LEMUR WINDOW MAKER GUIDE

...A Guided Tour...

Foreword

This guide is intended to help Liquid Lemur (Window Maker) users in getting better acquainted with using the many features of the OS.

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Links of interest

Liquid Lemur Support Site
Window Maker (Slightly dated)

Window Maker Preferences

WPrefs.app

WPrefs is the heart of the configuration process in Window Maker. There is also *wmakerconf* which is somewhat easier to use, but lacks some of the features in WPrefs. This guide will cover using WPrefs. There will be a guide for *wmakerconf* at a later time.

After installing Liquid Lemur Window Maker and running it for the first time, the WPrefs icon is already docked. It's the one with the GNUstep logo in the background and a few tools in the foreground.
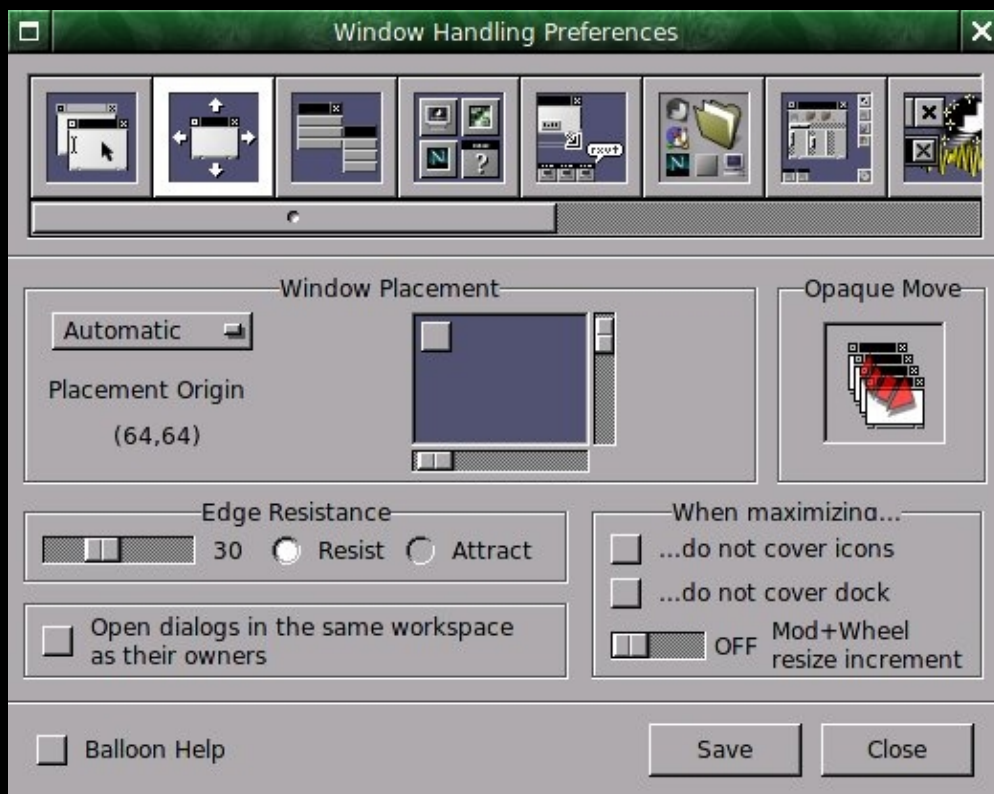
Clicking on this icon opens the WPrefs window.

On top of this window, there is a row of icons, each one corresponding to a group of setting options.

There is a checkbox for balloon help on the bottom left of the WPrefs window. Most of this writing comes from the content of this powerful help.

- Window handling
- Window Focus
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- Ergonomy
- Search path
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- Other
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- Mouse
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Window handling

Clicking the second icon allows you to select the window handling options.
Clicking on this icon opens a panel allowing you to define the defaults placement and properties of windows in the workspace.

::Window placement::

      You can use the sliders around the screen representation to modify the original placement.
      The gadget tells Window Maker the way to order windows on the screen:
      random, manual, cascade and smart.
      Automatic is the default.

::Edge resistance::

      To set the edge resistance and whether it resists or attracts.
      According to the selection, windows resist or attract when moved against other windows or
      the edges of the screen. The slider defines the threshold.
      Some applications may cause the title bar disappearing at the top of the screen, the window
      being too high, setting the edge resistance to "0" may solve the problem.

::Checkbox::

   Obviously to open dialogs in same workspace as their owners.

::Opaque move::

      Clicking on opaque move icon defines if the window will be moved with its contents or if
      only a frame will be displayed.

::When maximizing::

This option allows the window to cover (or not) icons or dock when maximizing.
The MOD+Wheel option allows resizing with the mouse scroll wheel and the defined MOD key.

Window Focus
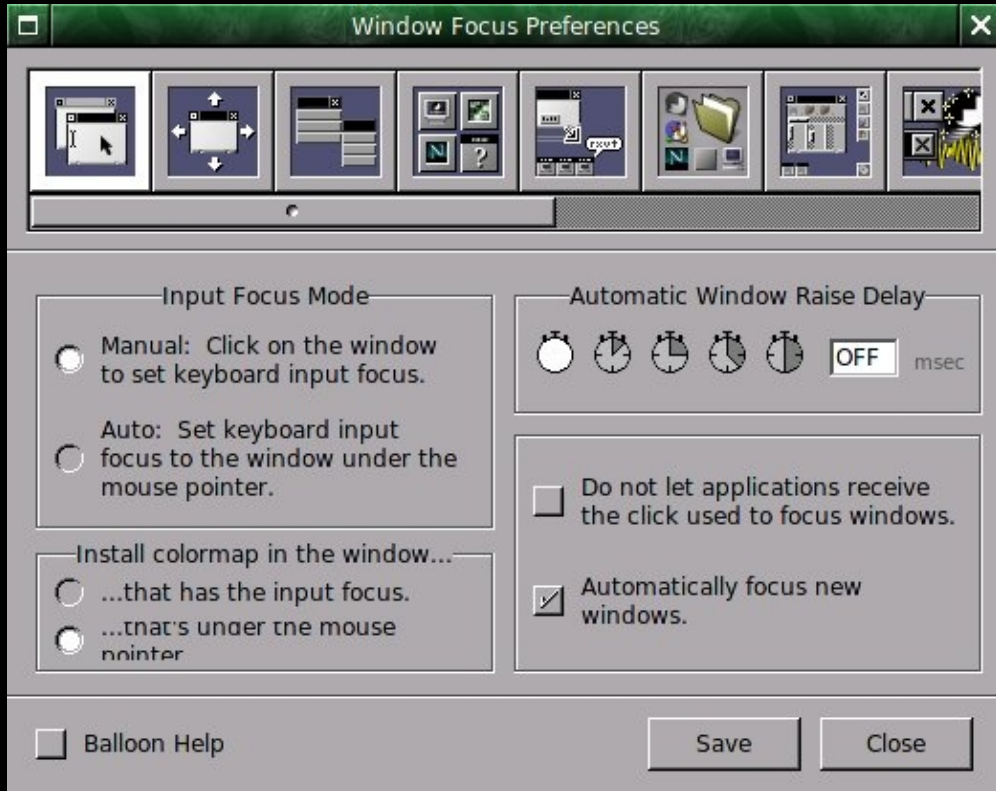
The first icon, starting from the left hand side, concerns the way windows get their focus, activating them.

::Input focus mode::

Manual : click on the window to set keyboard input focus.

Auto : set keyboard input focus to the window under the mouse pointer.

