

Re: WinXP Batch File ???

Source:

<http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.general/2005-07/msg04804.html>

- *From:* "Jon" <Email_Address@xxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Sun, 10 Jul 2005 13:38:18 +0100
-

Try running the "repair icons" option on the repair node of TweakUI. Might be simpler.

<http://www.microsoft.com/windowsxp/downloads/powertoys/xppowertoys.msp>

Jon

"Twanny" <msuser@xxxxxxxxxxx> wrote in message news:31326BD6-9041-4750-A060-E120808FEA37@xxxxxxxxxxxxxxxxxxx

> David, plse see my reply after the dividing line

> --

> Twanny

>

>

>

> "David Candy" wrote:

>

>> You can write batch files to edit desktop.ini. I don't know what you
>> know. It makes it hard. Describe what you want to do if you post back.
>> All I know is you want to change icons – but to what etc.

> =====

> Basically it is this ...

> For easy recognition, all folders in my data are assigned an Icon.

> The Desktop.ini files in each folder point to a specific Folder in which

> all

> my icons are stored, which is never moved, so that the icons are always

> visible in Explorer View.

>

> What baffles me is that in moving or copying data folders, the icon is not

> always visible, even after an F5 refresh. The Desktop.ini file are copied,

> but

> the icons are still not visible. This requires the laborious

> right-clicking

> each folder Properties, change Icon etc. Then and only then the icons are

> visible again.

>

> (N.B. this usually happens when copying files either from a CD/DVD or from

> a

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> Windows Briefcase, to another folder)
> If the path to the icon is correct and the ini file is present, why does
> this happen?
> =====
>>
>> But you could make new desktop.ini and copy them over, you could read the
>> lines in one by one and change the icon one and write it back.
>>
>> Look at the For command. It does 92,000 different functions, 1 is reading
>> files. Here's an example echoing every line in a file
>> FOR /F "usebackq tokens=1* delims=" %i in ("C:\Documents and
>> Settings\David Candy\Desktop\Unzip.vbs") do @echo %i
>>
>>
>> It's easy to add a batch command to a r/c menu for a folder. See
>> www.mvps.org/serenitymacros/rightclick.html for examples. Plenty of
>> vbscript examples there too.
>>
>> <http://msdn.microsoft.com/scripting> is vb docs (you already have
>> everything installed but the docs).
>>
>> Here is my keyboard macro tutorial. But you can use it with right click
>> as the hotkey part I just refer you to read 1 paragraph in help – it's
>> the script that is non trivial.
>>
>> Tip. Right click the system menu (the icon in titlebar) for a menu for
>> the open folder.
>>
>> I've also attached my keyboard reference.
>>
>> =====
>> Create a text file and paste these lines in and name it
>> WhateverYouWant.vbs. In this example it cuts and pastes between two
>> windows. See below for sendkeys docs.
>>
>>
>> set WshShell = WScript.CreateObject("WScript.-Shell")
>> WshShell.SendKeys "% {TAB}^c% {TAB}^v"
>> [above sends Alt + Tab, Ctrl + C, Alt + Tab, then Ctrl + V]
>>
>>
>> Then set a shortcut to the scripts (right click it and choose Copy, go to
>> the Desktop, a sub folder of the desktop, or on the Start Menu somewhere
>> [right click Start and choose Open] and right click a blank area and
>> choose Paste Shortcut) and set a hotkey for the shortcut (see help – but
>> right click shortcut and choose Properties and look on the general tab –
>> a lot of keys aren't available).
>>
>>
>> You may want to know these additional commands.
>>

