

Pinboard 2



Contents

Installation.....	5
Pinboard 2.....	6
Overview.....	6
Using shortcuts.....	7
Iconised windows.....	7
Saved files.....	8
The Pinboard menu.....	8
Display.....	9
Selection.....	10
Tidy.....	11
Open.....	11
Remove shortcut.....	11
Lock position.....	11
Unlock position.....	11
Align to Grid.....	11
Set Alias.....	12
Copy file.....	13
Rename file.....	14
Delete file.....	14
Count.....	14
Help.....	15
Info.....	15
Set type.....	16
Stamp.....	16
Open parent.....	16
Select all.....	17
Clear selection.....	17
Show pinboard.....	17
Configure.....	18
New directory.....	18
New sticky.....	18
Open Pinboard dir.....	19
Save.....	19

Reset changes.....	19
Sticky Notes.....	20
Save all.....	21
Export.....	21
Delete sticky.....	22
Set title.....	22
Foreground colour.....	23
Background colour.....	24
Change font.....	25
TinyDirs.....	26
General.....	26
Select all.....	26
Clear selection.....	27
Remove icon.....	27
Set alias.....	27
Open parent.....	27
PinSetup.....	28
Opening the configuration.....	28
Background.....	30
Standard image.....	30
Custom image.....	31
Background colour.....	33
Pin appearance.....	34
Pin arrangement.....	36
Stickies.....	38
Pinboard dir.....	40
Watermark.....	42
Miscellaneous.....	44
* commands.....	47
*Desktop_Pinboard.....	47
*AddTinyDir [<file name>].....	47
*XAddTinyDir <file name>.....	47
*RemoveTinyDir [<file name>].....	47
*Pinboard [-Grid] [-IconiseToIconBar].....	48
*Pin <file name> <X coordinate> <Y coordinate>.....	48

*XPin <file name> <X coordinate> <Y coordinate>.....	48
*Backdrop <file name> [<options>].....	48
*Backdrop2 <options>.....	49
*PinboardOptions <options>.....	49
*Pinboard2Options <options>.....	51
*Pinboard_IconSprites <file name>.....	52
*PinboardStickies <options>.....	52
*PinboardWatermark <file name> <options>.....	53
*PinboardModifyPin <file name> <options>.....	53
Acknowledgements.....	55

Installation

To install the software, copy the !Boot application provided on top of your existing !Boot. Rebooting the computer will load the new Pinboard 2 software and replace the existing Pinboard program.

Any existing Pinboard settings should be completely compatible with the replacement program.

Pinboard 2

Overview

The Pinboard provides a workspace on the background of the RISC OS Desktop. It allows you to easily access shortcuts to commonly-used files, directories and applications. You can also copy or save information directly to the background for ease of access. Sticky notes can be attached containing text and the background can be changed from a plain colour to an image (or images) of your choice.



Using shortcuts

To attach a shortcut, drag the file, application or directory from a Filer window onto the Pinboard. It will appear with a small red pin in the corner. You can drag more than one file at once if you wish.

The shortcut can be moved around the Pinboard by dragging it.

To open the file, application or directory, double-click **Select** on the shortcut icon.

To open the file, application or directory and remove the icon, double-click **Adjust** on it.

To copy the original contents of the shortcut to another location, drag it to a Filer window.

Iconised windows

RISC OS application windows can be iconised by holding **Shift** and clicking the window close icon, or by clicking on the iconise icon in the top-right corner. The window will be hidden and a small icon will appear with a red pin in it.

To re-open the window, double-click **Select** on the icon.

To access the application's window menu without opening the window fully, hold **Shift** and click **Menu** over the icon.

Saved files

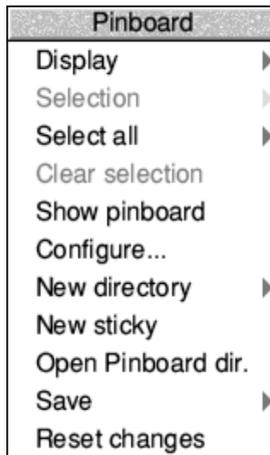
The Pinboard can also act as an extra storage space for files and applications.

You can save information directly to it from an application by dragging the file from a normal ‘Save as’ dialogue to the background. An icon will appear on the background without a red pin in it so that you know it is a real file rather than a shortcut.

If configured (see PinSetup, below), you can copy items directly from a Filer window by holding down Ctrl when dragging them onto the background. If you hold down both Shift and Ctrl then the files will be moved from their original source to the Pinboard.

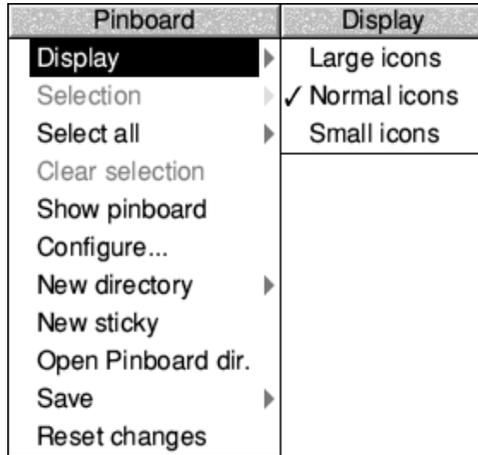
The Pinboard menu

Clicking Menu over the Pinboard will display the main Pinboard menu.



Display

Move the pointer right to open the Display submenu.



There are three sizes of icon which can be displayed on the Pinboard. Click Select over the size of your choice. The existing icons will be adjusted to suit your choice.

- Normal icons are the same size as the standard RISC OS icon set.
- Small icons are compact versions as displayed by the Filer when a small icon view is chosen.



- Large icons are double-sized icons which may improve visibility on smaller or higher resolution displays. If a higher resolution version of the icon is available, it will be used.



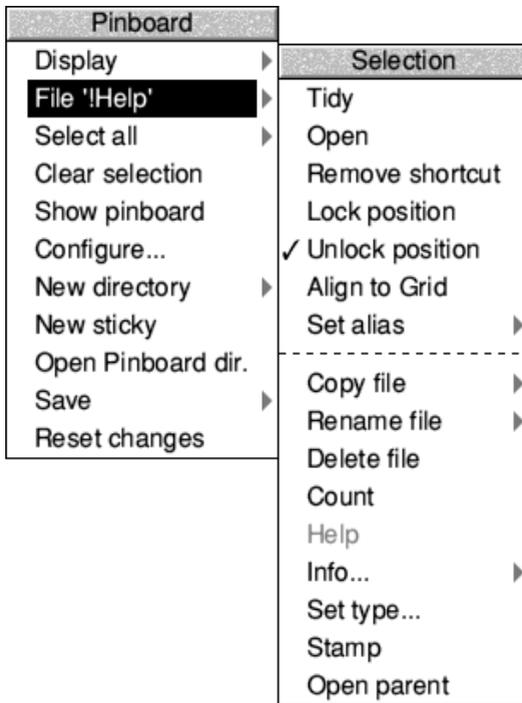
Selection

If an icon has been selected on the Pinboard, then various actions can be carried out.

To select a single icon, click Select on it. It will be highlighted. To deselect the icon, click elsewhere.

Use the Adjust button to select or deselect multiple icons.

You can also drag over an area to select all icons in that area.



Tidy

Click Select to tidy the selected icons to your preferred location (see PinSetup, below). By default, this is the top-left corner of the screen with the icons running horizontally.

Open

Click Select to open the selected files, directories or applications.

Remove shortcut

Click Select to remove the shortcut icon from the Pinboard. The original file is left unchanged.

Lock position

Click Select to lock the selected icons in place. It will not be possible to drag them around when locked. A locked icon has a blue pin as well as a red pin attached to it.

Unlock position

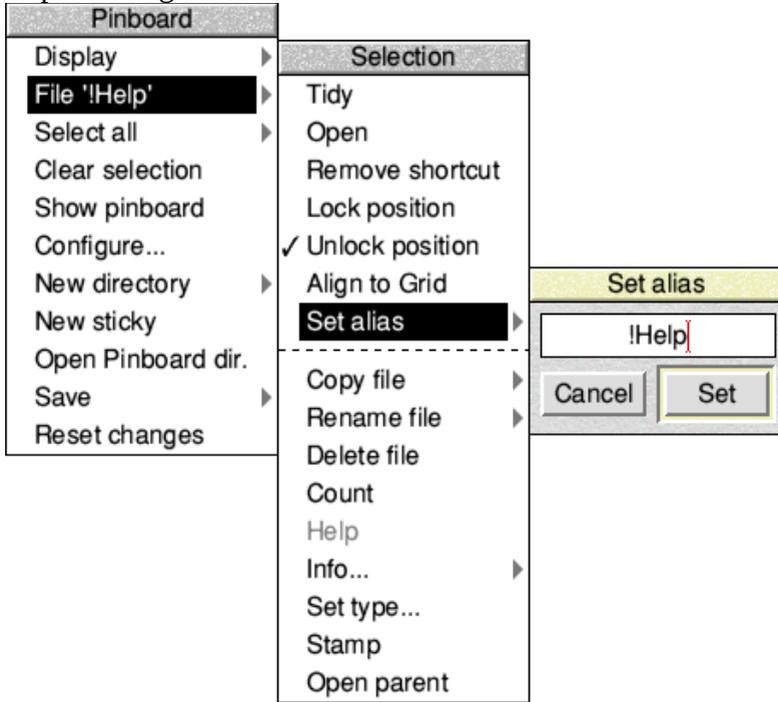
Click Select to unlock the selected icons so that they can be dragged once more.

