

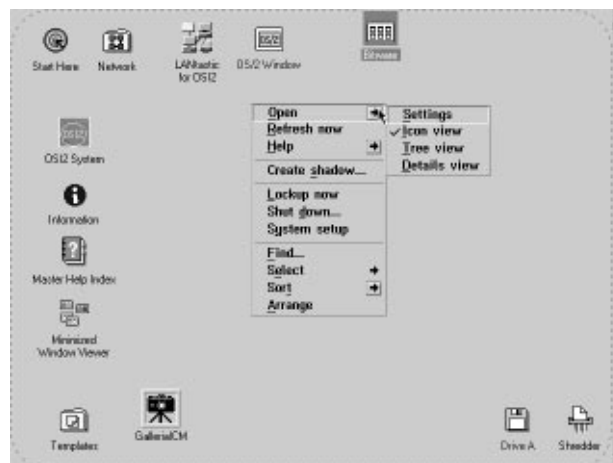
## Using the Workplace Shell and Desktop

The *Workplace Shell* is the GUI interface for OS/2. The Desktop is the focus of the WPS. Objects on the Desktop can be folders, programs, data files, drives, or specialty items such as printer queues or the **SHREDDER**.

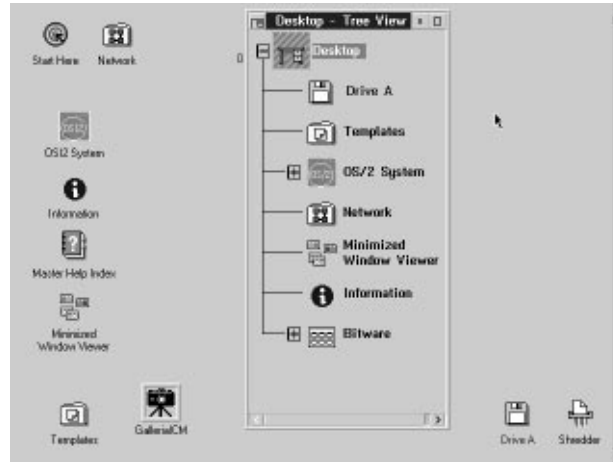


Press and hold the right mouse button on one of the objects. This will let you move the object.

Click the right mouse button on the Desktop. A popup menu will appear. Click on the arrow next to *Open*. A flyout menu will appear. Nested menus like this are a common feature of OS/2.

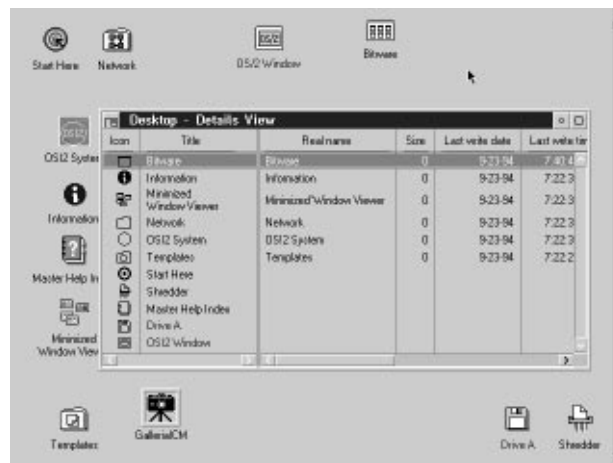


Click on *Tree* view.



The same objects you saw on the desktop now display in a conventional tree format. This isn't too useful for the Desktop but it will be useful for disk folders and files.

Double-click in the upper left corner of this window to close it. Click the right mouse button on the Desktop again and open the *Settings* flyout then select *Details* view.



Again, this is only slightly useful for the Desktop but it does give interesting information about the objects. Browse the view then close it.

Any object can be opened by double-clicking on it. Depending on the nature of the object, this will either launch a program or open a folder or present information.

Start Here

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About OS/2 2.1

OS/2<sup>®</sup> 2.1 is an operating system with a graphical user interface that replaces the DOS command line. To assist you in this new environment, you have the Workplace Shell.

The object-oriented Workplace Shell represents your work area and is called the *desktop*. Icons representing objects related to your work tasks are displayed on the

Previous Search... Print... Contents

Information screens such as this can be searched for specific words or phrases. Try this. Click on *Search* then search for **desktop**. Click the *All Sections* radio button. This will force the search to look at the entire information base for this object.



