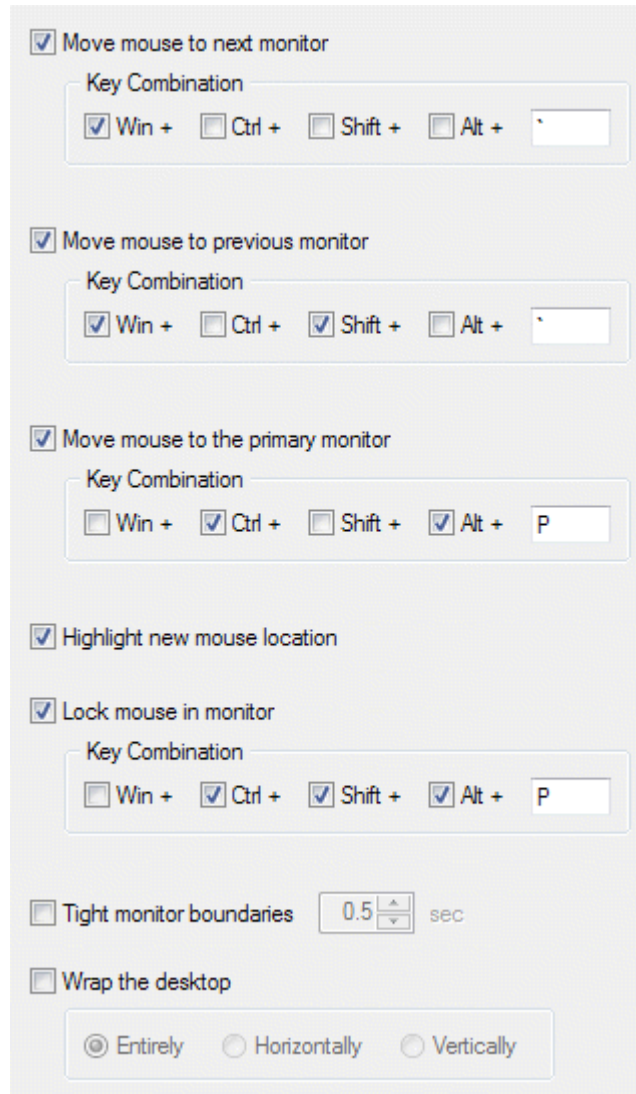
Drag the mouse to scroll windows (Hand tool) check box - mark it to enable the [Hand Control Center tool](#). In the related *group of controls* you can specify, which mouse button and which modifier keys will be used to activate the tool. Also, you can mark the **Inverted** check box to flip the direction of scrolling.

Scroll step spin edit - here you can alter the system setting, which defines how many lines will be scrolled for one mouse wheel's notch.

Mouse Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Mouse panel** allows you configure various mouse tools and features related to multiple monitors:



The screenshot shows the Mouse Panel configuration window with the following settings:

- Move mouse to next monitor
Key Combination: Win + Ctrl + Shift + Alt +
- Move mouse to previous monitor
Key Combination: Win + Ctrl + Shift + Alt +
- Move mouse to the primary monitor
Key Combination: Win + Ctrl + Shift + Alt +
- Highlight new mouse location
- Lock mouse in monitor
Key Combination: Win + Ctrl + Shift + Alt +
- Tight monitor boundaries sec
- Wrap the desktop
 Entirely Horizontally Vertically

Move mouse to next monitor check box - mark it to enable the special [hotkey](#) for moving the mouse pointer instantly to a next monitor. In the below *group of controls* you can customize the key combination.

Move mouse to previous monitor check box - mark it to enable the special [hotkey](#) for moving the mouse pointer instantly to a previous monitor. In the below *group of controls* you can customize the key combination.



Move mouse to the primary monitor *check box* - mark it to enable the special [hotkey](#) for placing the mouse pointer instantly to the primary monitor. In the below *group of controls* you can customize the key combination.

Highlight new mouse location *check box* - mark it to display the animated concentric circles (sonar-like animation) around the mouse pointer when it was moved to another monitor using any of the above hotkeys.

Lock mouse in monitor *check box* - mark it to enable the special [hotkey](#) for toggling the [hard mouse lock mode](#). In the below *group of controls* you can customize the key combination.

Tight monitor boundaries *check box* - mark it to enable the [soft mouse lock mode](#). In the related *spin edit* you can specify how much time you must continue dragging the mouse to make it cross the boundary between monitors.

Wrap the desktop *check box* - mark it to activate the mouse tool [of the same name](#). In the related *group of radio buttons* you can select the required kind of wrapping.



Logon Screen Page

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

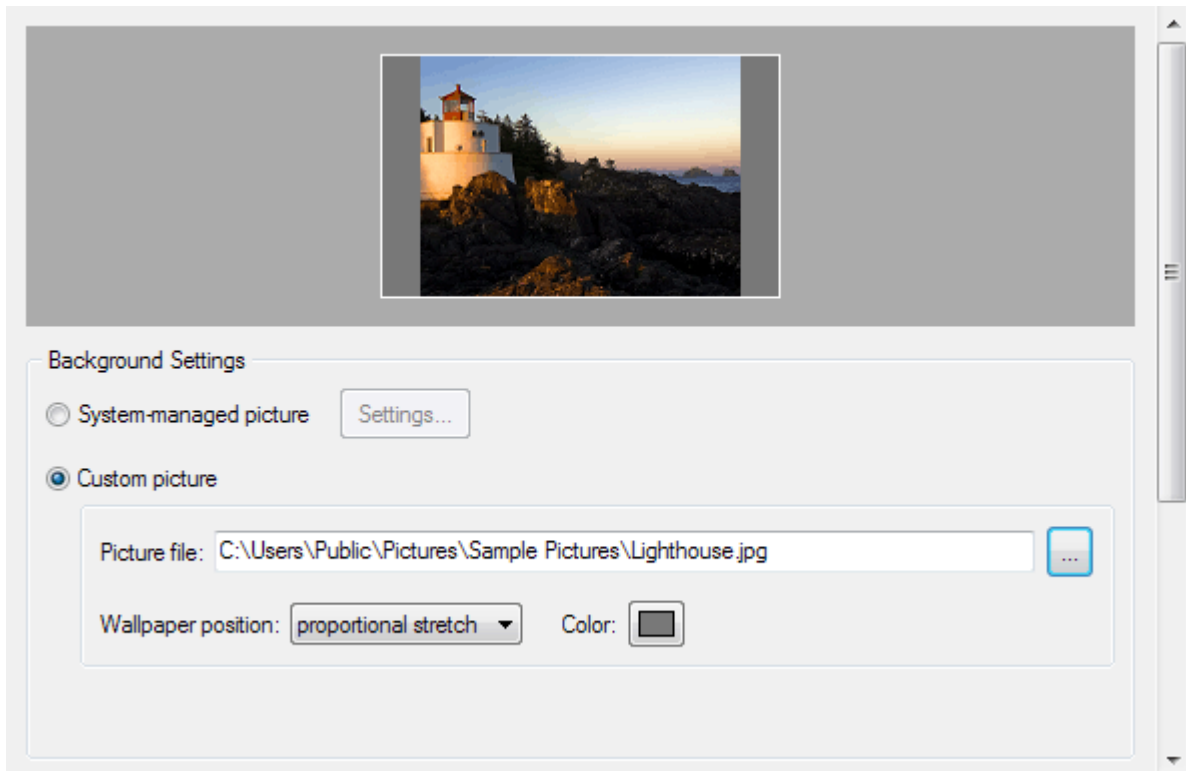
The **Logon Screen** page allows accessing the following panels:

- [Primary Monitor](#)
- [Secondary Monitors](#)

Logon Screen Primary Monitor Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Primary Monitor** panel allows to change a background picture on the primary monitor of [Logon Screen](#).



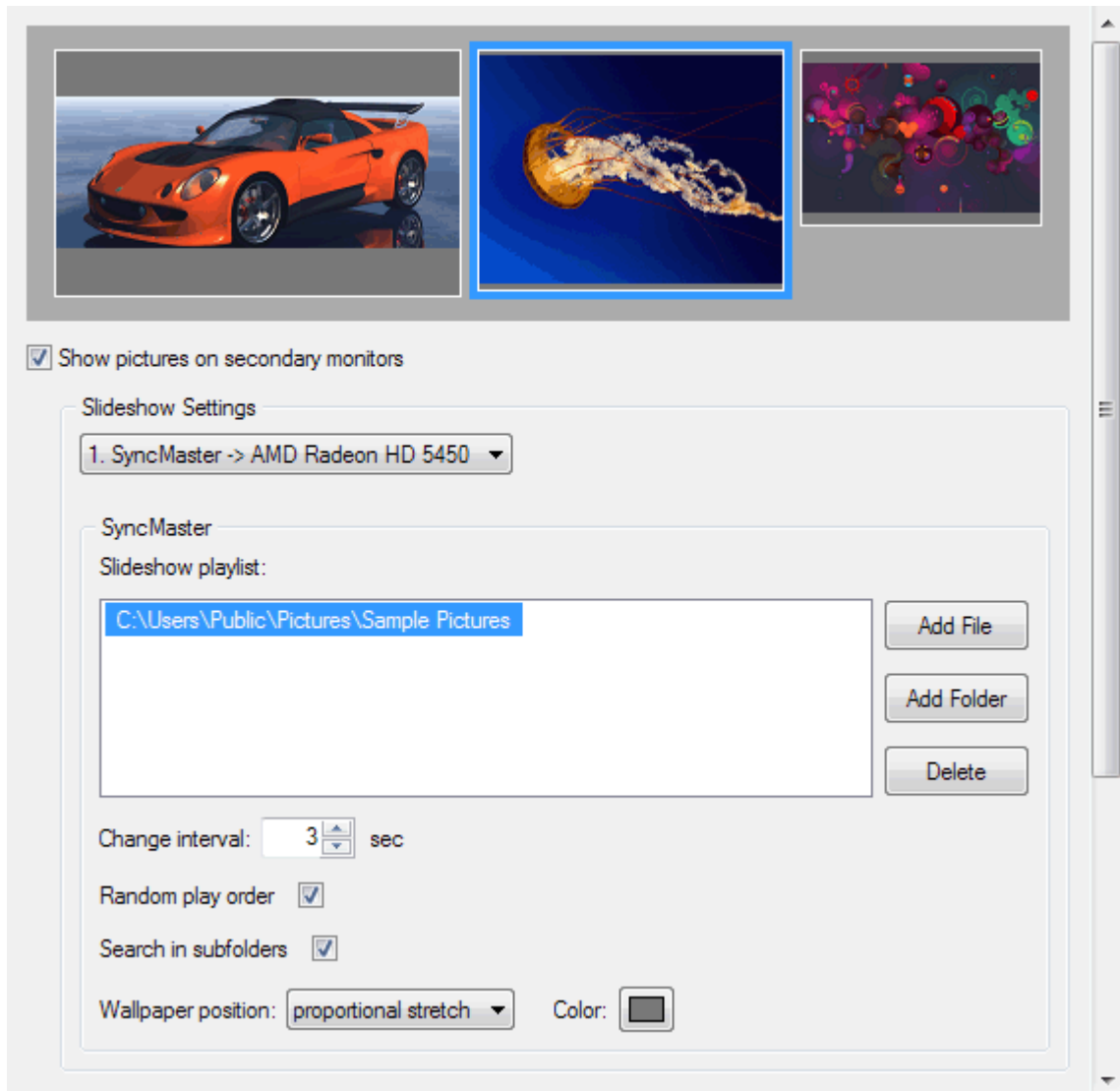
In the **Background Settings** group of controls you can specify:

- **System-managed picture** radio button - select this option to keep the current picture assigned by the system. Click the related **Settings...** button to change a picture on the primary monitor of Lock Screen via system dialog (available since *Windows 8*);
- **Custom picture** radio button - select this option to specify a custom picture. In the related group of controls you can specify a [picture file](#), [wallpaper position](#) and [background color](#).

Logon Screen Secondary Monitors Panel

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

The **Secondary Monitors** panel allows to change a background picture on secondary monitors of [Logon Screen](#).



Show pictures on secondary monitors check box - mark it to activate the [Actual Window Manager](#) feature that changes background pictures on secondary monitors as well.

Slideshow Settings group - allows to set up slideshow for each secondary monitor:

- *monitor selector combo box* - here you can select which monitor you'd like to set up slideshow for;



- *monitor settings group* - here you can set up [slideshow settings](#).

Hint

To display static picture on a certain monitor, just add a single picture file to [slideshow playlist](#) of that monitor.



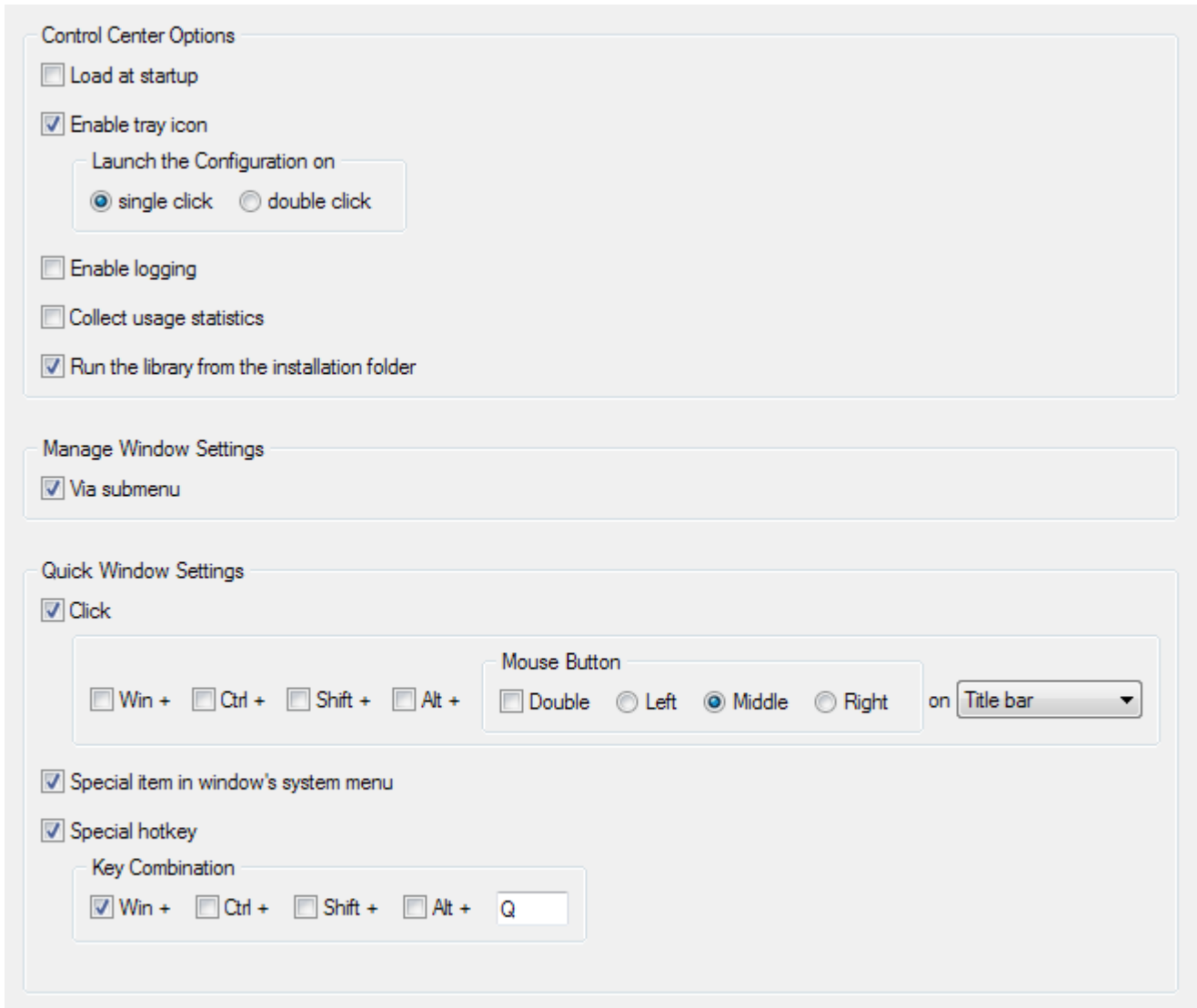
Options Page

The **Options** page allows accessing the following panels:

- [***General Options panel***](#)
- [***Check for Updates Options panel***](#)
- [***Command Prompt Windows Options panel***](#)
- [***Window Thumbnails panel***](#)
- [***User Interface Options panel***](#)

General Options Panel

The **General Options** panel allows adjusting the most essential *Actual Window Manager* options.



Control Center Options group provides check boxes that allow the control on *Actual Window Manager* [Control Center](#) appearance and behavior.

- **Load at startup** check box - mark it to load the [Control Center](#) as soon as *Windows*® starts.
- **Enable tray icon** check box - mark it to show the *Actual Window Manager* icon in the [system tray](#) while the [Control Center](#) is loaded. In the related **Launch the Configuration on** group you can select which kind of click on the tray icon - single or double - you prefer to open the [Configuration Module](#).

- **Enable logging** check box - mark it to turn on the [Windows Monitoring Log tool](#). You can also do this using the same check box in Control Center's [Log window](#).
- **Collect usage statistics** check box - mark it to let *Actual Window Manager* keep record in a special log file of any window manipulation you undertake - either automatic (as you configured in the window settings) or manual (using a title button, window menu command or hotkey). This will help **Actual Tools** development team better understand the preferences and needs of the users and improve the products more consciously and purposefully.
- **Run the library from the installation folder** check box - mark it to force *Actual Window Manager* use its [runtime libraries](#) from the folder where *Actual Window Manager* is installed into.

Since the version 6.0, *Actual Window Manager* by default copies its runtime libraries to the current user profile's %Temp% folder and runs them from there. Such approach simplifies future updates of these files when installing a new version and may prevent the unwanted reboot of your PC after the installation.

However, it may conflict with your security software settings which could prohibit launching programs from the %Temp% folder (that is a common practice for computer viruses), and these settings may be out of your control (e.g. because of the corporate policy). In such case, you can enable this option to make *Actual Window Manager* compatible with your security settings and force it use the runtime libraries from its installation folder as any other common program.

Manage Window Settings group gives you the opportunity to manage certain window's settings in a quick and convenient manner by calling the [Configuration Module](#) via additional submenu in window's system menu.

- **Via submenu** check box - mark it to extend every window's system menu with the additional [submenu](#).

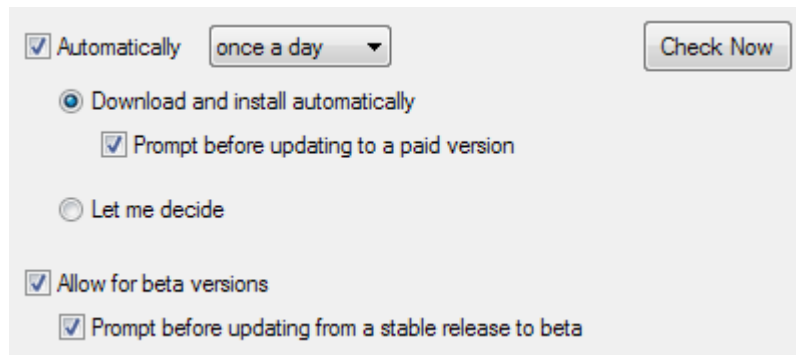
Quick Window Settings group lets you choose in which way you want to activate the [Quick Window Settings dialog](#):

- **Click** check box - mark it to activate the **Quick Window Settings** dialog via specified [mouse click action](#). Clear this check box to disable this way of activation.
- **Special item in window's system menu** check box - mark it to add the special [Quick window settings... item](#) to each window's system menu. Clear this check box to remove this item from windows' system menus.
- **Special hotkey** check box - mark it to enable the special [hotkey](#) which you can press to activate the **Quick Window Settings** dialog for an active window. Clear this check box to disable this way of activation. In the below *group of controls* you can customize the key combination which should be

pressed to invoke the dialog.