Align to Grid

Click Select to rearrange the selected icons so that they fit in a grid more nicely.

Set Alias

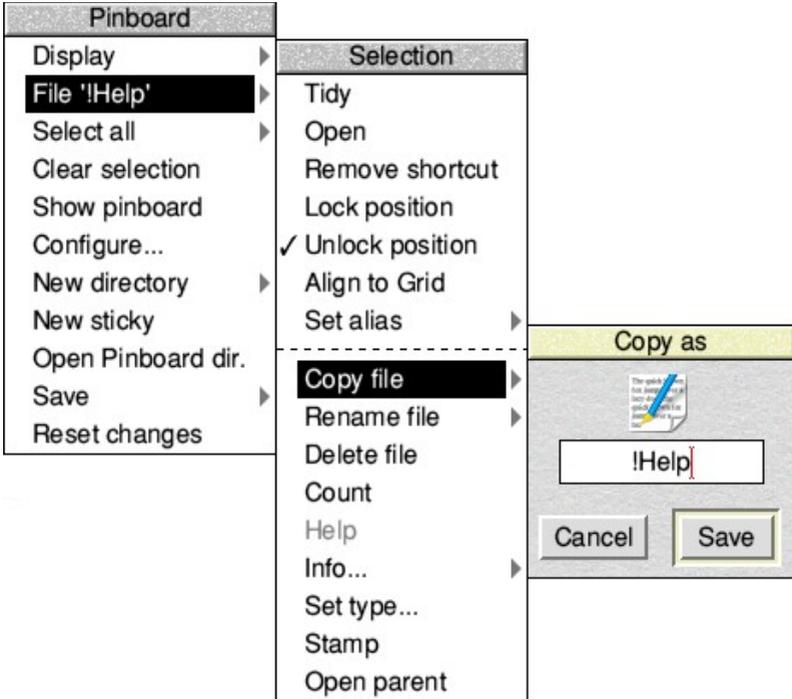
Move the pointer right to set an alias for the icon.



Enter an alias for the icon and click **Set**. The alias will be displayed on the background instead of the usual filename. This does not change the name of the original file or directory. If you remove all of the text, the original filename will be displayed once more.

Copy file

Move the pointer right to copy the file, directory or application to a new location.

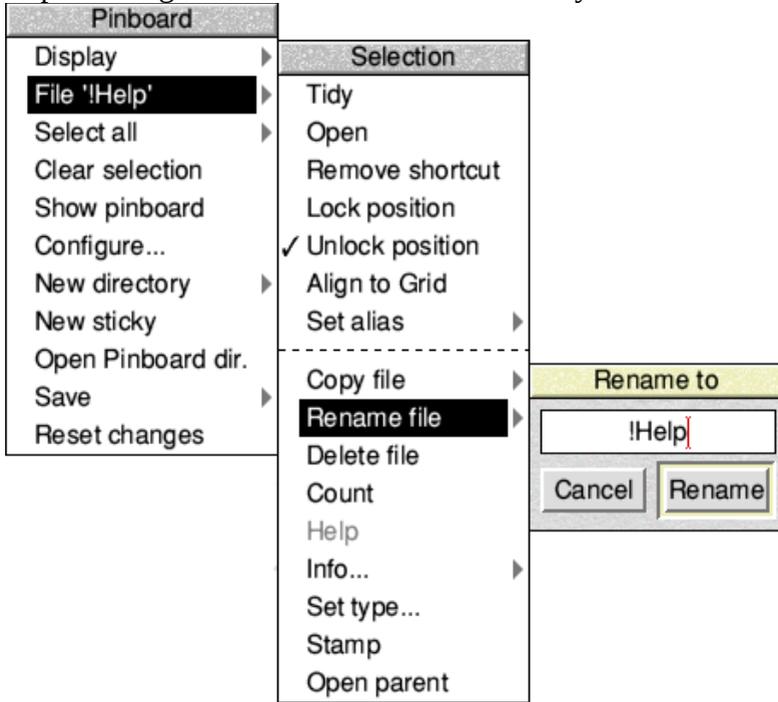


The window is a standard RISC OS save dialogue. You can change the resulting filename if you wish.

Drag the icon to a Filer window to copy the file.

Rename file

Move the pointer right to rename the file or directory.



Enter the new name and click Rename. This will rename the file in its original disk location as well as updating the name displayed on the Pinboard.

Delete file

Click Select to delete the file. **This will delete the original file from disk, as well as removing the icon.**

Count

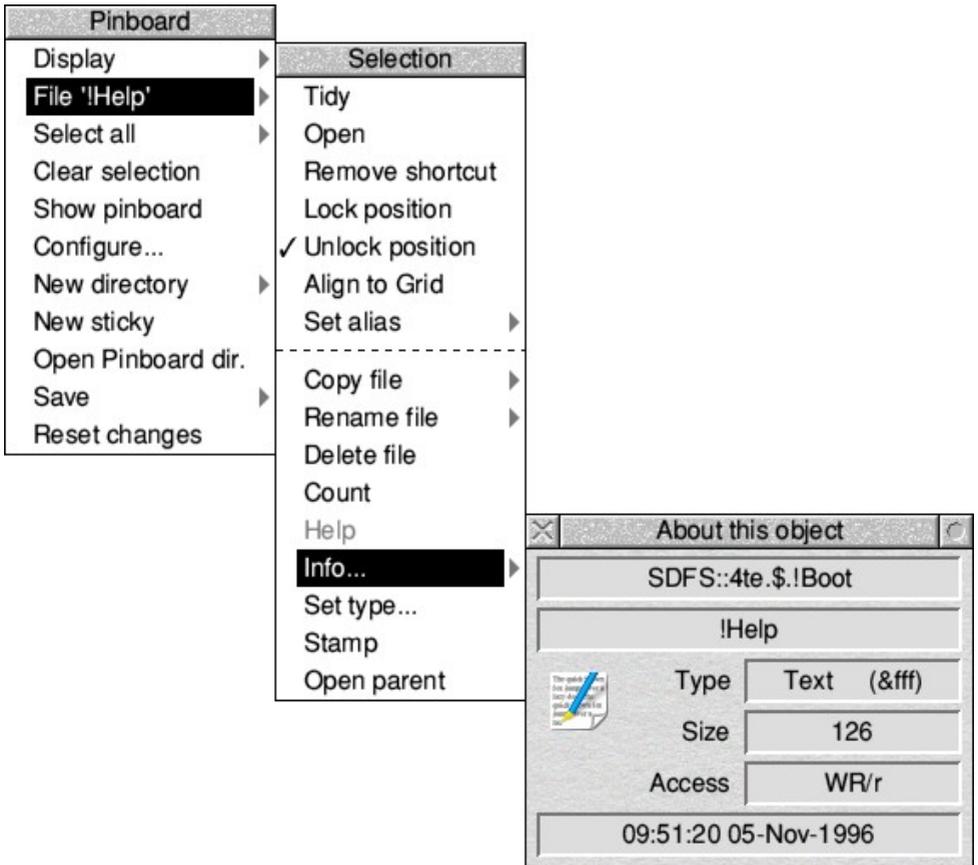
Click Select to count the size of the files and directories that have been selected.

Help

If you have selected an Application and it has a help file available, click Select to view it.

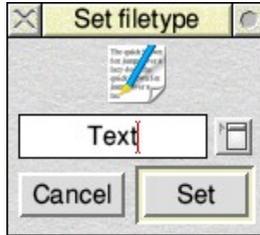
Info...

Either click Select or move the pointer right to display information about a selected item.



Set type...

Click Select to change the RISC OS filetype of the selected files.



You can either enter the textual name of the filetype (such as Text or Sprite), or choose from your computer's currently known filetypes by clicking on the menu icon.

Click Set to make the change.

Stamp

Click Select to update the time stamp for all the selected items.

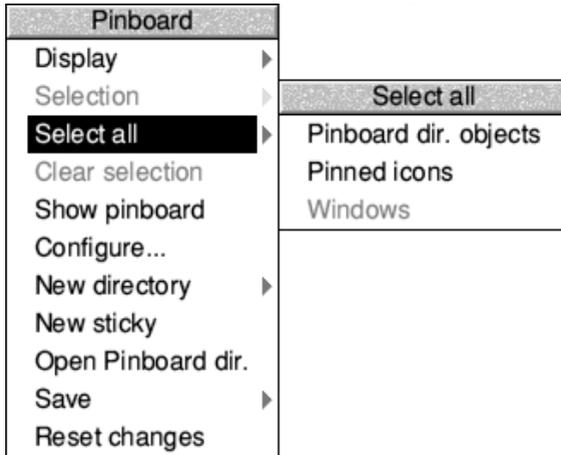
Open parent

Click Select to open a Filer window showing the Parent directory of the selected items.