The screenshot shows the Windows 95 Start menu. The 'Start Here' menu is open, displaying a list of options. The 'About OS/2' option is highlighted. The list includes: 'About OS/2', 'Guide to Desktop Objects', 'New OS/2 2.1 Features', 'Windows Version 3.1 Program Support', 'Video Graphics Support', 'Mobile Computer Support', 'Adding Multimedia to OS/2', and 'Customizing Your Desktop'. The 'About OS/2' option is highlighted. The 'Start Here' menu is open, showing a list of options including 'About OS/2', 'Guide to Desktop Objects', 'New OS/2 2.1 Features', 'Windows Version 3.1 Program Support', 'Video Graphics Support', 'Mobile Computer Support', 'Adding Multimedia to OS/2', and 'Customizing Your Desktop'. The 'About OS/2' option is highlighted.

An object can be a folder without looking like a folder. Folders can nest within folders just as directories can reside below other directories.

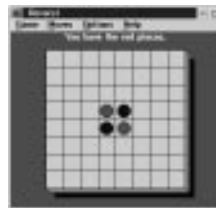
Double-click on the **OS/2 SYSTEM** object.



Note that there are several other folders along with objects of an unknown type. If an object is a program, it will launch when you double-click on it. Open the **GAMES** object.



You see an array of objects that should be games. Double-click on the **REVERSI** object.



Minimize the window by clicking on the left of the two squares in the upper right corner.

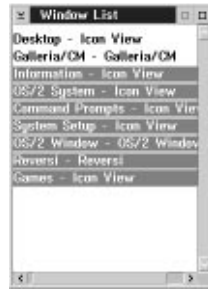


You can move an object to the Desktop for quick access. Press and hold the right mouse button on the **SOLITAIRE** object and drag it to the Desktop. Let go of the mouse button. Note that the object disappears out of the folder and appears on the desktop. This operation actually moves the file to the *Desktop* directory, which can cause problems for path statements, etc. It's nearly always preferable to make a *shadow* of the object. Do this as follows:

Press and hold the Ctrl and Shift keys. Press and hold the right mouse button on the **SCRAMBLE** object. Drag the object to the desktop. Note that there is a line that rubberbands out to the object. Release the mouse button. Note that the original object stays in the folder. Also note that the color of the font for the shadow object is a different color than the rest of the actual objects on the Desktop.

Close the **GAMES** window. Click the right mouse button on the **SCRAMBLE** object. Click on the arrow in the *Original* menu item then the *Locate* option. The **GAMES** window opens.

Press *Ctrl-Esc*. This brings up the Window List.

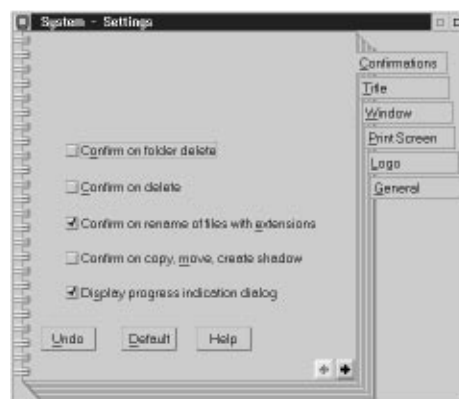


Press and hold the left mouse button on all items except the desktop. The items will turn grey like the items above. Click the right mouse button on one of the gray lines and select *Close* from the popup menu. This will close all the windows. When you're prompted to close an OS/2 window, click on YES.

Open the **OS/2 SYSTEM** object. Open the **SYSTEM SETUP** object.

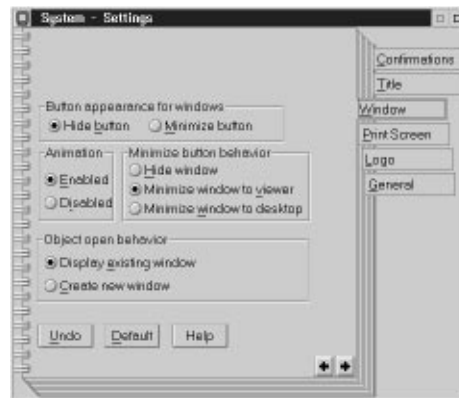


Objects in this folder will configure the Workplace Shell, install hardware drivers, and modify the way objects launch and close. Click on the *Settings* object. This opens a Settings Notebook.

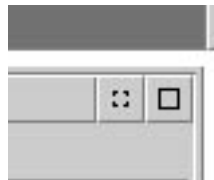


In OS/2, every object has a notebook associated with it to make changes to the object's configuration. The pages will be different depending on the nature of the object.

Mouse through the various pages to see how they are formatted then go to the *Window* tab.



You may have already noticed that the upper right corner of Workplace Shell objects are a bit different than Windows.