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```
>>
>> WSHShell.Run("c:\command.exe", 0, True)
>> =====
>> With Param 1 being the command, Param 2 the window style (see below), and
>> Param 3 a flag to indicate if to wait at this command until the program
>> started has exited – True it does and false it doesn't. Look in the
>> Shortcut's Properties of the Start Menu shortcuts to see some command
>> lines. You can also put document names in and have the Open command run
>> on them.
>>
>>
>> Window Style
>> -----
>> 0 Hides the window and activates another window.
>> 1 Activates and displays a window. If the window is minimized or
>> maximized, the system restores it to its original size and position. An
>> application should specify this flag when displaying the window for the
>> first time.
>> 2 Activates the window and displays it as a minimized window.
>> 3 Activates the window and displays it as a maximized window.
>> 4 Displays a window in its most recent size and position. The active
>> window remains active.
>> 5 Activates the window and displays it in its current size and position.
>> 6 Minimizes the specified window and activates the next top-level window
>> in the Z order.
>> 7 Displays the window as a minimized window. The active window remains
>> active.
>> 8 Displays the window in its current state. The active window remains
>> active.
>> 9 Activates and displays the window. If the window is minimized or
>> maximized, the system restores it to its original size and position. An
>> application should specify this flag when restoring a minimized window.
>> 10 Sets the show-state based on the state of the program that started the
>> application.
>>
>>
>> WSHShell.AppActivate "window title"
>>
>>
>> =====
>>
>>
>> In determining which application to activate, the specified title is
>> compared to the title string of each running application. If no exact
>> match exists, any application whose title string begins with title is
>> activated. If an application still cannot be found, any application whose
>> title string ends with title is activated. If more than one instance of
>> the application named by title exists, one instance is arbitrarily
>> activated.
>>
>>
>>
```

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>> Use this to switch between windows and to make sure your sendkeys go to
>> the right window.
>>
>>
>> WScript.Sleep 50
>> =====
>>
>>
>> Sends your program to sleep for the milliseconds specified. Sometimes you
>> may need to do this to give the receiving program the ability to process
>> your commands (as you are blocking it from running by sending it
>> keystrokes) or more frequently to give a process enough time to complete.
>>
>>
>> SendKeys Syntax
>> =====
>>
>>
>> Sends one or more keystrokes to the active window (as if typed on the
>> keyboard).
>>
>>
>> object.SendKeys(string)Arguments
>> object
>> WshShell object.
>> string
>> String value indicating the keystroke(s) you want to send.
>> Remarks
>> Use the SendKeys method to send keystrokes to applications that have no
>> automation interface. Most keyboard characters are represented by a
>> single keystroke. Some keyboard characters are made up of combinations of
>> keystrokes (CTRL+SHIFT+HOME, for example). To send a single keyboard
>> character, send the character itself as the string argument. For example,
>> to send the letter x, send the string argument "x".
>>
>>
>> Note To send a space, send the string " ".
>> You can use SendKeys to send more than one keystroke at a time. To do
>> this, create a compound string argument that represents a sequence of
>> keystrokes by appending each keystroke in the sequence to the one before
>> it. For example, to send the keystrokes a, b, and c, you would send the
>> string argument "abc". The SendKeys method uses some characters as
>> modifiers of characters (instead of using their face-values). This set of
>> special characters consists of parentheses, brackets, braces, and the:
>>
>>
>> a.. plus sign "+",
>> b.. caret "^",
>> c.. percent sign "%",
>> d.. and tilde "~"
>> Send these characters by enclosing them within braces "{}". For example,

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>> to send the plus sign, send the string argument "{+}". Brackets "[]"
>> have no special meaning when used with SendKeys, but you must enclose
>> them within braces to accommodate applications that do give them a
>> special meaning (for dynamic data exchange (DDE) for example).
>>
>>
>> a.. To send bracket characters, send the string argument "{[}" for the
>> left bracket and "{]}" for the right one.
>> b.. To send brace characters, send the string argument "{{}" for the
