Introduction to Console Z

ConsoleZ is a Windows console window enhancement. It is a fork of <u>Console</u> project.

Console features include:

- multiple tabs
- text editor-like text selection
- different background types (solid color, image, fake transparency)
- configurable font
- different window styles

ConsoleZ features include:

- Splitting Tabs into views (horizontally and vertically)
- Grouping views (so input sent to one goes to all of them)
- Windows Vista aero glass theme
- Windows 7 jump list
- Windows 7 wallpaper positions and slideshow
- Windows 8 wallpapers on dual screen
- Zooming with Ctrl-Mouse
- Quake style console animation

- Strict monospace font rendering
- Settable opacity of text background color
- Full screen
- High DPI (per monitor)
- Localization
- Snippets
- and more...

NOTE: ConsoleZ is **NOT** a shell. Therefore, it does not implement shell features like command-line completion, syntax coloring, command history, etc.

ConsoleZ is simply a nice-looking front end for a shell of your choice (cmd.exe, 4NT, bash, etc.) Other command-line utilities can also be used as 'shells' by ConsoleZ.

ConsoleZ is hosted on github.

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Version 2, June 1991

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Updated: \$Date: 2006/06/15 22:00:10 \$ \$Author: johnsu01 \$

ACKNOWLEDGEMENTS

People who contributed to Console Z code:

- **gfody** Dpi awareness
- **spamfilterman** -n command arg to set startup tab title
- **TheQwerty** ability to assign keyboard shortcuts for displaying context menus

ConsoleZ Translators:

- ya158 Russian
- Christophe Bucher (cbucher) French
- cruzzer German
- sskopnik German
- rosolino Japanese
- Yusuke Sasaki (ys-nuem) Japanese

Thanks also goes to all the people using and testing ConsoleZ, reporting bugs and asking for new stuff :-)

RUNNING CONSOLEZ

COMMAND LINE PARAMETERS

ConsoleZ supports these command line parameters:

-c Specifies a configuration file.

<configuration

file> -w <main

window title>

Sets main window title. This option will override all other main window title settings (e.g. 'use tab titles' setting)

-ws Specifies a <u>workspace</u> file.

<workspace>

-t <tab type> Specifies a startup tab type. **Tab must be defined in**

ConsoleZ settings.

-n <tab name> Specifies a startup tab name.

-d <directory> Specifies a startup directory. If you want to parametrize

startup dirs, you need to specify startup directory parameter

as "%1"\ (backslash is **outside** of the double quotes)

-r Appends arguments to the startup shell command line. **Do**

<arguments> not confuse whith a command that you type in the shell!

-p <base Specifies shell base priority.

priority> Idle: Specifies that the threads of this process run only

when the system is idle.

The idle priority class is inherited by child processes.

BelowNormal: Specifies that the process has priority

above Idle but below Normal.

The below normal priority class is inherited by child processes.

Normal: Specifies that the process has no special scheduling needs.

AboveNormal: Specifies that the process has priority above Normal but below High.

High: Specifies that the process performs time-critical tasks that must be executed immediately, regardless of the load on the operating system. The threads of the process preempt the threads of normal or idle priority class processes. Use extreme care when specifying High for the process's priority class, because a high priority class application can use nearly all available processor time.

Realtime: Specifies that the process has the highest possible priority. The threads of a process with RealTime priority preempt the threads of all other processes, including operating system processes performing important tasks. Thus, a RealTime priority process that executes for more than a very brief interval can cause disk caches not to flush or cause the mouse to be unresponsive.

-ts <sleep time> Specifies a sleep time (**in milliseconds**) before starting next tab. Only used when multiple tabs are specified.

-v <visibility>

Specifies the visibility of the application.

Show: Shows the application. **Hide**: Hides the application.

Switch: Switches the application visibility. Shows the application if it is hidden and hides the application if it is visible.

-reuse

Reuses another instance, if any exists, instead of starting a new one.

Note: -t option is not used to set tab's title. It specifies one of the names of the tabs defined in ConsoleZ settings.

Note: If you specify multiple -t options, you can specify multiple -d and -r options as well. In that case, each -t, -d and -r option will be grouped together. If there is no corresponding -d option for a -t option, the initial directory from that tab's settings will be used. For example:

Console.exe -t powershell -d C:\WINDOWS -r "-NoExit -Command """Write-Host 'Hello World' -ForeGroundColor yellow""" -t cmd -d D:\ -t ncftp

Will start

- 'powershell' tab in C:\WINDOWS, running Write-Host 'Hello World' -ForeGroundColor yellow command in it
- 'cmd' tab in D:\.
- 'ncftp' tab will be started in the initial directory specified in its settings.

Note: -ts option can be useful if you want to start multiple instances of a tab, and tab's shell needs write access to some files during initialization Using -ts option, you can specify time to sleep between starting the next tab, giving each shell enough time to initialize itself.

MENUS

FILE

New Tab Submenu for opening new tabs.

Close Tab Closes currently active tab.

Close All Tabs Closes all tabs but the currently active tab. **BUT This**

Close All Tabs Closes all tabs to the left of the currently active tab. **to the Left**

Close All Tabs Closes all tabs to the right of the currently active tab. **to the Right**

Close View Closes currently active view.

Detach View Detaches currently active view.

Attach Attaches consoles to ConsoleZ. Each console is added in a new tab. Only consoles that are not attached to an instance of ConsoleZ are selected. ConsoleZ must have rights to hook console application.

Load Opens a workspace file selection dialog (by default located in settings directory). If a workspace file is selected, tabs (with split views) defined in this file are created.

Save Opens a workspace file selection dialog (by default located in settings directory). If a workspace file is selected, current opened tabs (with split views) are saved into this

file.

Exit Closes all tabs and exits ConsoleZ.

EDIT

Copy Copies current selection.

Select All Selects all the buffer.

Clear selection Clears current selection.

Paste Pastes text from clipboard.

Paste Selection Pastes selected text in current console without copying text

into clipboard.

Insert Snippet Submenu for inserting a command <u>snippet</u>.

Stop Scrolling When a command produces a lot of output this action

prevents the underlying console to scroll by switching to the Select mode. Hit Esc or Enter key to resume scrolling.

Resume Scrolling

This action ends the Select mode and resume scrolling.

Forward When active, mouse clicks and scrolls are forwarded to the

Mouse Events underlying Windows console window.

Rename Tab Renames current tab.

Split Splits the current view horizontally.

Horizontally

Split Splits the current view vertically.

Vertically

Swap Views Swaps the current view with the previous one in the current

tab.

Clone in New Launches a new shell, with same settings as the current

Tab view, in a new tab.

Settings... Opens the settings dialog.

VIEW

Console Window

Shows/hides the underlying Windows console window.

Font

Displays console window font information.

Information...

Menu Shows/hides the menu bar.

Toolbar Shows/hides the toolbar.

Search Bar Shows/hides the search bar.

Status Bar Shows/hides the status bar.

Tabs Shows/hides the tabs bar.

Full Screen Toggles full screen.

Enable

Toggles Transparency.

Transparency

Always On

Toggles window always on top.

Top

TABS

Submenu for selecting an opened tab.

HELP

Help Shows help.

Diagnose Creates a diagnostic report.

About Shows the about dialog.

ConsoleZ...

TEXT FORMATTING

Syntax:

%u	<u>U</u> ser name
%p	Shell process ID
%P	Last process ID attached to the console
%n	Tab <u>n</u> umber (the position in tabs bar)
%i	Tab index (the position in settings)
%m	<u>M</u> ain window title (defined in settings or -w parameter)
%t	<u>T</u> ab title (defined in settings)
%s	Shell title
%d	Current directory
% D	Current <u>d</u> irectory leaf
% %	%
%?	?
%((
%))
%:	:
%A	y if running as <u>a</u> dministrator
%U	y if running as <u>u</u> ser

%N y if running as user (<u>net only</u>)

 $\mathbf{?x(...)}$ if x is defined then ...; x can be u, m, t, s, d, D, A, U or N

 $\mathbf{?x(...):(...)}$ if x is defined then ... else ... ; x can be u, m, t, s, d, D, A, U or N

 $\mathbf{?x:(...)}$ if x is undefined then ...; x can be u, m, t, s, d, D, A, U or N

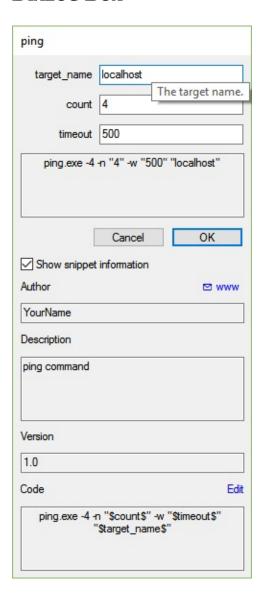
EXAMPLES:

"C:\Program Files (x86)\Windows Kits\8.0\Debuggers\x64\windbg.exe" must be escaped like this: "C%:\Program Files %(x86%)\Windows Kits\8.0\Debuggers\x64\windbg.exe".

"%ProgramFiles(x86)%\Windows Kits\8.0\Debuggers\x64\windbg.exe" must be escaped like this: "%%ProgramFiles%(x86%)%%\Windows Kits\8.0\Debuggers\x64\windbg.exe".

SNIPPETS

DIALOG BOX



Cancel Close the snippet dialog box.

You can press this button or the escape key.

OK Close the snippet dialog box and sends the snippet

command into the current console view.

You can press this button or the enter key.

Show snippet information

If checked, information on snippet (author, version, code)

are visible in dialog box bottom.

 \boxtimes

Opens default email application to contact author.

www

Opens author's web site in default web browser.

Edit

Opens the snippet XML file in default XML editor.

You can configure your default text editor by

creating/modifying this registry key:

HKEY_CURRENT_USER\SOFTWARE\Classes\SystemFileAsso

For example:

HKEY_CURRENT_USER\SOFTWARE\Classes\SystemFileAssociat.

(default) REG_SZ "C:\Program Files
(x86)\Notepad++\notepad++.exe" %1

XML FILE

Snippet's definition is stored in XML file. Each XML file contains a collection of one or more snippets.

By default, snippets files location is *Snippets* sub-directory of the settings directory. The settings directory is the directory containing your configuration file. So usually snippets are located in *%appdata%\Console\Snippets*.

