M2I

COLLABORATORS			

	TITLE : M2I		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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Contents

Chapter 1

M2I

1.1   M2I version V

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              =========================================================================

              M2I version V

    Copyright (C) 1991-1999 par Thomas PIMMEL

Release : M2I 5.78          Needed : Kick 3.0+
Date  : 25 May 1999         English version : Fabien HORY
              Jean-Marc Boursot
=========================================================================


SUMMARY


  Introduction


          Author
                  Author, legal notes, etc...

          Shareware
              M2I is Shareware

          Introduction
              What to do with it...

          Required Configuration
             Your machine

          Install and start
                  Let's go

          Files description
              What it is made of

          Quick start
              Test M2I
```

1.2 Auteur

AUTHOR

 M2I was written by Thomas PIMMEL.

OTHERS CONTRIBUTIONS

 The Reqtool library is copyright Nico Francois.
 Icons were designed "on the cave walls" by Thierry Schmitt.

 The ScreenNotify library is copyright Stefan Becker.

 I'd like to thank warmly Thierry and Fabien
 (NDT: not too warmly pleaaaaaase Tom)
 for their ideas and tests. Without them M2I would not exist.

LEGAL NOTE

 Despite a lot of tests, the author can not guarantee there's
no bugs. YOU USE THIS SOFTWARE AT YOUR OWN RISKS.
 No responsabilty is accepted for damages arising from the use
of this program.

See
                   Shareware

1.3 Shareware

SHAREWARE

 M2I V is Shareware.

 This mean you have to pay a contribution to the author if you
want to use this program. This contribution amount to 10 US$.

 You can notice that there's no limitation, you have the full
working version, that's the "Real Public Domain Spirit".

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1.4 Introduction

              INTRODUCTION

 M2I is my oldest program, it's the 3rd time I rewrite it completely.
 This last version is born when MagicWorbench arrived on my Amiga.

It was 100% rethought.

WHAT IS IT MADE FOR ?

 M2I is a programs (Shell, Worbench or ARexx) launcher which gives
 a graphical and powerful interface to the user.

 M2I comes in the form of Menus or graphical windows, it uses Icons,
 Buttons or Texts.

 With M2I you will now have a logical and not physical view of the
 content of your disks. M2I is the ideal complement of the Workbench.

 M2I is highlly configurable and very easy to use.

 M2I gives a lot of possibilities to use the less memory as possible.
 For example, the sounds are played from the disk and so they are not
 resident in memory (See
                 Playing sounds
).
 The icons management is strict and economical.

AND WHAT ELSE ?

 M2I can open a window in any Public Screen and place icons in this
 window to run AREXX Scripts for example.

 M2I manages menus with no level limitation. Each menu can become
 a window and stay on your screen (like X11 Tear Off menus).

RELIABILITY

 M2I uses no patches and no system tricks. It was written in assembler
 with Devpac 3.14, and it respects the OS developpers guide.
 M2I gives no "Enforcer Hit" and no alerts of "Mungwall".
 M2I was tested with success under 68020, 68030, 68040, on different
 platforms : A1200, A1200+4Mo, A1200+1230IV 50Mhz + 4Mo, A4000/030,
 A4000/040+Retina.

THE LOOK !

 The windows of M2I can have : a texture, a border or not, a dragbar
 or not. Each window can be iconified. The windows positions are saved
 in the menu file.

AREXX

 M2I has 51 AREXX commands, you can manage completely the program
 with AREXX. You also have internals commands and a lot of others.
 (See the M2IAREXX.guide)

1.5   Configuration

REQUIRED CONFIGURATION

 An Amiga with Kickstart 3.0 minima is required.

 A Motorola 680x0 processor, the higher the best.
 MagiWB or NewIcons are pretty good (8 or more colors).
 A Hard Disk is much much better to use M2I.

NOTE: The 68020 version was optimised to use the new addressing
modes.

MEMORY OCCUPATION

 It depends of the way you configure your menu.

MY CONFIG

 M2I was developed on a A4000T, 68040, 16Mo RAM, 1Go HD
 a 1538s monitor, a ZIP Drive, WBench 8 et 16 colors.

1.6   Install and start

                    INSTALLATION

 You only have to copy the M2I Drawer on your hard drive
 to install M2I. You also have to copy the reqtools.library
 in your LIBS: drawer if it's not already present.

RUN

 WBench : Click on the M2I icon, or on a Menu icon (.M2I).

 SHELL : Type M2I followed by a menu name if you want.

You don't have to worry about the directory where you launch M2I,
the program will find his PATH alone.

!M2I runs only if the WorkBench is on!

WBSTARTUP

 You can drop an "M2I Menu" icon in your WBStartup
 (a Menu is a .M2I file)

 M2I can so be launched when you turn your Amiga on.

If you use the WBStartup don't forget to add the
DEFAULT TOOL : DONOTWAIT in the icon definition
of your menu (use the WorkBench INFORMATION menu
item to do this)

You can add DONOTWAIT in your Deficons/defproject.info
by this way you'll not have to change it anytime you save your menu.

When M2I saves a menu, it includes the path in the icon.

M2IStartup

 If you place Tools icon in the M2IStartup Drawer, they will
 be launched when you start M2I.

 NOTE1 : the M2IStartup Drawer is a drawer of M2I and not a
         directory on your disk.
 NOTE2: you cannot use tools which call the M2I internal command
        QUIT in the M2IStartup drawer.

FILES

 The M2I directory contains differents sub-directories :

 Prefs/M2iDefTexts   Default Language used by M2I

 DefIcons/deferror.info   Default M2I Error icon (when M2I can't
        find an icon)

 Those 2 files are obligatory.
 The other files are optional (but you'd better not delete them).

See
               Files description

1.7 Files description

FILES DESCRIPTION

M2I Directory

 M2I5   M2I program.
 M2I5.info   Its icon, used if iconified.

 M2I5_020   68020 Version.
 M2I5_020.info   Icon used when you iconify it.

 M2I.readme   Last minute changes.