Select all

Click Select to select all icons on the Pinboard.

Move the pointer right to choose a subset of icons to select.



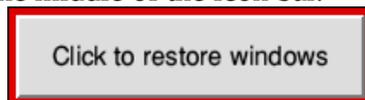
Pinboard dir. objects are files, directories and applications that have been saved into the Pinboard. Pinned icons are normal file shortcuts. Windows are iconised windows.

Clear selection

Click Select to deselect any selected icons on the Pinboard.

Show pinboard

Click Select to bring the Pinboard to the front, hiding all windows. A button will appear on the middle of the icon bar.



Click to return the Pinboard to its normal position. Alternatively, if a new window gains the input focus (for example, if you open a new file in Edit) then the Pinboard will move to the background again.

Configure...

Click Select to open the configuration window. This allows you to adjust various aspects of the Pinboard's behaviour and appearance. See the PinSetup section below for more information.

New directory

Move the pointer right to open the New directory window. This allows you to create a directory directly on the Pinboard itself.



Enter a name for the new directory and press Return or click Create.

New sticky

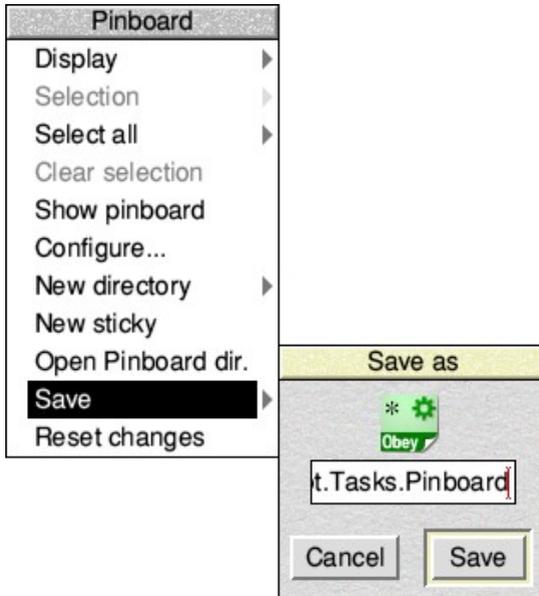
Click Select to create a new Sticky note on the Pinboard. See Sticky notes below for more information.

Open Pinboard dir.

Click Select to open the location that is used to store all of the Pinboard files in a Filer window.

Save

Move the pointer right to open the Save window.



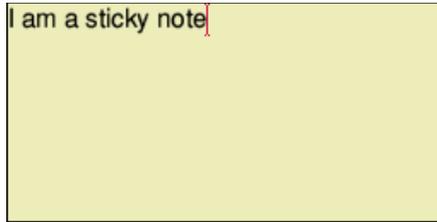
This is a standard RISC OS Save dialogue that allows you to save your current pin locations. The default filename is the one used at boot time to load your initial Pinboard.

Reset changes

Click Select to reset the Pinboard to the settings and icons used at last start up, or when last saved.

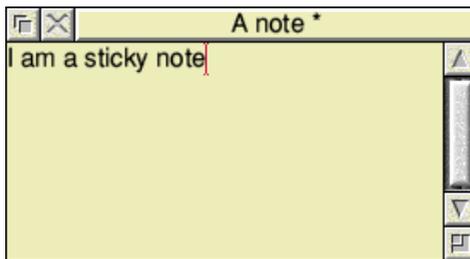
Sticky Notes

Sticky notes are text boxes that can be attached to the Pinboard. You can use them to hold bits of information that you want to be able to refer to without having to find and open files.



To create a new Sticky, click Menu over the Pinboard and select the New sticky option.

If you move the mouse pointer over a sticky note, its title and size adjustments appear. You can alter the size to suit or move the sticky around the Pinboard like a normal window. It will always be displayed underneath normal application windows.



Clicking the close icon will delete the Sticky.

To edit the text, click over the Sticky and type away. You can drag a text file onto a Sticky to import the content.

Click Menu over the Sticky to perform further actions.



Save all

Click Select to save all of the current Sticky text and positions to disk. This saves information for all notes on the Pinboard, not just the one that generated the menu.

Export

Move the pointer right to save the content of the Sticky to a new location. This is a standard RISC OS save dialogue.

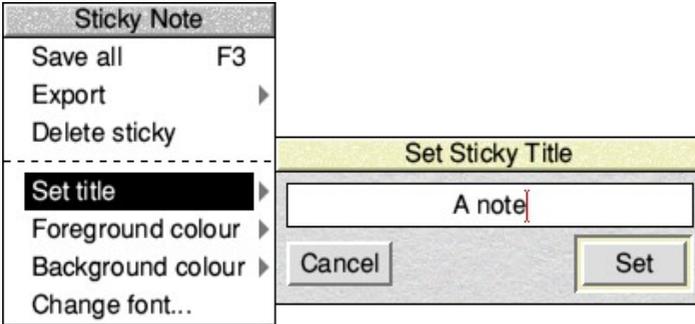


Delete sticky

Click Select to delete the current Sticky note from the Pinboard.

Set title

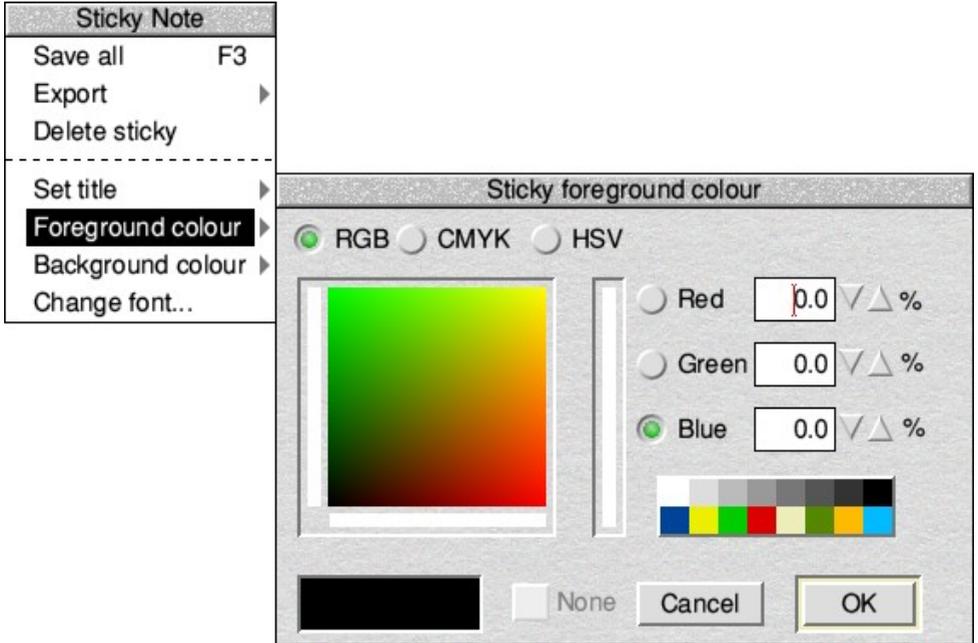
Move the pointer right to change the title used for the Sticky when the mouse pointer is over it.



Enter a new title and press Return or click Set.

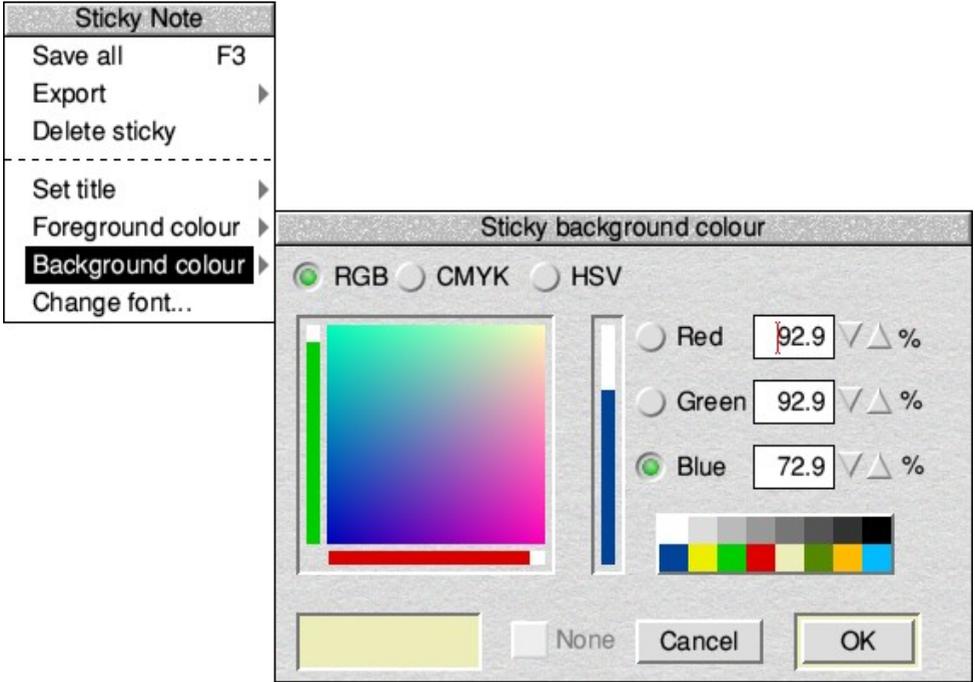
Foreground colour

Move the pointer right to change the text writing colour used for the Sticky. The default is black. A standard RISC OS colour chooser is provided.