XML files schema:

ConsoleZSnippets snippets collection. Root element of XML schema. See XML file <u>example</u>.

Attributes None.

Child Elements

Element	Description
	Required element.
<u>DownloadUrl</u>	Contains download URL. There must be
	exactly one <i>DownloadUrl</i> element in
	ConsoleZSnippets element.
	Required element.
<u>Snippet</u>	Contains snippet definition. You can define
	one or multiple <i>Snippet</i> elements in
	ConsoleZSnippets element.

Parent Elements None.

DownloadUrl Download URL.

Attributes

None.

Child Elements

None.

Parent Elements

Element	Description
ConsoleZSnippets	Root element of XML schema.

Snippet

Snippet definition. See dialog box from XML example.

Attributes

None.

Child Elements

Element	Description
	Required element.
<u>Header</u>	Specifies general information about the
	command snippet. There must be exactly one
	Header element in Snippet element.
	Optional element.
Declarations	Contains the literals of a command snippet that
	you can edit. There may be zero or one
	Declarations element in Snippet element.
	Required element.
<u>Code</u>	Specifies the code that you want to insert.
	There must be exactly one <i>Code</i> element in
	Snippet element.

Parent Elements

Element	Description
ConsoleZSnippets	Root element of XML schema.

Header

Specifies general information about the command snippet.

Attributes

None.

Child Elements

Element	Description
	Required element.
Title	The friendly name of the command snippet. There must be exactly one <i>Title</i> element in a <i>Header</i> element.
	Required element.
Description	A description of the command snippet. There must be exactly one <i>Title</i> element in a <i>Header</i> element.
	Required element.
Author	The name of the person or company that authored the command snippet. There must be exactly one <i>Title</i> element in a <i>Header</i> element.
	Required element.
<u>Version</u>	The command snippet version. There must be exactly one <i>Version</i> element in a <i>Header</i> element.
	Optional element.
ShellTypes	Contains shell types for which command snippet is usable. There may be zero or one <i>ShellTypes</i> element in <i>Header</i> element.

Parent Elements

Element	Description
<u>Snippet</u>	Snippet definition.

Title

Opens author's web site in default web browser.

Attributes

None.

Child Elements

None.

Parent Elements

Element	Description	
Header	Specifies general information about the command	
	snippet.	

Description

A description of the command snippet.

Attributes

None.

Child Elements

None.

Parent Elements

Element	Description	
Header	Specifies general information about the command	
	snippet.	

Author

The name of the person or company that authored the command snippet.

Attributes

Attribute	Description
	Optional attribute.
Url	
	Author's web site.
	Optional attribute.
Email	
	Author's email address.

Child Elements

None.

Parent Elements

Element	Description	
Header	Specifies general information about the command	
	snippet.	

Version

The command snippet version.

Attributes

None.

Child Elements

None.

Parent Elements

Element	Description	
Header	Specifies general information about the command	
	snippet.	

ShellTypes

Contains shell types for which command snippet is usable.

Attributes

None.

Child Elements

Element	Description
	Optional element.
	Specifies shell types for which command snippet is usable. There may be zero, one or multiple <i>ShellType</i> elements in <i>ShellTypes</i> element.

Parent Elements

Element	Description	
Header	Specifies general information about the command	
	snippet.	

ShellType

Specifies shell types for which command snippet is usable.

Attributes

None.

Child Elements

None.

Parent Elements

Element	Description	
ShellTypes	Contains shell types for which command snippet is usable.	

Declarations

Contains the literals of a command snippet that you can edit.

Attributes

None.

Child Elements

Element		Description
	Optional element.	

Literal	
Litterar	Contains literals. You can define 0 to 99 Literal
	elements in Declarations element.

Parent Elements

Element	Description
<u>Snippet</u>	Snippet definition.

Literal

Defines the literals of the command snippet that you can edit.

Attributes

None.

Child Elements

Element	Description
	Required element.
<u>ID</u>	Specifies a unique identifier for the literal. There must be exactly one <i>ID</i> element in a <i>Literal</i>
	element.
ToolTip	Required element. Contains literals. You can define 0 to 99 Literal
TOOTTIP	elements in Declarations element. There must be exactly one <i>ToolTip</i> element in a <i>Literal</i> element.
	Required element.
	Contains literals. You can define 0 to 99 Literal elements in Declarations element. There must be exactly one <i>Default</i> element in a <i>Literal</i> element.

Parent Elements

Element	Description
	Contains the literals of a command snippet that

Declarations you can edit.

ID

Specifies a unique identifier for the literal.

Attributes

None.

Child Elements

None.

Parent Elements

Element	Description	
II Jirerai	Defines the literals of the command snippet that	
	you can edit.	

ToolTip

Describes the expected value and usage of the literal.

Attributes

None.

Child Elements

None.

Parent Elements

Element	Description
II Jirerai	Defines the literals of the command snippet that
	you can edit.

Default

Specifies the default value of the literal.

Attributes

None.

Child Elements

None.

Parent Elements

Element	Description	
ii literai	Defines the literals of the command snippet that	
	you can edit.	

Code

Specifies the code that you want to insert.

Attributes

Attribute	Description	
	Optional attribute.	
Delimiter	Specifies the delimiter used to describe literals in the code. By default, the delimiter is \$.	

Child Elements

None.

Parent Elements

Element	Description
Snippet	Snippet definition.

Here an example of XML file:

```
<?xml version="1.0" encoding="utf-8"?>
```

<ConsoleZSnippets>

<DownloadUrl>http://example.com/download/system.xm

<!-- ping -->

<Snippet>

<Header>

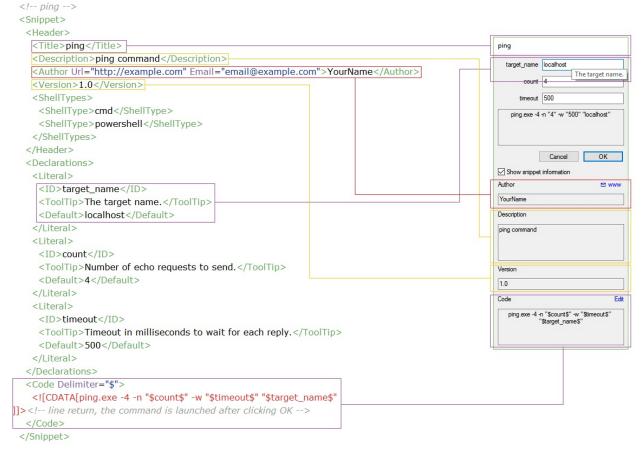
```
<Title>ping</Title>
<Description>ping command</Description>
<a href="http://example.com" Email="email@example.com" Email="email="email="email="email="email="email="email="email="email="email="email="email="email="email="email="email="
<Version>1.0</Version>
<ShellTypes>
<ShellType>cmd</ShellType>
<ShellType>powershell</ShellType>
</ShellTypes>
</Header>
<Declarations>
<Literal>
<ID>target_name</ID>
<ToolTip>The target name.</ToolTip>
<Default>localhost</Default>
</Literal>
<Literal>
<ID>count</ID>
<ToolTip>Number of echo requests to send.</ToolTip>
<Default>4</Default>
</Literal>
<Literal>
<ID>timeout</ID>
<ToolTip>Timeout in milliseconds to wait for each reply.
<Default>500</Default>
</Literal>
</Declarations>
<Code Delimiter="$">
```

```
<![CDATA[ping.exe -4 -n "$count$" -w "$timeout$" "$tar
]]><!-- line return, the command is launched after clicking
</Code>
</Snippet>
<!-- restart -->
<Snippet>
<Header>
<Title>restart</Title>
<Description>restart computer</Description>
<a href="http://example.com" Email="email@example.com" Email="email="email="email="email="email="email="email="email="email="email="email="email="email="email="email="email="
<Version>1.0</Version>
<ShellTypes>
<ShellType>cmd</ShellType>
</ShellTypes>
</Header>
<Declarations>
<Literal>
<ID>comment</ID>
<ToolTip>Comment on the reason for the restart or shutdo
<Default>I have a really good reason!</Default>
</Literal>
</Declarations>
<Code Delimiter="$">
<![CDATA[shutdown /r /t 0 /c "$comment$"]]><!-- no lin
</Code>
</Snippet>
<!-- hello world -->
```

```
<Snippet>
<Header>
<Title>hello world</Title>
<Description>The most trivial snippet!</Description>
<a href="http://example.com" Email="email@example.com" Email="email@ex
<Version>1.0</Version>
<ShellTypes>
<ShellType>cmd</ShellType>
</ShellTypes>
</Header>
<Code>
<![CDATA[@echo hello world]]>
</Code>
</Snippet>
<Snippet>
<Header>
<Title>hello world</Title>
<Description>The most trivial snippet!</Description>
<a href="http://example.com" Email="email@example.com" Email="email@ex
<Version>1.0</Version>
<ShellTypes>
<ShellType>powershell</ShellType>
</ShellTypes>
</Header>
<Code>
<![CDATA[Write-Host 'hello world' -ForegroundColor yellow]
</Code>
```

</Snippet> </ConsoleZSnippets>

Here an example dialog box from XML:



WORKSPACES

WORKSPACE (XML) FILE

Workspace's definition is stored in XML file with *workspace* file extension. A workspace contains a collection of tabs.

By default, workspace files location is settings directory. The settings directory is the directory containing your configuration file. So usually workspaces are located in <code>%appdata%\Console\Snippets</code>.

XML files schema:

ConsoleZWorksparetains workspace definition. Root element of XML schema. See XML file <u>example</u>.

Attributes None.

Child Elements

Element	Description
	Required element.
	Contains tab definition. You can define one or multiple <i>Tab</i> elements in <i>ConsoleZWorkspace</i> element.

Parent Elements None.

Tab Tab definition.

Attributes

Attribute	Description
	Required attribute.
	Specifies the title of the tab, defined in configuration file, containing the tab settings (background, cursor and text colors).
Name	Optional attribute. Specifies the displayed tab name. By default, the tab title is used.

Child Elements

Element	Description
	Optional element.
	Contains two panes of a split view. There must be exactly one <i>SplitView</i> or <i>View</i> element in <i>Tab</i> element.
<u>View</u>	Optional element. Console view definition. There may be zero or one <i>Declarations</i> element in <i>Snippet</i> element.