::Install colormap in the window::

Checking an option, installs the colormap in the window either that has the input focus or that is under the mouse pointer.
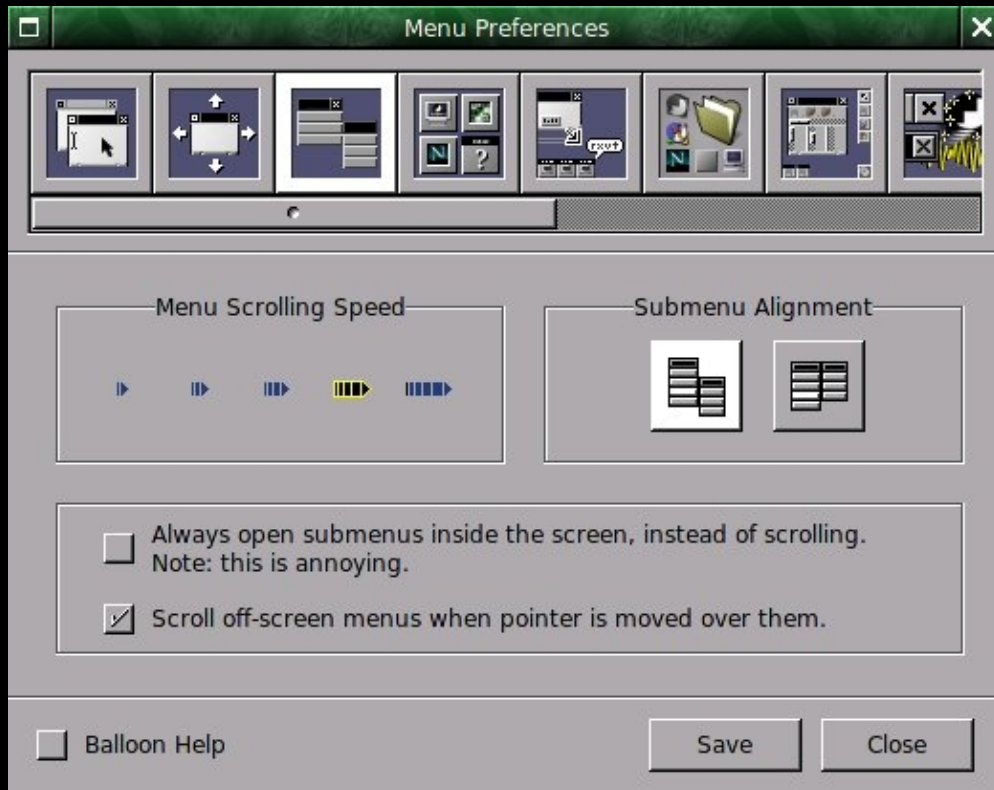
::Automatic window raise delay::

Setting the delay (in msec) for automatic window raising

::Checkboxes::

Choosing if a new window is automatically focused or preventing an application from receiving the focusing click.
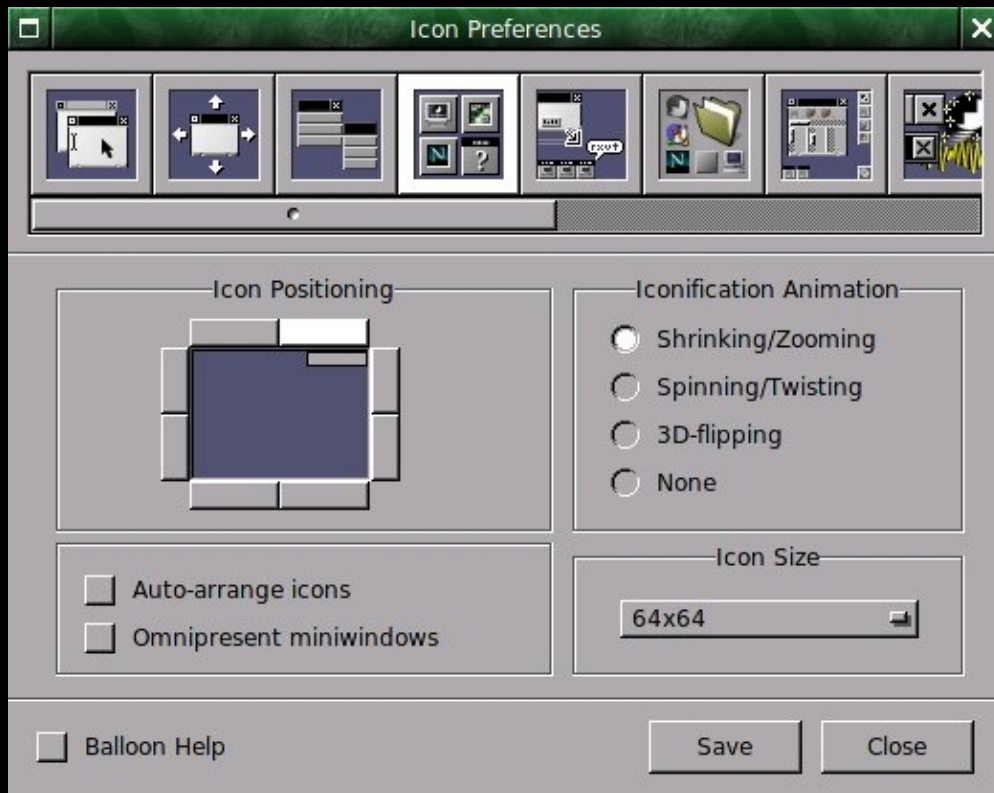
Menu

This panel allows to set menu scrolling speed and submenu alignment. Two checkboxes are used to define:
  - if the submenus open inside the screen instead of scrolling
  - if off-screen menus scroll when the mouse pointer is moved over them

Icon

This is where to set icon or miniwindow handling options.

::Icon positioning::

This area defines the place where a miniwindow or an icon will be displayed: bottom, top, right, left...

::Checkboxes::

Either to auto-arrange icons or to keep miniwindows omnipresent in all workspaces.

::Iconification animation::

Miniaturization animation style offer four choices: shrinking/zooming, spinning/ twisting, 3D-flipping or none.

::Icon size::

Selects the size of the icons shown when a window is miniaturized or for application icons. DockApps usually assume a 64x64 tile, so it's probably a good idea to leave it at that size, unless you won't be using them.

Ergonomy
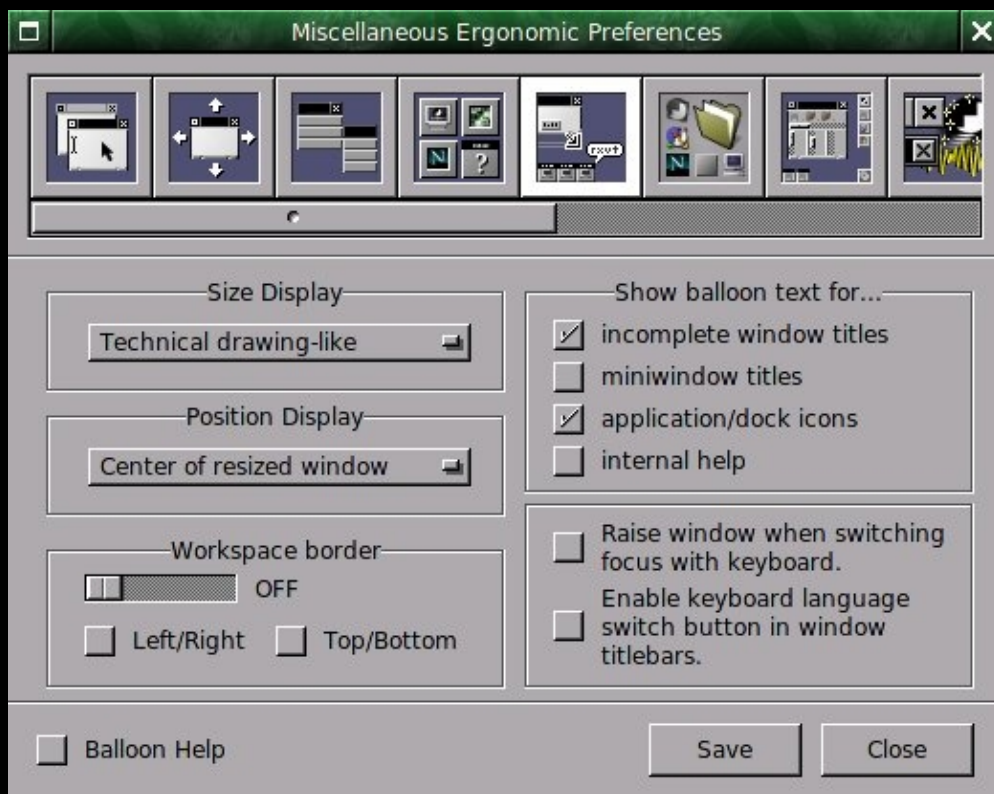
Various types of information are defined in this panel.