>> left brace and "{}}" for the right one.
>> Some keystrokes do not generate characters (such as ENTER and TAB). Some
>> keystrokes represent actions (such as BACKSPACE and BREAK). To send these
>> kinds of keystrokes, send the arguments shown in the following table:
>>
>>
>> Key Argument
>> BACKSPACE {BACKSPACE}, {BS}, or {BKSP}
>> BREAK {BREAK}
>> CAPS LOCK {CAPSLOCK}
>> DEL or DELETE {DELETE} or {DEL}
>> DOWN ARROW {DOWN}
>> END {END}
>> ENTER {ENTER} or ~
>> ESC {ESC}
>> HELP {HELP}
>> HOME {HOME}
>> INS or INSERT {INSERT} or {INS}
>> LEFT ARROW {LEFT}
>> NUM LOCK {NUMLOCK}
>> PAGE DOWN {PGDN}
>> PAGE UP {PGUP}
>> PRINT SCREEN {PRTSC}
>> RIGHT ARROW {RIGHT}
>> SCROLL LOCK {SCROLLLOCK}
>> TAB {TAB}
>> UP ARROW {UP}
>> F1 {F1}
>> F2 {F2}
>> F3 {F3}
>> F4 {F4}
>> F5 {F5}
>> F6 {F6}
>> F7 {F7}
>> F8 {F8}
>> F9 {F9}
>> F10 {F10}
>> F11 {F11}
>> F12 {F12}
>> F13 {F13}
>> F14 {F14}
>> F15 {F15}

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>> F16 {F16}
>>
>>
>> To send keyboard characters that are comprised of a regular keystroke in
>> combination with a SHIFT, CTRL, or ALT, create a compound string argument
>> that represents the keystroke combination. You do this by preceding the
>> regular keystroke with one or more of the following special characters:
>>
>>
>> Key Special Character
>> SHIFT +
>> CTRL ^
>> ALT %
>>
>>
>> Note When used this way, these special characters are not enclosed
>> within a set of braces.
>> To specify that a combination of SHIFT, CTRL, and ALT should be held down
>> while several other keys are pressed, create a compound string argument
>> with the modified keystrokes enclosed in parentheses. For example, to
>> send the keystroke combination that specifies that the SHIFT key is held
>> down while:
>>
>>
>> a.. e and c are pressed, send the string argument "+(ec)".
>> b.. e is pressed, followed by a lone c (with no SHIFT), send the string
>> argument "+ec".
>> You can use the SendKeys method to send a pattern of keystrokes that
>> consists of a single keystroke pressed several times in a row. To do
>> this, create a compound string argument that specifies the keystroke you
>> want to repeat, followed by the number of times you want it repeated. You
>> do this using a compound string argument of the form {keystroke number}.
>> For example, to send the letter "x" ten times, you would send the string
>> argument "{x 10}". Be sure to include a space between keystroke and
>> number.
>>
>>
>> Note The only keystroke pattern you can send is the kind that is
>> comprised of a single keystroke pressed several times. For example, you
>> can send "x" ten times, but you cannot do the same for "Ctrl+x".
>> Note You cannot send the PRINT SCREEN key {PRTSC} to an application.
>>
>>
>>
>>
>> --
>>

>> [http://webdiary.smh.com.au/archives/ comment/001075.html](http://webdiary.smh.com.au/archives/comment/001075.html)

>> =====

>> "Twanny" <msuser@xxxxxxxxxxxx> wrote in message

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>> news:FE70202B-2CC2-4CCE-AE18-06AD321FB073@xxxxxxxxxxxxxxxxxxxx

>> > That's what I have been doing David – editing each Desktop.ini file

>> > (it's

>> > very tedious when multiple files/folders are involved).

>> > I can manage a batch file with Notepad, but do not know what "vpscript

>> > and

>> > "keys" are.

>> > Can you point me out to some source or site to help me do this?

>> >

>> > Thanks

>> > —

>> > Twanny

>> >

>> >

>> >

>> > "David Candy" wrote:

>> >

>> >> No. However you can change an icon with a batch file. Icons

>> >> information is stored in a hidden text file called desktop.ini in the

>> >> folder. Look at one with notepad. You could do it with vbscript and

>> >> send keys.

>> >>

>> >> —

>> >>

>> >> <http://webdiary.smh.com.au/archives/comment/001075.html>

>> >> =====

>> >> "Twanny" <msuser@xxxxxxxxxxxx> wrote in message

>> >> news:86A1D9A2-15D8-4D6F-AFC6-6752DB342101@xxxxxxxxxxxxxxxxxxxx

>> >> > Is it possible to create a batch file to bring up the "change icon"

>> >> > tab

>> >> > in Folder Properties, instead of going through these 4 steps each

>> >> > time?

>> >> > If yes, how would you write the Syntax?

>> >> > The Batch File will have to execute from any Folder.

>> >> >

>> >> > Syntax required:

>> >> > 1. Right Click Folder

>> >> > 2. Click Properties

>> >> > 3. Click Customize Tab

>> >> > 4. Click Change Icon

>> >> > —

>> >> > Twanny

>> >> >

>> >>

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- *Follow-Ups:*

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- ◆ *From: Twanny*

- *References:*

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