The little square is the *Maximize* button. Click it and see what happens. Note that the object fills the entire screen and the button changes to a smaller square with a line on either side. Click it again and note that the object returns to normal.

The button with the four open corners is the *Hide* button. Click it and see what happens. Click the same button on the rest of the objects, too. Note that eventually you end up back at the Desktop. Press *Ctrl+Esc*. This presents a **WINDOW LIST**.



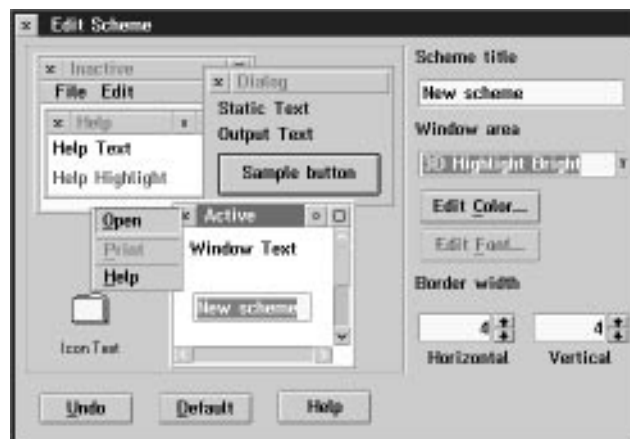
This is a list of the active processes. Double-click on *System - Settings*. You are returned to the settings notebook. The radio button selections on this page affect the operation of the *Hide* button. Click the *Minimize button* and the *Minimize window to viewer* button. Find the **INFORMATION** object on the desktop and open it. Note that the Minimize button is now a little square. Click it. The object disappears as you would expect. Press *Ctrl+Esc* to verify that it is still running. Now open the *Minimized Window Viewer*. The **INFORMATION** object is nestled inside. Double click on this object then close it by double-clicking in the upper left corner.

At the System-Settings object, click the *Minimize window to desktop* radio button. Open the **INFORMATION** object again. Minimize it. Note that this time it minimizes to an icon on the Desktop surrounded by a raised box. Double-click on this object. The **INFORMATION** folder opens. Close the folder. Close the *System Settings* notebook.

Open the **SCHEME PALETTE** object.



This is a quick way to change the colors used by a particular object or by the entire Workplace Shell. Press and hold the right mouse button on the Monochrome object and drag it to the desktop and let it go. Note that the background changes color. Double-click on the **NEW SCHEME** object. This opens the *Edit Scheme* window.



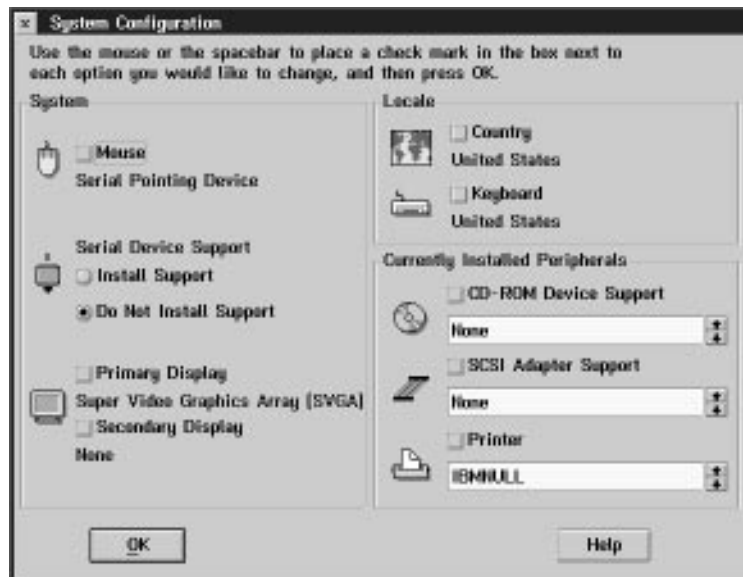
Fool around with colors and use the Window Area list to give yourself an idea of the components of the Workplace; then close this object and go to the Systems Setup folder.

Open the **FONTs** object.



Press and hold the right mouse button on the **14. Helv** selection and drag it to the desktop. Note that the whole desktop takes on this font. It's pretty ugly, though. Drag the 8. Helv to the desktop then close the *Font Palette* window.