::Size display::

> The position or style of the window size display that's shown when a window is resized.

::Position display::

> The position or style of the window position display that's shown when a window is moved.

::Workspace border::

> Here you can set a small border for the workspace. It allows to easily access the clip (for instance) when windows are maximized.
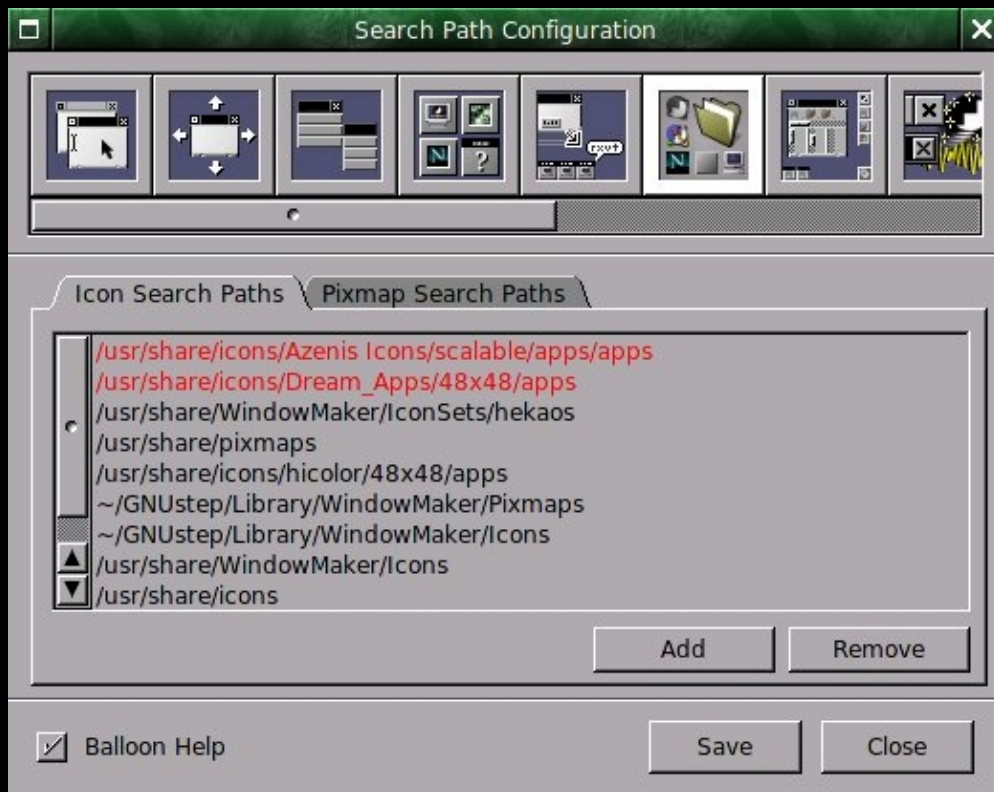
::Show balloon text for::

> Selecting checkboxes will display balloon text for: incomplete window titles, miniwindow titles, application or dock icons, internal help.
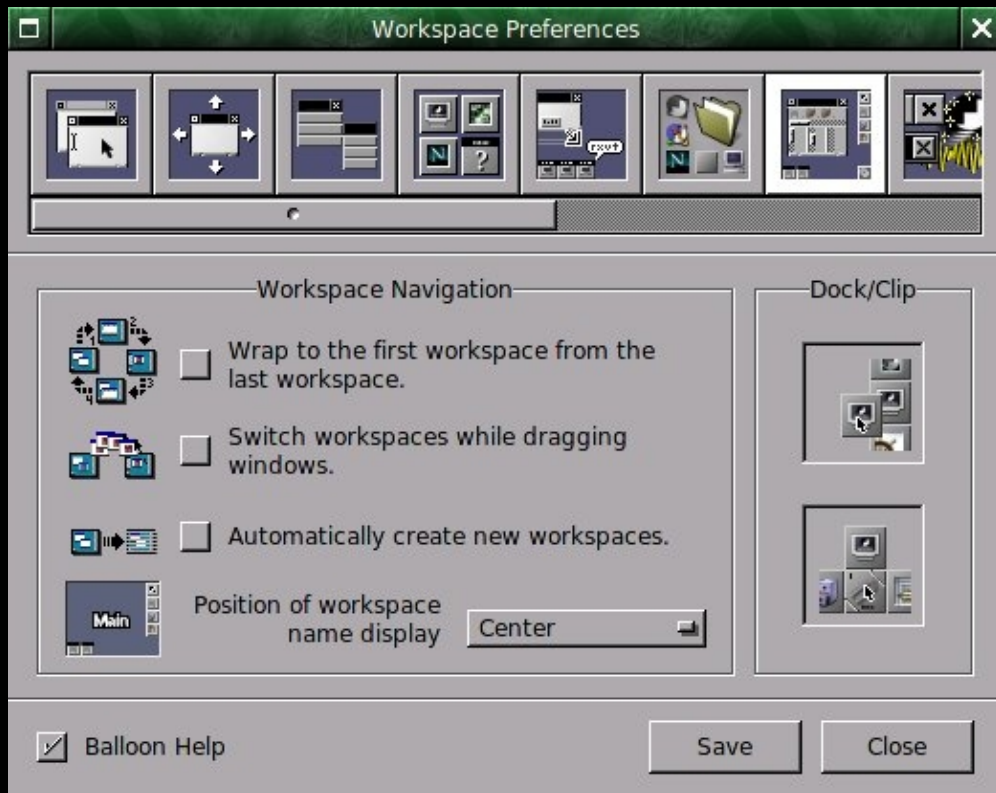
::Checkboxes::

> If selected, raises a window when switching focus with keyboard.
> If selected, enables language switch buttons in the window titlebar.

Search path

This panel is used for adding the paths where to search icons and pixmaps. If a path is shown in red, as seen in the image, then the path was not found.

Workspace

The panel to define navigation features within the workspace.

::Workspace navigation::

> Selecting the first icon allows switching to first workspace when switching past the last one and vice-versa.
> Selecting the second icon allows window dragging between workspaces.
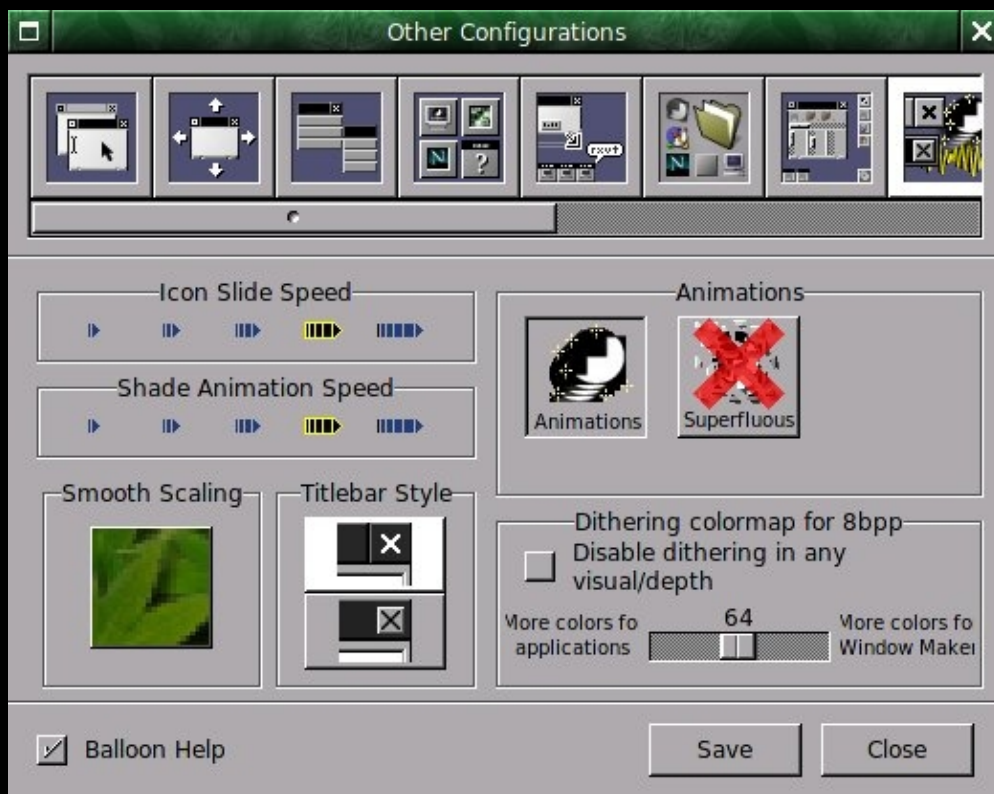> Selecting the third icon allows creating a new workspace when switching past the last one.
> A fourth icon allows to define where to display the workspace name when opening it.