Check for Updates Options Panel

The **Check for Updates Options** panel allows scheduling automatic update checks or launching the check process manually:



- **Automatically** check box - mark it to let *Actual Window Manager* make automatic checks for new versions periodically. In the related *combo box* you can define the frequency of checks: 1 check *per day*, *per week* or *per month*.
 - **Download and install automatically** radio button - mark it to let *Actual Window Manager* not only check for new versions but also download and install them in background so that you always will have the up-to-date version.
 - **Prompt before updating to a paid version** check box - mark it to show the prompt dialog window before automatically downloading and installing the update if your subscription for free updates expired (so the next version after installation will run in the evaluation mode, and you will have to purchase another registration code to remove the evaluation mode and prolong the subscription).
 - **Let me decide** radio button - mark it to make *Actual Window Manager* just notify you about new versions so that you can choose on your own the appropriate moment to download and install the update.
- **Check Now** button - click it to launch the check process immediately. Upon clicking, the **Check for Updates window** will appear, showing you the progress and result of checking.
- **Allow for beta versions** check box - mark it if you'd like to take part in beta testing of *Actual Window Manager* and receive notifications about not only stable releases but beta releases also.



- **Prompt before updating from a stable release to beta** check box - mark it to show the prompt dialog window before automatically downloading and installing the update when you are using a stable version and the available update has the beta status.

Command Prompt Windows Options Panel

The **Command Prompt Windows Options** panel allows adjusting common options of [Command Prompt Windows Support](#) feature.

Enable support of command prompt windows and console applications

Enable support of command prompt windows and console applications check box - mark it to let *Actual Window Manager* enhance those old-style windows having old-looking textual user interface with *Actual Window Manager*'s advanced window management features in systems before *Windows 7* (please consider carefully known issues and possible side effects mentioned [here](#)).

Window Thumbnails Options Panel

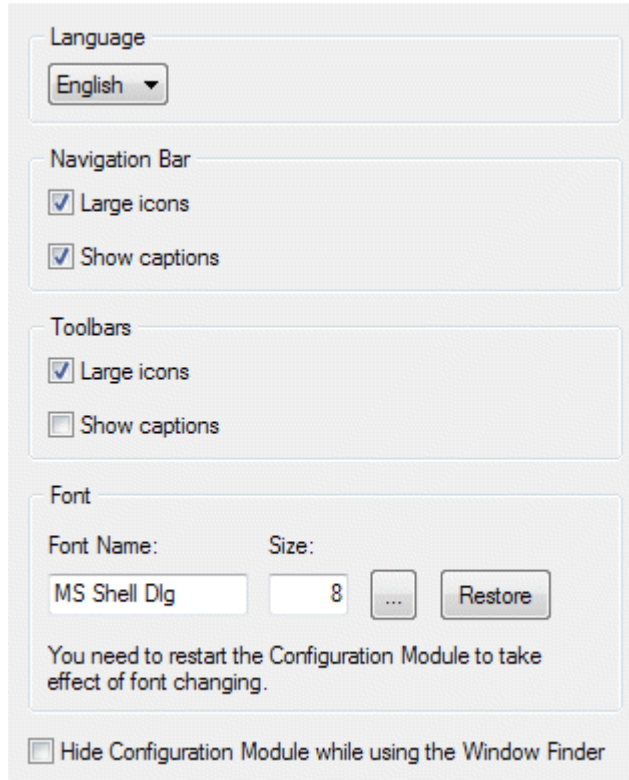
Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Title Buttons](#), [Actual Window Menu](#), [Actual Window Minimizer](#).

Enable window thumbnails emulation in non-Aero themes

Enable window thumbnails emulation in non-Aero themes check box - mark it to enable the [Window Thumbnails service](#) in *Windows XP/2003* or in non-Aero visual themes in *Windows Vista* or later.

User Interface Options Panel

The **User Interface Options** panel allows adjusting the look of Configuration Module's main window.



The screenshot shows the 'User Interface Options' panel with the following settings:

- Language:** English (dropdown menu)
- Navigation Bar:**
 - Large icons
 - Show captions
- Toolbars:**
 - Large icons
 - Show captions
- Font:**
 - Font Name: MS Shell Dlg
 - Size: 8
 - Buttons: ... (font selection), Restore
 - Message: You need to restart the Configuration Module to take effect of font changing.
- Hide Configuration Module while using the Window Finder

Language combo box - here you can select the preferred language for the whole *Actual Window Manager* user interface.

Navigation Bar group - contains *check boxes* allowing to adjust the following options:

- **Large icons** check box - mark it to make the Navigation Bar icons twice larger.
- **Show captions** check box - mark it to show the panels' names on the buttons.

Toolbars group - contains *check boxes* allowing to adjust the following options:

- **Large icons** check box - mark it to make all toolbars' icons twice larger.

Font group - contains *visual controls* allowing to select the presentation font:

- **Font Name** edit box - here you see the selected font's name.



- **Size edit box** - here you see the selected font's size.
- **... button** - press it to open the standard system "Font" dialog to select a desired font.
- **Restore button** - press it to restore the default "Font Name"/"Size" values.

Note

You need to restart the Configuration Module to apply the font change.

Hide Configuration Module while using the Window Finder *check box* - mark it to temporarily hide the Configuration Module's [main window](#) when you start to drag the [Window Finder](#)'s icon. In this case, the [main window](#) won't block the access to its underlying windows and therefore you can easily target them with the [Window Finder](#).



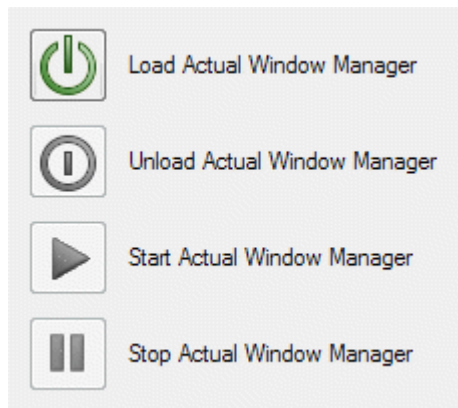
Tools Page





The **Tools** page contains the following panels:

- [**Control Center Tools** panel](#)
- [**Configuration Tools** panel](#)
- [**Licensing Tools** panel](#)
- [**Help Tools** panel](#)

Control Center Panel

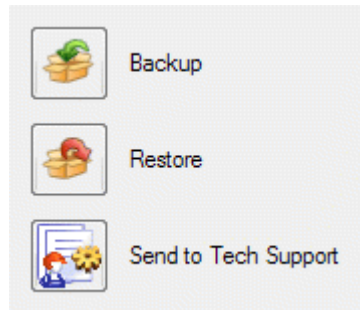
The **Control Center** panel provides the means to control the activity of the *Actual Window Manager* [Control Center](#):






-  /  **Start/Exit Actual Window Manager** button - launches the Control Center and begins processing the already opened windows, or stops processing the windows and shuts the Control Center down;
-  /  **Pause/Resume Actual Window Manager** button - temporarily pauses the Control Center so it stops processing the windows and removes all extra functions, or resumes the Control Center so it begins processing the windows again and returns all extra functions back.

Configuration Panel

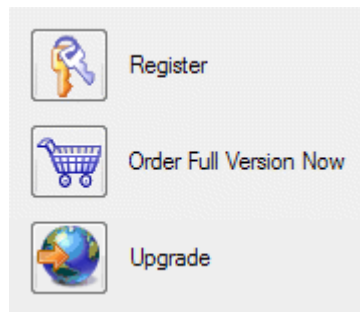
The **Configuration** panel provides the means to maintain the *Actual Window Manager's* [configuration](#):





-  **Backup** button - lets you back up the configuration into the specified ZIP archive;
-  **Restore** button - allows you replace your current configuration from a previously created backup ZIP;
-  **Send to Tech Support** button - automatically creates a new e-mail with the attached ZIP archive containing your configuration files and fills this e-mail's "To:" field with the [Actual Tools Technical Support](#) address.

Licensing Panel

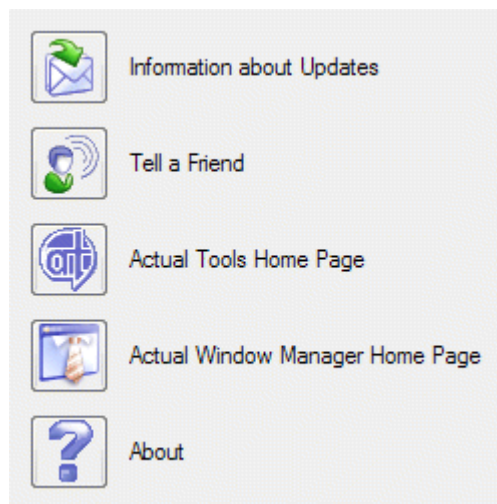
The **Licensing** panel allows you buy the registration code for *Actual Window Manager* and turn the evaluation version into the fully functional registered version without any limitation:








-  **Register** button - opens the [Registration dialog](#) (if you have already registered the product then this button is disabled);
-  **Order Full Version Now** button - opens an Internet browser window and directs you to the order page of *Actual Window Manager* (if you have already registered the product then this button is disabled);
- **Upgrade** button - opens an Internet browser window and directs you to the [Upgrade Center page](#) where you can check the available upgrade options (this button is enabled only if you have already registered the product).

Help Panel

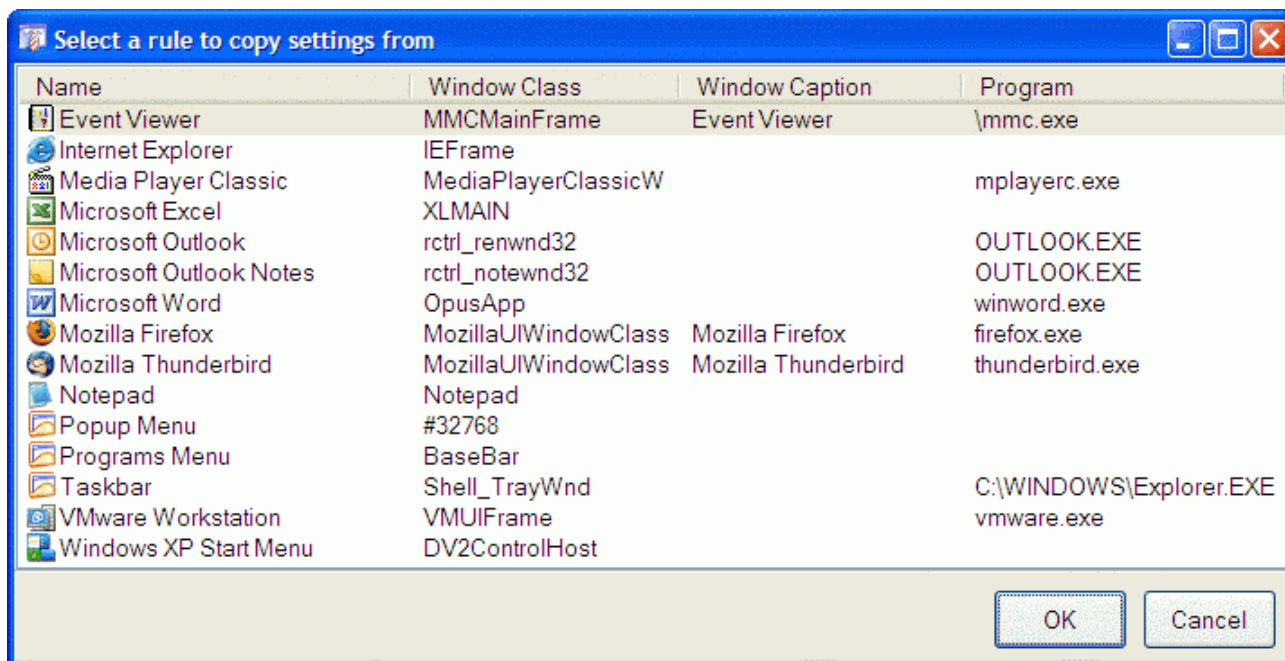
The **Help** panel allows you buy the registration code for *Actual Window Manager* and turn the evaluation version into the fully functional registered version without any limitation:



-  **Information about Updates** button - opens the [Subscribe to Newsletter dialog](#);
-  **Tell a Friend** button - opens the [Tell a Friend dialog](#);
-  **Actual Tools Home Page** button - opens an Internet browser window and directs you to the **Actual Tools** site <http://www.ActualTools.com/>. You can learn more about our company and our products here;
-  **Actual Window Manager Home Page** button - opens an Internet browser window and directs you to *Actual Window Manager* home page;
-  **About** button - opens the [About dialog](#).

Select Rule Dialog

The **Select Rule dialog** is a special dialog window that displays the list of currently available [specific window rules](#) and allows selecting one of them as a context for some operation (for example, the [Copy Settings from... command](#)).



If you click the **OK button** then the rule that currently selected in the list will become a context, the **Select Rule dialog** will be closed, and the operation will proceed further. If you close the dialog in any other way - by clicking its standard **Close title button**, or clicking the **Cancel button**, or pressing the <Alt+F4> key combination - the operation will be cancelled.

Quick Setup Wizard

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#), [Actual Virtual Desktops](#), [Actual Window Guard](#), [Actual Title Buttons](#), [Actual Window Menu](#), [Actual Transparent Window](#), [Actual Window Minimizer](#), [Actual Window Rollup](#).

Quick Setup wizard allows you adjust the most essential options in a quick and vivid step-by-step manner. It provides several pages, each one for a certain part of functionality. Number and composition of pages varies from one product to another. In the best case (if you are using [Actual Window Manager](#)) you can do the following:

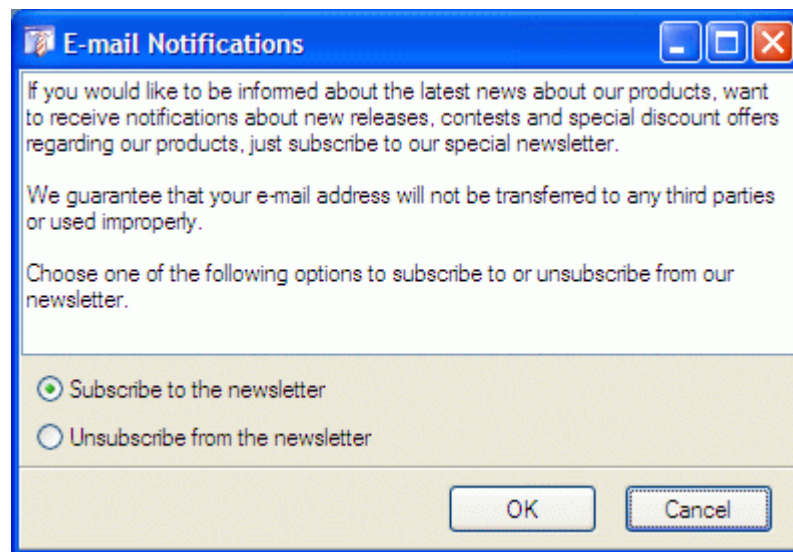
- enable/disable the [extra title buttons](#) (some of them or entirely)
- enable/disable the [extra window menu commands](#) (some of them or entirely)
- adjust some popular (i.e. most frequently used) [hotkey combinations](#)
- adjust the [Numpad hotkey combinations](#)
- activate and customize the [coordinated sizing/dragging of adjacent windows](#)
- in a multiple display environment:
 - define the [default monitor](#) where the newly launched programs should open on
 - enable the [Multi-monitor Taskbar](#) and the [Multi-monitor Task Switcher](#)
 - customize the [background wallpaper](#) options
 - customize the [screen saver](#) options
- change the [Logon Screen background picture\(s\)](#)
- activate and customize the [Desktop Divider](#) facility
- activate and customize the [Virtual Desktops](#) facility

How to Run

The Quick Setup wizard runs automatically at the first launch of the program after the installation. Then, you can run it any time you want via Control Center's [context menu](#).

Subscribe to Newsletter Dialog

The **Subscribe to Newsletter dialog** is a special dialog window that allows you subscribing for the **Actual Tools** newsletter and receive the notifications about updates by e-mail.

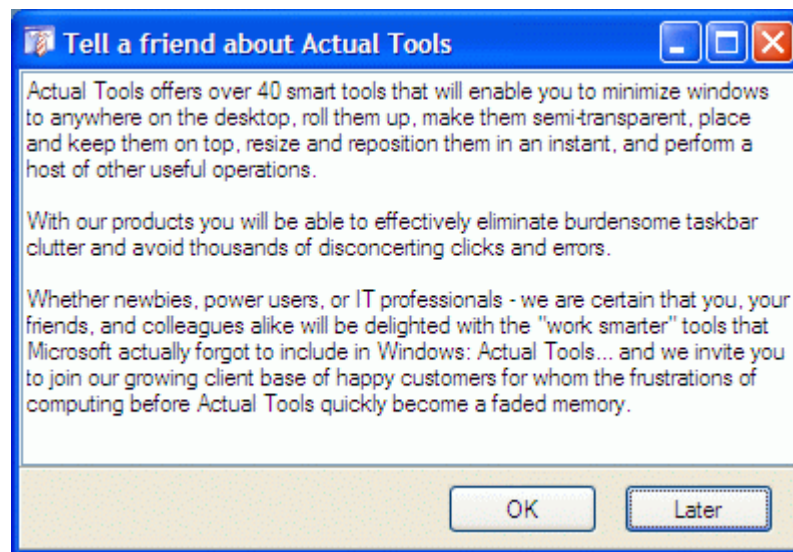


To subscribe, just select the **Subscribe to newsletter radio button** in this dialog, click the **OK button** and send the automatically created e-mail message (don't change it) - and you'll start to receive the e-mail notifications about new releases, contests and special discount offers for the **Actual Tools** products.

If you want to stop receiving the **Actual Tools** news you should select the **Unsubscribe from newsletter radio button** and send the automatically created e-mail message (also without any changes). This will cancel the subscription to **Actual Tools** newsletter.

Tell a Friend Dialog

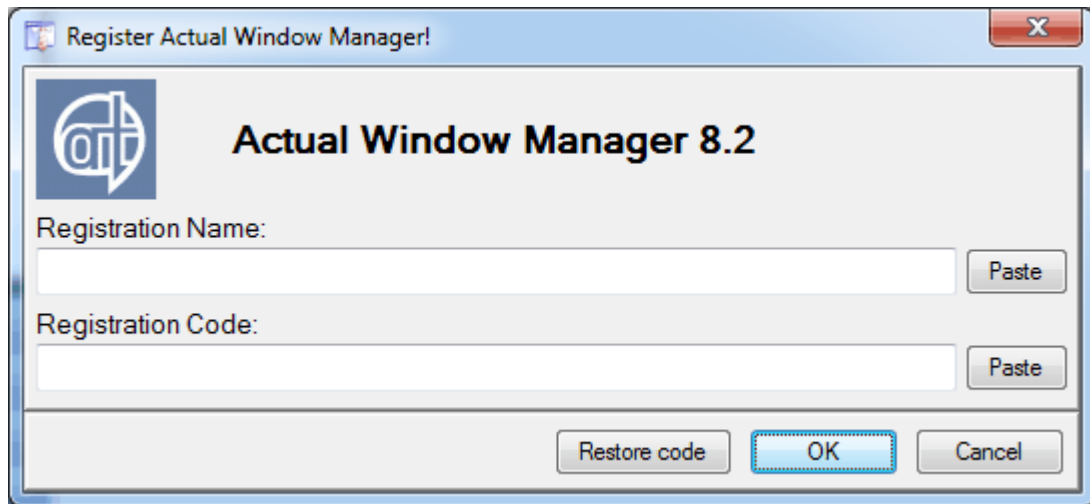
The **Tell a Friend dialog** is a special dialog window that allows you the automatic creation of the notifying e-mail and sending it to whomever you like.