Parent Elements

Element	Description
ConsoleZWorkspace	Root element of XML schema.

SplitView

Contains two panes of a split view.

Attributes

Attribute	Description
	Required attribute.
Type	Specifies if the split is horizontal or vertical.

Optional attribute.
Specifies the split ratio in percent. By default, the ratio is 50%.

Child Elements

Element	Description
	Required element.
Pane0	Contains the left pane definition (if split is vertical) or the top pane definition (if split is horizontal). There must be exactly one <i>Pane0</i> element in a <i>SplitView</i> element.
Pane1	Required element. Contains the right pane definition (if split is vertical) or the bottom pane definition (if split is horizontal). There must be exactly one <i>Pane1</i> element in a <i>SplitView</i> element.

Parent Elements

Element	Description
<u>Tab</u>	Tab definition.
Pane0	Contains the left pane definition (if split is vertical) or the top pane definition (if split is horizontal).
Pane1	Contains the right pane definition (if split is vertical) or the bottom pane definition (if split is horizontal).

Pane0

Contains the left pane definition (if split is vertical) or the top pane definition (if split is horizontal).

Attributes

None.

Child Elements

Element	Description
	Optional element.
	Contains two panes of a split view. There must be exactly one <i>SplitView</i> or <i>View</i> element in <i>Pane0</i> element.
<u>View</u>	Optional element. Console view definition. There may be zero or one <i>Declarations</i> element in <i>Pane0</i> element.

Parent Elements

Element	Description
SplitView	Contains two panes of a split view.

Pane1

Contains the right pane definition (if split is vertical) or the bottom pane definition (if split is horizontal). Attributes

None.

Child Elements

Element	Description
	Optional element.
_	Contains two panes of a split view. There must be exactly one <i>SplitView</i> or <i>View</i> element in <i>Pane1</i> element.
<u>View</u>	Optional element. Console view definition. There may be zero or one <i>Declarations</i> element in <i>Pane1</i> element.

Parent Elements

Element	-
SplitView	Contains two panes of a split view.

View Console view definition.

Attributes

Attribute	Description
	Required attribute.
Title	Specifies the title of the tab, defined in configuration file, containing the console settings (shell, icon and environment variables).
	Optional attribute.
CurrentDirectory	Specifies the console current directory. By default, the startup directory configured in tab settings is used.
	Optional attribute.
ShellArguments	Appends arguments to the shell command line. Do not confuse whith a command that you type in the shell! By default, empty.
	Optional attribute.
	Specifies shell base priority. By default, the base priority configured in tab settings is used. Idle : Specifies that the threads of this process run only when the system is idle. The idle priority class is inherited by
	The idle priority class is inherited by child processes.
	cima processes.
	BelowNormal : Specifies that the process has priority above Idle but below Normal.

The below normal priority class is inherited by child processes.

Normal: Specifies that the process has no special scheduling needs.

AboveNormal: Specifies that the process has priority above Normal but below High.

BasePriority

High: Specifies that the process performs time-critical tasks that must be executed immediately, regardless of the load on the operating system. The threads of the process preempt the threads of normal or idle priority class processes. Use extreme care when specifying High for the process's priority class, because a high priority class application can use nearly all available processor time.

Realtime: Specifies that the process has the highest possible priority. The threads of a process with RealTime priority preempt the threads of all other processes, including operating system processes performing important tasks. Thus, a RealTime priority process that executes for more than a very brief interval can cause disk caches not to flush or cause the mouse to be unresponsive.

Child Elements None.

Parent Elements

Element	Description
<u>Tab</u>	Tab definition.
Pane0	Contains the left pane definition (if split is vertical) or the top pane definition (if split is horizontal).
Pane1	Contains the right pane definition (if split is vertical) or the bottom pane definition (if split is horizontal).

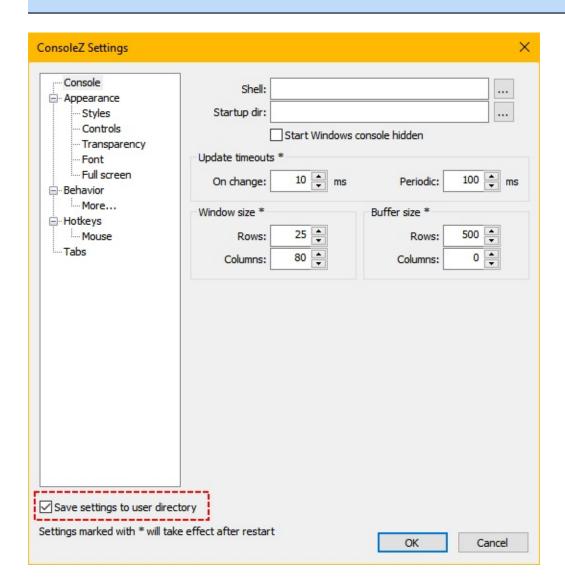
Here an example of workspace file:

```
<?xml version="1.0" encoding="utf-8"?>
<ConsoleZWorkspace>
<Tab Title="tabA" Name="first">
<SplitView Type="Horizontal" Ratio="30">
<Pane0>
<View Title="tabA" CurrentDirectory="G:\gitstuff\consol
</Pane0>
<Pane1>
<SplitView Type="Vertical" Ratio="50">
<Pane0>
<View Title="tabA" CurrentDirectory="%AppData%\Cor.
</Pane0>
<Pane1>
<View Title="tabC" ShellArguments="" BasePriority="B
</Pane1>
</SplitView>
</Pane1>
</SplitView>
</Tab>
```

```
<Tab Title="tabB" Name="second">
```

- <View Title="tabB" CurrentDirectory="G:\gitstuff\consol</pre>
- </Tab>
- </ConsoleZWorkspace>

SETTINGS



Save settings to user directory

Settings are loaded from user directory by default.

If no settings are found in user directory they are loaded from the ConsoleZ directory.

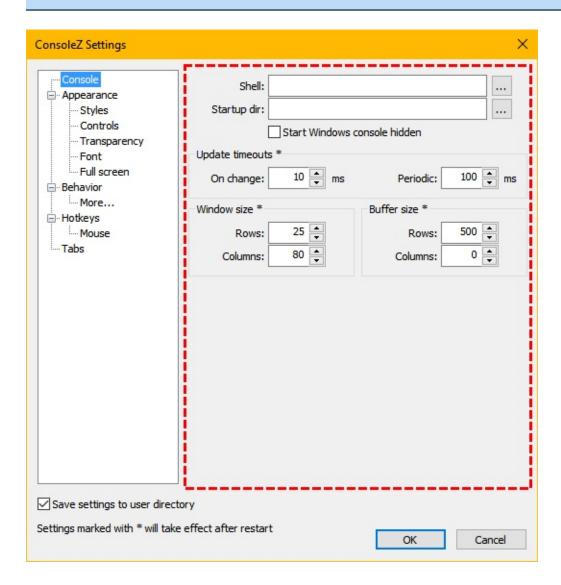
Setting are by default saved to where they have been loaded.

If for rights reason this is not possible settings are saved to user directory.

If "Save setting to user directory" is checked settings are saved to user directory in any cases.

The user directory is **%APPDATA%\console**.

SETTINGS - CONSOLE



SHELL

Shell Specifies default shell commad line. If empty, ConsoleZ

will use COMSPEC environment variable as default shell.

Startup dir Specifies default initial directory for shells.

Start Launch the underlying console app hidden. It prevents a

Windows flick in the Windows Taskbar.

console hidden Warning: some console applications, e.g. PowerShell, that

open GUI windows may not work correctly when this

option is checked.

UPDATE TIMEOUTS

On change

Update interval (in ms) after ConsoleZ detects a change in the hidden console window. When a change is detected, ConsoleZ will defer screen update for the specified interval.

This is needed to improve performance during fast changes in the hidden console. Realistic values are 10-50.

Periodic

Periodic update interval (in ms). This value specifies how often ConsoleZ performs screen updates, even when there is no change detected. ConsoleZ sometimes cannot detect changes in the hidden console window (usually by old DOS applications)

This value should be larger than 'On change' update interval. Realistic values are in the 50-500 range.

WINDOW SIZE

Rows Initial window row count.

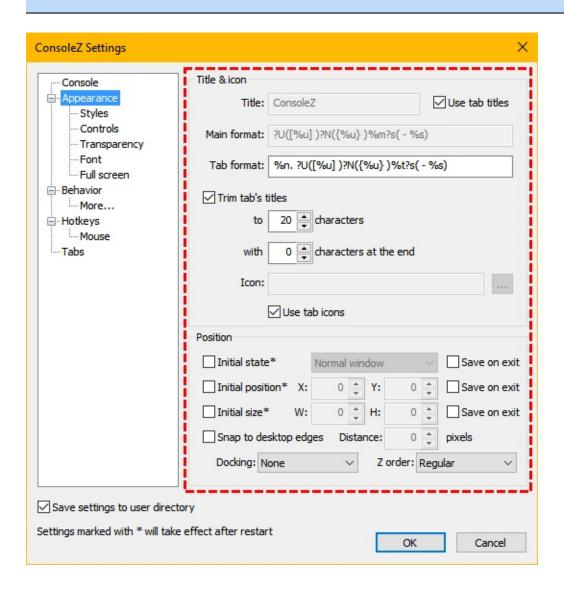
Columns Initial window column count.

BUFFER SIZE

Rows Initial buffer row count.

Columns Initial buffer column count.

SETTINGS - APPEARANCE



TITLE & ICON

Title Specifies the main window title.

Note: The title is overridden by the command line

parameter -w.

Use tab titles If checked, main window title will be set to the active tab's

title.

Main format Specifies the text used to format the main window title. See

text formatting syntax.

Tab format Specifies the text used to format the tab title. See <u>text</u>

formatting syntax.

Trim tab titles If checked, tab titles will be trimmed to specified number

of characters.

to ... Specify the maximum number of character of the tab name.

characters

with ... Specify the number of characters to take from the end of the string. The total number will not exceed the **character**

the end width.

Icon Specifies custom icon for the main window. If left empty,

default ConsoleZ icon will be used.

Use tab icons If checked, main window icon will be set to active tab's

icon.

Position

Initial state When checked, allows you to specify initial window state

(Normal window, Minimized, Maximized or Full screen).

Save on exit

(1)

If checked, ConsoleZ window state will be saved on exit.