::Dock and clip::

> It's the place to enable/disable the dock and clip.

___

Other

This panel is the area where to set icon slide speed, shade animation speed, smooth scaling and titlebar style. Animations and sound are also defined there.

::Icon slide speed::

Selecting the left icon gives the slowest result, selecting the right one gives the fastest.

::Shade animation speed::

Selecting the left icon gives the slowest result, selecting the right one gives the fastest.

::Smooth scaling::

If selected, neutralizes pixelization effect on background images. This will slow down loading of background images.

::Titlebar style::

To choose a more or less "NeXTish" titlebar.

::Animations and sound::

Selecting animations icon enables animations for window miniaturization, shading...
Selecting superfluous icon enables ghosting of dock and explosion animation for undocked icons.
Selecting sounds icon enables support for sound effects played for actions like shading and closing a window. *Currently, the animations sound module is NOT installed in Lemur*

Window Maker, so you will not see an icon here. It will be for the BETA release.

::Dithering colormap for 8bpp::

For 8-bit display only, it's the place where to enable dithering and to change the number of colors to reserve either for applications or for Window Maker.

The Default setting often gives the best result.

Applications menu

In this panel the applications menu and the commands to launch them can be defined. *NOTE: Some may find it easier to edit the menu in wmakerconf, instead of WPrefs.*

This can be done, only if the menu is in property list format. Menu in plain text format can't be edited in WPrefs.

Check the README file in the */usr/share/WindowMaker* directory on how to use one or the other.

Keyboard shortcut
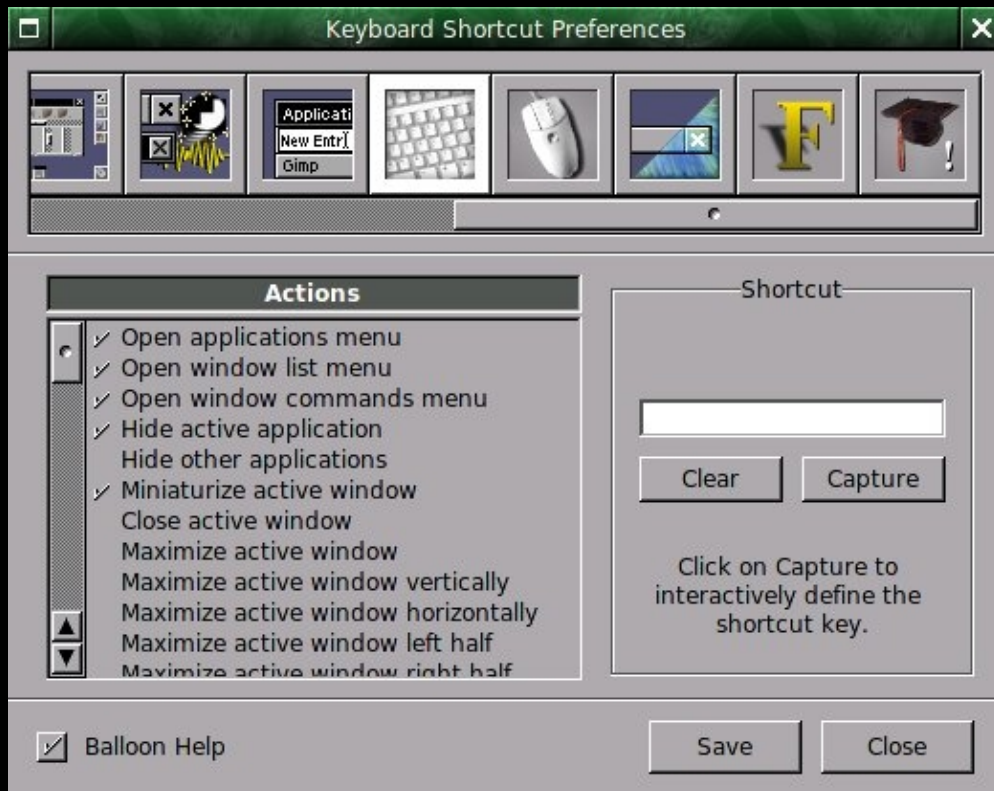
Many actions in Window Maker have predefined keyboard shortcuts. These actions mainly concern windows and workspaces.

Modifying, adding or removing shortcuts can be done in this panel.

Defining a shortcut can be done interactively, capturing the key combination.

Mouse

This is the area to set the various mouse options and actions.

Mouse button bindings are defined here and can be disabled or enabled.

The default setting binds right mouse button to the applications menu, middle button to window list menu and left button to windows selection.

Of course, with a two buttons mouse, the middle button binding doesn't work.

However, on some OSes pressing both buttons at once gives the same result as the one obtained with middle button.

The mouse scroll wheel can be used to switch workspaces.

Mouse grab modifier represents the keyboard shortcut to use for actions like dragging windows with the mouse or clicking inside the window.

Meta (Alt) is the default.

Appearance
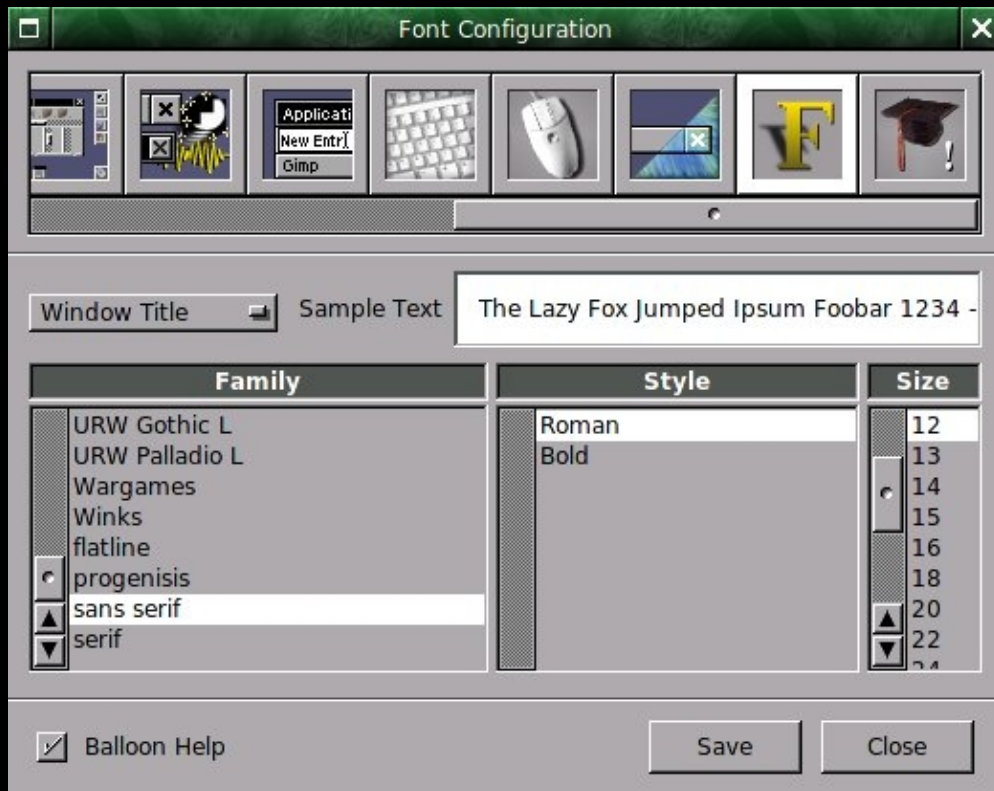
Windows, menus and icons can have their own background texture. In this panel, everything related to the appearance of the GUI can be configure.