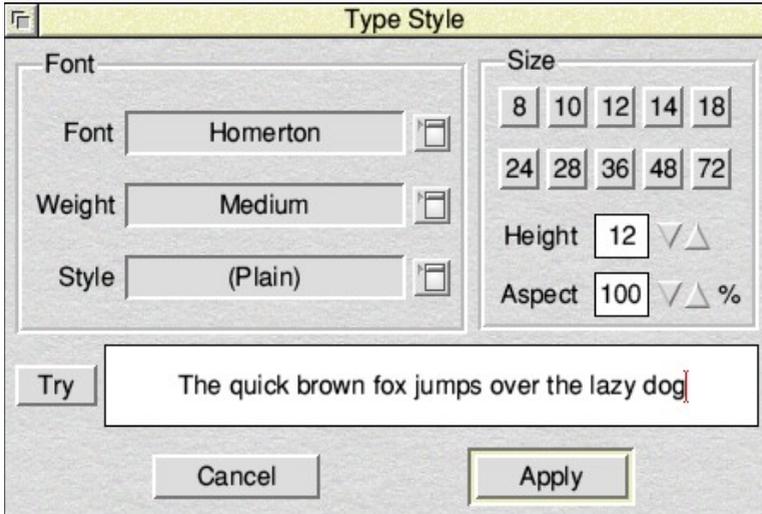
Background colour

Move the pointer right to change the colour for the Sticky's background. The default is cream. A standard RISC OS colour chooser is provided.



Change font...

Click Select to change the text font used to display the Sticky. A standard RISC OS font chooser is used.



TinyDirs

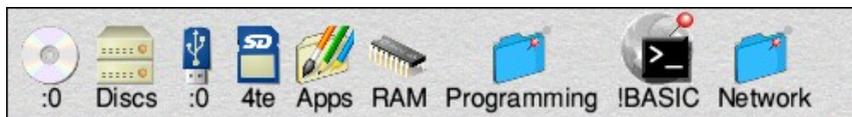
General

TinyDirs let you keep Pinboard icons on the icon bar as well as the background.

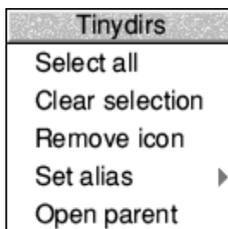
Before use, they need to be enabled by using the `*AddTinyDir` command. After this, a blank directory icon is displayed on the icon bar.



You can drag files, directories and applications to this to add shortcuts to the icon bar. You can also move shortcuts between the icon bar and the Pinboard itself.



Click Menu over a TinyDir icon to open the TinyDir menu.



Select all

Click Select to select all of the TinyDirs icons.

Clear selection

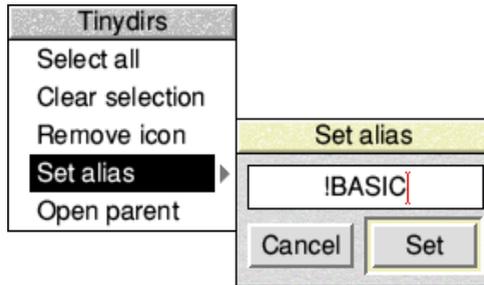
Click Select to clear any selected TinyDirs icons.

Remove icon

Click select to remove any selected icons from the icon bar

Set alias

Move the pointer right to set an alias for the icon.



Enter a new name and then press Return or click Set. If you make a blank entry, the original name will be restored. The alias has no effect on the original file or application.

Open parent

Click Select to show the parent directory for this file in the Filer.

PinSetup

A range of features can be configured to suit the requirements of the user. This is performed using a separate configuration tool.

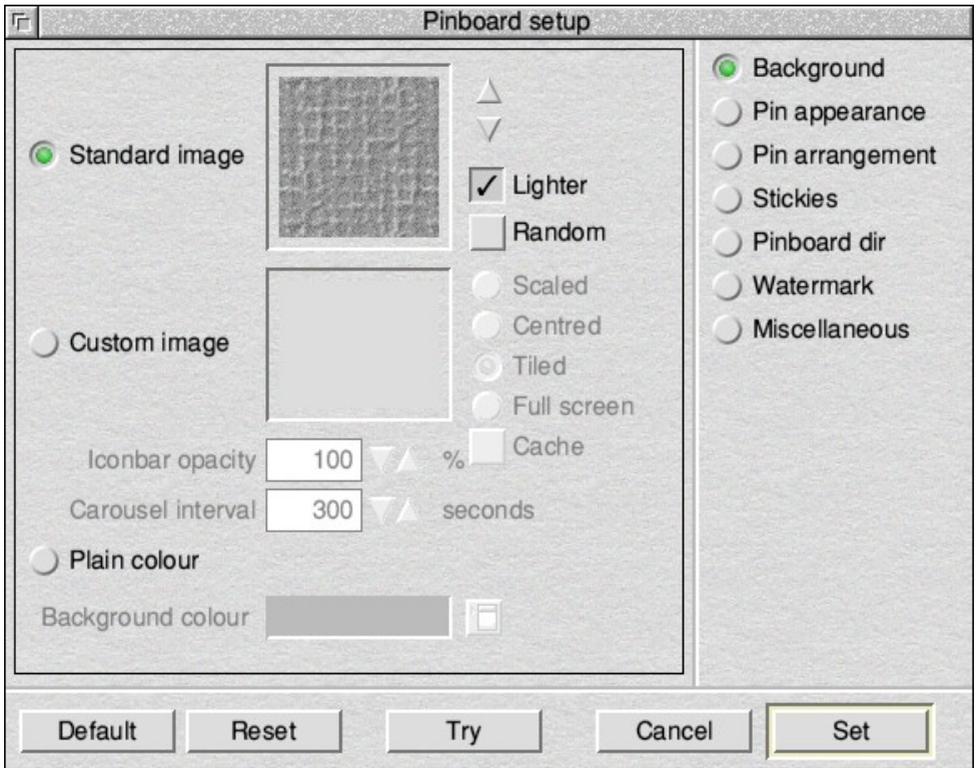
Opening the configuration

The configuration tool can be accessed by

- Clicking Menu over the Pinboard and then choosing the Configure... option.
- Double-clicking on !Boot to open the normal system configuration window and then choosing the Pinboard option.



The Pinboard setup window will be displayed.



The configuration is split into a number of sections. Click on the appropriate button at the right of the window to view a section.

Click **Default** to reset the configuration to a standard initial setup.

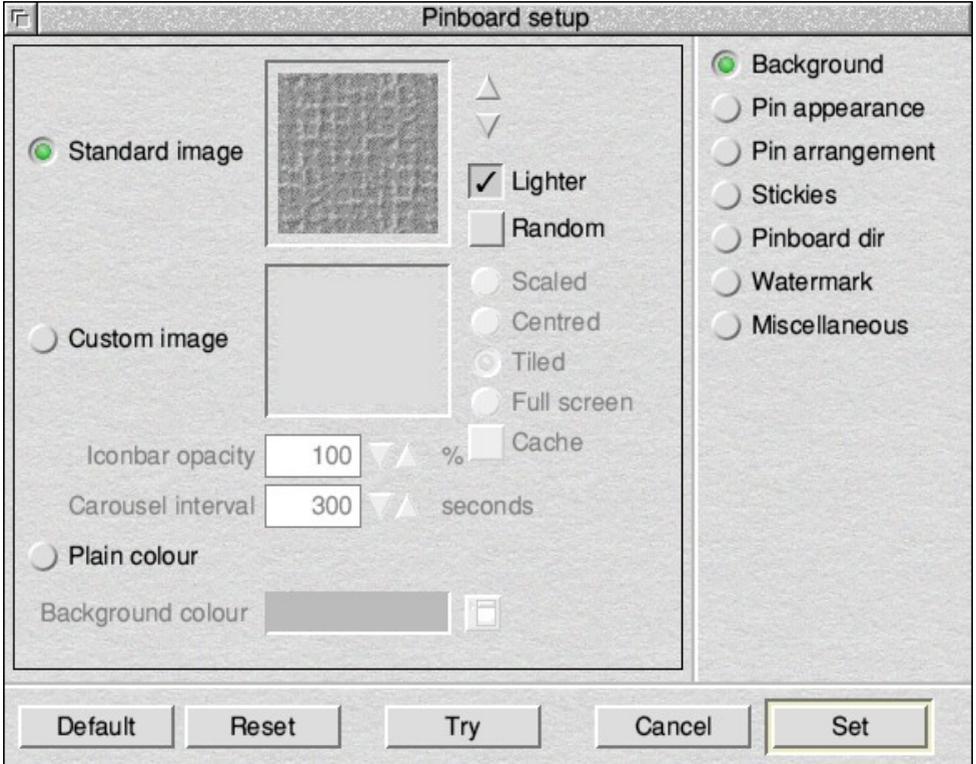
Click **Reset** to reset the configuration to the last saved state.