Initial position When checked, allows you to specify initial window

position. Otherwise, initial ConsoleZ window position will

be determined by Windows.

X, Y These values specify initial ConsoleZ window position.

Save on exit

(2)

If checked, ConsoleZ window position will be saved on

exit.

Initial size When checked, allows you to specify initial window size.

Otherwise, initial ConsoleZ window size will be

determined by number of columns and rows of the shell.

W, H These values specify initial ConsoleZ window size.

Save on exit

(3)

If checked, ConsoleZ window size will be saved on exit.

Snap to desktop edges

When checked, ConsoleZ window will be snapped to

es desktop edges.

Distance Specifies window snap disance.

Docking Specifies initial window docking type.

<u>- F</u>	
None	
Top left	
Top right	

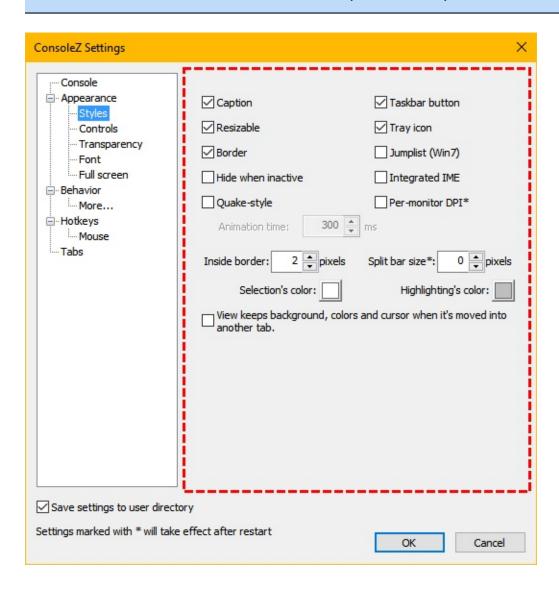
Bottom left	
Bottom right	
Top middle	
Bottom middle	
Right middle	
Left middle	

Z order

Allows you to specify window Z order.

Regular	
Alwaye	Places the window above all non-topmost windows. The window maintains its topmost position even when it is deactivated.
Always	Places the window at the bottom of all other
on	windows. The window maintains its bottom
bottom	position even when it is active.
Pinned	Note: Pinned to desktop currently works only in
to	Windows Explorer (i.e. other shells like Litestep
desktop	are not supported)

SETTINGS - APPEARANCE (STYLES)



Caption If checked, main window will have a title bar.

Resizable If checked, main window will be resizable.

Border If checked, main window will have a border.

Hide when If checked, main window is hidden when ConsoleZ is inactive inactive. If Taskbar button is visible, main window is

minimized; otherwise main window is hidden.

Quake-style

If checked, ConsoleZ uses a Quake-style console effect

when showing or hiding.

This animation requires a global hotkey to hide/show the application. Assign a hotkey to the command *Activate*

ConsoleZ (global) in Settings/HotKeys.

Window must be docked to a screen edge to determine animation direction. Select a *Docking* value, other than

none, in *Settings/Appearance*.

If AERO is active, non-client area is not supported.

Consider to uncheck Caption and Resizable.

Animation time

The time it takes to play the animation, in milliseconds.

Taskbar button If checked, ConsoleZ taskbar button will be visible.

Tray icon

If checked, ConsoleZ will show an icon in the tray bar.

Jumplist (Win7)

If checked, ConsoleZ will create Windows 7 jumplist (shortcut for every tab accessible by right-clicking the icon in the taskbar).

Integrated IME

If checked, the Input Method Editor is integrated to the application (at the cursor position).

Per-monitor DPI

If checked, main window is per-monitor high DPI aware; otherwise main window is only high DPI aware. If your OS doen't support per-monitor high DPI awareness, high DPI awareness will be used.

Inside border

Specifies ConsoleZ inside (client area) border.

Selection

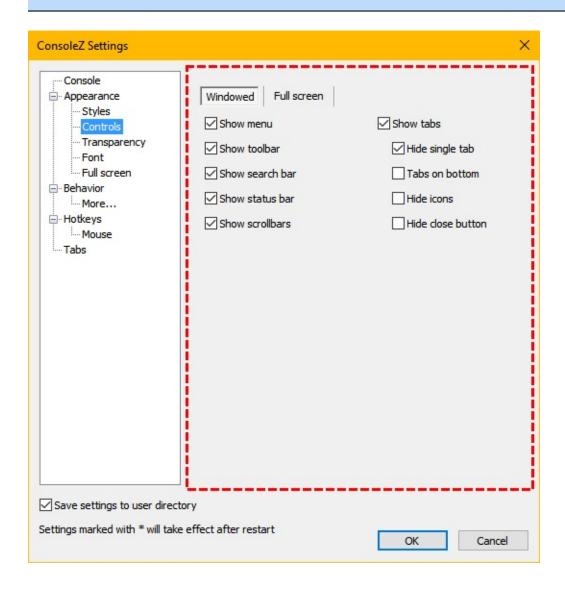
Legacy theme: Sets the background color of the selection. The foreground color will be affected by this color. Aero theme: Sets the transparent overlay color of the selection.

Highlight

Legacy theme: Sets the background color of the highlighted text. The foreground color will be affected by this color. Aero theme: Sets the transparent overlay color of the highlighted text.

View keeps background, colors and cursor when it's moved into another tab. If checked, console view displays background, colors and cursor defined in tab settings corresponding to the shell. If unchecked, console view displays background, colors and cursor defined in tab settings of the container tab.

SETTINGS - APPEARANCE (CONTROLS)



Windowed/Fullstreeindowed is selected, you are editing control settings

available in windowed mode.

If *Full screen* is selected, you are editing control settings

available in full screen mode.

Show menu Shows/hides main menu.

Show toolbar Shows/hides toolbar.

Show search Shows/hides search bar.

bar

Show status

bar

Shows/hides status bar.

Show scrollbars

If checked, scrollbars will be shown if the underlying console shows them. If not checked, scrollbars will be

always hidden.

Show tabs

Shows/hides tabs bar.

Hide single

tab

If checked, tabs bar will be hidden if there's only one tab

active.

Tabs on bottom

If checked, tabs bar will appear at the bottom of the main

window.

Hide icons

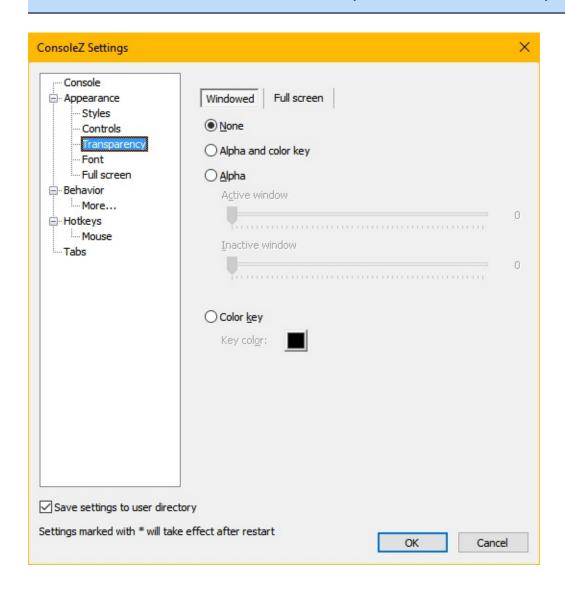
If checked, icons are hidden in the tabs bar.

Hide close

button

If checked, close button is hidden in the tabs bar.

SETTINGS - APPEARANCE (TRANSPARENCY)



Windowed/Fullstreein dowed is selected, you are editing transparency

settings available in windowed mode.

If *Full screen* is selected, you are editing transparency

settings available in full screen mode.

None Specifies transparency type.

Alpha and Alpha transparency and color key transparency can be used

color key together.

Alpha Alpha transparency is the 'real' transparency.

Glass Vista aero glass effect.

Color key Color key transparency allows you to specify a single color

that will be made transparent. All window pixels having this color will be transparent and mouse clicks will pass

through transparent areas.

Active window Specifies alpha transparency for while ConsoleZ window is

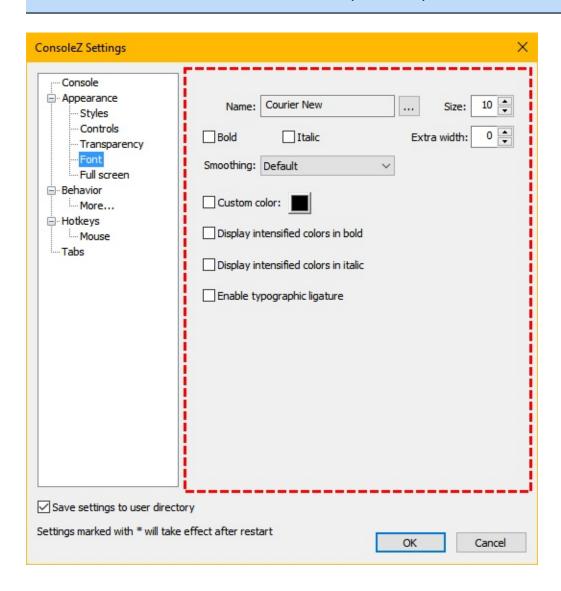
active.

Inactive Specifies alpha transparency for while ConsoleZ window is

window not active.

Key color Specifies transparency color for 'color key' transparency.

SETTINGS - APPEARANCE (FONT)



FONT

Name Specifies font name.

Size Specifies font size.

Bold If checked, font will be bold.

Italic If checked, font will be italic.

Extra width Specifies extra width, in pixels, added to the char width.

Smoothing Specifies font smoothing.

Good documentation on font rendering can be found here.

	0 —		
Default	Use the control panel settings.		
None	Full-Pixel Bi-Level Rendering. The quick brown fox jumps over the lazy dog The quick brown		
ClearType	Asymmetric Sub-Pixel Anti-Aliasing ("Compatible" Advance Widths). The quick brown fox jumps over the lazy dog The quick brown		
Natural ClearType	Asymmetric Sub-Pixel Anti-Aliasing ("Natural" Advance Widths). The quick brown fox jumps over the lazy dog The quick brown		
Antialiased	Full-Pixel Anti-Aliasing. The quick brown fox jumps over the lazy dog The quick brown		

Custom color

Allows you to specify custom font color.