NOTE: Changing the GUI appearance may be easier via wmakerconf.
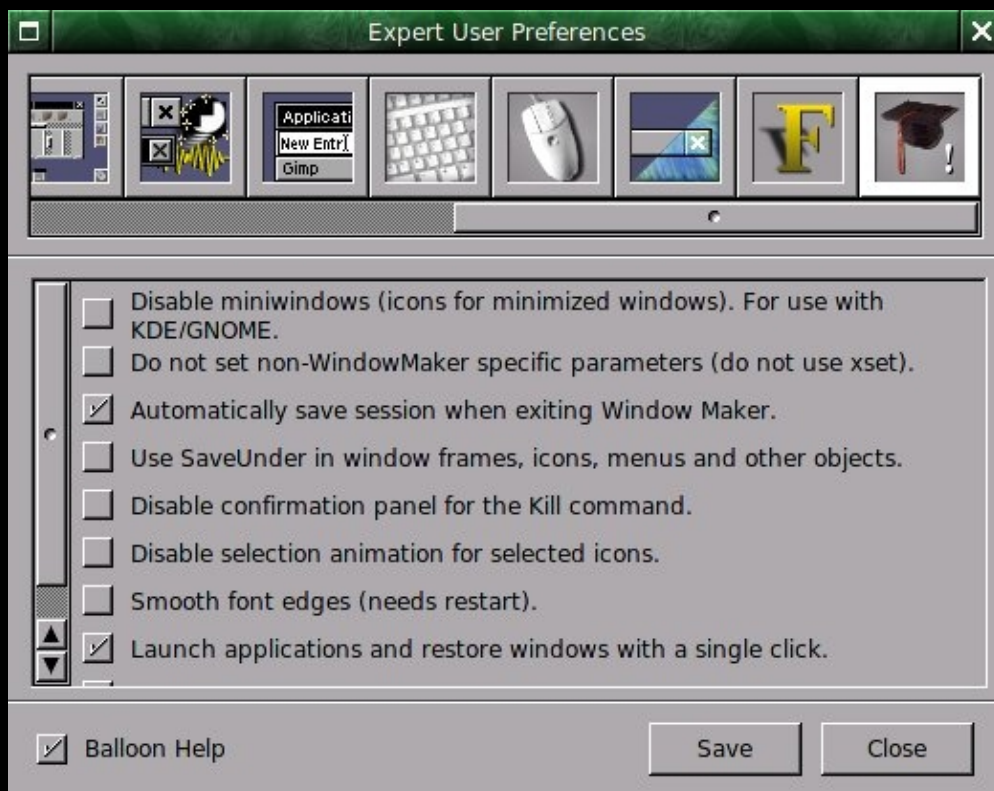
Texture, color, menu style, title alignment can be fully customized.

Font Configuration

This is where you can change the fonts for various areas of the GUI.

Expert user

Using this panel implies some knowledge. This is where some advanced settings and extra options can be found.

More on each one later...

Editing configuration file

If needed, the defaults configuration file found in ~/GNUstep/Defaults and called WindowMaker can be edited by hand.

This file is a database with a property list syntax.

When selecting an option in WPrefs, it's written down into this file.

When modifying this defaults file, it's very important to follow the syntax.

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Windows

Description

General layout of a window:
- Titlebar:
It gives the name of the application, document or window.
It's color indicates the focus state (active or inactive window).
- Miniaturize button:
Clicking on the left button of the titlebar iconifies the window.
- Close button:
Clicking on the right button of the titlebar closes the window or kills the application.
- Resizebar:
The bottom part of the window. Dragging it with the mouse resizes the window.
- Client area:
The window content. It can be an application, a text, a picture...

Focusing

A window can be in two states: focused or unfocused.
The focused window is the active window, the one receiving keystrokes.
It's titlebar has a differentiated color.
Dialog windows or panels opened from a main window, automatically get the focus. As soon as they are closed, the main window gets the focus back.
Two modes are available to focus a window:
* Click to focus mode: clicking on any part of the window activates it.
* Focus follows mouse mode: moving the mouse pointer over the window activates it.

Reordering

Windows can overlap other windows, making some of them be over or in front of others.
Clicking on the titlebar or resizebar with the left mouse button brings a window to the front.
Selecting a window from the window list menu does the same.

Some key bindings are provided and are very useful when a window is hided behind others.
- Meta key + click on the titlebar with left mouse button: sends the window to the back.
- Meta key + click on the client area with left mouse button: brings the window to the front and focuses it.
- Meta key + Up Arrow key: brings the current focused window to the front.
- Meta key + Down Arrow key: sends the current focused window to the back.
Many window attributes can be modified from the attributes panel in the window commands menu (clicking the right mouse button on the titlebar).
As from Window Maker version 0.62.0 window cycling was changed to Windows style (Alt-Tab).

Moving

Clicking on the titlebar of a window and dragging it with the left mouse button pressed moves the window.
The little box in the middle indicates the current position in pixels relative to the top left corner of the screen (+0 +0).
Extra key bindings give more flexibility.
- Dragging the titlebar with middle mouse button: moves the window without changing it's stacking order.
- Dragging the titlebar + Ctrl key: moves the window without focusing it.
- Dragging the client area or the resizebar + Meta key: moves the window.

Resizing

The resizebar, at the bottom of the window, is divided into three regions: the left end region, the middle one and the right end region.
According to the place you click, the resize operation is constrained to a direction.
Clicking in the middle region of the resizebar and dragging it vertically changes the window's height.
Clicking in either end regions of the resizebar and dragging it horizontally changes the window'width.
Dragging with Shift key pressed gives the same result.
Clicking in either end regions of the resizebar and dragging it diagonally changes both height and width.
Key bindings give more options.
- Dragging the window in the client area with the right mouse button + Meta key: resizes the window.
- Dragging the resizebar with the middle mouse button: resizes the window without bringing it to the front.
- Dragging the resizebar + Ctrl key: resizes the window without focusing it.

Miniaturizing

Clicking in the miniaturize button, the left one on the titlebar, shrinks the window into a miniwindow with an icon and a title and places it at the bottom of the screen.
Hitting the assigned shortcut does the same. Defaults to Meta + m.
The miniwindow is different from the application icon: the miniwindow cannot be docked.
Double-clicking in the miniwindow restores a miniaturized window.
Double-clicking in an application icon with the middle mouse button restores all miniaturized and hidden windows of this application.

Shading
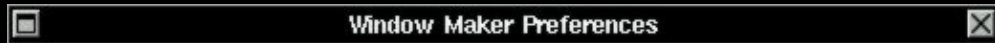
Double-clicking on the titlebar of a window shades it.
This means the window rolls up to it's titlebar.
A shaded window has almost the same properties as a normal window. It can be miniaturized or closed.

From Window Maker version 0.80.0, you can shade/unshade a window using a mouse wheel on its titlebar.
This of course, assumes your system is able to manage a mouse wheel. The WMGLOBAL file in you
~/GNUstep/Defaults should contain two new directives : MouseWheelUp and MouseWheelDown.

Hiding

Clicking in the the miniaturize button, the left one on the titlebar, with the right mouse button hides the
application.
Using the middle mouse button allows to unhide the application, opening the Windows list menu and
selecting the hidden application. Pressing both buttons at once with a two buttons mouse does the same on
some OSes. If this doesn't work, use the F11 shortkey (the default) to open the window list menu.

Closing

Clicking in the close button, the right one on the titlebar, closes the window. When the close button has a
different form (not a X), it means an application is running in that window.
Double-clicking in this close button kills the application. This can be done too with Ctrl key + clicking in the
close button.
Usually, it's much better to exit an application from inside (through it's menu, for instance).

Maximizing

Double-clicking the titlebar while holding the Ctrl key resizes the window's height to full screen.
Double-clicking the titlebar while holding the Shift key resizes the window's width to full screen.
Double-clicking the titlebar while holding both Ctrl and Shift keys resizes the window's height and width to
full screen.
Double-clicking the titlebar while holding Ctrl or Shift key restores the initial size of the window.
To prevent a maximized window from covering the dock, the "Keep on top" option must be selected from the
dock menu.