To create the e-mail with the necessary information about *Actual Window Manager* you should simply click the **OK** button then provide your friend's e-mail address in the automatically created e-mail message and send this message. Feel free to share the information about **Actual Tools** company and its useful programs!

Registration Dialog

The **Registration dialog** is a special dialog window that allows you registering your copy of *Actual Window Manager*.



When you complete the order process and make a payment for the *Actual Window Manager* registration, you will receive the special e-mail with your registration data: name and code. You should type the name in the **Name edit box** and the code in the **Code edit box**. We suggest you to use the copy-n-paste technique to fill these fields (especially the **Code field**) to avoid any typing errors/omissions so use the **Paste button** near each field to fill it with the previously copied content.

If you can't find your registration code then click the **Restore code button** - and you will be redirected to a [special Restore Registration Code page](#) on the **Actual Tools** website where you will be able to retrieve your registration information by e-mail.

About Dialog

The **About** dialog is a special dialog window which shows the copyright information, current version of your *Actual Window Manager* copy and its registration status.



Also, there is a button to open the [Check for Updates window](#) and two special hyperlinks. The first one leads to the **Actual Tools** [main website](#) where you can read the news about updates, download them, contact the other users at the forum etc. The second one [creates an empty e-mail message](#) addressed to **Actual Tools** Support Service, it is useful in the case you want to ask some questions or make a suggestion about *Actual Window Manager*.

You can close this dialog by clicking either the standard **Close** title button or the **Close** button at bottom of the window.



Administration

This section describes some special **Actual Tools** programs' features that may be interesting for the advanced users or administrators.

- [Setup Command Line Parameters](#)
- [Program Command Line Parameters](#)

Setup Command Line Parameters

The **Setup** program accepts some optional command line parameters:

Parameter	Description
/sp-	Disables the <i>This will install... Do you wish to continue?</i> prompt at the beginning of Setup .
/silent, /verysilent	Instructs Setup to be silent or very silent. When Setup is silent, the wizard and the background window are not displayed but the installation progress window is. When Setup is very silent this installation progress window is not displayed. Everything else is normal so, for example, error messages during installation are displayed and the startup prompt is (if you haven't disabled it with the /sp- command line option explained above). If a restart is necessary and the /norestart command wasn't used (see below) and Setup is <i>silent</i> , it will display the Reboot now? message box. If it's <i>very silent</i> , it will reboot without asking.
/norestart	Instructs Setup not to reboot even if it's necessary.
/dir="x:\dirname"	Overrides the default directory name displayed on the Select Destination Directory wizard page. A fully qualified pathname must be specified.
/group="<folder_name>"	Overrides the default folder name displayed on the Select Start Menu Folder wizard page.

Program Command Line Parameters

[ActualWindowManagerCenter.exe](#) can accept commands via command line to ease the administrative installation on multiple machines using shell command scripts.

The command line structure is following:

```
ActualWindowManagerCenter.exe <command> [command-options]
```

Important Note!

You can use only a single command per call. If you need to invoke several commands in a script - run the executable several times, each time with a different command (see [the sample script](#)).

The **ActualWindowManagerCenter.exe** executable accepts the following commands:

Command	Description
i<+ -> [-all]	<p>Enable/disable the tray icon for a current user.</p> <p>The <i>-all</i> option enables/disables the tray icon for all users of the current workstation (it requires to run this command as administrator).</p> <p>Important Note!</p> <p>When using in shell scripts along with the restore command, it is recommended to run this command after the <i>restore</i> command; otherwise, changes made by this command will be overwritten from a backup copy.</p>
s<+ -> [-all]	<p>Enable/disable loading at startup for a current user.</p> <p>The <i>-all</i> option enables/disables the loading at startup for all users of the current workstation (it requires to run this command as administrator).</p>
l<+ -> [-all]	<p>Enable/disable running the library from the installation folder for a current user.</p> <p>The <i>-all</i> option enables/disables the option for all users of the current workstation (it requires to run this command as administrator).</p>
CFL <1 2 3 "custom_folder" -> [-all]	<p>Add/modify/remove the "ConfigFilesLocation" value in the system Registry. This value defines which folder the configuration files are stored in:</p> <ul style="list-style-type: none"> • 1 - <i>Actual Window Manager</i> installation folder • 2 - %AppData% folder in the "All Users" user profile • 3 - %AppData% folder in the current user profile (default behavior) • "custom_folder" - a full path (in quotes) to an arbitrary existing folder (either local or network) • - (default value) - removes the "ConfigFilesLocation" value from

	<p>the Registry and restores the default behavior</p> <p>The <code>-all</code> option enables/disables the option for all users of the current workstation (it requires to run this command as administrator).</p> <p>By default, the program looks for this value in the <code>HKEY_CURRENT_USER</code> Registry branch, then in the <code>HKEY_LOCAL_MACHINE</code> Registry branch.</p>
<pre>c ["<folder_name>" "<ini_file_name>"]</pre>	<p>Reload the configuration files from a specified folder or from a folder containing the specified <code>.ini</code> file. In both cases the specified name must be a fully qualified file name. If the specified folder exists, <i>Actual Window Manager</i> will search it for appropriate configuration files and load the found files.</p> <p>Important Note!</p> <p><i>Actual Window Manager</i> clears its current settings before reloading so if the specified folder does not exist or does not contain some of the required files then certain settings will remain empty. See the list of required files below:</p> <ul style="list-style-type: none"> • Options.ini • WindowRules.ini • VirtualDesktops.ini • MultiMonitorSettings.ini • MirroringSettings.ini • DesktopDividerSettings.ini • RecentFolders.ini • ClipboardTemplates.ini <p>If the folder/file name is omitted - this command forces <i>Actual Window Manager</i> to reload the current configuration.</p>
<pre>r "<user_name>" <license_key></pre>	<p>Register the program with a specified user name/license key.</p> <p>To register the program for all users in the system, run this command as administrator.</p>
<pre>backup <backup_file_name.zip></pre>	<p>Back up the current configuration into a specified ZIP archive. The <code>backup_file_name.zip</code> must be a fully qualified file name. If the file with such name already exists in a specified folder - it will be overwritten.</p> <p>This command works the same as the Backup button.</p> <p>Important Note!</p> <p>When using in shell scripts, it is strongly recommended to run this command prepended with <code>START /WAIT</code> to pause the script execution until the backup process finishes (it may take sufficient time, and proceeding to next script commands before the backup file is created may cause ambiguities).</p>
<pre>restore <backup_file_name.zip></pre>	<p>Replace the current configuration from a specified backup ZIP archive created earlier. The <code>backup_file_name.zip</code> must be a fully qualified file name. If the specified file does not exist, or it's not a valid ZIP archive, or it does not contain valid configuration files - the current configuration</p>

	<p>will remain intact.</p> <p>This command works the same as the Restore button.</p> <p>Important Note!</p> <p>When using in shell scripts, it is strongly recommended to run this command prepended with <i>START /WAIT</i> to pause the script execution until the restoration process finishes (it may take sufficient time, and proceeding to next script commands before all configuration data is restored may cause configuration corruption and lead to malfunction of the program).</p>
<pre>dp "<desktop_profile_name>"</pre>	<p>Apply a desktop profile with a specified name. <desktop_profile_name> is a placeholder for a real profile's name. Please note that if the name contains spaces then you must enclose it in quotes.</p> <p>This command works the same as the Activate profile button.</p>
<pre>unload</pre>	<p>Shut down the Control Center.</p> <p>This command works the same as the Unload Actual Window Manager button or the Exit context menu item.</p>
<pre>suspend</pre>	<p>Pause the running Control Center.</p> <p>This command works the same as the Pause Actual Window Manager button or the Pause context menu item.</p>
<pre>resume</pre>	<p>Resume the paused Control Center.</p> <p>This command works the same as the Resume Actual Window Manager button or the Resume context menu item.</p>

Commands and command options are **case-insensitive**.

Sample Script

```
:: Switch to the installation folder
PUSHD "C:\Program Files (x86)\Actual Window Manager"

:: Copy the master settings from the Administrator machine
START /WAIT ActualWindow ManagerCenter.exe RESTORE "\\ADMINISTRATOR\Shared\Actual Tools\Actual Window Manager\Maste

:: Disable the tray icon for all users
ActualWindow ManagerCenter.exe I- -ALL

:: Enable loading at startup for all users
ActualWindow ManagerCenter.exe S+ -ALL

:: Enable running the library from the installation folder for all users
ActualWindow ManagerCenter.exe L+ -ALL

:: Register the program
ActualWindow ManagerCenter.exe R "John Doe" 1234567890ABCDEF GH

:: Return back to a current folder
POPD
```

How to...

- [Purchase *Actual Window Manager's* License](#)
- [Register *Actual Window Manager* with Purchased Code](#)
- [Contact **Actual Tools**](#)
- [Uninstall *Actual Window Manager*](#)
- [Create Your Own Skin for Extra Title Buttons](#)
- [Create Specific Settings for a Particular Window](#)
- [Check What Settings Are Currently Applied to a Particular Window](#)
- [How to Minimize Window to Tray Automatically upon Its Startup](#)
- [Minimize Window to Tray with Standard Minimize Button or Menu Command](#)
- [Minimize Window via Standard Close Button](#)
- [Close Window Automatically upon Its Startup](#)
- [Close Window Automatically upon Its Deactivation](#)
- [Pin Window Always-on-Top Automatically upon Its Startup](#)
- [Resize and Position Window Automatically upon Its Startup](#)
- [Restrict Window Sizing and Movement within Defined Bounds](#)
- [Make Window Semi-Transparent Automatically upon Its Startup](#)
- [Make Window Semi-Transparent Automatically upon Its Deactivation](#)
- [Make Window Semi-Transparent Automatically While It's under the Mouse Pointer](#)
- [Roll Up Window Automatically upon Its Deactivation](#)
- [Set Application Priority Automatically upon Its Main Window's Startup](#)

- [Adjust Application Priority Automatically upon Its Main Window's Minimization](#)
- [Automatically Scroll Down to the End of Long Document upon Its Opening](#)
- [Fill Pop-up Authorization Dialogs Automatically with Your Login/Password](#)
- [Create Alternative Task List for Often Used Programs](#)
- [Create and Manage Virtual Desktops](#)
- [Move Window Automatically upon Its Startup to Certain Virtual Desktop](#)
- [Remove Window's Taskbar Button](#)



How to Purchase *Actual Window Manager* License

To get [all the benefits of the registered version](#) you should register your *Actual Window Manager* copy.

Order the full version of *Actual Window Manager* now!

We support the following kinds of payment:

- **Online ordering** - this is the fastest and easiest way to order software products using a credit card
- **Phone and fax orders**
- **Paying by check via Postal Mail.**

For the latest information about the prices and ordering details (credit cards, voice, fax, and snail mail), please, visit <http://www.actualtools.com/windowmanager/order/> or contact us via email sales@actualtools.com.

After paying the registration fee, you will get the e-mail containing a registration code to unlock the software. Please read [how to register the program](#) with this code. We strongly recommend you to keep this code in a safe place because it could be required in the future for the upgrades.

Please note that a single license gives you permission to install *Actual Window Manager* on a single stationary machine (home PC/work PC) and on a single mobile machine (laptop/notebook/Tablet PC) simultaneously. A separate license should be bought for each additional machine. You can visit [our website](#) or [e-mail us](#) for the information about a volume discounts and site licenses.

ORDER NOW

How to Register *Actual Window Manager* with Purchased Code

For the *unrestricted use*, you must register your *Actual Window Manager* copy with a special *registration code*. Please read [how to purchase this code](#).

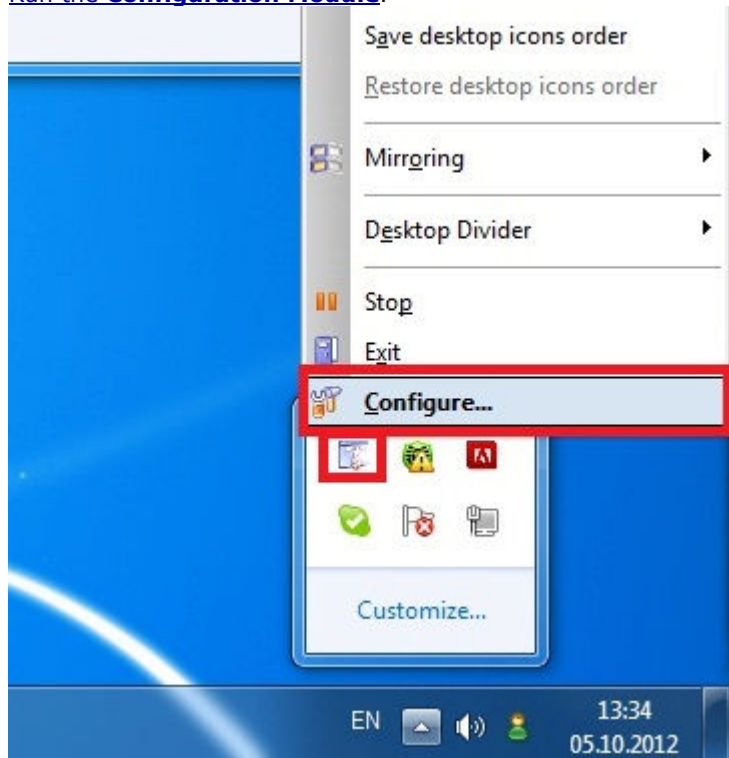
By registering you acquire such benefits as:

- Your name will be shown in the [About dialog](#).
- *Registration reminder* will never popup again.
- Removal of the 60 days *trial limitation*.
- [Free updates subscription](#) (minor **and** major) for a certain period.
- Free technical support [via e-mail](#) or at [Actual Tools website forum](#).

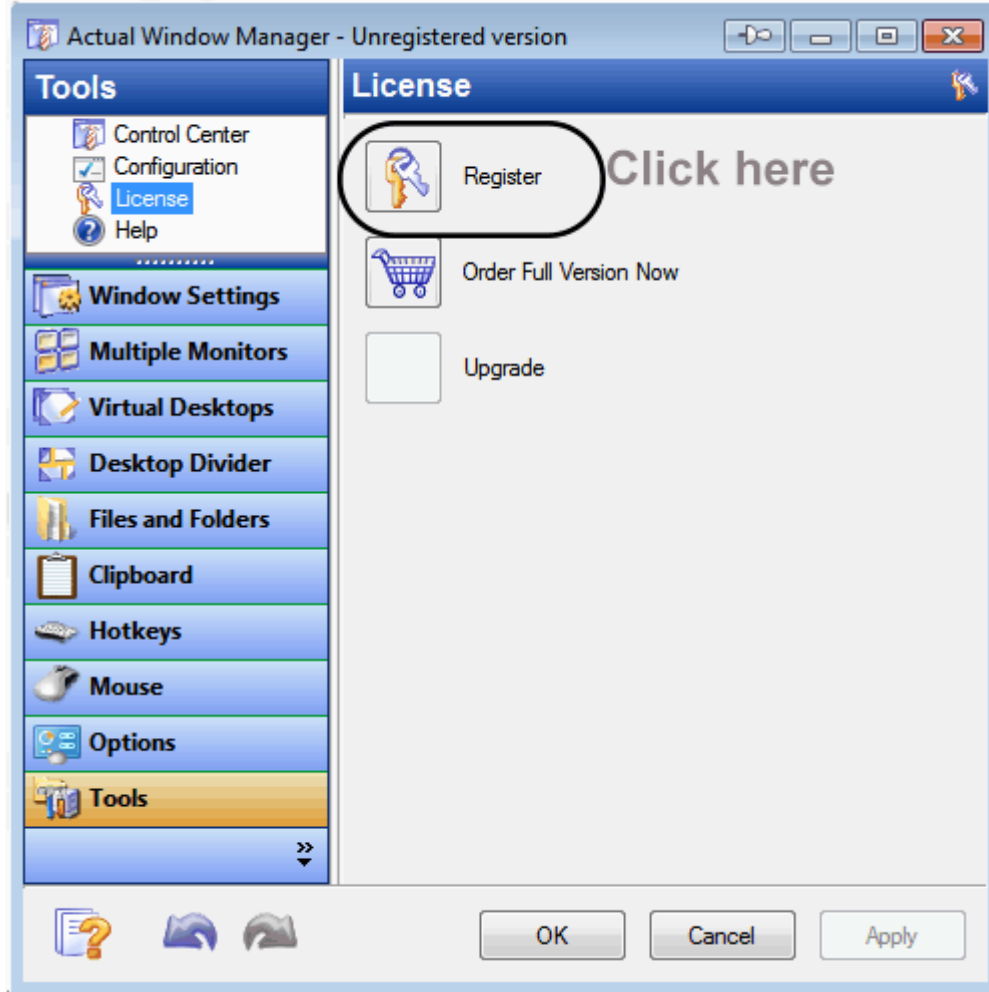
Immediately after paying the registration fee, you will get a registration code to unlock your copy of the software. Unlocking the software removes all limitations and you get all benefits of the registered version of *Actual Window Manager*.

To register your copy of *Actual Window Manager*, follow exactly the instructions below:

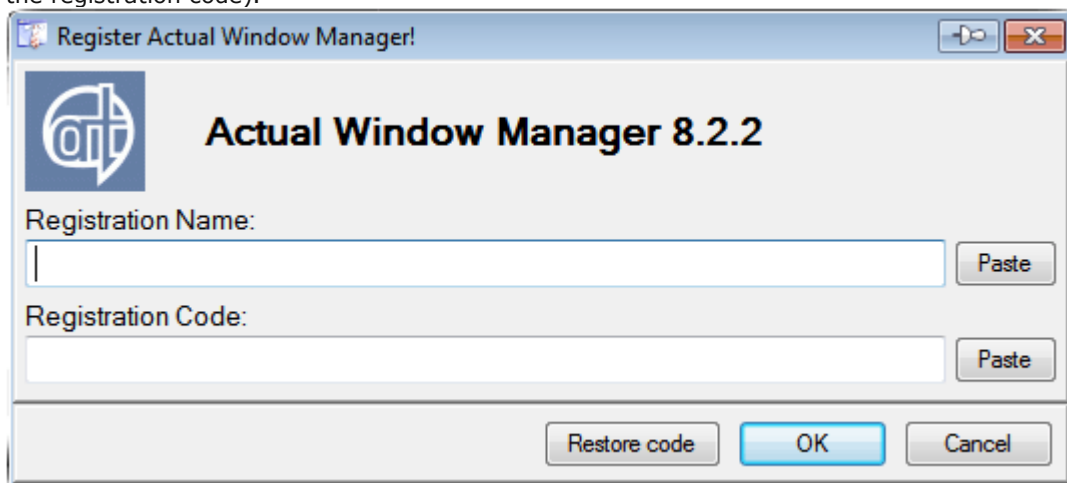
1. [Run the Configuration Module](#).