Note: If on, all text will be shown in the selected color.

Shell's syntax coloring will be ignored.

Display intensified colors in bold

If *Bold* is unchecked: chars with intensified foregroung colors (0x8 to 0xF) are displayed using bold font.

If *Bold* is checked: chars with intensified foregroung colors (0x8 to 0xF) are displayed using non bold font.

Display intensified colors in italic

If *Italic* is unchecked: chars with intensified foregroung colors (0x8 to 0xF) are displayed using italic font. If *Italic* is checked: chars with intensified foregroung colors (0x8 to 0xF) are displayed using non italic font.

Enable typographic ligature

If checked, text rendering will use typographic ligatures defined in the selected font.

Here is a monospaced font with programming ligatures: Fira Code.

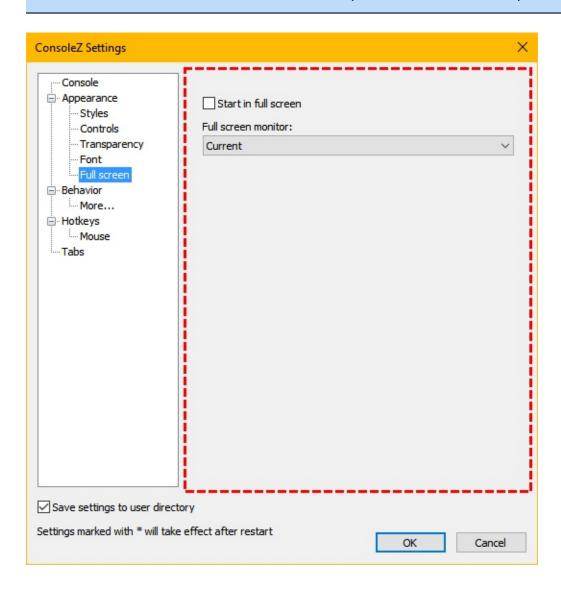
Fira Code (with ligatures):

```
a := b
                       a ≥ b
                                                                 f ≕ g
           a ⊨ b
                                   x →> _ << x
                                                     /** ... */
a \neq b
                       a ≤ b
                                                    // ...
/// ...
;; ...
           a ||= b a ♦ b
                                   x \rightarrow \_ \leftarrow x
a \equiv b
                                                                   f \iff g
                                                                  f ⇒ g
                                   x \Rightarrow \_ \leftarrow x
                                                                                f <*> g
          a ⋅= b a &<del>6</del> b
a ≢ b
                                                                  f *** g
           a ~= b a || b x ⇒> _ <= x
         a⇒ba∌b
                                                    {- ... -} f &66 g
a \Longleftrightarrow b \qquad a \sim b \qquad a \gg b \qquad \#(\,...\,) \qquad a\,!! \qquad \longleftarrow ... \longrightarrow \qquad f \mid \mid \mid g
a ..<br/><br/> b a ?= b b « a #[ ... ] a?? < ... /> f >>> g
                                                                                f >>─ g
           a \not= b s \triangleright p
                                  #{ ... } a++
                                                     </...> f <<< g
                                                                                f \succ g
           a ^= b
                       p ⊲ s #_( ... ) a--
                       a ** b
                                  #?( ... )
                       a :: b
                                  ~a( ... )
```

Compare to Fira Mono (without ligatures):

```
/* ... */
a == b
         a := b
                  a >= b
                           x -> _ <- x
                                                   f >>= g
        f =<< g
a != b
                                         /** ... */
                                                               f --- g
                                         // ...
/// ...
                                                    f <=< g
                                                               f <+> g
a === b
a!== b a.= b a && b x ==> _ <== x
                                                    f >=> g
a =:= b a ~= b a || b x =>> _ <<= x
                                         ;; ...
                                         {- ... -} f 888 g
a =/= b a =~ b a ?: b
        a ~~ b a >> b #(...) a!! <!--... f | | | g
a <=> b
                                                               f -<< g
                  b << a #[...] a?? <.../> f >>> g s |> p #{...} a++ </...> f <<< g
        a ?= b
                                                              f >>- g
a . . < h
                                                              f >- g
a ... b
         a /= b
         a ^= b
                  p <| s
                           #_(...)
                  a ** b
                           #?(...)
                  a :: b
                           ~a(...)
                  a .. b
```

SETTINGS - APPEARANCE (FULL SCREEN)

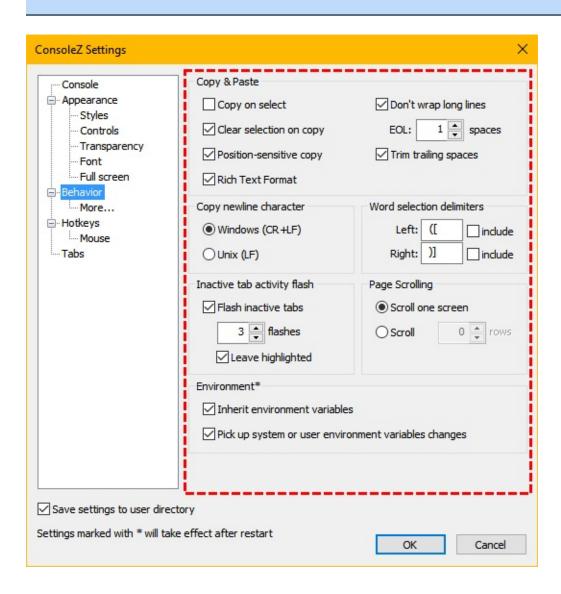


Start in full Indicates if ConsoleZ will start in full screen. **screen**

Full screen monitor

Selects the monitor on which toggle full screen.

SETTINGS - BEHAVIOR



COPY & PASTE

Copy on select If checked, selected text will be copied and selection

cleared afer you finish selecting the text.

on copy

Clear selection If checked, the selection will be cleared right after being copied. For example, if **Copy on select** is not checked, you would need to either press *Copy selection* hotkey or perform Copy/clear selection mouse action to copy the selection to the system clipboard. If this checkbox is checked then the selection will be cleared right after you perform one of those actions. Otherwise, you will need to press *Clear selection* hotkey or perform *Copy/clear selection* mouse action to return to the normal mode.

Positionsensitive copy If checked, the copy mouse action is valid only if mouse is over selection.

Rich Text Format

If checked, copy to clipboard as RTF.

Don't wrap long lines

If checked, long lines will not be wrapped. When a selected row doesn't end with a space, a line break will not be inserted before adding the next row.

EOL

Indicates the number of spaces used to detect an end of line.

Trim trailing spaces

If checked, trailing spaces in each copied line will be deleted.

COPY NEW LINE CHARACTER

Windows If selected the copy operation will convert the carriage

(CR+LF) return using the Windows convention.

Unix (LF) If selected the copy operation will convert the carriage

return using the Unix convention.

WORD SELECTION DELIMITERS

Left List of left delimiter characters.

Right List of right delimiter characters.

include If checked, the delimiter is included in selection.

INACTIVE TAB ACTIVITY FLASH

Flash inactive If checked, the inactive tabs flashes when some activities

are detected in the corresponding console. tabs

Flashes Indicate the number of times an inactive tab will flash

when some activities are detected in the corresponding

console.

Leave If checked, the inactive tab where some activities have highlighted

been detected in the corresponding console will stay

highlighted even if the activities have stopped.

PAGE SCROLLING

Scroll one Allows you to specify how much console will scroll when

screen clicking scrollbars.

Scroll X rows *Scroll one screen* will scroll one page (current row or

column count)

Scroll X rows will scroll console for the specified number

of rows.

Environment

If checked, shells launched by ConsoleZ inherit Inherit

environment variables from the process which launched environment

variables ConsoleZ.

Pick up If checked, environment block is refreshed when

WM_SETTINGCHANGE window message is received. system or user environment

This window message is broadcasted when system or user

variables environment variables are updated.

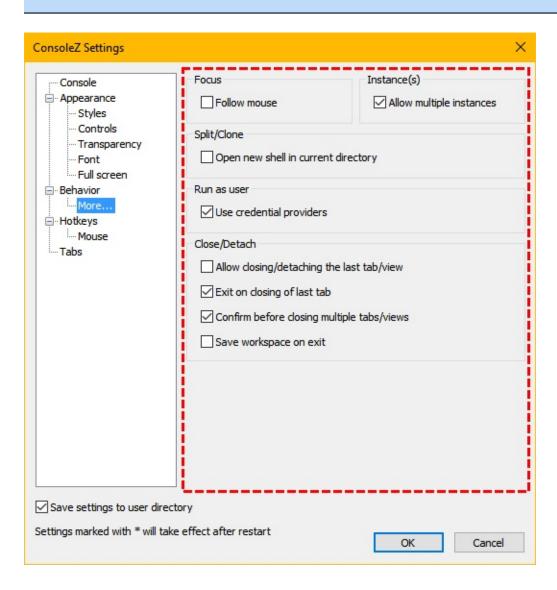
If checked, a new environment block is created (You can changes

inherit environment variables, from process which

launched ConsoleZ, except those that are defined in system

or user environment).

SETTINGS - BEHAVIOR



Focus

Follow mouse If checked, the view, where mouse is hover, has the focus.

Instance(s)

Allow multiple If checked, every call to ConsoleZ will correspond to a new instance.

Otherwise only one instance of ConsoleZ will exist and the call to ConsoleZ will correspond to a new tab.

SPLIT/CLONE

Open new If checked, new shell created by following actions will use

shell in the same current directory as the active view:

currentSplit the current view horizontallydirectorySplit the current view vertically

Clone the current view in a new tab

Run as user

providers

Use credential If checked, credential providers are used (allowing integration of additional authentication mechanisms such as biometrics and smart cards).

CLOSE/DETACH

Allow closing

the last tab/view If checked, the tab close button is available for the last tab. ConsoleZ cannot prevent shell termination (if you type exit for example), but can disable menu close actions or close

button.

of last tab

Exit on closing If unchecked, the application doesn't exit on closing the last tab/view.

Confirm

before closing multiple tabs/views

If checked, a confirmation message is displayed before

closing multiple tabs/views.