Commands menu
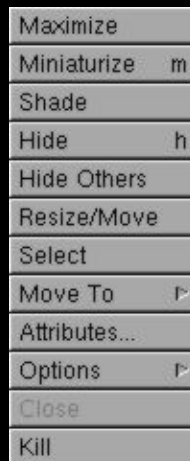
Clicking on the titlebar of a window with the right mouse button opens a menu containing commands applying to this window.
The keyboard shortcut Ctrl + Esc can replace the click on the titlebar. Esc allows to get rid of this menu.

List of commands:

Maximize/Unmaximize:

Either maximizes or returns the window to it's initial state.

Miniaturize:

Miniaturizes the window (miniwindow). The keyboard shortcut is Meta + m.

Shade/Unshade:

Shades (or unshades) the window.

Hide:

Hides all windows of the application. Clicking on the application icon unhides the windows.

Hide Others:

From Window Maker version 0.80.1 it is possible to hide all others windows. The window list menu allows to unhide selecting the window to redisplay.

Resize/Move:

When this menu option is selected, the window is ready to be moved or resized (the little box with coordinates is displayed inside the window). Clicking on the titlebar deselects the option.

Select:

Obviously selects the window which then can be moved or resized... Reselecting this option deselects the window.
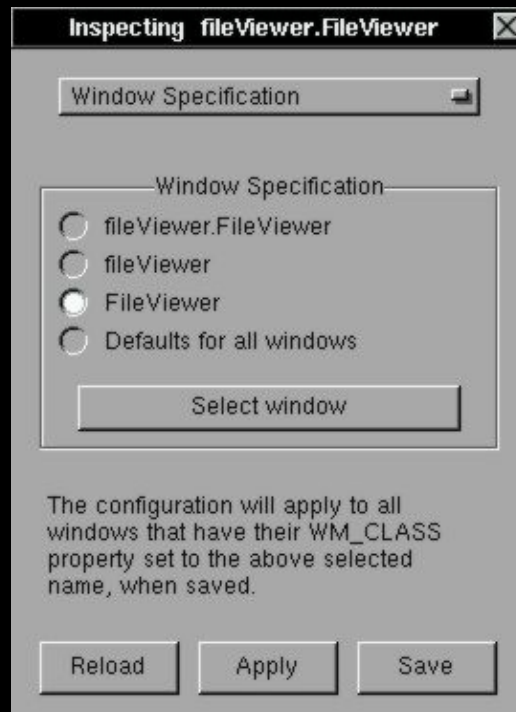
Move to:

Allows to move the window to another workspace (if existing!).

Attributes:

Opens the attributes panel to edit attributes and options for the window.
Five options are available in this panel: Window specification, Window attributes, Advanced options, Icon and initial workspace and application specific.

- Window specification:

Defines that the configuration will apply to windows having their WM_CLASS property set to the selected name. This is because windows can have different names.
From Window Maker version 0.65.0, you can select the window to get the right specification.
- Window attributes: selecting the corresponding checkbox allows to:
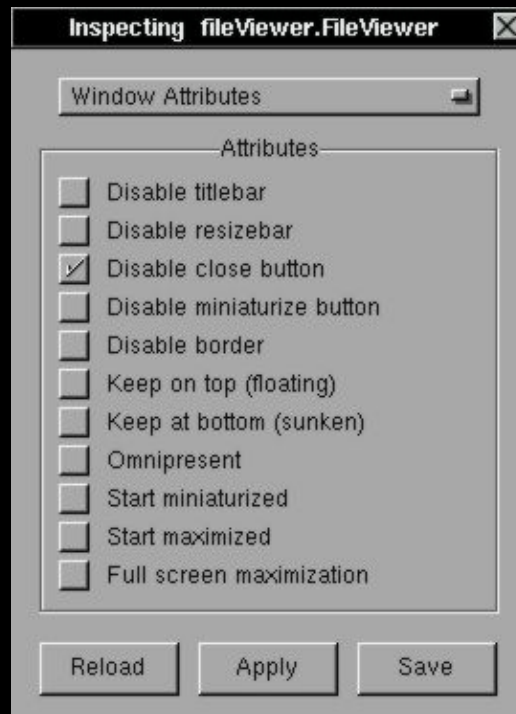
* disable titlebar
* disable resizebar
* disable close button
* disable miniaturize button
* disable border
* keep on top
* keep at bottom
* omnipresent
* start miniaturized
* start maximized
* full screen maximization

- Advanced options: selecting the corresponding checkbox allows to:
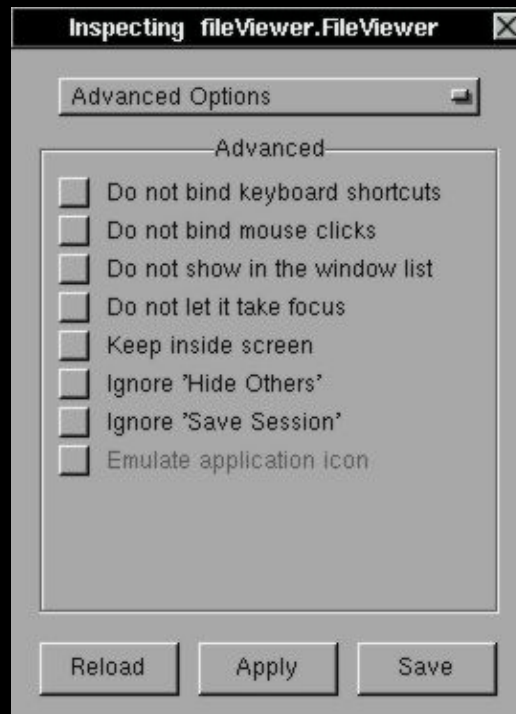
* don't bind keyboard shortcuts
* don't bind mouse clicks
* don't show in the window list
* don't let the window take focus
* keep inside screen
* ignore "Hide others"
* ignore "Save session"
* emulate application icon

- Icon and initial workspace: allow to

* choose an icon browsing directories
* ignore client supplied icon when selecting the checkbox
* define initial workspace

- Application specific: selecting checkboxes allows to:
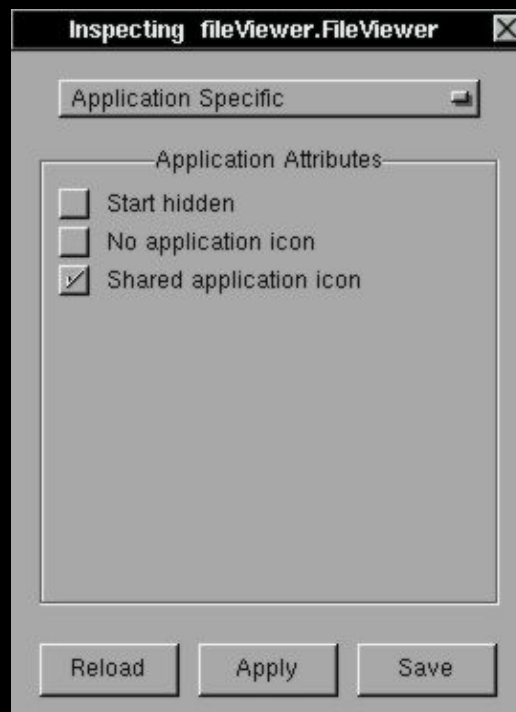
* start hidden or with no application icon
* collapse application icons (from Window Maker version 0.65.0)

* From Window Maker version 0.80.0 a new checkbox is available : "Shared application icon". It replaces the "Collapse application icon" checkbox. That is, you can have many open windows from the same application with only one appicon. This feature is on by default except for some incompatible applications. This behavior can be defined for all windows in the Window Specification inspector selecting the Defaults for all windows checkbox.
You can revert to the old behavior changing SharedAppIcon to "No" in the WMWindowAttributes file, either in the global domain or in the local domain : ~/GNUstep/Defaults.

Options:

Submenu options allow to:

- to keep the window on top
- to keep the window at bottom
- to keep the window omnipresent
- to set shortcuts for the window
Ten shortcuts are available as soon as they have been set in the keyboard shortcut Keyboard shortcut
The shortcuts to define are those named "Shortcut for window + figure". Then, using the defined shortcut gives the focus to the window.