2. Proceed to the [Tools](#) page, select the **License** item and click the [Register](#) button on the right.



3. In the [Registration dialog](#), type in your registration name and registration code exactly as shown in the purchase confirmation email message (it should be good to use the copy-n-paste technique to enter the registration code).





4. Click the **OK** button.
5. Close the Configuration Module.
6. Restart *Actual Window Manager* to complete the registration.

Thank for your choosing *Actual Window Manager*!



How to Contact Actual Tools

For the most recent information about *Actual Window Manager* and other **Actual Tools** products, please visit our website at <http://www.ActualTools.com/>.

You can freely download the latest updates for *Actual Window Manager* and evaluation versions of other our products at <http://www.ActualTools.com/download>.

We always appreciate your feedback. Please take a moment to share your feelings, ideas and suggestions. Please feel free to contact us at the following addresses:

- Technical Support and Feedback: support@actualtools.com
- Sales Department: sales@actualtools.com

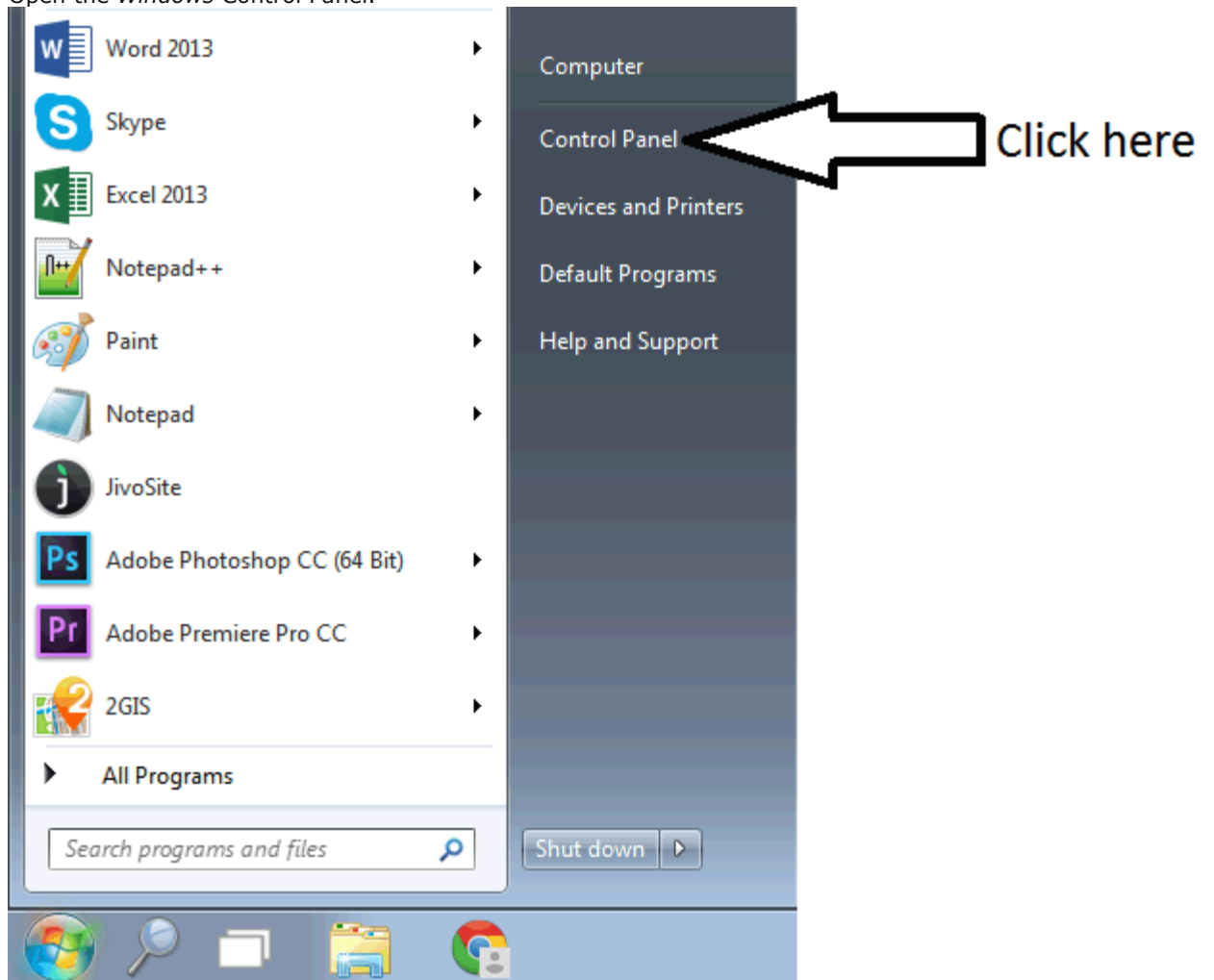
Thank you very much for your time and attention!

How to Uninstall *Actual Window Manager*

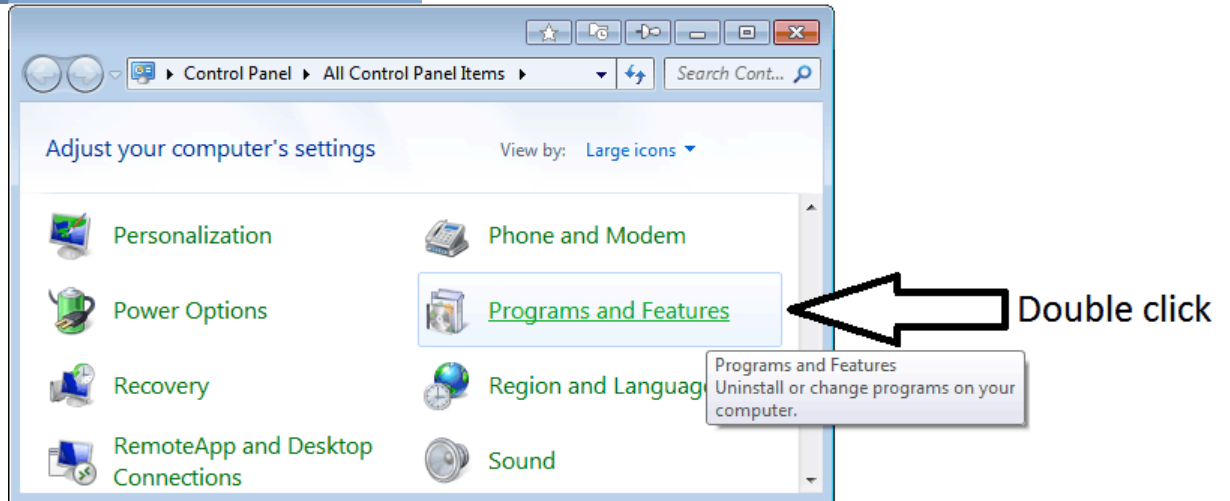
There are two ways to uninstall *Actual Window Manager* should you wish to do so: via **Control Panel** or via **Start Menu**.

Control Panel

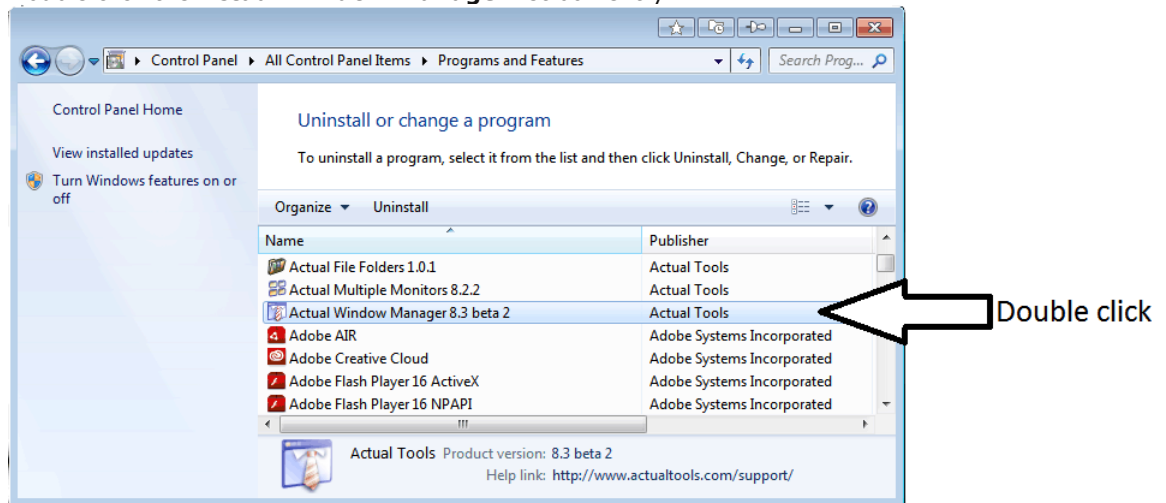
1. Open the *Windows* Control Panel.



2. Click **Programs and Features**.



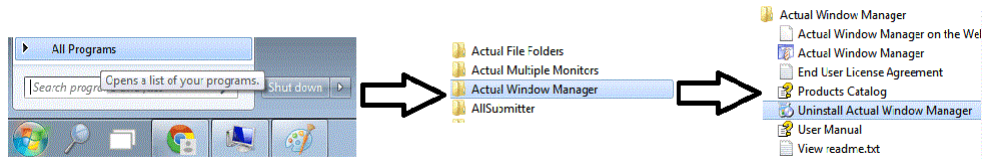
3. Double click the **Actual Window Manager** list box entry.



4. Follow the instructions of the Uninstallation Wizard.

Start Menu

1. Click the **Start** button.
2. Select **All Programs**.
3. Select **Actual Window Manager**.
4. Click **Uninstall Actual Window Manager**.
5. Follow the instructions of the Uninstallation Wizard.



How to Create Your Own Skin for Title Buttons

Since the version 4.0, **Actual Tools** programs support custom skins for their [extra title buttons](#). *Skin* is a particular set of images used to draw those extra buttons in a title bar. These images should fit the current style of standard window buttons that may vary widely especially when using non-standard UI themes. **Actual Tools** programs' title buttons skin is described in XML, and this description is stored in a special *skin index file*. This skin index file can be placed either into a *separate folder* or into a *ZIP archive*.

Skin Naming Conventions

Actual Tools programs use some naming conventions for folders or ZIP files containing title buttons skins. These conventions let provide an automatic detection and use of a proper title buttons skin when user selects a new UI theme in the *Display Properties* system dialog.

So if you want to use the automatic detection feature then you should name your custom skin in the following manner:

```
<main theme name>_<theme style name>
```

where the `<main theme name>` is the internal name of theme and the `<theme style name>` is the internal name of theme style; these names are used by *Windows*®. You can find internal names of your currently installed themes by looking into the `C:\Windows\Resources\Themes` folder: each subfolder there represents a particular theme, and the name of this folder is the internal theme name. Also, each such folder contains the `Shell` subfolder where subfolders with theme styles are placed. For example, the standard *Windows*® *XP* theme is internally named `Luna`, and it has the following folders in its `Shell` subfolder: `NormalColor` (corresponds to *XP Blue* style), `Homestead` (corresponds to *XP Green* style) and `Metallic` (corresponds to *XP Silver* style). So their corresponding standard title button skins shipped by default are named `Luna_NormalColor.zip`, `Luna_Homestead.zip` and `Luna_Metallic.zip` accordingly.

Most of themes don't contain any styles other than `NormalColor` so you should name your custom skin folder/ZIP file something like `MyTheme_NormalColor` (or `MyTheme_NormalColor.zip` if you are using the ZIP file as a skin container).

Skin Index File Format

In according to XML (eXtensible Markup Language) format, title buttons skin index file defines the special *tags* containing the information about pictures. Here is the general content of the index file:

```
<skin>
  <skininfo>My skin</skininfo>
  <buttons>
    <button name="operation name">image file name.bmp</button>
    <button name="operation name_Small">image file name_Small.bmp</button>
    ...
  </buttons>
</skin>
```

All image file names can include a path name relative to the folder where the index file is placed but we recommend you to place the buttons images in the same folder/ZIP archive as the index file, in such case you should provide file names only without any path name.

Pictures Format

As follows from the *index file format*, each button must have two different images: *normal* and *small*. Both images must be **BMP** files having the **256**-color palette and of the following size: normal - **13x13** pixels, small - **8x8** pixels. The full list of pictures is the following:

- StayOnTopOn
- StayOnTopOn_Small
- StayOnTopOff
- StayOnTopOff_Small
- MinToTray
- MinToTray_Small
- MinToEdge
- MinToEdge_Small
- MakeTransparentOn
- MakeTransparentOn_Small
- MakeTransparentOff
- MakeTransparentOff_Small
- WindowRollup

- WindowRollup_Small
- WindowUnroll
- WindowUnroll_Small
- SendToBottom
- SendToBottom_Small
- ResizeWindow
- ResizeWindow_Small
- RestoreSize
- RestoreSize_Small
- GhostOn
- GhostOn_Small
- GhostOff
- GhostOff_Small
- AlignWindow1
- AlignWindow1_Small
- AlignWindow2
- AlignWindow2_Small
- AlignWindow3
- AlignWindow3_Small
- AlignWindow4
- AlignWindow4_Small
- AlignWindow5
- AlignWindow5_Small
- AlignWindow6
- AlignWindow6_Small
- AlignWindow7
- AlignWindow7_Small
- AlignWindow8
- AlignWindow8_Small
- AlignWindow9
- AlignWindow9_Small
- PriorityLow
- PriorityLow_Small
- PriorityBelowNormal
- PriorityBelowNormal_Small


- PriorityNormal
- PriorityNormal_Small
- PriorityAboveNormal
- PriorityAboveNormal_Small
- PriorityHigh
- PriorityHigh_Small
- PriorityRealtime
- PriorityRealtime_Small
- MoveToMonitor
- MoveToMonitor_Small
- ShowDisabledButtons
- ShowDisabledButtons_Small
- RuleSettings
- RuleSettings_Small
- Copy
- Copy_Small
- Paste
- Paste_Small
- CaptionButtonBackground
- CaptionButtonBackground_Down
- CaptionButtonBackground_Hot
- CaptionButtonBackground_Inactive
- CaptionButtonBackground_Inactive_hot

Applying the Skin

After you prepared the skin index file and the images, you can set this your skin as a default using the **Actual Tools** program's [Title Buttons skin options](#); or, if you [named](#) your skin properly, you should deselect and then select again the desired theme - and the skin should be applied automatically.


How to Create Specific Settings for a Particular Window

Within the Configuration Module

1. Open the desired window and leave it visible on the [desktop](#)
2. [Run](#) the Configuration Module
3. Select the **"Windows -> Add Window Rule"** command in the [main menu](#) to add a new [specific rule](#)
(or click the similar  toolbar button, or press the `Ctrl+A` hotkey)
4. Open the [Target Window Pane](#) of this new rule
5. Use either the [Window Finder](#) or [Window Selector](#) to accurately fill [Target Window](#) options
6. Change the default `Window Rule <n>` name to something reasonable
7. Adjust [window rule properties](#) as required
8. [Apply](#) your adjustments.

Via title button

Note Make sure that the [Via "spanner" title button option](#) is enabled.

1. Open the desired window and leave it visible on the [desktop](#)
2. Click the  title button in desired window's title bar and select the **"Create new specific settings"** command in the appeared menu
3. Adjust [window rule properties](#) as required
4. [Apply](#) your adjustments.

Via Actual Window Manager submenu

Note Make sure that the [Via Actual Window Manager submenu option](#) is enabled.



1. Open the desired window and leave it visible on the [desktop](#)
2. Right-click desired window's title bar to call its system window menu
3. In the appeared menu select the **"Actual Window Manager -> Create new specific settings"** command
4. Adjust [window rule properties](#) as required
5. [Apply](#) your adjustments.

How to Check What Settings Are Currently Applied to a Particular Window

Via Windows Monitoring Log

1. [Enable logging](#).
2. Open the required target window.
3. Open the [Log Window](#)
4. Find in the list box the window event referred to the target window. The **purple font color** of the event implies that [Default settings](#) were applied, **blue font color** - [Specific settings](#) with a name specified in the "Rule/Exclusion Name" column were applied, **red font color** - target window was left untouched because of a certain [Exclusion](#) with a name specified in the "Rule/Exclusion Name" column.

Via title button

1. [Enable](#) the  button.
2. Open the target window.
3. Click the  button on the target window's title bar.
4. In the appeared submenu in the *Currently applied:* item you will see the name of currently applied window settings: it should be either "*Default settings*" or a name of particular specific settings.

Via *Actual Window Manager* window menu

1. [Enable](#) the *Actual Window Manager* window menu item.
2. Open the target window.
3. Right-click the target window's title bar.
4. In the appeared [window menu](#) choose the *Actual Window Manager* item.
5. In the appeared submenu in the *Currently applied:* item you will see the name of currently applied window settings: it should be either "*Default settings*" or a name of particular specific settings.

How to Minimize Window to Tray with Standard Minimize Button or Menu Command

Available in: [Actual Window Manager](#), [Actual Window Minimizer](#).

1. [Create specific settings](#) for the desired target window.
2. Go to the [Minimizing property sheet](#) of just created settings.
3. In the **Minimization Mode** group select the **tray** radio button.
4. (Optional) If you wish to prevent the target window from being auto-restored then mark the **Block self-restoration** check box in the **Options** group.
5. [Apply](#) your adjustments.

How to Minimize Window to Tray Automatically upon Its Startup

Available in: [Actual Window Manager](#), [Actual Window Minimizer](#).

1. [Create specific settings](#) for the desired target window.
2. Go to the [Minimizing property sheet](#) of just created settings.
3. Mark the the **At startup** check box in the **Minimize Window Automatically** group.
4. In the **Options** group select the **tray** radio button in the **Minimization Mode** group.
5. (Optional) If you'd like to put the target window to the system tray on a constant basis then select the **Permanent** radio button in the **Tray Icon Options** group.
6. (Optional) If you wish to prevent the target window from being auto-restored then mark the **Block self-restoration** check box in the **Options** group.
7. [Apply](#) your adjustments.

How to Minimize Window via Standard Close Button

Available in: [Actual Window Manager](#), [Actual Window Minimizer](#).

1. [Create specific settings](#) for the desired target window.
2. Go to the [Minimizing property sheet](#) of just created settings.
3. In the **Minimize Window Manually** group mark the **Via Close button click** check box.
4. (Optional) In the **Minimization Mode** group of controls select where the target window should be minimized to:
 - **taskbar** (default value) - if you wish it minimized to the [taskbar](#)
 - **tray** - if you wish the target window minimized to the [notification area](#)
5. (Optional) If you wish to prevent the target window from being auto-restored then mark the **Block self-restoration** check box.
6. [Apply](#) your adjustments.

How to Close Window Automatically upon Its Startup

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

1. [Create specific settings](#) for the desired target window.
2. Go to the [Closing property sheet](#) of just created settings.
3. In the **Close Window Automatically** group mark the **At startup** check box.
4. (Optional) If you don't want your target window closed immediately, you can mark the related **Delay before closing** check box and specify how long to wait before closing.

Example

Typing 7.5 will mean that the target window will be closed **seven and half seconds after** the moment it opens.