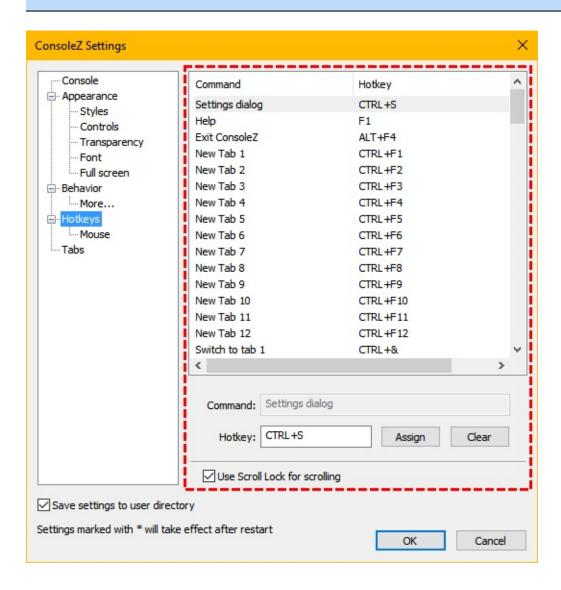
Save

workspace on

exit

If checked, the current opened tabs and views are automatically saved in a workspace file on exit. If checked, auto-saved workspace file will be automatically loaded when a new instance of ConsoleZ, without any tab **specified in command line**, starts.

SETTINGS - HOTKEYS



Command/Hotkeyhis list shows commands supported by ConsoleZ.

To

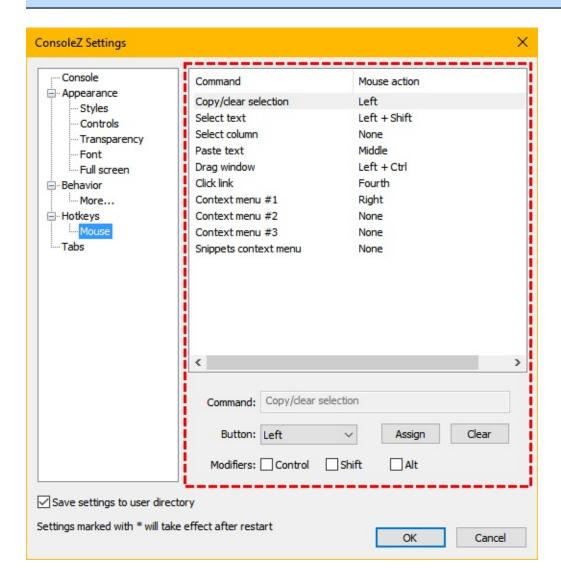
change a command hotkey, select a command from the list and click in the *Hotkey* box. Then, press your hotkey combination (e.g. CTRL+4) and click *Assign* button. The command list will be updated.

To clear a hotkey command, click *Clear* button and then click *Assign* button.

External commands use text formatting syntax.

Use Scroll Lock for scrolling If checked, you can scroll console using the arrow and Page Up/Down keys when Scroll Lock is on.

SETTINGS - MOUSE

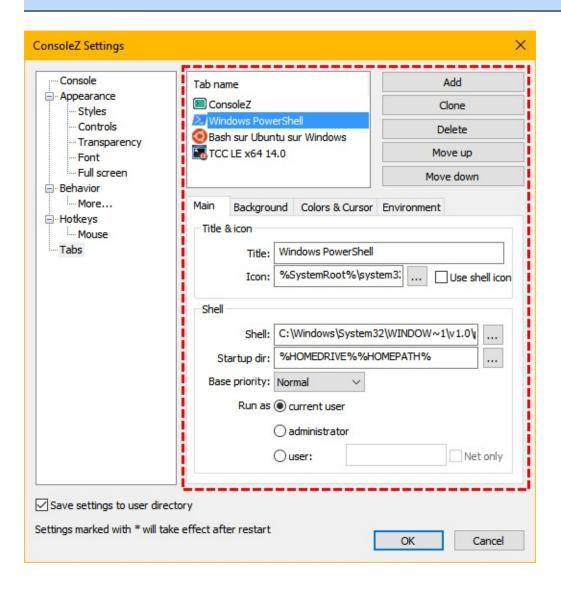


Command/MousEhis list shows mouse commands supported by ConsoleZ. action change a command mouse action, select a command from the list. Then, select a mouse button from the combo box and modifier keys (Ctrl, Shift, Alt). Click *Assign* button to assign mouse action to command.

To clear a mouse command, click *Clear* button and then click *Assign* button.

To

SETTINGS - TABS



BUTTONS

Add Adds a new tab in the list.

Clone Clones the selected tab. A new tab is created with same

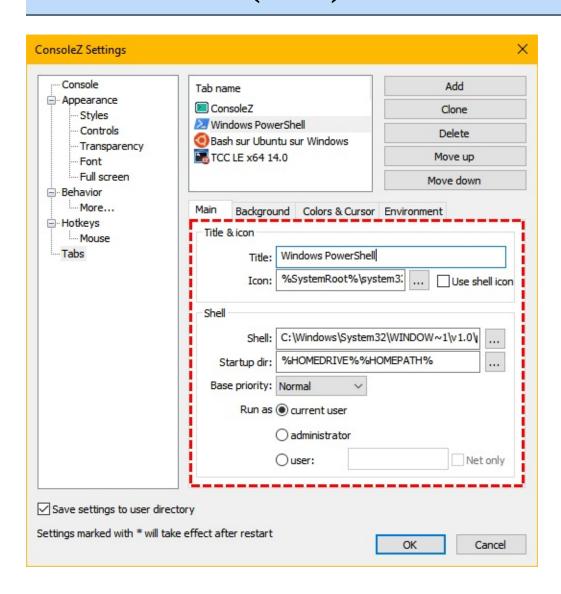
settings and a title suffixed with (2).

Delete Deletes the selected tab.

Move up Moves up, in the tabs list, the selected tab.

Move down Moves down, in the tabs list, the selected tab.

SETTINGS - TABS (MAIN)



TITLE & ICON

Title Specifies tab title.

Icon Specifies tab icon. If empty, the tab will use main window

icon.

Use shell icon If checked, tab's icon is extracted from shell executable.

This is the icon displayed by Windows file explorer.

SHELL

Shell

Specifies tab shell command line. If empty, the tab will use

ConsoleZ's default shell.

If the selected file is a link, then icon, program's path, arguments, working directory and "run as administrator" option are extracted from the link. The link path is not

saved. The link can be deleted.

Startup dir

Specifies tab's shell initial directory. If empty, ConsoleZ's default initial directory will be used.

Base priority

Specifies shell base priority.

Idle: Specifies that the threads of this process run only when the system is idle.

The idle priority class is inherited by child processes.

BelowNormal: Specifies that the process has priority above Idle but below Normal.

The below normal priority class is inherited by child processes.

Normal: Specifies that the process has no special scheduling needs.

AboveNormal: Specifies that the process has priority above Normal but below High.

High: Specifies that the process performs time-critical tasks that must be executed immediately, regardless of the load on the operating system. The threads of the process preempt the threads of normal or idle priority class processes. Use extreme care when specifying High for the process's priority class, because a high priority class application can use nearly all available processor time.

Realtime: Specifies that the process has the highest possible priority. The threads of a process with RealTime priority preempt the threads of all other processes, including operating system processes performing important tasks. Thus, a RealTime priority process that executes for more than a very brief interval can cause disk caches not to flush or cause the mouse to be unresponsive.

Run as current user

Uses current user credentials.

Run as administrator

Run as administrator with full unrestricted elevated rights and privileges. Depending on what the UAC settings are set to, an administrator user may or may not be prompted first by UAC to allow or deny the program to "Run as administrator" (elevated).

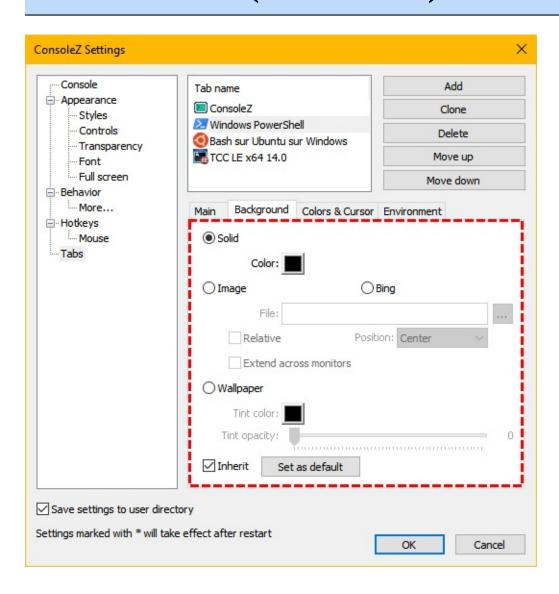
Run as user

Run with different user credentials. A dialog, asking for another user's credentials, will be displayed. The dialog will be pre-populated with the given user name. To use a domain account, enter your username in the form <code>domain\username</code> or <code>username@domain</code>.

Net only

If checked, this value can be used to create a process that uses a different set of credentials locally than it does remotely. This is useful in inter-domain scenarios where there is no trust relationship. The system does not validate the specified credentials. Therefore, the process can start, but it may not have access to network resources.

SETTINGS - TABS (BACKGROUND)



Solid Select background type.

Image Solid specifies a single color background.Bing Image specifies a bitmap background.

Wallpaper *Bing* specifies Bing image of the day. Internet connection is

required.

Wallpaper specifies that the desktop wallpaper will be used

as the background image.

Color Select color for solid background type.

File Specifies background image file for image background

type.

Relative If checked, background image will be relative, i.e. when

moving the window, it will appear that it's move above the

background image.

Position Select image position from the list. Background image can

be centered, stretched or tiled.

"Fit" and "Fill" options generate a stretched image, keeping

aspect ratio.

Extend across If chee

monitors

If checked, background image will centered/stretched/tiled

across multiple monitors (if present)

Tint color Select tint color for image and wallpaper background

types.