Close:

Closes the window

Kill:

Kills the application.
Usually, an application must be closed from inside (menu or other means).
This option is especially reserved for "emergency" cases.

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Menus

Menu list

Different menus are available within Window Maker:
- The root window menu or applications menu
- The window list menu
- The workspace menu
- The application icon menu
Menus provide a list of command to execute.
They can be used to launch applications, to get information, to configure the workspace...
They are opened clicking the right mouse button either in the workspace or in windows titlebar and docked icons.
The window list menu is the only one opened with middle mouse button. With a two buttons mouse, and according to the OS, pressing both buttons at once does the trick.
A lot of keyboard shortcuts are provided. They are indicated by the letter at the right of the item.
The keyboard can be used to open and traverse some of the menus.
For instance, the root menu can be opened hitting F12 (default setting). Then the Up and Down arrow keys can be used to navigate through the menu or the Left and Right arrow keys to jump between parent menus and submenus.
Hitting the Enter key executes the selected item.
Escape key closes the menu or stops menu traversal.
Menus can be sticked to the workspace by dragging the titlebar. This creates a close button on the titlebar, allowing to close the menu clicking in that button.

Root window menu

Applications	☒
Info	▷
WTerm	
Rxvt	
Workspaces	▷
Applications	▷
Editors	▷
Miscellaneous	▷
Utils	▷
Selection	▷
Workspace	▷
Appearance	▷
Exit	▷
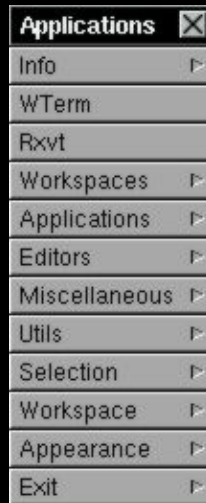
The root window menu or application menu is opened clicking on the workspace with the right mouse button or hitting the corresponding shortcut (default is F12).
This menu allows to launch applications, to customize workspace (backgrounds, themes...), to do some management using X utilities (xprop, xfontsel, xcmap...).
The menu content is totally configurable, either using WPrefs.app or editing the plain text menu file.
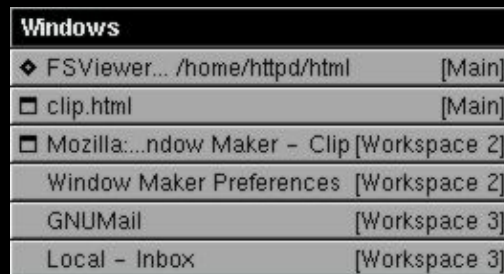Instructions on how to configure one or the other can be found in the WindowMaker directory of the distribution.
To use WPrefs, menus must be in property list format (plmenu).
A script is available to convert plain text menus to property list menus and it's called wm-oldmenu2new.

Window list menu

Windows	
◆ FSViewer... /home/httpd/html	[Main]
☐ clip.html	[Main]
☐ Mozilla:...ndow Maker – Clip	[Workspace 2]
Window Maker Preferences	[Workspace 2]
GNUMail	[Workspace 3]
Local – Inbox	[Workspace 3]

Clicking in the workspace with the middle mouse button opens the window list menu.
With two buttons mouse, clicking both buttons at once gives the same result on some OSes.
When the two buttons mouse doesn't work, there is a keyboard shorcut to open the window list menu (F11 is the default).
This menu lists all the existing windows in every workspace.
The workspace where the window exists is indicated at the right of the window name.
The current focused window is marked by a diamond sign at it's left.
Clicking in an entry of this list menu focuses and raises the corresponding window in the workspace where it's located.

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Workspaces menu

The workspaces menu is part of the root menu (applications menu).
This item has two options: new and destroy last.
The first option allows to create a new workspace and to switch to it.
The second option destroys the last workspace as soon as there are no windows opened in it.
Each workspace has a corresponding item in this menu.
The active workspace is the one with a diamond at it's left.
Clicking in a workspace entry switches from the current one to the selected one.
To change the name of a workspace, the menu must be stick. Then, Ctrl + click in the item makes it editable allowing to type a new name. Hitting Return saves the new name, hitting Escape cancels the operation.
Key bindings allow to move from one workspace to another one.
Usually Meta + F figure. Figure corresponds to the workspace number.
For instance F1 can be the default workspace, F2 the second one and so on.
Thus, Meta + F2 switches to workspace 2.
These key bindings can be set from Keyboard shortcut

Application icon menu

Clicking an icon in the dock with the right mouse button brings a menu applying to the corresponding application.
The first item is "keep on top" what is self explanatory. If it shows "lowering" instead, it means that selecting it will allow windows to cover the dock.
The second item "launch" allows to run the application without double-clicking in the icon.
The third item "unhide here" unhides the application in the current workspace.
The fourth item "hide" hides the application or unhides it if already hidden. Unhiding opens the application in the workspace where it is located.
This option may not work if the application has it's own hiding menu option.
The fifth item is called "settings" and allows to modify application path and arguments, the command line and the icon. Check Configuring
The last item "kill" allows to kill the application.

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Dock

- Application dock
- Starting an application
- Customizing
- Configuring

Application dock

The dock is the column of icons located by default on the right side of the screen.
Frequently used applications can be stored in the dock.
It is fully customizable.
It has it's own menu allowing the user to configure it.
The dock can be make uncoverable by maximized windows.
The top icon, with GNUstep logo, can be dragged sidewards to switch the side of the dock.
Dragging this icon downward removes most of the dock.

Starting an application

Clicking in the icon of a docked application starts this application.
When the application is running, the three dots disappear from the bottom left corner of the icon.
Clicking in the icon of a docked application while holding the Ctrl key, starts a new instance of the application.
As soon as the "emulate appicon" option is selected for this application (when available), the new instance of the application gets a new appicon.
For most applications this is the default behaviour.
Using the "launch" command in the dock menu for the icon is another way to start an application from the dock.

From Window Maker version 0.80.0, the dock can "steal" appicons. This feature has nothing to do with Autoattract Icons. When you start an application from somewhere else than either the clip or the dock (menu or terminal), and the appicon exists in one of them (clip or dock), this appicon doesn't appear at the bottom of your screen. The appicon existing in the clip or the dock "stole" it. As a result, the appicon is the same as the one used to start the application from the clip or the dock.

Customizing

Selecting an application icon and dragging it into the dock adds this application to the dock.
Obviously, this means the application is running!
The miniwindows CANNOT be docked. The small titlebar on the miniwindow allows to differentiate it from the appicon.
Dragging an icon from the dock removes the docked application.
Dragging an icon to an empty slot allows to reorder the docked applications, moving them around.

Configuring

There is a dock menu for each icon. Clicking in the icon with the right mouse button displays this menu.
Settings option allows to define a new configuration for the docked application.
This option opens the docked application settings panel.
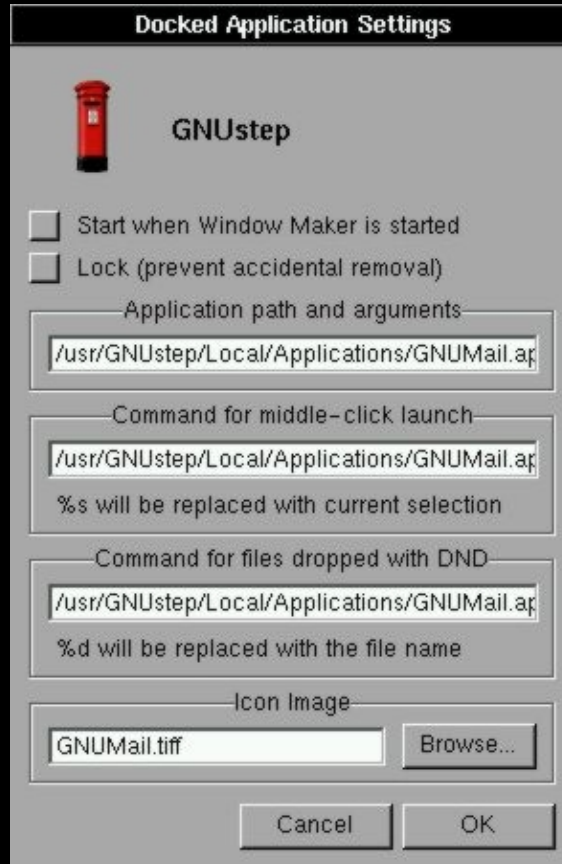
The application path and its arguments, the command and the icon can be changed in this panel.
Shell commands such as redirection cannot be used in the command field.
Obviously, the desired icon must be in one of the directories displayed in the panel while browsing. New
directories can be added from the Search path Preferences
A checkbox allows to start the application when Window Maker is started.
From Window Maker version 0.62.0, a new checkbox allows to prevent from deleting the icon from the dock.