Click **Try** to see what effect your configuration has on the Pinboard without changing the saved configuration.

Click **Cancel** to close the configuration tool without making any changes.

Click **Set** to save and enforce the new configuration options.

Background



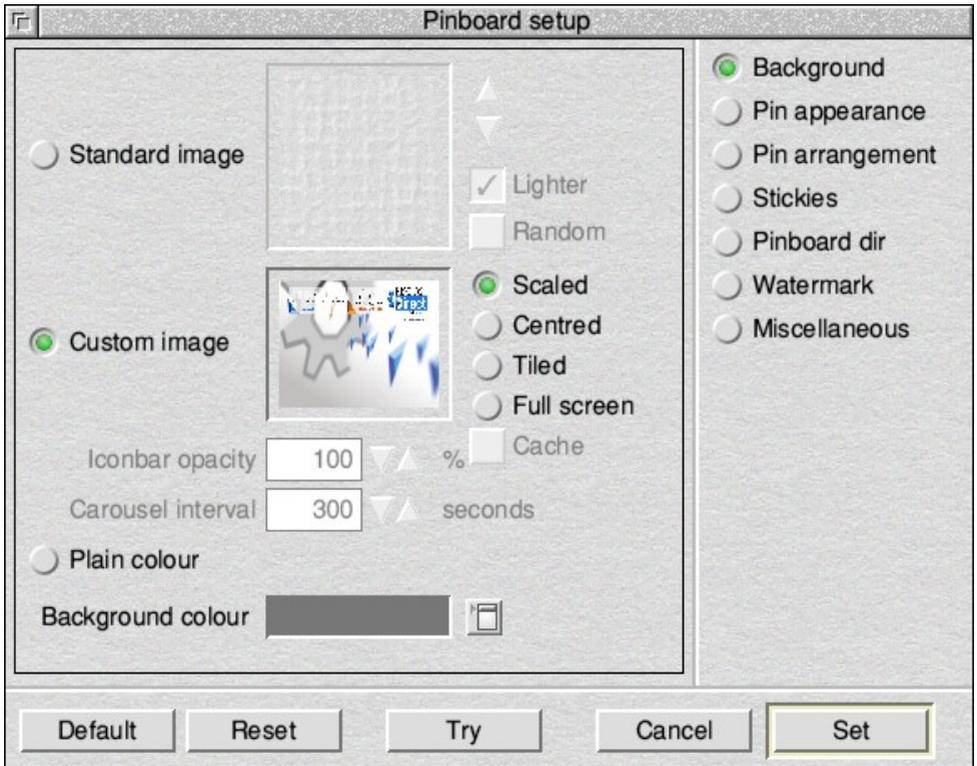
The Background panel allows you to set the overall appearance of the Desktop background.

Standard image

Choose this option to use one of the default RISC OS Desktop backgrounds. The image is tiled across the screen. You can change the image using the up and down arrows. Click **Lighter** for a lighter version of the image. Click **Random** for a lucky dip at each reboot.

Custom image

Choose this option to use one or more of your own image files as a background.



Drag an image file into the image area to use it. A preview will be shown. Standard supported image types are Sprite and JPEG formats. However, any image type supported by ChangeFSI can also be used including PNG.

There are various ways in which the image may be displayed. Click on the corresponding button to select one.

- Scaled

the image is scaled to fit in the screen area above the icon bar.

- Centred

the image is centred on the screen at its normal size. Any gaps are filled in with a plain background colour.

- Tiled

the image is repeated to fill the full screen area above the icon bar.

- Full screen

the image is scaled to fit in the whole screen. The bottom part of the image will be obscured by the icon bar. This is a useful setting when using background images that are standard screen sizes.

The Cache option allows JPEG images to be stored in memory in an uncompressed format. This speeds redraw at the expense of increased memory usage.

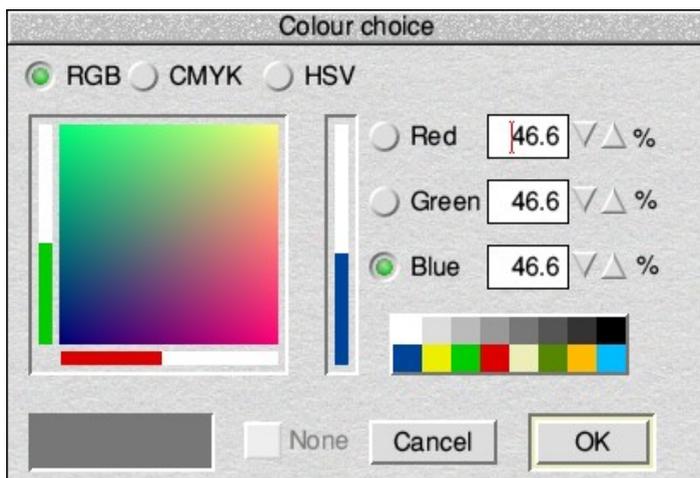
If you drag a directory rather than an image file to the image area, then each image in turn will be displayed for a period of time on the background. The Carousel interval allows you to determine the amount of time for which each background image is used.

If an image is displayed in Full screen mode, the Icon bar opacity can be reduced to allow the bottom part of the image to be seen through it. This will increase processor workload, especially if the icon bar is scrolled, but can be aesthetically pleasing.

Opacity requires a version of RISC OS 5 dated later than November 2021, and that textured windows are enabled in the RISC OS 5 Theme configuration settings. If you do not like textured windows, consider creating (or copying) an existing theme, and replacing the window texture tile in the Sprites22 file with a solid colour texture.

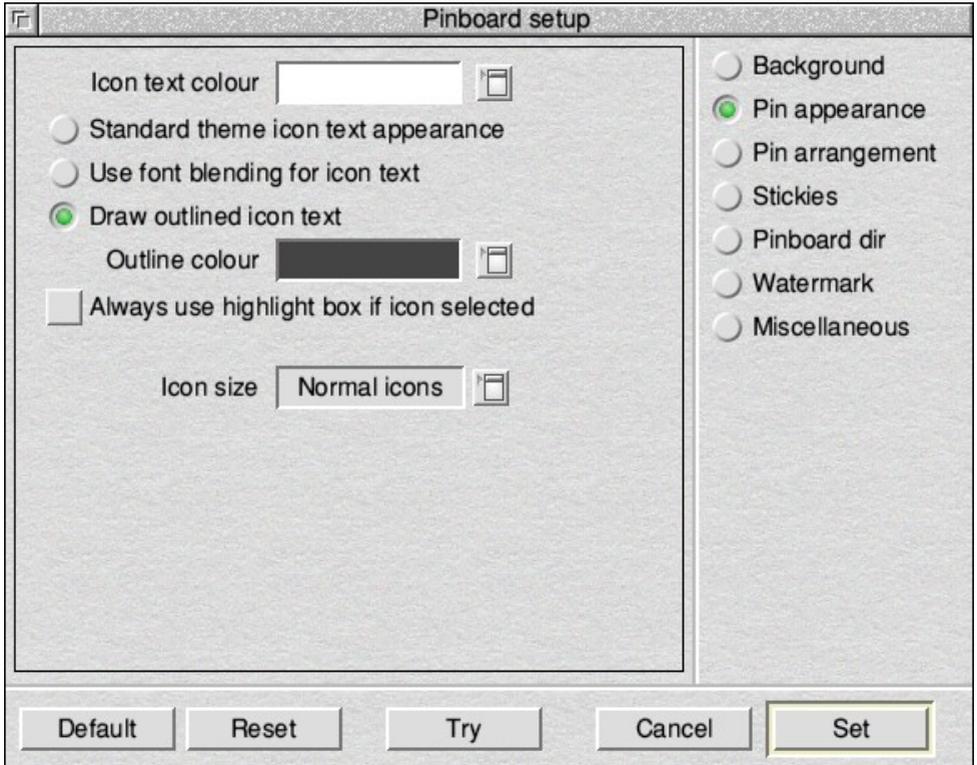
Background colour

A plain background colour can be used instead of an image. Click Select on the menu icon to display a standard RISC OS colour chooser.



Pin appearance

The Pin appearance panel lets you change the way the icons and text are drawn on the Pinboard.



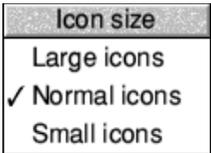
To change the colour of the text, click on the menu button next to Icon text colour. A standard RISC OS colour chooser is used.

There are three ways the text can be displayed. Different images may suit different styles of text rendering. Click Select on the corresponding icon to choose one.