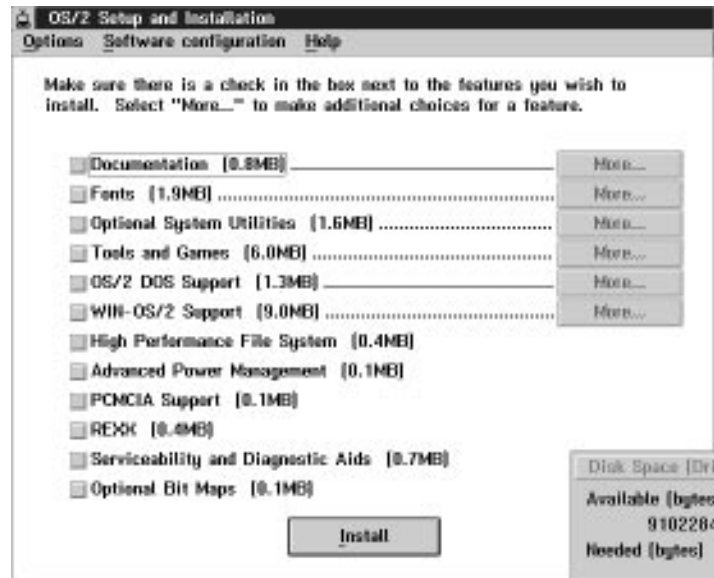
At the *System Setup* folder, open the **SELECTIVE INSTALL** object. This will permit you to load drivers that you may have missed during the installation or if you install hardware subsequent to the installation.



This can be a confusing procedure. The screen makes it look as if no drivers are installed even though most of them are obviously working or you wouldn't have gotten this far.

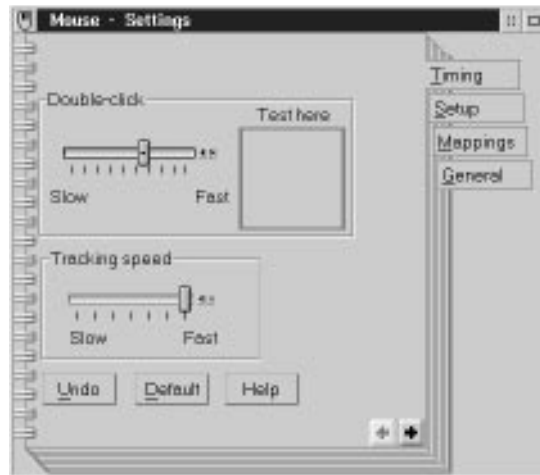


Click on *Serial Port* and then select OK. The *OS/2 Setup and Installation* window appears.



Close this dialog box rather than proceed with the install. As you can see, it's not quite intuitive. Close the window.

At the *System Setup* folder, open the **MOUSE** object.

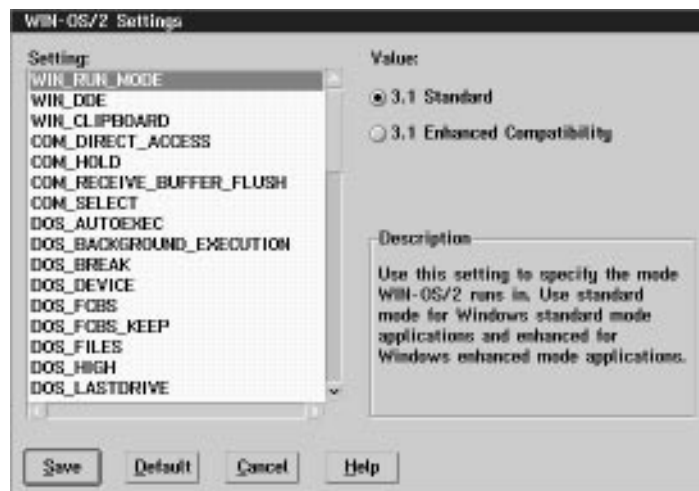


This is an example of a specialized settings notebook. Note that the Setup page even has graphics. Every object is an object, so the programmer can do just about anything in this notebook as long as the Common User Access (CUA) requirements are observed. Close this object.

At the *System Setup* folder, open the **WIN-OS/2 SETUP** object. The **MOUSE SETTINGS** window opens.



Version 2.11 of OS/2 has Windows code as a part of the program. This notebook permits you to configure WIN-OS/2 sessions launched within OS/2. Click on the WIN-OS/2 SESSION SETTINGS button.



We'll discuss the specifics of these settings later. It's enough to know now that many of the DOS parameters that would be set with the CONFIG.SYS, AUTOEXEC.BAT and hardware adjustments can be made here.

Go back to the System Setting folder and open the Spooler Settings Notebook.



OS/2 has an integral spooler that handles all print jobs going to all ports and print queues. More on printing later. The important thing to remember is that the Spooler is separate from the Queue and that the despool priority is set using this notebook.

Close Spooler window. Close the *System Setup* window.

This is the end of this exercise.