5. [Apply](#) your adjustments.

How to Close Window Automatically upon Its Deactivation

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

1. [Create specific settings](#) for the desired target window.
2. Go to the [Closing property sheet](#) of just created settings.
3. In the **Close Window Automatically** group mark the **After deactivation** check box.
4. (Optional) If you don't want your target window closed immediately when it becomes inactive, you can mark the related **Delay before closing** check box and specify how long to wait before closing.

Example

Typing 7.5 will mean that the target window will be closed **seven and half seconds after** the moment it's deactivated.

5. [Apply](#) your adjustments.

How to Pin Window Always-on-Top Automatically upon Its Startup

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

1. [Create specific settings](#) for the desired target window.
2. Go to the [Startup property sheet](#) of just created settings.
3. Mark the *check box* of the [Stay always-on-top item](#) in the **Actions Available at Window Startup** list box.
4. Mark the **Always** radio button in the **Action Options** group.
5. [Apply](#) your adjustments.

How to Resize and Position Window Automatically upon Its Startup

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

1. [Create specific settings](#) for the desired target window.
2. Go to the [Size property sheet](#) of just created settings.
3. In the **Resize Window Automatically** group mark the **At startup** check box and [adjust window size](#).

Example 1

To make a window of 400 pixels in width and 300 pixels in height, type 400 in the **Width edit box** and select pixels in the **Width combo box**, then type 300 in the **Height edit box** and select pixels in the **Height combo box**.

Example 2

To make a window of 1024 pixels in width and 100% of desktop in height, type 1024 in the **Width edit box** and select pixels in the **Width combo box**, then type 100 in the **Height edit box** and select % of desktop in the **Height combo box**.

Example 3

To make a window of 100% of current monitor in width and 50% of current monitor in height, type 100 in the **Width edit box** and select % of current monitor in the **Width combo box**, then type 50 in the **Height edit box** and select % of current monitor in the **Height combo box**.

4. Go to the [Position property sheet](#).
5. In the **Change Window Position Automatically** group mark the **Align at startup to** check box, then select the desired alignment and, if needed, define [shifts](#) which will be applied right after window is aligned.

Example 1

To align a window to top-center, select top-center in the **Align at startup to combo box**.

Example 2

To align a window shifted 100 pixels up from middle-center, select middle-center in the **Align at startup to combo box**, then type -100 (yes, [negative one hundred](#)) in the **Vertical shift edit box** and select pixels in the **Vertical shift combo box**.

Example 3

To align a window shifted 5% of current monitor's width left from bottom-right, select bottom-right in the **Align at startup to combo box**, then type 5 in the **Horizontal shift edit box** and select % of current monitor in the



Horizontal shift combo box.

6. [Apply](#) your adjustments.

How to Restrict Window Sizing and Movement within Defined Bounds

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

1. [Create specific settings](#) for the desired target window.
2. Go to the [Position property sheet](#) of just created settings.
3. In the **Change Window Position Automatically** group mark the **Restrict placement** check box.
4. In the related **Window Border Limits** group define the limits for any of four window borders, either manually or with the help of [Window Finder magic tool](#).

Example 1

To prevent a window from coming to the right desktop edge closer than 200 pixels, mark the **Right** check box, then type 200 in the **Right edit box** and select pixels in the **Right combo box**.

Example 2

To confine a window within a horizontal stripe that has vertical margins relative to certain display resolution, mark the **Top** check box, then type 10 in the **Top edit box** and select % of current monitor in the **Top combo box**, then mark the **Bottom** check box, type 10 in the **Bottom edit box** and select % of current monitor in the **Bottom combo box**.

5. (Optional) Use the **Show** button to display the allowed placement area in according to specified limits.
6. [Apply](#) your adjustments.

How to Make Window Semi-Transparent Automatically upon Its Startup

Available in: [Actual Window Manager](#), [Actual Transparent Window](#).

1. [Create specific settings](#) for the desired target window.
2. Go to the [Transparency property sheet](#) of just created settings.
3. In the **Make Window Transparent Automatically** group mark the **At startup** check box.
4. [Set](#) the desired transparency level.
5. [Apply](#) your adjustments.

How to Make Window Semi-Transparent Automatically upon Its Deactivation

Available in: [Actual Window Manager](#), [Actual Transparent Window](#).

1. [Create specific settings](#) for the desired target window.
2. Go to the [Transparency property sheet](#) of just created settings.
3. In the **Make Window Transparent Automatically** group mark the **While inactive** check box.
4. [Set](#) the desired transparency level.

Note

Target window's transparency will be reset automatically to its original value upon window's re-activation.

5. [Apply](#) your adjustments.

How to Make Window Semi-Transparent Automatically While It's under the Mouse Pointer

Available in: [Actual Window Manager](#), [Actual Transparent Window](#).

1. [Create specific settings](#) for the desired target window.
2. Go to the [Transparency property sheet](#) of just created settings.
3. In the **Make Window Transparent Automatically** group mark the **While mouse-hovering** check box.
4. [Set](#) the desired transparency level.

Note

Target window's transparency will be reset automatically to its previous value when you move the mouse pointer outside window's bounds.

5. [Apply](#) your adjustments.

How to Roll Up Window Automatically upon Its Deactivation

Available in: [Actual Window Manager](#), [Actual Window Rollup](#).

1. [Create specific settings](#) for the desired target window.
2. Go to the [Rollup property sheet](#) of just created settings.
3. In the **Window Will Be Automatically** group mark the **Rolled up while inactive** check box.
4. (Optional) If you don't want your target window rolled up immediately when it becomes inactive, you can mark the related **Delay before rolling up** check box and specify how long to wait before rolling up.

Example

Typing 1.5 will mean that the target window will be rolled up **one and half second after** the moment it's deactivated.

5. [Apply](#) your adjustments.

How to Set Application Priority Automatically upon Its Main Window's Startup

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

1. [Create specific settings](#) for the desired application's main window.
2. Go to the [Priority property sheet](#) of just created settings.
3. In the **Change Window Priority Automatically** group mark the **At startup to** check box.
4. Choose the most appropriate priority value of [six possible](#) in the related *combo box*.

Example 1

If the target application is usually idle when launched (i.e. does nothing just awaiting for user activity), you should specify **Low** or **Below Normal** to free CPU resources for more urgent tasks.

Example 2

If the target application begins to perform something right after startup and you want it completed fast, you may want to specify **Above Normal**, **High** or **Realtime**.

5. [Apply](#) your adjustments.

How to Adjust Application Priority Automatically upon Its Main Window's Minimization

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

1. [Create specific settings](#) for the desired application's main window.
2. Go to the [Priority property sheet](#) of just created settings.
3. In the **Change Window Priority Automatically** group mark the **While minimized to** check box.
4. Choose the most appropriate priority value of [six possible](#) in the related *combo box*.

Example 1

If the target application is idle while minimized (i.e. does nothing just awaiting for user activity), you should specify **Low** or **Below Normal** to free CPU resources for more urgent tasks.

Example 2

If the target application performs something while minimized and you want it completed fast in background, you may want to specify **Above Normal** or **High**.

Note

Target application's priority will be reset automatically to its original value upon main window's restoration.

5. [Apply](#) your adjustments.

How to Automatically Scroll Down to the End of Long Document upon Its Opening

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

1. [Create specific settings](#) for the desired document's window.

Note

The good practice is to enable all the three [Target Window criteria](#) when creating settings for a certain document.

2. Go to the [Startup property sheet](#) of just created settings.
3. Mark the *check box* of the [Run keyboard macro item](#) in the **Actions Available at Window Startup list box**.
4. Click the *edit box* in the **Add key combination group** of controls.
5. Press the <Ctrl+End> key combination, then click the **Insert button** (or you can simply type the "<Ctrl+End>" string without quotes in the large edit box above the **Add key combination group**).

Note

If target document's editor uses another key combination for a quick jump to the end of document then you should press this combination instead of <Ctrl+End> (which is the most often used for such purpose).

6. (Optional) If you wish the macro executed not exactly upon target document's opening but with some delay then mark the **Delay before running check box** and specify how long to wait before running the macro.

Example

Typing 0.5 will mean that the macro will be executed **half a second after** the moment the target document opens.

7. [Apply](#) your adjustments.

How to Fill Pop-up Authorization Dialogs Automatically with Your Login/Password

Available in: [Actual Window Manager](#), [Actual Window Guard](#).

Note This method cannot be applied to web pages containing authorization forms.

1. [Create specific settings](#) for the desired dialog window.
2. Go to the [Startup property sheet](#) of just created settings.
3. Mark the *check box* of the [Run keyboard macro item](#) in the **At Window Startup list box**.
4. In the large edit box type your login/password separated by the <Tab> key and terminated by the <Enter> key without any spaces, for example:

```
mylogin<Tab>mypassword<Enter>
```

Note

You should insert names of keys into the text of macro exactly as shown above - i.e. *enclosed in the angle brackets*.

5. (*Optional*) If you wish the macro executed not exactly upon target dialog's opening but with some delay then mark the **Delay before running** *check box* and specify how long to wait before running the macro.

Example

Typing 0.5 will mean that the macro will be executed **half a second after** the moment the target dialog appears.

6. [Apply](#) your adjustments.

How to Create Alternative Task List for Often Used Programs

Available in: [Actual Window Manager](#), [Actual Window Minimizer](#).

Note The task management approach described here is useful for a rather constant set of several applications which you work with most of time.

1. [Create specific settings](#) for the main window of the first program.
2. (*Actual Window Manager*) Go to the [Startup property sheet](#) of just created settings.

(*Actual Window Minimizer*) Go to the [Minimizing property sheet](#) of just created settings.
3. (*Actual Window Manager*) Mark the *check box* of the [Remove taskbar entry item](#) in the **Actions Available at Window Startup** list box.

(*Actual Window Minimizer*) Mark the **Remove taskbar entry** *check box* in the **Options** group.
4. (*Actual Window Manager*) Go to the [Minimizing property sheet](#).
5. Mark the **Screen** *radio button* in the [Minimization Mode](#) group.
6. Mark the **Permanent** *check box* in the [Screen Icon Options](#) group.
7. (*Optional*) If you wish to have a better view of the icon in the alternative task list then you may also want to mark the **Keep on top** and **Large** *check boxes* in the **Screen Icon Options** group.
8. Repeat steps 1..6 for each application you want to include into the alternative task list.
9. [Apply](#) your adjustments.
10. Arrange the screen icons on the desktop in the order you prefer (for example, row them vertically at the right screen edge).

Now you can use these icons as an alternative task list:

- click the icon of inactive window to activate it and bring it to front
- click the icon of active window to hide it (its icon remains visible)
- click the icon of minimized window to restore it back

How to Create and Manage Virtual Desktops

Available in: [Actual Window Manager](#), [Actual Virtual Desktops](#).

1. Go to the [Virtual Desktops property sheet](#).
2. Check the **Enable Virtual Desktops** check box.
3. Click the **Add item** button at the **Virtual desktops** toolbar.
4. (Optional) To better identify the just added virtual desktop, click the **Desktop Name** edit box and type there the unique and recognizable desktop identifier (we suggest you to name your desktops depending on their purpose - for example, *Work documents*, *Internet* etc.).
5. (Optional) If you wish to further customize the desktop then click the **Custom** radio button in the **Wallpaper** group of controls and in the corresponding **Load wallpaper from** selector box browse the custom wallpaper from the desired folder (also you can select there either the **Default** radio button to display the current wallpaper or the **Blank** radio button if you wish to have a blank background on the desired virtual desktop).
6. (Optional) For quick activation of the desktop using a [keyboard shortcut](#), click the **Enable hotkey** check box and modify the key combination.

Note

The specified hotkey will not work until the [global Enable hotkeys option](#) is enabled.

7. Repeat steps 3..6 to create as many virtual desktops as you need.
8. Click *OK* or *Apply* to save changes.

How to Move Window Automatically upon Its Startup to Certain Virtual Desktop

Available in: [Actual Window Manager](#), [Actual Virtual Desktops](#).

Note Make sure that the Virtual Desktops facility [is active](#) and you [have created](#) at least two virtual desktops.

1. [Create specific settings](#) for the desired target window.
2. Go to the [Startup property sheet](#) of just created settings.
3. Mark the *check box* of the [Move to virtual desktop item](#) in the **At Window Startup** list box.
4. Select the **Specified desktop** radio button in the **Action Options** group.
5. Select the required virtual desktop from the combo box.
6. (Optional) If you wish to activate the specified desktop when the target window launches then mark the **Switch to the target virtual desktop** check box.
7. [Apply](#) your adjustments.

How to Remove Window's Taskbar Button

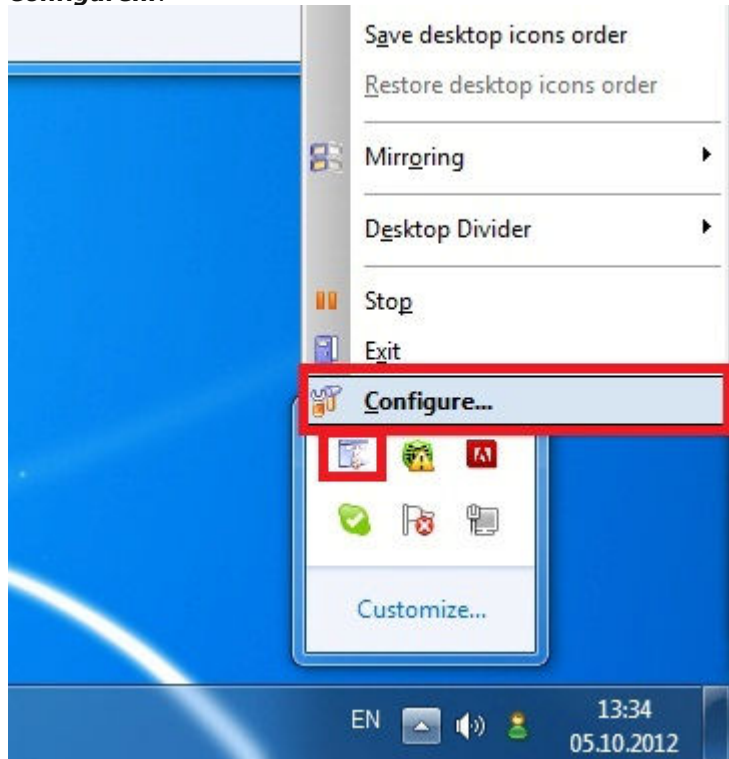
Available in: [Actual Window Manager](#), [Actual Window Guard](#).

1. [Create specific settings](#) for a desired target window.
2. Go to the [Startup property sheet](#) of just created settings.
3. Check the **Remove taskbar entry** item in the **At Window Startup list**.
4. [Apply](#) your adjustments.

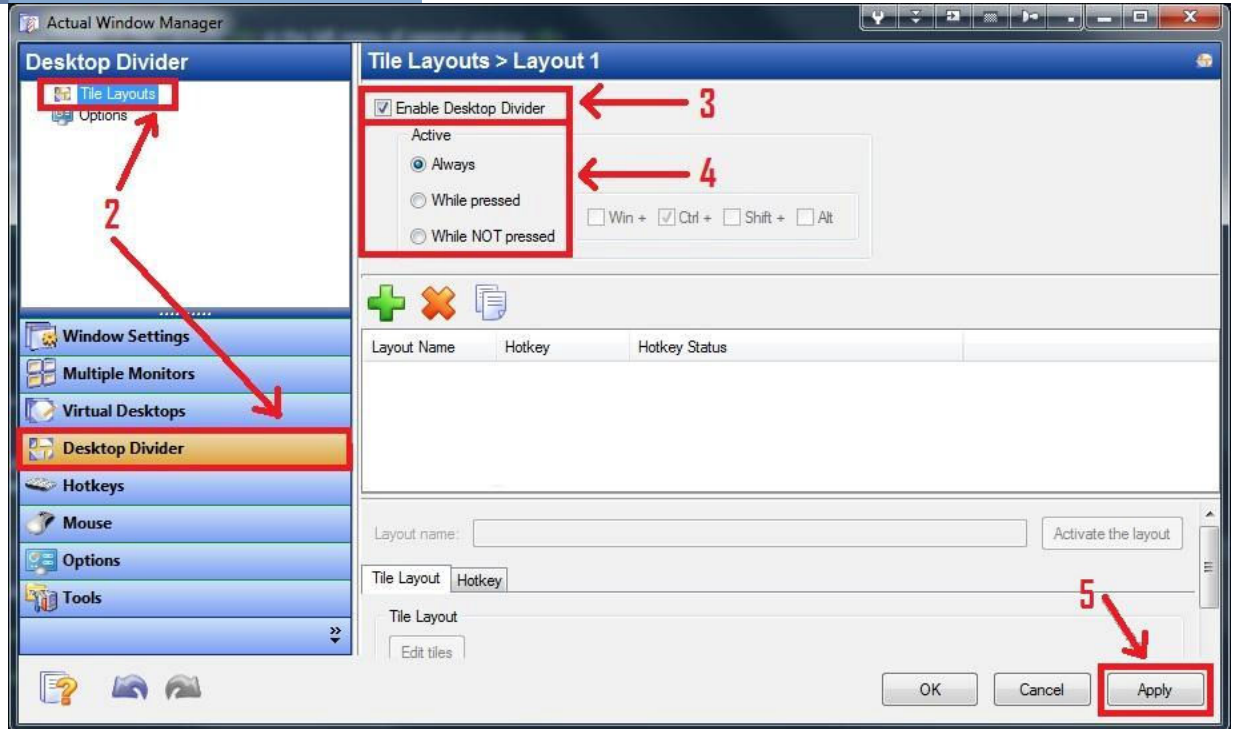
How to Activate the Desktop Divider

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

1. Click the right mouse button on the *Actual Window Manager* icon in the notification area and select **Configure...**



2. Go to the **Desktop Divider - Tile Layouts** panel.
3. Mark the **Enable Desktop Divider** check box.
4. Select the desired mode of activating the Desktop Divider in the **Active** group of controls.
5. Click the **Apply** button.