- **Standard theme icon text appearance** - the normal style used for all other Desktop icon text will be used to show text on the Pinboard.
- **Use font blending for icon text** - the text will be painted and blended into the background. This reduces the unwanted highlights that can appear when standard anti-aliased text is drawn.
- **Draw outlined icon text** - to increase visibility, an outline is drawn around the text. This ensures that, for example, white text is visible over a white section of an image. The colour used for the outline can be changed by clicking on the menu icons. This uses a normal RISC OS colour chooser.

The Always use highlight box if icon selected option will ensure that a coloured box is drawn behind the text of a selected Pinboard icon to ensure it is visible. This may be useful for some background images.

The default icon size can be changed by clicking on the Icon size menu button.



Click Select to choose the desired size.

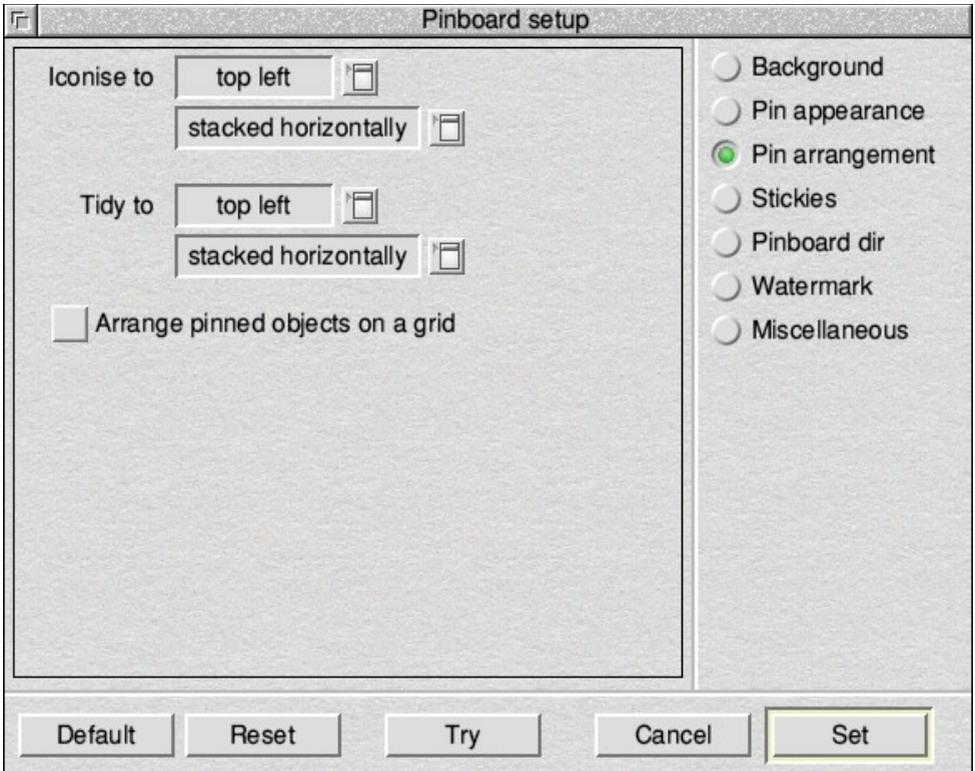
- **Normal icons** are the same size as the standard RISC OS icon set.
- **Small icons** are compact versions as displayed by the Filer when a small icon view is chosen.



- Large icons are double-sized icons which may improve visibility on smaller or higher resolution displays. If a higher resolution version of the icon is available, it will be used.



Pin arrangement



The Pin arrangement panel allows you to configure how the icons are positioned when they are tidied (with the Pinboard's Selection => Tidy option) or when windows are iconised.

Click on the menu buttons to choose the destination and stacking of the icons.

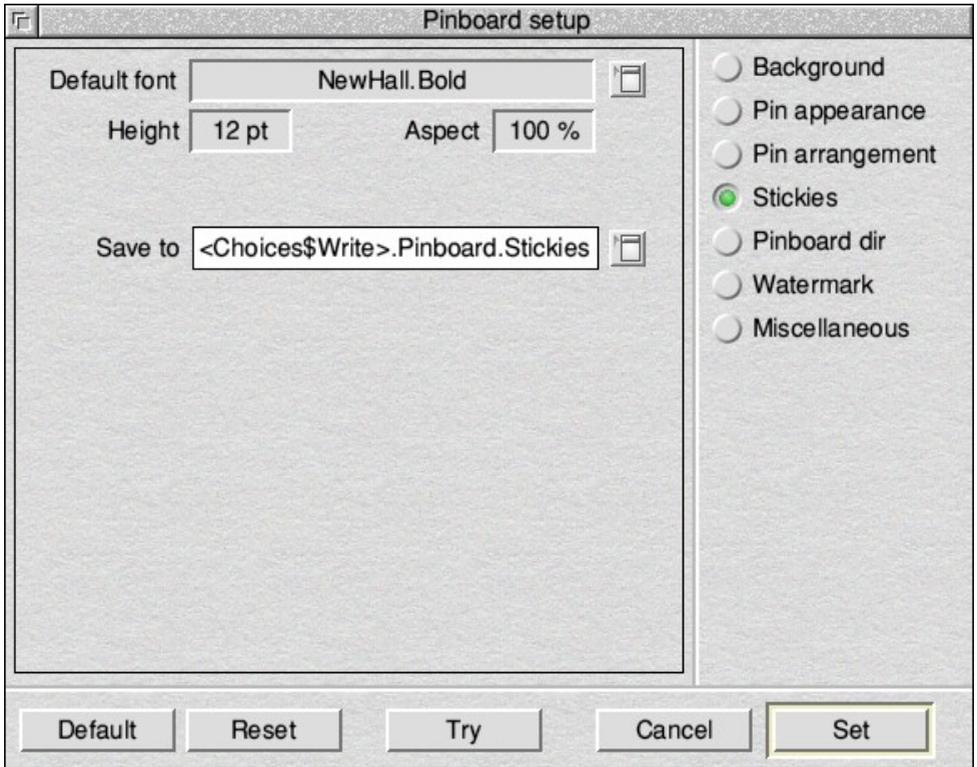
Iconise to
button
icon bar
<input checked="" type="checkbox"/> top left
bottom left
top right
bottom right

Tidy to
<input checked="" type="checkbox"/> top left
bottom left
top right
bottom right

Stacking
<input checked="" type="checkbox"/> stacked horizontally
stacked vertically

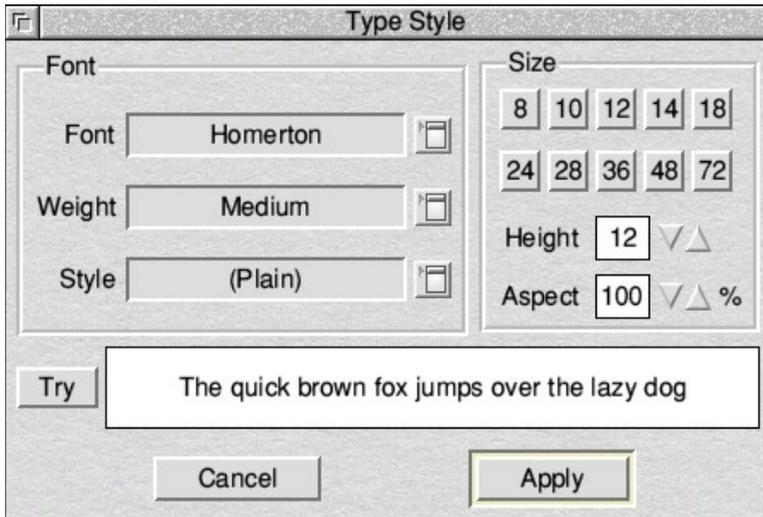
Click Select on the Arrange pinned objects on a grid option to automatically adjust the position of objects when they are dragged so they line up better in a grid.

Stickies



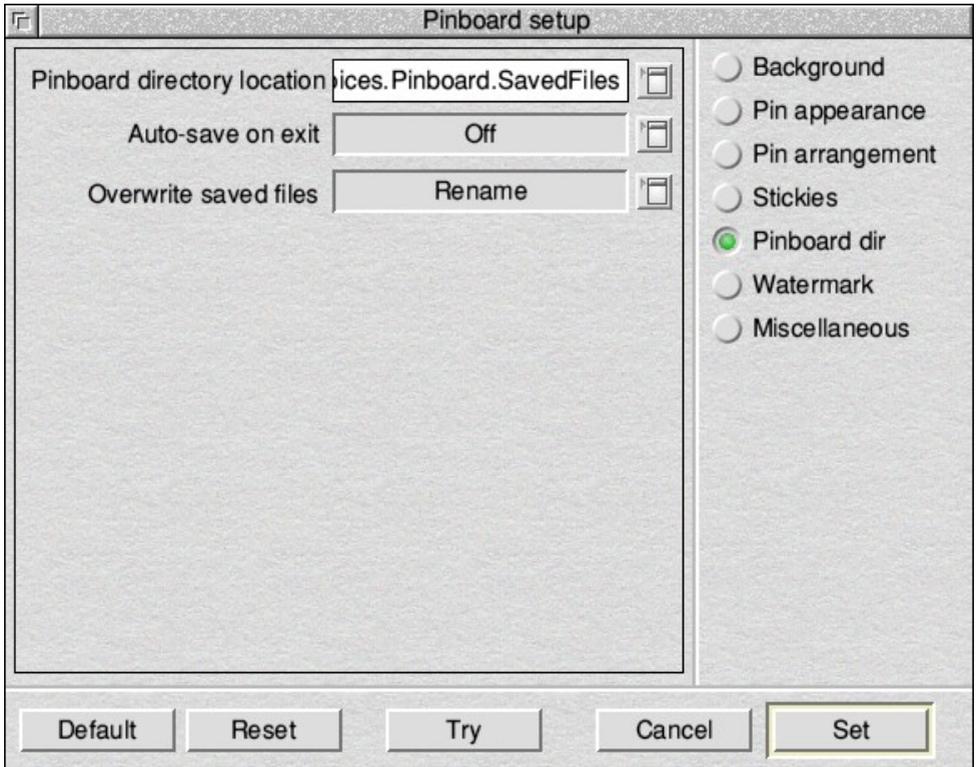
The Stickies panel allows configuration of the default font and storage location for the Sticky notes.

