

PowerToys Awake Changelog

Builds

The build ID can be found in [NLog.config](#) - it is a unique identifier for the current builds that allows better diagnostics (we can look up the build ID from the logs) and offers a way to triage Awake-specific issues faster independent of the PowerToys version. The build ID does not carry any significance beyond that within the PowerToys code base.

Build ID	Build Date
LIBRARIAN_03202022	March 20, 2022
ARBITER_01312022	January 31, 2022

LIBRARIAN_03202022 (March 20, 2022)

- Changed the tray context menu to be following OS conventions instead of the style offered by Windows Forms. This introduces better support for DPI scaling and theming in the future.
- Custom times in the tray can now be configured in the `settings.json` file for awake, through the `tray_times` property. The property values are representative of a `Dictionary<string, int>` and can be in the form of `"YOUR_NAME": LENGTH_IN_SECONDS` :

```
{
  "properties": {
    "awake_keep_display_on": true,
    "awake_mode": 2,
    "awake_hours": 0,
    "awake_minutes": 3,
    "tray_times": {
      "Custom length": 1800,
      "Another custom length": 3600
    }
  },
  "name": "Awake",
  "version": "1.0"
}
```

- Proper Awake background window closure was implemented to ensure that the process collects the correct handle instead of the empty one that was previously done through `System.Diagnostics.Process.GetCurrentProcess().CloseMainWindow()` . This likely can help with the Awake process that is left hanging after PowerToys itself closes.