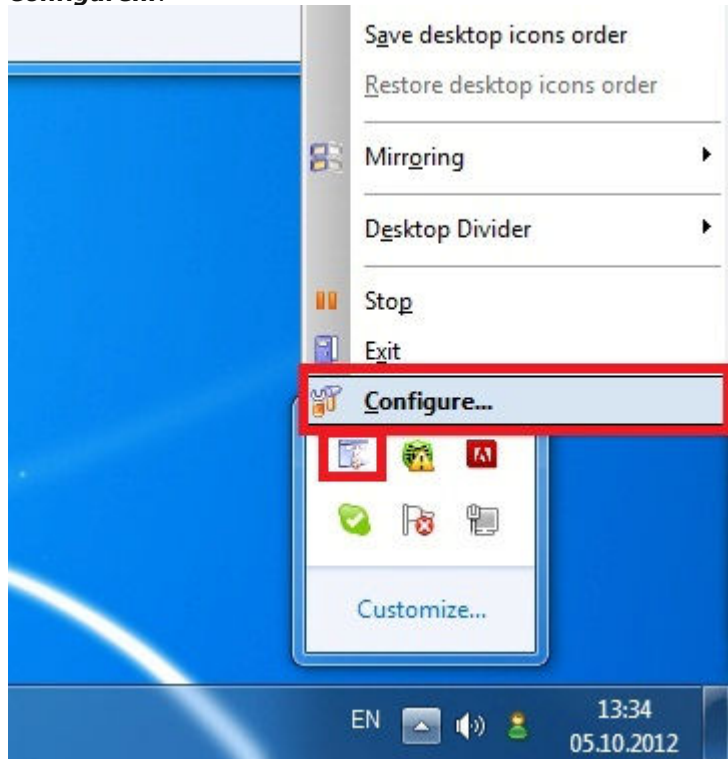
See also:


- [How to Activate the Desktop Divider via Desktop Context Menu](#)
- [How to Create a New Tile Layout](#)

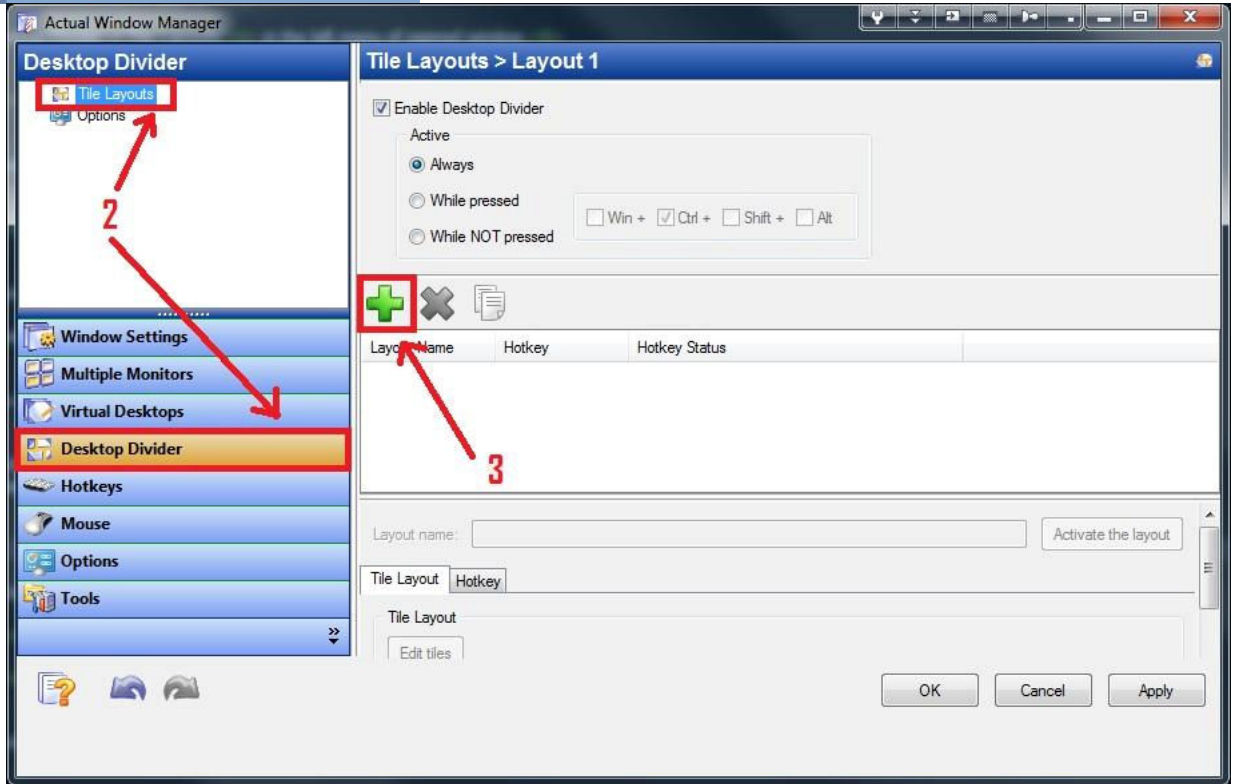
How to Create a New Desktop Divider Tile Layout

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

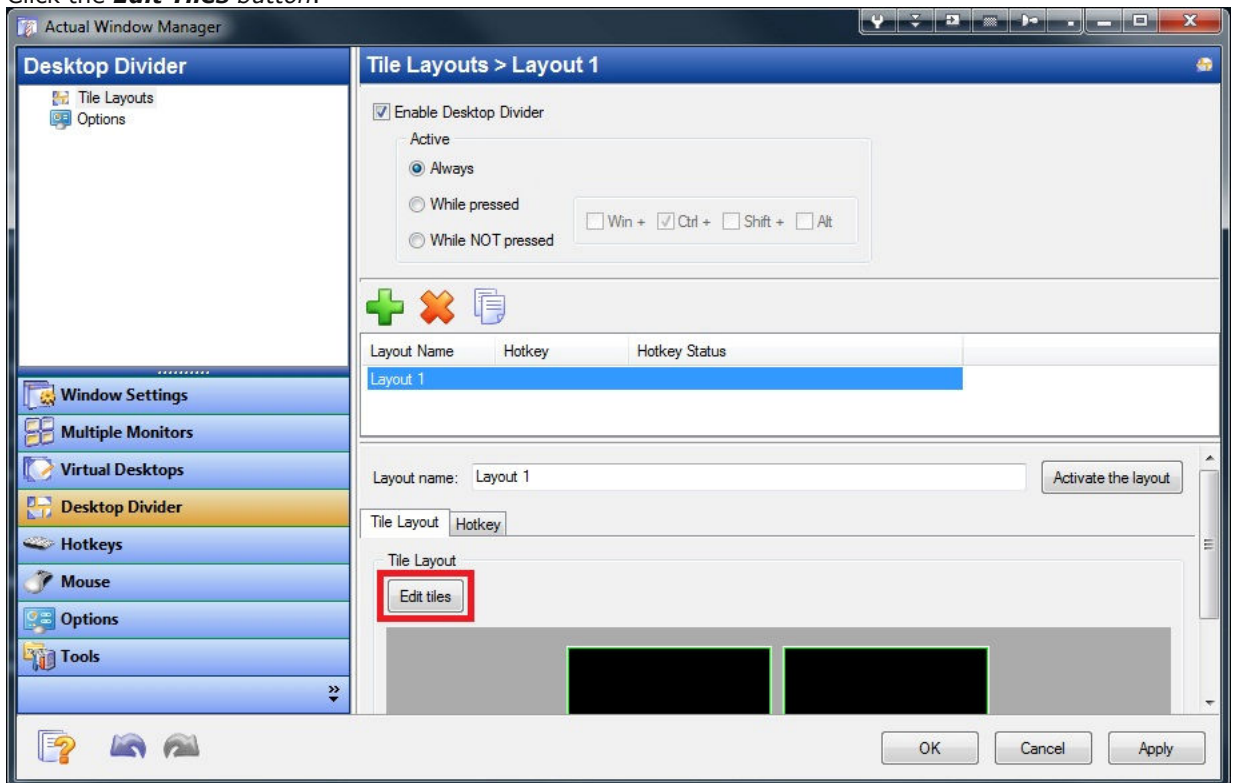
1. Click the right mouse button on the *Actual Window Manager* icon in the notification area and select **Configure...**



2. Go to the **Desktop Divider - Tile Layouts** panel.
3. Click to the  **Add Item** button.

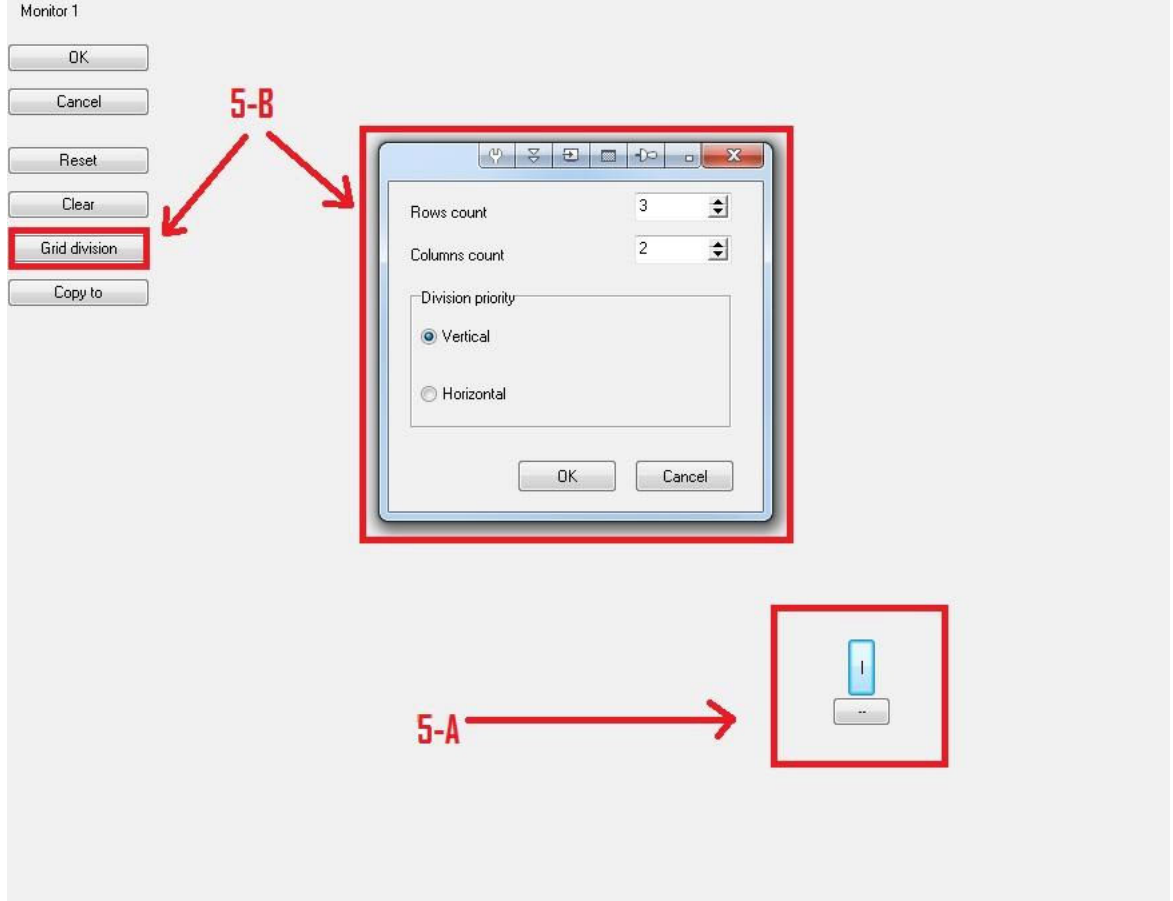


- Click the **Edit Tiles** button.



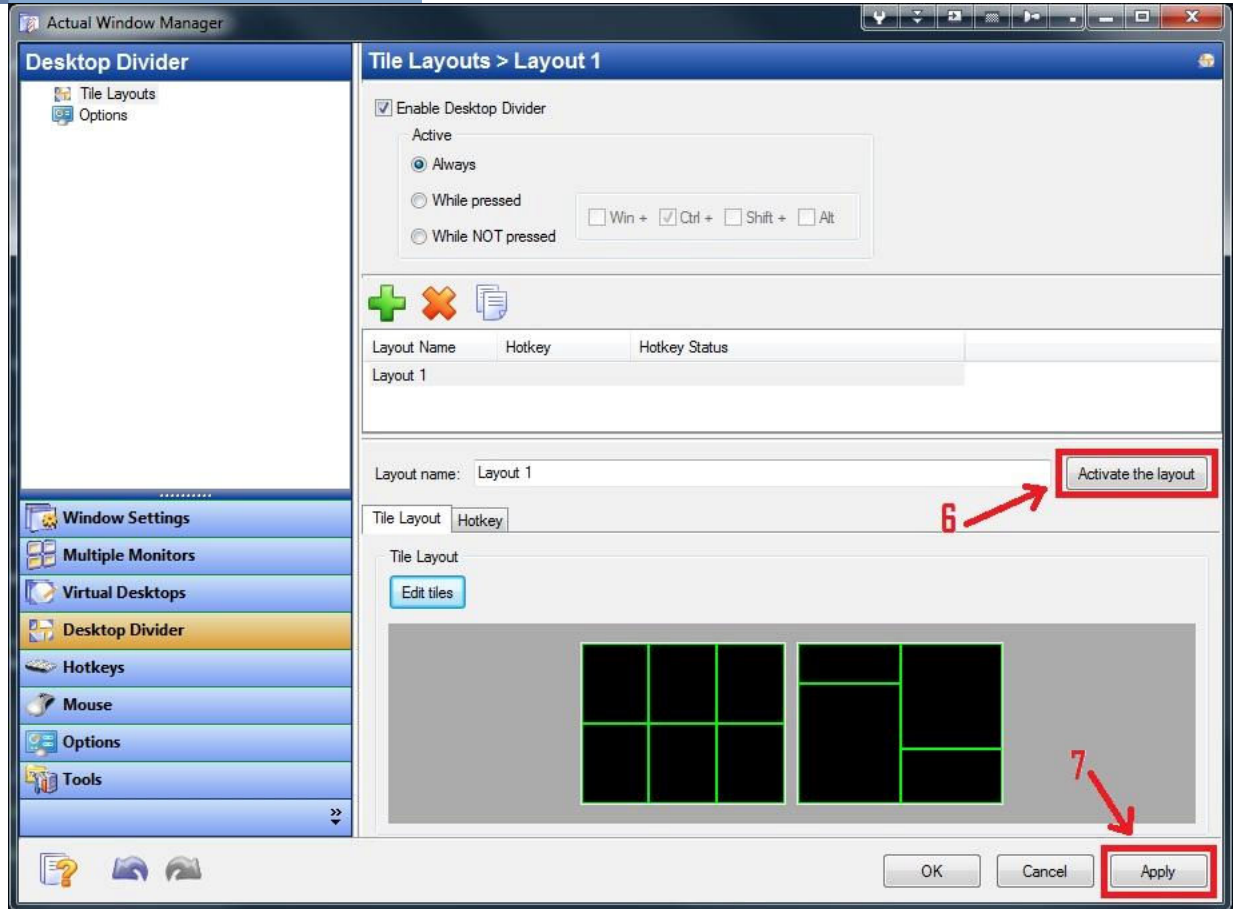
- In the opened **Tiles Editor window**, there are two ways of arranging the desired layout:
 - Using the [edit buttons](#).

B. Using the **Grid Division** generating tool.



When you finish editing the layout, click the **OK** button to close the Tiles Editor and save your changes.

6. (Optional) Click the **Activate the Layout** button.
7. Click the **Apply** button.



See also:

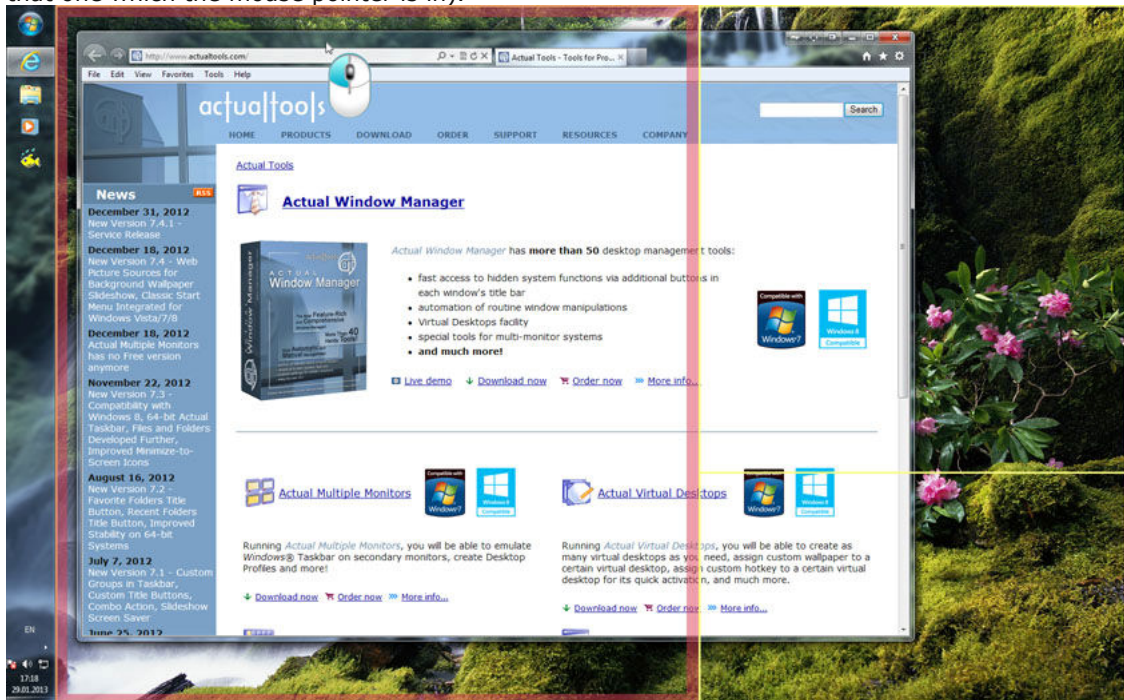
- [How to Activate the Tile Layout via Desktop Context Menu](#)
- [How to Put a Window into a Tile](#)

How to Put a Window into a Desktop Divider Tile

Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

Via dragging by the title bar

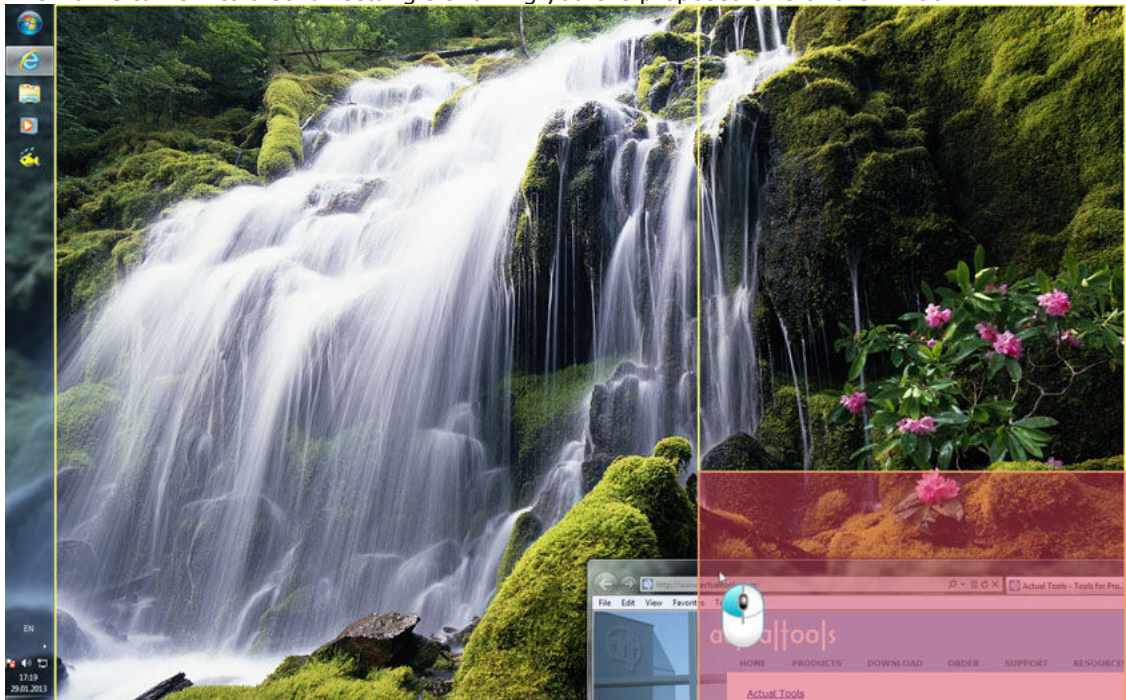
- Begin to drag a window by its title bar.
- The grid appears indicating the current tile layout. Also, there is a frame indicating the current tile (i.e. that one which the mouse pointer is in).