To change the font, click on the menu icon. A standard RISC OS font chooser is displayed.



Sticky notes are saved in a single file. The storage location for the Sticky notes can be altered either by entering a filename in the Save to box or by clicking on the menu icon to open a standard RISC OS save dialogue.

Pinboard dir



The Pinboard dir panel allows you to alter the storage settings used by the Pinboard.

Pinboard directory location shows the current directory location of files that have been saved to the Pinboard. You can move this either by entering a new filename or by clicking on the menu button to generate a standard RISC OS save dialogue. If you alter the location, the files will be moved when the configuration is saved.

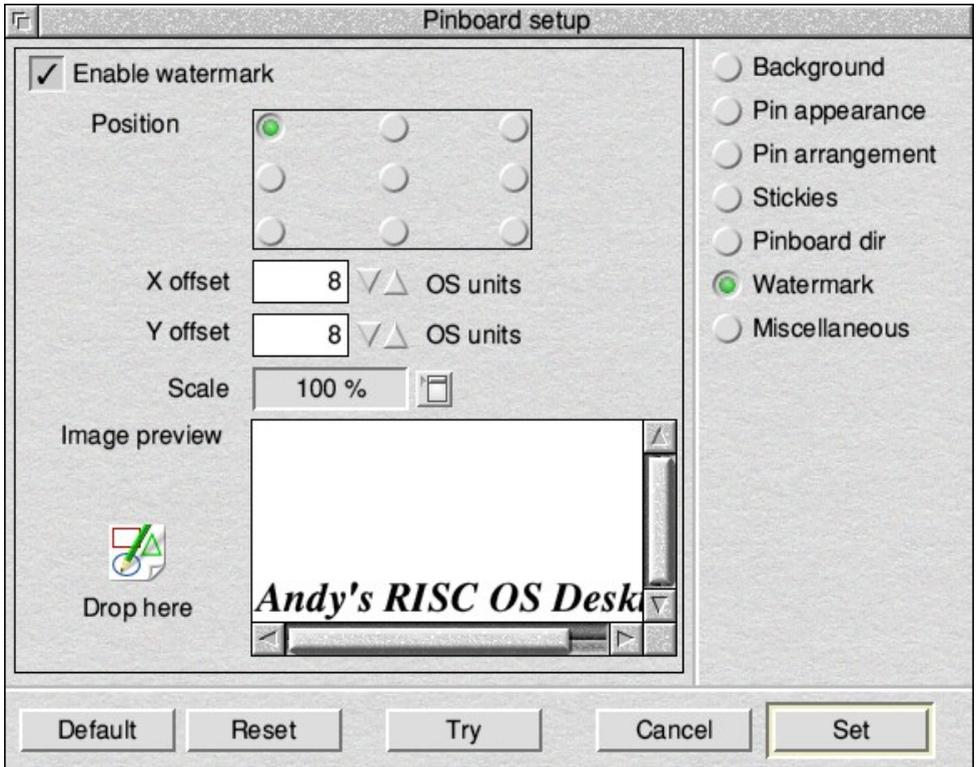
Auto-save on exit allows you to choose what happens when the Pinboard is exited (normally at system shutdown). Click on the menu button to choose from

- Off
nothing happens.
- Confirm
the current Sticky notes and shortcuts and icon positions will be saved if you give the go-ahead.
- Always
the current Sticky notes and shortcuts and icon positions will be saved without any prompting.

Overwrite saved files allows you to determine the behaviour if you try to save a file directly onto the Pinboard when a file with the same name already exists. Click on the menu button to choose from

- Always
the original file will always be quietly overwritten.
- Rename
the original file will be renamed so that it is preserved. A number will be added to the end, so TextFile may become TextFile_1.
- Confirm
a prompt for confirmation will be given before the file is overwritten.

Watermark



A watermark is a Draw file that is applied to the background image of the Pinboard. It allows you to have a standard adornment without having to manually edit all of your image files. For example, you might have a simple image with your organisation's name.

Click **Enable watermark** to enable the feature.

Drag a Draw file into the drop zone to use it. A preview will be displayed in the adjacent area of the panel.

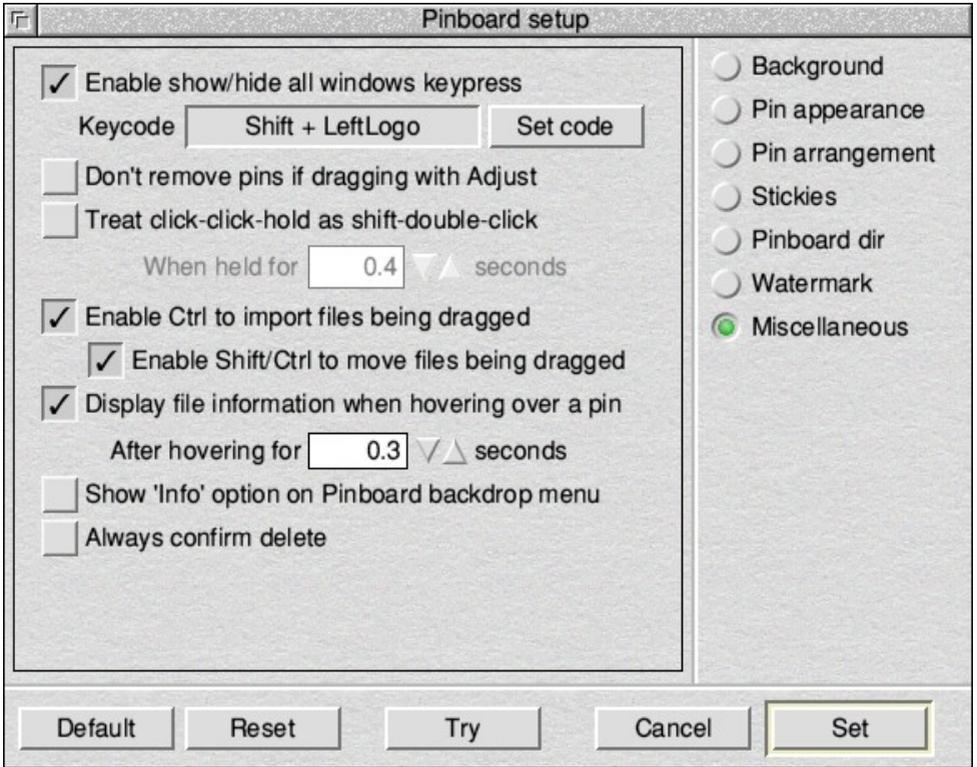
The **Position** buttons allow you to determine where the image is drawn over your background. It can be in any corner, centred along any side or positioned dead centre.

For corners, X (horizontal) and Y (vertical) offsets can be entered to move the image out from the edge.

For the left and right edges, an X (horizontal) offset can be entered. For the top and bottom edges, a Y (vertical) offset can be entered.

To change the scale used to render the watermark, click on the menu button next to **Scale**.

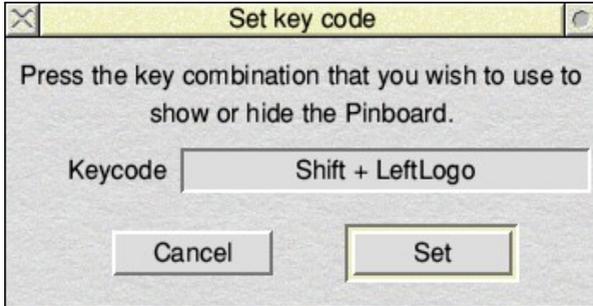
Miscellaneous



The Miscellaneous panel provides access to a range of features that do not fit easily into the other categories.

- Enable show/hide all windows keypress

This option allows you to configure a key press or combination that will toggle the visibility of the Pinboard. Click Set code to provide a key combination.



Press the desired key or combination of keys and then click Set to apply it. Please note that not all key combinations are usable. Please also note that setting a key combination to the same as one used by an application may cause both actions to take place.