From Window Maker version 0.70.0, a new field has been added for middle-click launch. Writing, for
example, "netscape %s" into the Netscape docked application settings panel, allows to middle-click launch
Netscape. When using a two buttons mouse, pressing both buttons at once does the same.
Accordingly, copying an URL from a text, for instance, and middle-clicking in Netscape dock icon, runs
Netscape and opens the pasted URL.

The application represented in the icon MUST NOT be changed. This would change the application name,
thus preventing it from normal use.

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Clip

- Clip Menu

The clip is represented by the icon on the top left of the screen.
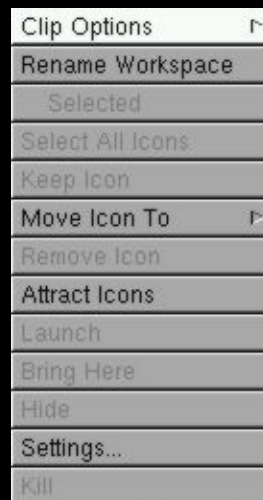It's a dock extender, sort of, since it almost behaves like the dock does, but with much more features.
The current workspace name and number are displayed on the clip.
The bottom left and top right arrows allow to scroll through workspaces.
The clip has numerous menu driven features.

Clip Menu

Clicking in the clip with the right mouse button displays a menu.

The first item of this menu allows to define the clip options. Selecting it, brings a submenu where to set:
- Keep on top: keep the clip over other windows.
- Collapsed: when selected, all the icons docked into the clip seem to be hided. Double-clicking in the clip unhides them.
- Autocollapse: when selected, does the same as the previous option. Bringing the mouse pointer over the clip unhides the icons.
- Autoraise lower: when selected, clicking in an icon representing a window hided under a bigger one will bring that window to front.
- Autoattract icons: selecting this option attracts the icon of every running application. Exiting the application removes the icon from the clip.
- Keep attracted icons: when selected, even if an application was killed, it's icon remains.
This option has been replaced with "Keep icon" from Window Maker version 0.62.

The next menu item can be different according to the selected icon.
This means that if the icon clip is selected the item allows to rename workspace.
If an application icon is selected the item allows to make the icon omnipresent in all workspaces.
Other menu items allow to select all the clip docked icons, to move icons to a different workspace, to remove or to attract icons.

Last menu items are obvious and are similar to those of the dock application menu. That is an application can be launched, hided, killed and it's settings can be modified.

From Window Maker version 0.80.0, the clip can "steal" appicons. This feature has nothing to do with Autoattract Icons. When you start an application from somewhere else than either the clip or the dock (menu or terminal), and the appicon exists in one of them (clip or dock), this appicon doesn't appear at the bottom of your screen. The appicon existing in the clip or the dock "stole" it. As a result, the appicon is the same as the one used to start the application from the clip or the dock.
More specific information about the clip is available in the NEWS file.

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Backgrounds and themes

- Backgrounds
- Themes

From the applications menu item "Appearance", customizing Window Maker becomes quite easy.
Themes, styles, icon set, backgrounds can be defined as soon as they are installed in the right place.
Usually they are found in ~/GNUstep/Library/WindowMaker/Directory_name (Directory_name should be replaced with Themes, Backgrounds...) or in /usr/share/WindowMaker/Directory_name.

Backgrounds

Backgrounds can be selected among solid, gradient or images menu items. They can be accessed from the root menu item Appearance/Backgrounds or can be defined within the config file, that is ~/GNUstep/Defaults/WindowMaker.
Selecting the menu item runs the supplied program wdwrite to write the selection into the above mentioned config file.
The syntax of the config file looks like:
WorkspaceBack = (solid, gray) or (solid, "#333340")
The last specifies the color name in standard X format.
This allows to define the default background.
A background can be set for every workspace.
To give each workspace a specific background, the syntax is almost the same. WorkspaceSpecificBack has to be used instead.
Example:
WorkspaceSpecificBack = ((solid, red), (cpixmap, ship.jpg, gray), (), (dgradient, red, blue)
This sets the background of workspace 1 to solid, of workspace 2 to jpeg image ship.jpg, and of workspace 4 to a gradient. Workspace 3 gets the background defined by WorkspaceBack.
These settings use quite a lot of resources.
The solid backgrounds are strongly recommended for 8bit display to reduce the number of used colours.
Six solid backgrounds colours are available by default.
The gradient backgrounds are very nice looking but should be used on 16 or 24 bit display.
The images background is the place to select personal pictures as soon as they were put in the backgrounds directory above mentioned.
Usually the JPEG format gives the best compromise between size and quality. Other images format can be used as soon as Window Maker was compiled with the corresponding libraries.
An image background should'nt be used on an 8bit display, especially if it is a "plenty of colour" picture.

Themes

Themes give the ability to save the whole GUI appearance.
Background image, menu texture, titlebar can be saved as a theme.
Selecting Themes from the root menu item Appearance runs the supplied program setstyle.
The syntax of setstyle is quite obvious: setstyle mytheme.themed.
They all deserve a try.
Once again, themes should'nt be used on 8bit display.

More information about themes can be found in the README.themes file in ~/GNUstep/Library/WindowMaker.

Miscellaneous

- Localization
- Fonts
- Utilities

Localization

As soon as Window Maker is compiled with some options and gettext installed, it is fully localizable. Check the INSTALL file.
However, localization of menus can be used without the LANG environment variable set. Using pl menu allows to get menus in any available language without setting this variable.
Why doing such a "thing" instead of the "right" way?
For some reasons users may want to keep the system default language instead of defining a new localization.
One of the main reason is that most software don't exist in various languages.
Window Maker allows to turn around this problem.

Fonts

It's possible to change the fonts in Window Maker, editing the Windowmaker file or the WMGLOBAL file in ~/GNUstep/Defaults.
Once again the INSTALL file gives instructions on how to do it.
According to the fonts to be changed, the file to edit is different.
The script wsetfont is provided to do the job.

Utilities

Window Maker provides the user with some useful utilities.
There is a README file concerning these scripts in the util directory.
Almost each script has it's own man page recommended reading.
These utilities mainly concern the GUI: icons, styles, fonts, menus, backgrounds.
A few of them deserve special interest as many users don't seem to know about.
The wdwrite script, for instance, allows to write data into the configuration files.
The setstyle (or getstyle) scripts are used to manage themes.
Wxcopy and wxpaste allow copying and pasting using X cutbuffer.
The first one makes part of the default applications menu, in the selection item.
For KDE users, wkdemenu.pl is worth using.
From version 0.63.0, a new utility is available : wmagnify.
It allows to magnify the area under the mouse pointer.

News

This page has been added to allow easy discovery of the main changes from one version to another.

Window Maker 0.80.1 is mostly a bugfix release. However some features have been added. The window menu has now a "Hide Others" item. The WPrefs menu editor allows to browse for files and directories. Last but not least, various new translations have been added.

Window Maker 0.80.0 brings many improvements. You can now shade/unshade windows using a mouse wheel on their titlebar. More on this there
The application icons are now shared by default. More on this there
The dock and the clip can "steal" appicons. More on this here or there.
The Exit window has now a checkbox allowing to save the workspace on exit.

As for Window Maker 0.70.0, the libPropList dependancy has been removed. Property list is now managed from WINGs. Accordingly, you don't need to download, compile and install it before compiling and installing Window Maker.
You can now copy/paste launch in dock. That is, you can copy an URL from a text, for instance, and paste it at launch time in Netscape dock icon, middle-clicking this last. Netscape then directly opens the corresponding page.
More on this new feature there