- Drag the window into the required tile so that the mouse pointer touches the frame (any side) in that tile.



- The frame turns into a solid rectangle showing you the proposed size of the window.

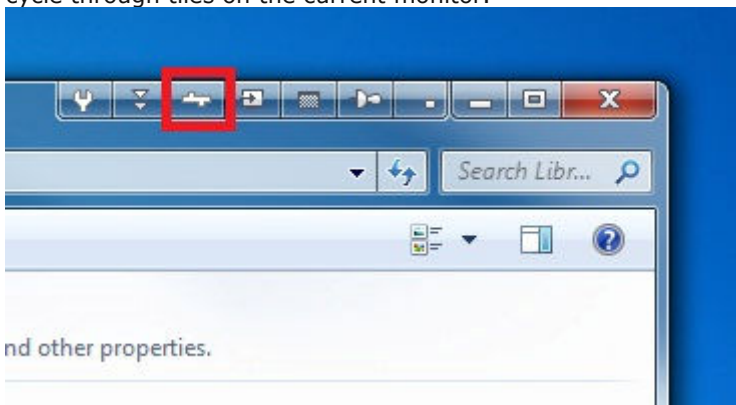


- Release the left mouse button to put the window into the current tile.

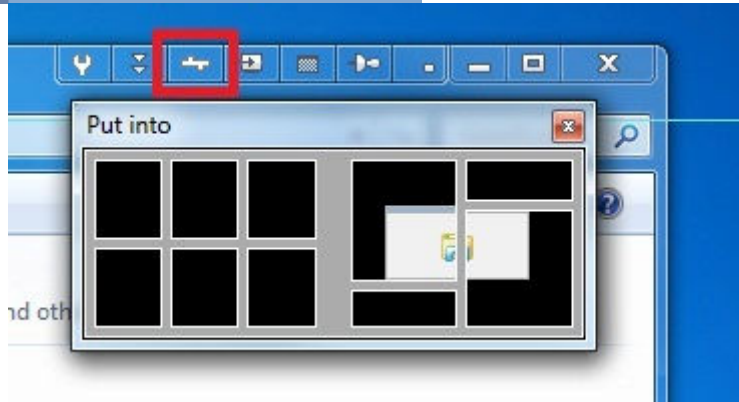


Via [Put into Divider Tile](#) title button

- Left-click this button to put the window into the nearest tile. You can make several clicks in a row to cycle through tiles on the current monitor.

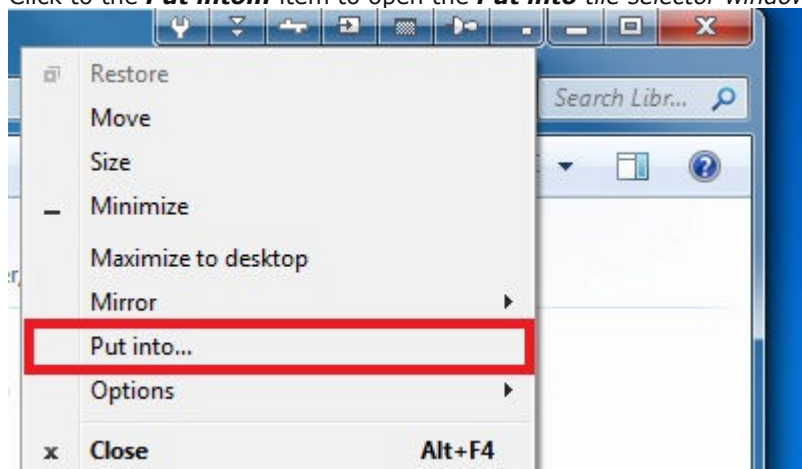


- Right-click this button to select the desired tile in the opened **Put into tile selector window** (left-click the tile to select and put the window into it).



Via [Put into... window menu command](#)

1. Right-click the window's title bar to open the context menu.
2. Click to the **Put into...** item to open the **Put into tile selector window**.



3. Left-click the desired tile to select.

Via [special hotkeys](#)

See also:

- [How to Activate the Desktop Divider](#)

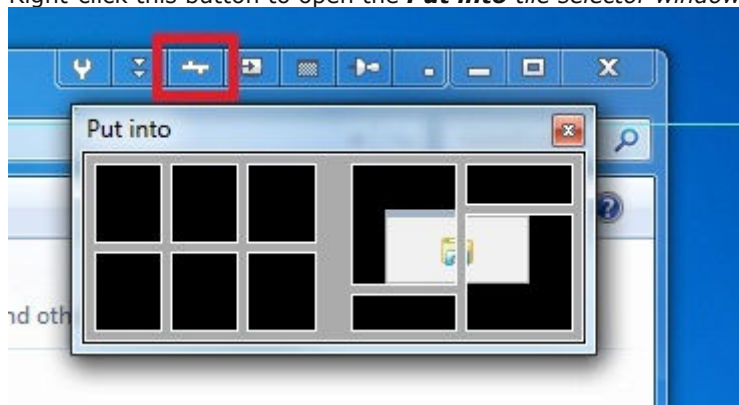
- [How to Switch the Current Tile Layout via Desktop Context Menu](#)

How to Make a Window Span Several Adjacent Desktop Divider Tiles

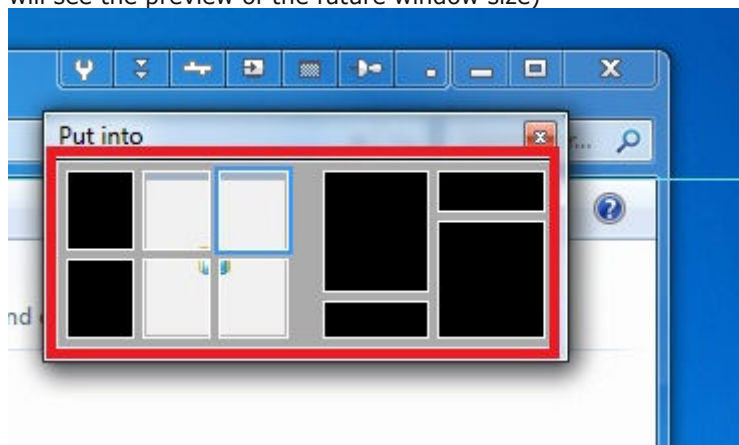
Available in: [Actual Window Manager](#), [Actual Multiple Monitors](#).

Via Put into Divider Tile title button

1. Right-click this button to open the **Put into** tile selector window.



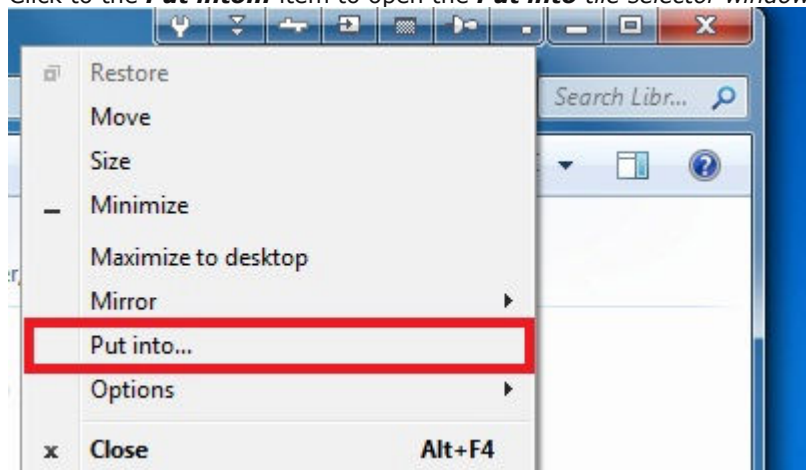
2. Click and hold the left mouse button on the top-left of the desired tiles.
3. Drag the mouse (without releasing the left mouse button) to the bottom-right of the desired tiles (you will see the preview of the future window size)



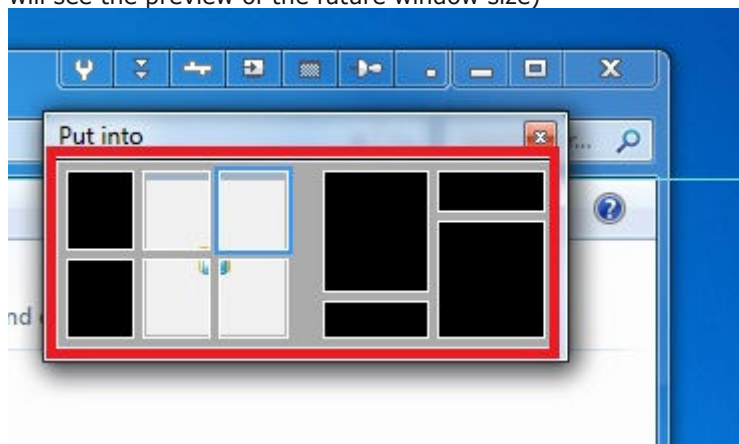
4. Release the left mouse button to close the tile selector and make the window span the selected tiles.

Via Put into... window menu command

1. Right-click the window's title bar to open the context menu.
2. Click to the **Put into...** item to open the **Put into tile selector window**.



3. Click and hold the left mouse button on the top-left of the desired tiles.
4. Drag the mouse (without releasing the left mouse button) to the bottom-right of the desired tiles (you will see the preview of the future window size)



5. Release the left mouse button to close the tile selector and make the window span the selected tiles.

See also:

- [How to Put a Window into a Tile](#)

Frequently Asked Questions (FAQ)

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 1. [I like your software but my system seems to become unstable after the installation of your program. What's the cause, and how can I find it?](#)
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 4. [I applied transparency to video player \(name any\) and encountered visual glitches and black windows. Are you aware of this bug?](#)
 5. [I created the specific settings for a window but it seems they don't affect it.](#)
 6. [Your program doesn't affect command prompt windows. Is it a bug, or I configured something wrong?](#)
 7. [Your extra title buttons overlap those added by UltraMon \(or name here any other program that adds its own title buttons\)! Is there any solution?](#)
 8. [I'm using custom XP theme \(name yours\), and your extra title buttons are ugly pink! What's the cause and how may I fix this?](#)
 9. [I can't make your title buttons work in foobar2000. Is there any way to make foobar2000](#)

[friends with Actual Tools programs?](#)

10. [I'd like to have your additional title buttons in Adobe Reader as well but they don't show up. May I get them there anyway?](#)

General

Q. Do Actual Tools support 64-bit editions of Windows®?

A. Yes, since the version 5.0 our programs include special 64-bit executable modules which make all extra functions available for native 64-bit applications as well as for legacy 32-bit applications. Please [consult below](#) how to upgrade your copy of **Actual Tools** product to the latest available version.

Registration

Q. The program says that my registration code is invalid. What should I do?

A. There are following most likely reasons of this:

- you typed the code *incorrectly*. We suggest you to use the copy-pasting to avoid typos/omissions in the code text
 - you are trying to register the *wrong product*. For example, you bought a license and received a code for [Actual Title Buttons](#) but, due to some reasons, you downloaded, installed and now are trying to register [Actual Window Manager](#). Our codes are generated individually for each product so in such case you should de-install the wrong product and then download, install and register the product you bought a license for. To see the exact name of the product you are currently using, you should right-click its notification area icon, then click the **About** item in the [Info submenu](#) - and you will see the [About dialog](#), which displays the exact program name
 - you are trying to register the *wrong version*. In the version 8.0 we changed the registration system so the codes bought for versions older than 8.0 do not fit 8.0 and higher versions - and vice versa. So if you bought your code **earlier than August 15, 2013** - please [consult below](#) how to get a new code. If you bought your code later then please check the exact version of the **Actual Tools** product you are currently using: right-click its notification area icon, then click the **About** item in the [Info submenu](#) - and you will see the [About dialog](#), which displays the exact program version
-

Q. I entered the registration code, your program accepted it but after restarting the trial window

popped up again, asking for registration. What's wrong?

A. It's very likely that you have some kind of security software running on your system which monitors the *Windows Registry* and prevents its updating. However, our programs use the *Windows Registry* to store the registration information so you should allow our program to write the necessary information into the *Registry*. You can do it in any following way:

- suspend your *Registry* monitoring software, register our program, then resume the *Registry* monitoring software
 - let our program write into the *Registry* in your *Registry* monitoring software's settings
-

Q. I lost my registration code, help!

A. Please, visit [this special page](#) to retrieve your registration code automatically.

Upgrading

Q. How to upgrade any Actual Tools product of any version earlier than 8.0 to the latest available version?

A. Since the version 8.0 we changed our upgrade policy and made it *subscription-based*: registering the program gives the user automatic subscription for free updates (no matter minor or major ones) for a certain period (currently - a year, beginning from the day of purchase). When this subscription expires, the user can continue to use the last actual version of the program as long as he/she likes but to get further updates, the user needs to purchase another registration code to prolong the subscription for free updates for one more year. The registered users or earlier versions are entitled to a free upgrade or significant upgrade discount, depending on when the original license was purchased. To get advantage of the free or discounted upgrade, you should visit our [Upgrade Center](#) and enter there your original registration code (you can retrieve it [here](#)).

Q. Why did you change your License Policy to subscription-based? It's unfair! I do not want to pay the full price each year for the same program!

A. We suppose it's quite more fair for a majority of our customers than the previous version-based Policy, and here are some facts justifying this point of view:

- *The new Upgrade Policy does not force you to pay each year.* When the subscription expires, the program remains registered and fully functional, so that if you don't need the latest updates then you can continue using the program as it is. And only when you see in the changelog something that worths paying then you can prolong your subscription; in other words, you can choose the moment of upgrade on your own.
- *Purchasing an upgrade does not come at full price.* For *Actual Window Manager*, it costs about 30 USD for now (and we don't plan to change this price in the future). Other products come at 10-15 USD, as they have the lower initial license prices.

Important Note! To get a discounted upgrade price, you must use our Upgrade Center by following [these steps](#).

- *Purchasing an upgrade, you do not "pay for the same program".* Instead, you get a new version that has new features that worth us time and money to develop them. We develop our products constantly and believe that each work should be rewarded fairly.
 - *We do not force our customers to upgrade necessarily.* If you don't like/need the features of new versions then you can simply stay with the version you currently have as long as you want.
-

Q. How to install the new version correctly so I wouldn't lose my old settings?

A. You can safely install the new version **into the same folder** where you have the old version installed. The **Actual Tools** installer will correctly detect your old settings file and run the [Configuration Import wizard](#) which will convert your old settings into the new version's format and **keep the old settings file untouched** so you will be able to roll back to the previous version any time.

Configuration

Q. How to assign specific settings to a certain window?

A. View the [live demo](#) of it (the *Adobe Flash* plugin is required) or read [this article](#).

Q. How to remove the extra title button?

A. Turn off [this option](#).

Troubleshooting

Q. I like your software but my system seems to become unstable after the installation of your program. What's the cause, and how can I find it?

A. Our programs work at the low level of *Windows*® and they try to extend all windows you open. There is a terrific number of different applications made with a different quality by different developers; so sometimes conflicts may happen. To detect the real reason of conflict, try to do the following:

- disable [Default settings](#) and both options in the [Manage Window Settings group](#); then see if the problem remains or disappears
- if it remains then try to disable one-by-one [specific settings](#) until the problem disappears; start with system-related settings, if present (like *XP Start Menu*, *Explorer* and *Taskbar*)
- if the problem disappears after the first step then enable default settings back and begin to create [exclusions](#) one-by-one for the programs you suspect to be the cause; when the problem disappears the last program you created an exclusion for should be the culprit

Q. I have a problem with the program <program_name>. How to get rid of it?

A. We recommend you to go through the following steps:

1. First of all, make sure that the cause is our program. Try to stop or completely unload the [Control Center](#), then restart the program <program_name> and see if the problem disappears. If it's not then it's very likely that the other program causes the problem.
2. If you are sure that our software conflicts with the program <program_name> then you should try to create an exclusion for it. The best way to accomplish this is to right-click the program window's title bar and select the **Actual Window Manager** submenu, then click the **Exclude this window** command (but make sure that [Via "Actual Window Manager" submenu option](#) is enabled in the Configuration).
3. If nothing helps then [mail us](#) the description of the problem. Please, specify the **exact name and version** of our program and the program you have problem with. Describe as detailed as possible your actions to make the problem arise. If the problem has visual issues then make some screenshots depicting them and attach those screenshots to your mail. If you changed our program's configuration then please send it to us (use the **"File -> Send Configuration -> Send to Tech Support"** main menu command in the Configuration Module). Remember: the more specific and accurate you will be -

the more faster and easier we will find and fix the problem.

Q. After applying the transparency effect a window redraws very slow, or produces visual glitches, or becomes black. What's wrong?

A. Our programs do nothing specific themselves to make windows translucent - we fully rely on the *standard features* which *Windows®* operating system itself provides for applications. So if you encounter the poor performance of the transparency effect, or have some kind of visual inconsistency, then it means that your video card driver has the bad support of those standard *Windows®* features. Without a proper support of your video hardware the transparency effect will work very slow, even if you are using a modern powerful CPU. Try to update your video driver to the latest version from your video card manufacturer's website.

Q. I applied transparency to video player (name any) and encountered visual glitches and black windows. Are you aware of this bug?

A. This is not a bug but a kind of technical issue. **Actual Tools** programs use the transparency effect available in standard drawing mechanisms *Windows®* provides for general windows, whereas video players use another specific mechanisms (usually *DirectX®* functions) for their video displaying windows. Therefore such windows are not "general" in their nature, and that's why the standard transparency effect is incompatible with such windows and produces unexpected results when being applied.

Q. I created the specific settings for a window but it seems they don't affect it.

A. The most like reason of it is that you incorrectly configured the [Target Window criteria](#) for these settings. To resolve such issue, you should use the [Windows Monitoring Log](#):

1. close the problem window
2. [enable the logging](#)
3. open the [Log window](#)
4. then open the problem window again
5. accurately review all New Window and Caption Changed events related to problem window in the log contents - check what settings were applied and why
6. inspect attentively the actual values of Target Window criteria exhibited by the problem window and compare them with those values that you have specified in the subject specific settings

7. re-configure Target Window criteria in the subject specific settings, if needed (you may need to enable more criteria to make the Target Window condition more strict)
 8. [save the configuration](#) and see in the Log window whether the issue is resolved or not
-

Q. Your program doesn't affect the command prompt windows. Is it a bug or I configured something wrong?

A. Neither former nor latter. Till version 5.0, our software had no support for the command prompt windows in *Windows® 2000/XP/2003/Vista* because since *Windows® 2000* an operating system itself processes this kind of windows very differently and separately than "normal" windows; for example, such windows even don't fit *XP* visual styles. The support of command prompt (a.k.a. console/CMD/DOS) windows became finally available in the version 5.0: there was developed a unique technology which brings all extra functionality to command prompt windows as well as to "normal" ones. Please [consult above](#) how to upgrade your copy of **Actual Tools** product to the latest available version.

Q. Your extra title buttons overlap those added by *UltraMon* (or name here any other program that adds its own title buttons)! Is there any solution?

A. Sure it is! You should use the [Shift the Buttons option](#) either in the [default settings](#) or in a particular [specific settings](#).

Q. I'm using custom *XP* theme (name yours), and your extra title buttons are ugly pink! What's the cause and how may I fix this?