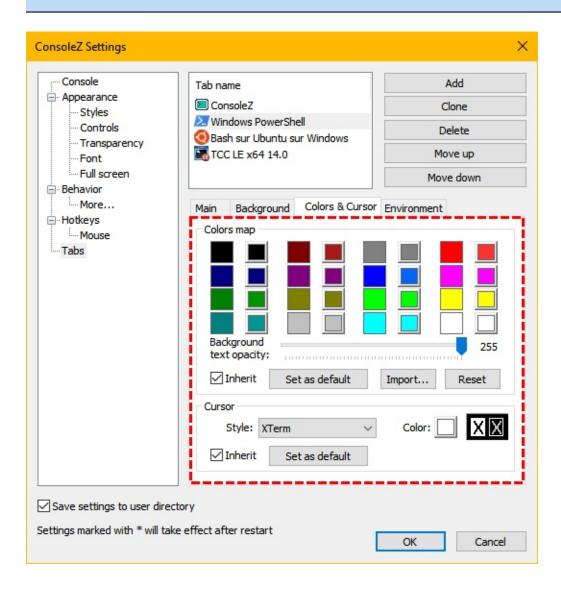
Tint opacity Set tint opacity for image and wallpaper background types.

Inherit If checked, the tab uses inherited backgroud.

Set as default Set the current tab's backgroud as default. Tabs, having

Inherit checked, will use this background.

SETTINGS - TABS (COLORS & CURSOR)



Colors map

These squares allow you to remap default 16 console colors. Left square shows the inherited color. Clicking on the right square will bring up a color picker allowing you to select a new color.

Background text opacity

The opacity of the background color can be adjusted.

Import...

Imports color map from another configuration file.

Reset Reset button will reset colors to their default values.

Inherit If checked, the tab uses inherited colors map.

Set as default Set the current tab's colors map as default. Tabs, having

Inherit checked, will use this colors map.

Cursor

Style Select cursor style from the list.

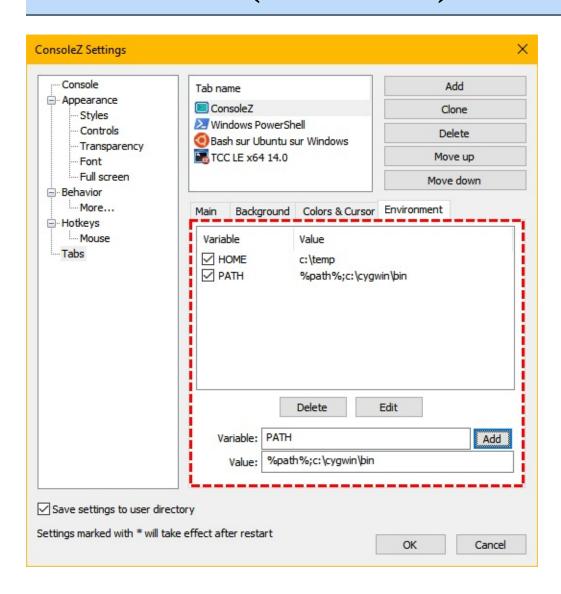
Color Click on the square to select cursor color.

Inherit If checked, the tab uses inherited cursor.

Set as default Set the current tab's cursor as default. Tabs, having *Inherit*

checked, will use this cursor.

SETTINGS - TABS (ENVIRONMENT)



Variable/Options/Nalist of environment variables.

Checked elements are added to the environment block of new processes.

Unchecked elements are ignored.

Delete Delete the selected variable.

Edit Edit the selected variable.

Set Variable and Value edit fields.

Add Add or replace variable in the list.

Variable The environment variable's name.

Value The environment variable's value.

LANGUAGE

Here's how to properly setup your language and font settings for ConsoleZ.

Please read this carefully, especially if you're using double-width character languages. As far as I know, they're:

- Japanese Shift-JIS (codepage 932)
- Simplified Chinese GBK (codepage 936)
- Korean (codepage 949)
- Traditional Chinese Big5 (codepage 950)

So, to setup your language:

1. Start registry editor (Start->Run, type regedit). Find HKEY_CURRENT_USER\Console key. If there is a subkey named "ConsoleZ command window", delete it.

NOTE: PLEASE be careful when deleting stuff from registry. You can break things.

2. Open Control Panel and run "Regional and Language options". Go to "Advanced" tab. In the "Language for non-Unicode programs" find your language. This is especially critical for double width character languages. Click OK. you may get a dialog saying that required files are already installed on the hard

- disk. You can click 'yes' here to skip installing language files from a Windows CD/DVD. After that you will get 'restart computer' dialog. Click yes.
- 3. After restart, run ConsoleZ. Unhide windows console (View->Console window) and open its properties dialog. Go to "Font" tab. Raster Fonts will be selected in the fonts list. Choose the other, TrueType font. For most languages, this will be Lucida Console. For double-width character languages, these should be proper fonts (I don't read Japanese/Chinese/Korean ideograms, I just read these from the registry:-)
 - Japanese (932) MS Gothic
 - Simplified Chinese (936) NSimSun
 - Korean (949) GulimChe
 - Traditional Chinese (950) MingLiU

Anyway, select proper TrueType console font and set its size to something small (8 or 10 points). Small size will allow you bigger max ConsoleZ window size.

Click OK. "Apply Properties" dialog will appear, select "Save properties for future windows with same title" and click OK. This will save Windows console settings for ConsoleZ. You can check your registry again, HKEY_CURRENT_USER\Console key. There

- should be "ConsoleZ command window" subkey there again.
- 4. You can now open ConsoleZ settings and choose whatever fixed-width font you like (make sure it has characters you need :-)

Unfortunatelly, all of this is needed due to historic reasons: Windows console still uses codepages, and this seems to be the only way to set all of the options properly.

NOTE: I have noted that even Windows console shows some strange behavior with double-width character languages. As usual, if you notice something strange, unhide the hidden console window first and check what's happening there.

NOTE 2: When ConsoleZ gets setup procedure, non-DBCS-language-users will not have to do this. Setup procedure will do this automagically. I will try to automate this for our Japanese/Chinese/Korean friends:-)

I hope I haven't forgotten anything... I tested this on Japanese Win2k and WinXP with East Asian Language support installed, so it should work.

OPENING TABS AS ANOTHER USER

If you configured a tab to run a shell as a different user, you will be asked for a username and password before opening a tab. To use a domain account, enter your username in the form <code>domain\username</code> or <code>username@domain</code>.

Net Only: this value can be used to create a process that uses a different set of credentials locally than it does remotely. This is useful in inter-domain scenarios where there is no trust relationship. The system does not validate the specified credentials. Therefore, the process can start, but it may not have access to network resources.

Running a shell as a different user has some limitations:

- User's HOME env. variable must be explicitly set
- The impersonated user must have **read access rights** to the settings file and the folder containing this file.

CHANGELOG

- ! changed
- removed
- + added
- * fixed

Changes in 1.18.2 (29 Sep 2017)

- ! Display an error dialog when seeking settings
- ! Detect if ConsoleZ is hooked (ConsoleHook/Con
- + "New Tab" button in tabs area.
- + Save "Switch On/Off Transparency" state.
- * Fix startup directory consistency.
- * Fix retrieving of last process ID attached to
- * Fix sliders in transparency settings dialog.
- * Refresh tab title when last process ID attach
- * Fix bing image copyright displayed into statu
- * Fix external command saving into settings fil-

Changes in 1.18.1 (27 Mar 2017)

- + Transparency settings per windowed/full scree
- + Print code page (for each shell) in diagnosti
- * Fix ALT-SPACE menu.
- * Fix "Attach Consoles" failure.
- * Fix split bar size.
- * Start a safe console when no console started.
- * Standardize hotkeys modifiers and order (mous

Changes in 1.18.0 (17 Feb 2017)

! Update tab title current directory in realtim

- ! Renaming a tab title to empty is no longer al (empty string is replaced by tab title from s
- ! Backup settings file using a timestamp (uniqu
- ! Tabbing framework localization.
- + Workspaces.
- + Option to hide the "close tab" button.
- + Split bar size is configurable.
- + Allow merging tabs (horizontally or verticall
- + Allow view keeping background, colors and cur when it moved into another tab.
- + Support for reversed video (swap foreground a
- + Allow mouse events forwarding.
- + Show Bing image copyright in status bar.
- * GDI leaks (thanks to char101).
- * Allow choosing environment variables inherita
- * Improve Windows 10 glass transparency.
- * PowerShell progress bar is fixed on Windows 1

Changes in 1.17.2 (18 Nov 2016)

- ! New Icons (a gift from BlazenBundy).
- ! Use icon defined in appearance settings as de
- + Allow configuration of icon size.
- + Option to prevent exiting ConsoleZ on closing
- + Support for underlined text.
- * Fix "snap to edges" feature.
- * Fix rebar auto sizing bug.
- * Fix docking bug when showing/hiding bar.
- * Update window icon after settings edition.
- * Update tab icons after settings edition.
- * German localization (thanks to sskopnik).

Changes in 1.17.1 (22 Sep 2016)

- ! Handle XML parsing errors (configuration file
- + "Toggle always on top" hotkey command.
- + New high dpi icons (250%, 300%, 400% and 500%
- + Bing image of the day as background.
- * ConsoleZ no longer closes without explanation
- * Start a safe console when no console started.
- * Fix scroll bars position in hidden tabs.
- * System environment variables no longer overri
- * Japanese localization (thanks to ys-nuem).
- * Link files are also resolved when text is cop.

Changes in 1.17.0 (08 may 2016)

- ! Rebuild FreeImage 3.17.0 (static link without
- ConsoleZ no longer sets the current Windows could be code page requires a specific font)
- + Snippets manager.
- + "Resume scrolling" command.
- + Configure initial window state (appearance se
- + Japanese localization (thanks to rosolino).
- * Mono-instance is no longer forced in jump lis
- * User profile is fully created when running a
- * Scrolling during selection does not properly

Changes in 1.16.1 (08 mar 2016)

- ! Upgrade FreeImage version from 3.15.4 to 3.17
- ! Show BMP/DIB/GIF/JPEG/PNG files in Browse bac
- + Detect new docking positions with "snap to de (top/bottom/left/right middle).
- + ConsoleZ sets the current Windows console fon Windows console should support UNICODE charac Number of rows/columns should not be limited.
- + Support UNICODE picture filename.

- + German localization (thanks to cruzzer).
- * Fix placement problem with "snap to desktop e
- * Fix crash when wallpaper picture loading fail
- * When you configured a background with relativ
- * Fix the word selection: right delimiters was
- * "Click Link" does no longer launch an empty s This was launching explorer in the current wo
- * Fix highlighting color setting saving.
- * Fix wallpaper display.