- Don't remove pins if dragging with Adjust

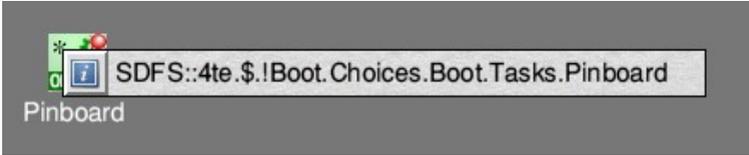
Select this option to prevent the automatic deletion of icons from the Pinboard if you use Adjust to drag them to a Filer window.

- Treat click-click-hold as shift-double-click

If this option is enabled then when double-clicking Select on an application on the Pinboard holding down the Select button when making the final click will open the application directory rather than running it. This is the same effect as holding down Shift to double-click on the icon. The time the mouse button has to be held down can be adjusted as desired.

- Display file information when hovering over a pin

If this option is enabled, then when you keep the mouse pointer still over a Pinboard icon for a period of time (hovering) the full pathname will be displayed with a button to let you view the full file information.



The hover time can be altered as required.

- Show 'Info' option on Pinboard backdrop menu

If this option is enabled then an Info entry is provided at the top of the main Pinboard menu. This provides information about the program version in the standard RISC OS manner.

- Always confirm delete

Enabling this option will prompt the user for confirmation every time a deletion operation is about to take place.

*** commands**

The Pinboard module provides a number of * commands. These are based on and extend the set provided by the original Pinboard module.

***Desktop_Pinboard**

This command is for internal use only. It is necessary to start the Pinboard task when the Desktop starts up.

***AddTinyDir [<file name>]**

Adds a file, application or directory to the desktop icon bar. If used without a file name it provides a blank icon to allow other entries to be added by dragging them to it on the icon bar.

***XAddTinyDir <file name>**

This is similar to AddTinyDir except that should the file not exist no error will be generated. Instead, a 'broken file' icon will be used until the file is found.

***RemoveTinyDir [<file name>]**

Removes a TinyDir entry from the icon bar. It can be used without a file name to remove a blank icon from the icon bar.

***Pinboard [-Grid] [-IconiseToIconBar]**

This clears the Pinboard. There are two optional parameters:

-Grid	-G	All icons will be snapped to a grid
-IconiseToIconBar	-ITIB	Windows will be sent to the icon bar rather than the Pinboard when iconised

***Pin <file name> <X coordinate> <Y coordinate>**

This adds a new icon to the Pinboard at the given coordinates.

***XPin <file name> <X coordinate> <Y coordinate>**

This is similar to *Pin. The key difference is that no error is raised should the file name not exist. Instead, a 'broken file' icon will be used which can be filled in when the file is found.

***BackDrop <file name> [<options>]**

This sets a new image as the background image for the Pinboard. There are various options.

-Centre	-C	Centre the image on the screen
-Tile	-T	Repeat the image as a tile to fill the screen
-Scale	-S	Scale the image to fit the screen area above the icon bar
-NoRecache	-N	Do not try to recache the image

-Remove	-R	at the moment Remove the existing background image
-Colour <colour>	-Col <colour>	Sets the solid background colour
-TextColour <colour>	-TC <colour>	Sets the text colour

***Backdrop2 <options>**

Several extra options are available in Pinboard 2. To reduce incompatibility with other software, these have been provided as a separate * command. These options will only take effect when a subsequent *Backdrop is executed.

-OutlineTextColour <colour>	-OTC <colour>	Add a coloured outline to displayed text on Pinboard icons
-BlendedText	-BT	Use font blending to render text for Pinboard icons
-CacheJPEG	-CJ	JPEG images should be cached when loaded
-FullScreen	-FS	Background image should be scaled to fit the whole screen, with bottom part obscured by the icon bar
-TextRubout	-TRO	Use a highlight box when a Pinboard icon is selected

***PinboardOptions <options>**

This sets a number of options governing the Pinboard's behaviour.

-Grid	-G	All icons will be snapped to a grid
-IconiseToIconBar	-ITIB	Windows will be sent to the icon

-IconiseToTopLeft	-ITTL	bar rather than the Pinboard when iconised
-IconiseToBottomLeft	-ITBL	Icons for iconised windows will be positioned starting in the top-left corner of the screen
-IconiseToTopRight	-ITTR	Icons for iconised windows will be positioned starting in the bottom-left corner of the screen
-IconiseToBottomRight	-ITBR	Icons for iconised windows will be positioned starting in the top-right corner of the screen
-IconiseStackVertical	-ISV	Icons for iconised windows will be positioned starting in the bottom-right corner of the screen
-TidyToTopLeft	-TTTL	Icons for iconised windows will be stacked vertically. If this is omitted, the default is horizontal stacking.
-TidyToBottomLeft	-TTBL	When tidying, icons will be positioned starting from the top-left corner of the screen
-TidyToTopRight	-TTTR	When tidying, icons will be positioned starting from the bottom-left corner of the screen
-TidyToBottomRight	-TTBR	When tidying, icons will be positioned starting from the top-right corner of the screen
-TidyStackVertical	-TSV	When tidying, icons will be positioned starting from the bottom-right corner of the screen
		Tidied icons will be stacked vertically. If this is omitted, the default is horizontal stacking.

*Pinboard2Options <options>

Several extra options are available in Pinboard 2. To reduce incompatibility with other software, these have been provided as a separate * command. These options will only take effect when a subsequent - *PinboardOptions is executed.

-CarouselTime <seconds>	-CT <seconds>	Sets the time between background images when a carousel is in use
-Autosave <off on confirm>	-AS <off on confirm>	Sets the Autosave action when the program is exited at system shutdown
-IconSize <normal small large>	-IS <normal small large>	Sets the displayed icon size on the Pinboard
-Overwrite <always rename confirm>	-O <always rename confirm>	Sets the action taken when a file is being saved to the Pinboard with a name already in use
-DisableAdjust	-DA	Prevents Adjust-drags from removing Pinboard icons
-EnableAdjust	-EA	Allows Adjust-drags to remove Pinboard icons
-DClickHold <cs>	-DCH <cs>	Sets the time the Select button needs to be held to mimic shift-double-click. The time is in centiseconds.
-MenuInfo	-MI	Add an Info option to the top of the Pinboard background menu
-DisableMenuInfo	-DMI	Remove the Info option from the top of the Pinboard background menu
-ConfirmDelete	-CD	All deletions will be confirmed by the user before they are performed
-IconbarOpacity <%>	-IO <%>	Sets the opacity of the iconbar to the given percentage, 0-100.

-ToggleKeyCode <code>	-TKC <code>	Sets the key code used to toggle the Pinboard between front and back. The code is the standard Wimp key code.
-HoverTime <cs>	-HT <cs>	Sets the time delay before a filename popup is shown when the mouse pointer is hovering. 0 disables the popup.
-EnableCtrlDrag	-ECD	Allows use of Ctrl+drag to import files from the Filer to the Pinboard
-EnableShiftCtrlDrag	-ESCD	Allows use of Shift+Ctrl+drag to relocate files from the Filer to the Pinboard

***Pinboard_IconSprites <file name>**

This is used internally by the Pinboard. *IconSprites is an alias to this command so that Pinboard gets to know about all new sprites being installed. This allows it to update any icons and also to keep hold of higher resolution images for double-sized display which would not normally be imported by the Wimp.

***PinboardStickies <options>**

This is used to configure various default aspects of Sticky notes.

- Font Sets the default name and size of the Sticky font. The description is in the form ,<X size in $\frac{1}{16}$ ths point>,<Y size in $\frac{1}{16}$ ths point> so that 10 point is given as 160.
- File <file name> Sets the file name used to save the Sticky information
- Relocate Internal use only. Used by PinSetup when the Sticky file is being relocated
- Save Asks the Pinboard to save the Sticky file

***PinboardWatermark <file name> <options>**

Adds a watermark to the displayed background image. There are several options which determine how it is rendered.

-On		Turn on watermark
-Off		Turn off watermark
-TopLeft	-TL	Sets the position of the watermark on the screen
-TopCentre	-TC	
-TopRight	-TR	
-Left	-L	
-Centre	-C	
-Right	-R	
-BottomLeft	-BL	
-BottomCentre	-BC	
-BottomRight	-BR	
-XOffset <OS units>	-X <OS units>	X offset from the side in OS units
-YOffset <OS units>	-Y <OS units>	Y offset from the top/bottom in OS units
-XScale <scale>	-XS <scale>	Scale for the watermark in the X and Y axes. Scale is given as a decimal, ie 1.0 is full size, with a resolution of $1/_{65536}$.
-YScale <scale>	-YS <scale>	

***PinboardModifyPin <file name> <options>**

Modifies an icon that is already on the Pinboard.

-Lock	-L	Locks the icon to prevent it being dragged
-Unlock	-U	Unlocks the Icon
-Alias <name>	-A <name>	Sets the alias for the icon to name, or removes it if no name given

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Andrew Vawer, February 2023