

USERS GUIDE

for

AS POWER WIN32

Library

version 2.1
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First, we want to thank you for your interesting in our little library. How we choose functions for this library? We look at documentation of many programming tools and we just want to make it easy to do things that you can if you only knows win32 API. So, all this functions (well, not all) are using win32 API. We love it, and now we want you to use it without digging throw windows documentation.

We put all this calls in one small fast library so you can use it with minimal effort.

We want functions that tell you what happened by return value and with logical parameters. Names must be descriptive, so you can easy remember it. Type of parameters and return value must be supported for large range of compilers. Library must be small and with functions that programmer REALLY NEED. Check functions and see if we are successful or not.

We believe that users want library to use not to have. Changing your applications to use this library is VERY ESAY and will not take century. We think of minutes, not hours. Tell us if we are wrong.

What is the best? You will have NEW APPLICATION, new release in very, very short time., with many big changes from users point , but with little source code changes from programmers point of view. That is nice. You will show that your application really control users computer system. Truth is, YOU have control.

Now, we stop. It's your turn. Start using AS POWER library and you will love it.

**Your
AS Computer Software team**

List of AS FAN library FUNCTIONS

BOOL asGetCurrentVideoMode (DWORD& m_dwBitsPerPixel, DWORD& m_dwWidth, DWORD& m_dwHeight, DWORD& m_dwFrequency);

We get current video mode settings. All parameters are pointers, when use this function pass parameters by reference. Don't forget this. You will get color settings, x, y and frequency of monitor).

LONG asCanChangeVideoMode(DWORD m_dwBitsPerPixel,DWORD m_dwWidth, DWORD m_dwHeight,DWORD m_dwFrequency);

We just test if system can support video mode we want. Note that parameter for frequency can be 0 if you don't know real value.

LONG asChangeVideoModePermanently(DWORD m_dwBitsPerPixel,DWORD m_dwWidth, DWORD m_dwHeight,DWORD m_dwFrequency);

LONG asChangeVideoModeTemporarily(DWORD m_dwBitsPerPixel,DWORD m_dwWidth, DWORD m_dwHeight,DWORD m_dwFrequency);

We change video mode. Remember, if you don't know frequency parameter, use 0 and let system to choose. What is temporarily? Your PC have one settings, you change it but when you power up it again or reboot it, you will get old settings. Remember, first test and after that change video mode.

BOOL asLockSetForegroundWindow(UINT);

Be careful, with this function we tell windows that changing foreground windows is not allowed. Read something about this before you use it.

BOOL asLockWorkStation(void);

When you press Window key and 'L', you lock computer, if user can do that why your application not. Now you can.

```
void asMinimizeAll(void);
```

Name tell you everything, you just tell windows that you want to minimize all windows.

```
BOOL asIsDebuggerPresent(void);
```

Now you can detect debugger.

```
BOOL asPerformShutdown (void);  
BOOL asPerformReboot (void);  
BOOL asPerformLogoff (void);  
BOOL asSystemPowerSuspend(void);  
BOOL asSystemPowerHibernate(void);
```

In your hands is now POWER and RESET button.

```
void asMonitorOff(HWND);
```

You can turn monitor off, but any touch of mouse or keyboard will turn it on.

```
BOOL asBlockInput(void);  
BOOL asUnblockInput(void);
```

Your application need pace sometimes, protect it, keyboard and mouse will not touch it. CTRL+ALT+DELETE is active.

```
BOOL asSetPriorityReal(HWND);  
BOOL asSetPriorityHigh(HWND);  
BOOL asSetPriorityNormal(HWND);  
BOOL asSetPriorityIdle(HWND);
```

Very powerful staff, if you want speed, gets it, or slow it down. PriorityReal is max you can get, but please notice, IF YOUR APPLICATION GET Priority, other system activity will slow down. So, you must carefully choose when to use these functions. Use it for some tasks and return to normal ALWAYS.

BOOL asIsSafeMode(void);

You don't want execution in safe mode? Test windows mode and if you don't like it, quit application, or do what you like.

BOOL asIsUserAdmin(void)

Now you will know is user is ADMIN.

BOOL asLockWUpdate(HWND);
BOOL asUnlockWUpdate(void);

If you must stop windows update because you want final windows look to be present, use this. DON'T FORGET TO UNLOCK.

BOOL asFileToRecycle(char* sFileToDelete)

You want to erase file but not to lose it.(Please, call it with full path).

BOOL asEnableScreenS(BOOL);

If there is screensaver but you don't want it while your application is running, just block it from starting.

LONG asProcSpeed(void);

You can get processor speed if you need it. Value came form registry.

void asEmptyRB(void);

You just want to clear Recycle. WE DON'T ASK USER TO CONFIRM, REMEMBER THIS.

int asSleepAndWakeUpS(int n);
int asSleepAndWakeUp(int nDay,int nH,int nM,int nS);

First function have just one parameter, number of seconds. This will be time interval. Another function will use more. You will set after what time interval you want PC to wake UP. Remember, after you call this function, we create wait timer function and we put PC to sleep. PC must have new motherboard with ACPI support.

```
int asOnlySetWakeUpTime(int nYear,  
    int nMonth,  
    int nDay,  
    int nHour,  
    int nMinute,  
    int nSecond);
```

This function will ONLY SET TIME when you want your PC to wake up. So, after calling this function, you can continue working with your application, but put your PC to sleep before this time. Please we don't check these parameters, so YOU MUST provide parameters checking. That moment of time MUST be after current time.

```
BOOL asCanHibernate(void);  
BOOL asCanSuspend(void);
```

Please use this function to check can PC be in this kind of state or not.

That will be all.

As you can see, using these functions is very easy. Now you have REAL POWER.

We will try to answer to every question you have.

AS Computer Software
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