Changes in 1.16.0 (07 feb 2016)

- ! PowerShell progressbar detection is disabled.
- ! ConsoleZ hook can detect if the shell is not
- + Command-line switch to toggle window visibili
- + Select text/column with keyboard.
- + Per-monitor DPI awareness.
- + Arrange tabs using keyboard.
- + Allow distinct controls settings for full scr and windowed application.
- + Environment inheritance is coming back.
 Inheritance works now with mono-instance.
 There is no inheritance when the shell run as or whith another user credentials!
- + Glass effect transparency on Windows 10.
- + Specific ConsoleZxxx environment variables: ConsoleZBaseDir = folder containing console.e ConsoleZVersion = current version of ConsoleZ
- * Hide, when loosing focus, only if the new for is not owned by our application.
- * Fix crash when screen buffer size is reduced.
- * Fix dpi scaling of some GUI parts.
- * Fix activation by hotkey.

Changes in 1.15.0 (10 sep 2015)

- + Hide when loosing focus.
- + Support localization.
- + New command "paste selection".
- + Support %D (current directory leaf) in text f
- + Support PowerShell progress bar.
- + Support typographic ligatures.
- + Support missing font smoothings: antialiased
- + Support localization.
- + French localization.
- + Russian localization.
- * Fix "Clone in new Tab" inverts initial direct
- * Fix incomplete shell title.
- * Fix touch scrolling broken on Win10.
- * Fix "Browse..." button for icon change causes
- * Fix repaint failure when background is a rela and the application is minimized.
- * Fix hook can crash during resizing.

Changes in 1.14.0 (08 May 2015)

- ! Limit frame rate to avoid unresponsive application
- ! Use IDesktopWallpaper to retrieve monitors' w
- ! Update title even without text modification.
- ! Double-click on scroll buttons do nothing.
- + 'Tabs' entry in the menubar.
- + -n command arg to set startup tab title.
- * Fix bad cursor display in tabs settings.
- * Fix console cursor color.
- * Fix a crash in diagnostic report writing.
- * Call DoDataExchange(DDX_SAVE) before modifiyi in browse shell/initial dir buttons.
- * Prevent from infinite waiting when the shell

- during a mouse forwarding or a text selection
- * Fix program does not respond by opening the s
- * Fix toolbar does not work from remote desktop

Changes in 1.13.0 (14 Feb 2015)

- ! Visual Studio 2013
- ! WTL 9.4140 final
- ! Legacy 32 bits version is compatible with Win
- ! Support high DPI.
- ! Create HOMEDRIVE, HOMEPATH and HOMESHARE envi when launching shell as different user.
- ! Expand environment strings using environment
 - + HOMEDRIVE/HO
 - + variables de
- + Switch on/off transparency.
- + CTRL-C event can be generated by configured h
- + Diagnose and get font information.
- * "Snap to desktop edge" is ignored when Win ke
- * Active auto horizontal scroll in search combo
- * Fix restoring with "Snap to desktop edge".
- * Fix crash when attaching a console with a scr
- * Docking is ignored when ConsoleZ is full scre
- * Fix elevated process detection.

Changes in 1.12.0 (09 Oct 2014)

- ! The tab's title is now modified when you drag The title is set with shortcut filename.
- ! The default colors map is no longer displayed
- ! Mouse command "drag window" has no effect whe in fullscreen mode.
- + Tab's background can be inherited.
- + Tab's cursor can be inherited.

- + Tab Base Priority.
- + "Click link" mouse command.
- + Set environment variables per tabs.
- + Clear and Reset Scrollback.
- * Use impersonated user's environment block.

Changes in 1.11.0 (23 Jun 2014)

- ! Window columns limit is now 300.
- ! buffer columns limit is now 9999.
- ! Word selection is no longer limited to the wi
- ! Minimize to systray when taskbar button is un
- ! Changing docking position in settings no long
- ! Redesign the tabbar (flat style).
- ! Allow starting a new selection when current s
- + Attach consoles.
- + Detach view.
- + Add horizontal bar cursor.
- + Add %d to text formatting syntax: current dir
- + Add %P to text formatting syntax: ID of last
- + Support external commands (syntax uses title
- + Support credential providers (allowing integrated mechanisms such as biometrics and smart cards
- + New docking positions: top middle, bottom mid
- + Quake like animation time is settable.
- + Add search bar.
- + Allow disabling RTF in settings.
- * Fix aero toolbar drawing.
- * Docking no longer affects maximized applicati

Changes in 1.10.0 (30 Mar 2014)

- ! Tab number is now full part of the title.
- ! Main title format can be defined by user.

- ! Tab title format can be defined by user.
- ! Remove "Administrator:" prefix.
- + Input Method Editor (IME) support.
- + Allow selection by column.
- + Clone current view in a new tab.
- + Clone/Split using the current directory.
- * Fix "pinned to desktop" mode on Windows 7 and
- * Fix paste inconsistency on multiple lines.
- * Fix Quake like show/hide animation.
- * Tab text was hidden when less than 12 pixels.
- * Fix Quake like show/hide.
- * Fix some crashes.
- * Fix starting directory.
- * Fix VIM dead char.

Changes in 1.09.1 (17 Dec 2013)

- ! In settings, check if a hotkey is already ass
- * Fix the new keyboard handling.

Changes in 1.09.0 (01 Dec 2013)

- ! Title options are more consistent.
- ! Activate ConsoleZ (global) hotkey minimizes t
- ! Quake like: activates the previous applicatio
- ! Buffer rows limit increased to 32766.
- ! Can configure the number of spaces used to de
- + Focus follows mouse.
- + New actions in "File" menu:
 - "Close All Tabs BUT This"
 - "Close All Tabs to the Left"
 - "Close All Tabs to the Right"
- + Right click on tabs: selects the tab and disp
- + New cursor that mimics the Windows console's

- + Can specify an initial application window size
- + Can save the application window size (in pixe.
- + Allow multiple instances (or single instance)
- + Blinking XTerm Cursor.
- + Support of drag and drop in settings.
- + Can hide icons in tabs bar.
- * Fix problem with dead chars sent to multiple
- * Fix icon extraction with negative index.
- * Fix a visual bug when caption and resize are
- * Transmit the current working directory when a
- * Maximized application was restored at wrong p
- * If the scroll bar is unnecessary, disable the

Changes in 1.08.0 (28 Sep 2013)

- ! prettier split bar (aero only).
- + displays intensified colors in bold.
- + displays intensified colors in italic.
- + user can configure an extra width added to the
- + shell can be launched with elevated priviledge
- + supports shell link files (.lnk) in tabs sett. Icon, program's path, arguments, working direction are extracted from the link.
- * Some cursors was hidden with black color.
- * Fade cursor was blinking when console was ina-
- * Fix DBCS rendering.
- * Fix DBCS selection.
- * Fix DBCS cursor.
- * Fix hang when starting with multiple startup
- * Pressing alt key will switch the menu bar vispermanently on.
- * Fix pasting to multiple views when views are
- * Inputs are no longer sent to views do not bel-

* Active view cannot be painted (and 100% cpu).

Changes in 1.07.1 (05 Jul 2013)

- * Sometimes the application could not start wit The delay between initial tabs was uninitiali
- * Icons missing in tabs menu popup.

Changes in 1.07.0 (26 May 2013)

- ! Limits the maximized windows size on monitors so ConsoleZ, with no border, no longer overla
- ! Changing tabbar position in settings no longe
- ! Settings edition no longer modifies the zoom
- + Full screen support
- + Full screen button in taskbar
- + Full screen hot key (default: F11)
- + Full screen settings: can start in full scree
- + Left and right delimiters for word selection
- + View can be closed from the menu
- + New behavior settings:
 - "Allow closing the last tab/view"
 - "Confirm before closing multiple tabs/views"
- + Color map per tab
- + Color map can be imported from another config
- + 3 context menus can be configured in mouse se Context menu #1 = full menu Context menu #2 = configured tabs

- Context menu #3 = opened tabs
- + Zoom factor in status bar
- + New hotkeys:
 - "Zoom 100%" (default: CTRL+0 NUM KEYPAD)

 - "Zoom increment" (default: CTRL++ NUM KEYPAD)
 "Zoom decrement" (default: CTRL+- NUM KEYPAD)

- * Caption was removed when border was unchecked
- * Display of hotkey '&' in menu was truncated
- * Press ALT key, with mouse action, no longer s

Changes in 1.06.0 (24 Mar 2013)

- ! The cloned tab title is suffixed with (2).
- ! about dialog box improvement
- ! Hotkeys are displayed in the menu
- ! Restart is no longer needed for these appeara "Caption"
 - "Resizable"
 - "Border"
 - "Taskbar button"
- + new option "Net Only" to "Run as user" the user credentials are used only to access the user is displayed in tab title surrounded
- + "Run as user" supports UPN format (user@domai
- + new buttons in the toolbar:
 - "Rename tab"
 - "Split Horizontally"
 - "Split Vertically"
- + new hotkeys:
 - "New Tab 11" (default: CTRL+F11)
 - "New Tab 12" (default: CTRL+F12)
 - "Switch to left view" (default: ALT+LEFT)
 - "Switch to right view" (default: ALT+RIGHT)
 - "Switch to top view" (default: ALT+UP)
 - "Switch to bottom view" (default: ALT+DOWN)
- + Windows key can be used in global hotkeys.
- + The glass frame extended in client area (tool move the window.
- + The glass frame extended in client area (tabs

- maximize or restore the window by double clic
- * If the only one tab was cloned, the "delete"
- * Under Windows 8, the call to GetTextMetrics f The return code wasn't checked and char metri
- * wrong tabs scrolling
- * close button drawing
- * background of tab was black with basic Window
- * error handling and return code checking
- * Re-add tray icon if Windows Explorer restarts
- * When files are dropped on a view, this view g
- * Title was not updated when view changed.

Changes in 1.05.0 (2 Feb 2013)

- ! FreeImage 3.15.4
- ! Visual Studio 2012
- ! WTL 8.1.12085
- ! Forces monospace displaying by adjusting the size of chars larger than av
- ! Limits vertical scrolling to the furthest buf
- + Windows 8 can use a wallpaper per monitor.
- + Displays a closing confirmation when there is but multiple views.
- + Improves the status bar with: console buffer size, console screen size, selection size and console PID
- * Dropping a file affects all views in a group.
- * Aero glass margins are resetted when composit (hibernation disables DWM, at wakeup ConsoleZ