A. The cause of this glitch is that your custom theme does not contain *required image resources*, such as *button backgrounds*. Those background images should be included into each theme in according to *Microsoft* theme design principles which **Actual Tools** programs strictly rely on. However, it's a common practice that custom theme creators neglect those principles and provide only buttons' images without background images. That's why our programs are unable to retrieve those images and draw extra buttons on the empty background (which is pink by default) that results in buttons' inconsistent look. Anyway, there exists **a workaround** for this issue, you can find its detailed description [here](#).

Q. I can't make your title buttons work in *foobar2000*. Is there any way to make *foobar2000* friends with Actual Tools programs?

A. The bare install of *foobar2000* (i.e. without plugins) prevents the extension of its windows by intention: the developers of *foobar2000* [force their SDK license](#) in such way. However, as one of our old customers [reports](#), after installing the [Columns UI user interface plugin](#) for *foobar2000*, it becomes compatible with **Actual Tools** programs. So, if you need the additional functions in *foobar2000* - we would recommend you at least to try this plugin out.

Q. I'd like to have your additional title buttons in *Adobe Reader* as well but they don't show up. May I get them there anyway?

A. Since the version 10 (a.k.a. X), the developers of *Adobe Reader* have added the so-called "protected mode": when enabled, it runs the program in a "sandbox" with the restricted access to some system functions. If you'd like to trade off some safety for advanced features provided by **Actual Tools** programs (for example, when you receive PDF documents from trusted sources only) then you can disable this protected mode and let our software operate *Adobe Reader* in general way: run it, then go to

in *Adobe Reader X*: Edit -> Preferences -> General

in *Adobe Reader XI*: Edit -> Preferences -> Security (Enhanced)

and uncheck the **Enable Protected Mode at startup** option there, then restart *Adobe Reader* - and you'll see the additional title buttons (as well as other options, such as window menu commands and automatic actions, will become available).

Didn't find an answer? [Mail us](#), visit [our forums](#) or use the [feedback form](#).

Glossary

Clipboard

Special invisible location used for interchanging data between windows.

Configuration

Set of [window rules](#) defining the exact behavior for almost any window in the system. Can be changed via [Configuration Module](#).

Configuration Module

Special program included into every **Actual Tools** program's installation package allowing to change the [configuration](#).

Control Center

Special program included into every **Actual Tools** program's installation package that constantly monitors windows and defines their behavior according to the [configuration](#).

Desktop

Special *Windows*® folder that is represented as an area on the screen usually occupying most of screen space. This area is a placeholder for the opened windows and the icons of special items (like "My Computer" or "Recycle Bin"), shortcuts and other folders.

Hotkey (key combination, keyboard shortcut)

Set of keys which is assigned to a certain function of a program and, while being pressed simultaneously, invokes that function instantly. Using hotkeys is a way to operate program functions much more faster than using a mouse to click a way through menus/dialogs to invoke a certain function. Hotkeys usually include such special keys as <Ctrl>, <Alt>, <Shift>, <Win>.

Lock screen

Special screen the system displays when a user locks his/her current session by invoking the Lock command, either via system Shutdown/Log off/Lock menu or via <Win-L> [keyboard shortcut](#). Lock screen shows the name of the user currently logged in and allows to return to this user's running session by entering his/her password.

Logon screen

Special screen the system displays when there are no active user sessions (i.e. no user is logged into his/her account) or when a user switches from one account to another. Since *Windows XP*, Logon screen shows the list of user accounts available in a system.

Regular expression

Text string of a special kind that describes a search pattern. For more information on regular expressions, please visit [Wikipedia](#) or [special website](#) devoted to regular expressions.

Runtime library

Special executable file (`aimemb.dll/aimemb64.dll`) which *Actual Window Manager* embeds into each running program to make its advanced window management functions available there.

Settings file

File containing all window rules' options you changed and saved using the [Configuration Module](#).

Taskbar

Special window containing buttons for all opened windows and allowing to use those buttons for switching between windows.

Tray (system tray, *Windows*® notification area)

Special area on the right of the [taskbar](#), usually contains the system clock and the icons of application working in background (antiviruses, firewalls etc.).

Window menu

Popup menu appearing after left-clicking on the leftmost icon of window's title, or right-clicking window's title or [taskbar](#) button.

Window rule

Fundamental element of every **Actual Tools** program that defines what windows should be processed by the [Control Center](#) and in what manner. The former is defined by the set of special criteria and the latter is defined by the set of options.



This page contains license information for third-party software included with *Actual Window Manager*.

'zlib' 1.1.0 general purpose compression library

Copyright © 1995-1998 Jean-loup Gailly and Mark Adler

PASZLIB

Based on the zlib 1.1.2, a general purpose data compression library.

Legal issues

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PCRE 8.42 library

Perl Compatible Regular Expressions, <http://www.pcre.org/>

PCRE LICENCE

PCRE is a library of functions to support regular expressions whose syntax and semantics are as close as possible to those of the Perl 5 language.

Release 8 of PCRE is distributed under the terms of the "BSD" licence, as specified below. The documentation for PCRE, supplied in the "doc" directory, is distributed under the same terms as the software itself. The data in the testdata directory is not copyrighted and is in the public domain.

The basic library functions are written in C and are freestanding. Also included in the distribution is a set of C++ wrapper functions, and a just-in-time compiler that can be used to optimize pattern matching. These are both optional features that can be omitted when the library is built.

THE BASIC LIBRARY FUNCTIONS

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PCRE JUST-IN-TIME COMPILATION SUPPORT

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STACK-LESS JUST-IN-TIME COMPILER

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THE C++ WRAPPER FUNCTIONS

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THE "BSD" LICENCE



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End

PCRE import unit for Delphi 7 and PCRE Wrapper for Delphi 7

Written by: Renato Mancuso



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End

SimpleXML 1.0.1 library



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Free Pascal 2.2.2 Cross-Compiler, Runtime Libraries and Packages for x86-64 architecture

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- object files and libraries linked into an application may be distributed without source code.

Regular Expressions: Quick-Reference Syntax Summary

This page is part of the PCRE HTML documentation. It was generated automatically from the original man page.

The full documentation can be obtained at the PCRE Project official website - <http://www.pcre.org/>.

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[PCRE REGULAR EXPRESSION SYNTAX SUMMARY](#)

The full syntax and semantics of the regular expressions that are supported by PCRE are described in the [pcrepattern](#) documentation. This document contains a quick-reference summary of the syntax.

QUOTING

`\x` where `x` is non-alphanumeric is a literal `x`
`\Q...\E` treat enclosed characters as literal

CHARACTERS

`\a` alarm, that is, the BEL character (hex 07)
`\cx` "control-`x`", where `x` is any ASCII character
`\e` escape (hex 1B)
`\f` form feed (hex 0C)
`\n` newline (hex 0A)
`\r` carriage return (hex 0D)
`\t` tab (hex 09)
`\0dd` character with octal code `0dd`
`\ddd` character with octal code `ddd`, or backreference
`\o{ddd..}` character with octal code `ddd..`
`\xhh` character with hex code `hh`
`\x{hhh..}` character with hex code `hhh..`

Note that `\0dd` is always an octal code, and that `\8` and `\9` are the literal characters "8" and "9".

CHARACTER TYPES

`.` any character except newline;
in `dotall` mode, any character whatsoever
`\C` one data unit, even in UTF mode (best avoided)
`\d` a decimal digit
`\D` a character that is not a decimal digit
`\h` a horizontal white space character
`\H` a character that is not a horizontal white space character
`\N` a character that is not a newline

<code>\p{xx}</code>	a character with the <code>xx</code> property
<code>\P{xx}</code>	a character without the <code>xx</code> property
<code>\R</code>	a newline sequence
<code>\s</code>	a white space character
<code>\S</code>	a character that is not a white space character
<code>\v</code>	a vertical white space character
<code>\V</code>	a character that is not a vertical white space character
<code>\w</code>	a "word" character
<code>\W</code>	a "non-word" character
<code>\X</code>	a Unicode extended grapheme cluster

By default, `\d`, `\s`, and `\w` match only ASCII characters, even in UTF-8 mode or in the 16-bit and 32-bit libraries. However, if locale-specific matching is happening, `\s` and `\w` may also match characters with code points in the range 128-255. If the `PCRE_UCP` option is set, the behaviour of these escape sequences is changed to use Unicode properties and they match many more characters.

GENERAL CATEGORY PROPERTIES FOR `\p` and `\P`

<code>C</code>	Other
<code>Cc</code>	Control
<code>Cf</code>	Format
<code>Cn</code>	Unassigned
<code>Co</code>	Private use
<code>Cs</code>	Surrogate
<code>L</code>	Letter
<code>Ll</code>	Lower case letter
<code>Lm</code>	Modifier letter
<code>Lo</code>	Other letter
<code>Lt</code>	Title case letter
<code>Lu</code>	Upper case letter
<code>L&</code>	<code>Ll</code> , <code>Lu</code> , or <code>Lt</code>
<code>M</code>	Mark
<code>Mc</code>	Spacing mark
<code>Me</code>	Enclosing mark
<code>Mn</code>	Non-spacing mark
<code>N</code>	Number

Nd	Decimal number
Nl	Letter number
No	Other number
P	Punctuation
Pc	Connector punctuation
Pd	Dash punctuation
Pe	Close punctuation
Pf	Final punctuation
Pi	Initial punctuation
Po	Other punctuation
Ps	Open punctuation
S	Symbol
Sc	Currency symbol
Sk	Modifier symbol
Sm	Mathematical symbol
So	Other symbol
Z	Separator
Zl	Line separator
Zp	Paragraph separator
Zs	Space separator

[PCRE SPECIAL CATEGORY PROPERTIES FOR \p and \P](#)

Xan	Alphanumeric: union of properties L and N
Xps	POSIX space: property Z or tab, NL, VT, FF, CR
Xsp	Perl space: property Z or tab, NL, VT, FF, CR
Xuc	Univerally-named character: one that can be represented by a Universal Character Name
Xwd	Perl word: property Xan or underscore

Perl and POSIX space are now the same. Perl added VT to its space character set at release 5.18 and PCRE changed at release 8.34.

[SCRIPT NAMES FOR \p AND \P](#)

Arabic, Armenian, Avestan, Balinese, Bamum, Bassa_Vah, Batak, Bengali, Bopomofo, Brahmi, Braille, Buginese, Buhid, Canadian_Aboriginal, Carian, Caucasian_Albanian, Chakma, Cham, Cherokee, Common, Coptic,

Cuneiform, Cypriot, Cyrillic, Deseret, Devanagari, Duployan, Egyptian_Hieroglyphs, Elbasan, Ethiopic, Georgian, Glagolitic, Gothic, Grantha, Greek, Gujarati, Gurmukhi, Han, Hangul, Hanunoo, Hebrew, Hiragana, Imperial_Aramaic, Inherited, Inscriptional_Pahlavi, Inscriptional_Parthian, Javanese, Kaithi, Kannada, Katakana, Kayah_Li, Kharoshthi, Khmer, Khojki, Khudawadi, Lao, Latin, Lepcha, Limbu, Linear_A, Linear_B, Lisu, Lycian, Lydian, Mahajani, Malayalam, Mandaic, Manichaeen, Meetei_Mayek, Mende_Kikakui, Meroitic_Cursive, Meroitic_Hieroglyphs, Miao, Modi, Mongolian, Mro, Myanmar, Nabataean, New_Tai_Lue, Nko, Ogham, Ol_Chiki, Old_Italic, Old_North_Arabian, Old_Permic, Old_Persian, Old_South_Arabian, Old_Turkic, Oriya, Osmanya, Pahawh_Hmong, Palmyrene, Pau_Cin_Hau, Phags_Pa, Phoenician, Psalter_Pahlavi, Rejang, Runic, Samaritan, Saurashtra, Sharada, Shavian, Siddham, Sinhala, Sora_Sompeng, Sundanese, Syloti_Nagri, Syriac, Tagalog, Tagbanwa, Tai_Le, Tai_Tham, Tai_Viet, Takri, Tamil, Telugu, Thaana, Thai, Tibetan, Tifinagh, Tirhuta, Ugaritic, Vai, Warang_Citi, Yi.

CHARACTER CLASSES

[...]	positive character class
[^...]	negative character class
[x-y]	range (can be used for hex characters)
[[:xxx:]]	positive POSIX named set
[[:^xxx:]]	negative POSIX named set
alnum	alphanumeric
alpha	alphabetic
ascii	0-127
blank	space or tab
cntrl	control character
digit	decimal digit
graph	printing, excluding space
lower	lower case letter
print	printing, including space
punct	printing, excluding alphanumeric
space	white space
upper	upper case letter
word	same as \w
xdigit	hexadecimal digit

In PCRE, POSIX character set names recognize only ASCII characters by default, but some of them use Unicode properties if PCRE_UCP is set. You can use \Q...\E inside a character class.

QUANTIFIERS

?	0 or 1, greedy
?+	0 or 1, possessive
??	0 or 1, lazy
*	0 or more, greedy
*+	0 or more, possessive
*?	0 or more, lazy
+	1 or more, greedy
++	1 or more, possessive
+	1 or more, lazy
{n}	exactly n
{n,m}	at least n, no more than m, greedy
{n,m}+	at least n, no more than m, possessive
{n,m}?	at least n, no more than m, lazy
{n,}	n or more, greedy
{n,}+	n or more, possessive
{n,}?	n or more, lazy

ANCHORS AND SIMPLE ASSERTIONS

\b	word boundary
\B	not a word boundary
^	start of subject also after internal newline in multiline mode
\A	start of subject
\$	end of subject also before newline at end of subject
\Z	end of subject also before internal newline in multiline mode
\z	end of subject also before newline at end of subject
\G	first matching position in subject

MATCH POINT RESET

`\K` reset start of match

`\K` is honoured in positive assertions, but ignored in negative ones.

ALTERNATION

`expr|expr|expr...`

CAPTURING

`(...)` capturing group

`(?<name>...)` named capturing group (Perl)

`(?'name'...)` named capturing group (Perl)

`(?P<name>...)` named capturing group (Python)

`(?:...)` non-capturing group

`(?|...)` non-capturing group; reset group numbers for capturing groups in each alternative

ATOMIC GROUPS

`(?>...)` atomic, non-capturing group

COMMENT

`(?#....)` comment (not nestable)

OPTION SETTING

`(?i)` caseless

`(?J)` allow duplicate names

`(?m)` multiline

`(?s)` single line (dotall)

`(?U)` default ungreedy (lazy)

`(?x)` extended (ignore white space)



(?-...) unset option(s)

The following are recognized only at the very start of a pattern or after one of the newline or \R options with similar syntax. More than one of them may appear.

(*LIMIT_MATCH=d) set the match limit to d (decimal number)
(*LIMIT_RECURSION=d) set the recursion limit to d (decimal number)
(*NO_AUTO_POSSESS) no auto-possessification (PCRE_NO_AUTO_POSSESS)
(*NO_START_OPT) no start-match optimization (PCRE_NO_START_OPTIMIZE)
(*UTF8) set UTF-8 mode: 8-bit library (PCRE_UTF8)
(*UTF16) set UTF-16 mode: 16-bit library (PCRE_UTF16)
(*UTF32) set UTF-32 mode: 32-bit library (PCRE_UTF32)
(*UTF) set appropriate UTF mode for the library in use
(*UCP) set PCRE_UCP (use Unicode properties for \d etc)

Note that LIMIT_MATCH and LIMIT_RECURSION can only reduce the value of the limits set by the caller of pcre_exec(), not increase them.

NEWLINE CONVENTION

These are recognized only at the very start of the pattern or after option settings with a similar syntax.

(*CR) carriage return only
(*LF) linefeed only
(*CRLF) carriage return followed by linefeed
(*ANYCRLF) all three of the above
(*ANY) any Unicode newline sequence

WHAT \R MATCHES

These are recognized only at the very start of the pattern or after option setting with a similar syntax.

(*BSR_ANYCRLF) CR, LF, or CRLF
(*BSR_UNICODE) any Unicode newline sequence

LOOKAHEAD AND LOOKBEHIND ASSERTIONS

<code>(?=...)</code>	positive look ahead
<code>(?!...)</code>	negative look ahead
<code>(?<=...)</code>	positive look behind
<code>(?<!...)</code>	negative look behind

Each top-level branch of a look behind must be of a fixed length.

BACKREFERENCES

<code>\n</code>	reference by number (can be ambiguous)
<code>\gn</code>	reference by number
<code>\g{n}</code>	reference by number
<code>\g{-n}</code>	relative reference by number
<code>\k<name></code>	reference by name (Perl)
<code>\k'name'</code>	reference by name (Perl)
<code>\g{name}</code>	reference by name (Perl)
<code>\k{name}</code>	reference by name (.NET)
<code>(?P=name)</code>	reference by name (Python)

SUBROUTINE REFERENCES (POSSIBLY RECURSIVE)

<code>(?R)</code>	recurse whole pattern
<code>(?n)</code>	call subpattern by absolute number
<code>(?+n)</code>	call subpattern by relative number
<code>(?-n)</code>	call subpattern by relative number
<code>(?&name)</code>	call subpattern by name (Perl)
<code>(?P>name)</code>	call subpattern by name (Python)
<code>\g<name></code>	call subpattern by name (Oniguruma)
<code>\g'name'</code>	call subpattern by name (Oniguruma)
<code>\g<n></code>	call subpattern by absolute number (Oniguruma)
<code>\g'n'</code>	call subpattern by absolute number (Oniguruma)
<code>\g<+n></code>	call subpattern by relative number (PCRE extension)
<code>\g'+n'</code>	call subpattern by relative number (PCRE extension)
<code>\g<-n></code>	call subpattern by relative number (PCRE extension)
<code>\g'-n'</code>	call subpattern by relative number (PCRE extension)

CONDITIONAL PATTERNS

(?(condition)yes-pattern)
(?(condition)yes-pattern|no-pattern)
(?(n)... absolute reference condition
(?(+n)... relative reference condition
(?(-n)... relative reference condition
(?(<name>)... named reference condition (Perl)
(?('name')... named reference condition (Perl)
(?(name)... named reference condition (PCRE)
(?(R)... overall recursion condition
(?(Rn)... specific group recursion condition
(?(R&name)... specific recursion condition
(?(DEFINE)... define subpattern for reference
(?(assert)... assertion condition

BACKTRACKING CONTROL

The following act immediately they are reached:

(*ACCEPT) force successful match
(*FAIL) force backtrack; synonym (*F)
(*MARK:NAME) set name to be passed back; synonym (*:NAME)

The following act only when a subsequent match failure causes a backtrack to reach them. They all force a match failure, but they differ in what happens afterwards. Those that advance the start-of-match point do so only if the pattern is not anchored.

(*COMMIT) overall failure, no advance of starting point
(*PRUNE) advance to next starting character
(*PRUNE:NAME) equivalent to (*MARK:NAME)(*PRUNE)
(*SKIP) advance to current matching position
(*SKIP:NAME) advance to position corresponding to an earlier
(*MARK:NAME); if not found, the (*SKIP) is ignored
(*THEN) local failure, backtrack to next alternation



`(*THEN:NAME)` equivalent to `(*MARK:NAME) (*THEN)`

[CALLOUTS](#)

`(?C)` callout

`(?Cn)` callout with data n

[SEE ALSO](#)

`pcrpattern(3)`, `pcreapi(3)`, `pcrecallout(3)`, `pcrematching(3)`, `pcr(3)`.

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