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`:

```json
{
    "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.