```
Catalogs directory

 M2I.catalog     (french)


PREFS Directory (M2I Prefs)

 M2I5DSP.prefs     Display Prefs
 M2I5PENS.prefs   Pens  Prefs
 M2ISND.prefs    Sound Prefs
 M2IMISC.prefs    Misc.   Prefs

 M2IDefTexts     Default language file (English)


DEFICONS Directory

 defdrawer.info         Default Drawer icon
 deftool.info          Default Tool icon
 deferror.info         Error icon (when M2I cannot load an icon)
 defprefs.info         M2I Prefs icon used when in the prefs windows
 defproject.info        Default "M2I Menu" icon


  Two icons for the requester
 gaderror.info          Error messages
 gadinfo.info   Other messages


NEWICONS Directory

 It contains some NewIcons Icons.


EXTRA Directory

 It contains different icons for your DEFICONS, and some new MagicWB
 icons.


AREXX Directory

 Contains differents example Arexx files and an Arexx and Amigaguide
 demo.
```

1.8 Quick Start

```
                QUICK START

 This part is for the one of you who'd like to try rapidly M2I on their
 Workbench.


INSTALLATION
```

 Move the M2I Directory from the source to your Hard Disk.

START

 Doucle Click on the M2I5 icon.

TEST

 A window opens on your Workbench screen.
 Look at the
                menu
                 to have an overview of the possibilities.
 Watch the
                Display Prefs
                 too.

 Drag the icon of one of your program and Drop it in the M2I Window.
 If everything's allright, you should have a copy of your icon in
 the window.

 Push the "Help" Key et use the "Use" gadget.

 Now double click on the icon of your program (the one in the M2I Window)
 and your program will be launched.

 You now have seen 0.0001% of the possibilities.

HOW TO QUIT

 If you close all the windows of M2I , it will not be quit, it's
 still present, you can wake it up by using the "Open M2I Root"
 item in the Tool Workbench Menu.

 If you're in the Edition Mode you can quit with the Quit Item.

 In the contrary press the "Help" key and push the "Edition"
 gadget. You can now quit with the menu.

 Later you'll be able to add an icon and a keystroke to quit M2I
 if you want it.

MORE INFOS

 Read the doc files, it's important to know all you can do with M2I
 and to see why M2I is better than a classical washing powder.

1.9 icons

```
ICONS
```

 M2I uses icons or text to display its menus.

 – Why icons?

 With MagicWB and NewIcons, The Amiga has now real great icons, and
 you all have a lot of MagicWB .info files so why not using them.

 I had a lot of thoses MagicWB icons but it was only files on my HD
 because i did'nt like the use of the WorkBench, that's why i decided
 to use those nice icons with M2I.

 – Why not "Brushes" ?

 Icons are small brushes in fact, and it has a advantage: the alternative
 image, much more better than an ugly color change.

 There's a lot of software to modify or to create icons, and they are
 able to load ... IFF brushes.

 – Wich icons are M2I compatible ?

 All icons with an alternative image, it means all MagicWB icons
 or NewIcons. The old icons are working too, but you don't always have
 the alternative image.

 – Can I replace M2I deficons ?

 Yes, no problems.

 – Can I use another icon than the program's one with M2I ?

 Yes, of course but M2I uses the program's icon TOOLTYPE.

 – Does M2I lock the icons it uses ?

 No, M2I search for an icon, load it et display it, if
 it can not be loaded, it displays an error request the
 1st time and the DefError icon the next times.

 – An icon makes M2I having some problems!

 I had this problem with an old icon, but this icon was bugged !
 Now M2I looks for this kind of bugs so if you have a problem
 send me your icon and i'll see what's your icon problem.

1.10 Fonctionnement : Introduction

INTRODUCTION TO THE M2I CONCEPT

 The 1st thing M2I is made for, is to launch DOS, WBench or ARexx
 programs. You have to built first your M2I Menu. The word of Menu
 is not really right because you can display your programs as :
 Menus, Gadgets pannels, or in windows like the WorkBench.

 M2I has 3 ways of working:

 EDITION : you can edit your menu, add drawers or tools.

 USE : you use your menu to launch your programs.

 AREXX : with Arexx you can use all M2I commands, add
   icons ...

Another guide file is present with M2I to explain the AREXX mode.

 VOCABULARY

 All M2I windows and tools are called MENU. And so we also call
 MENU the file created by M2I to save your configuration.

 A program or a command is called a TOOL.

 An icon which opens a new window is a DRAWER.

 The use of drawers and tools gives you the possibility to create an
 arborescence. There's no limits in the arborescence. You can find
 in any drawer tools or another (or more) drawer and so on.

Let's see how to create your own menu.

1.11   M2I menu edition

                    M2I MENU EDITION

 If you launch M2I with no parameters, it runs in "Edition" mode.

 If you want edit an existing menu when this menu is running, you have
 to use the internal command EDIT (see
              Internal commands Index
) or you
 can also use the "Help" key and "Edition" gadget.

 In Edition mode, you can edit your menu !! Great ! It means adding or removing
 tools or drawers.

TO ADD DRAWER

 to add a drawer :

 Select the window where your drawer should go and select in the

                        menu
                          the "Add Drawer" item. A window opens and you can now edit the ↩
                              new created drawer.
     (see
                        Editing a Drawer
)

Or   drop a Workbench drawer icon in a an M2I window, the new created drawer ↩
    will
  use the image and the name of the Workbench icon.

  TO EDIT DRAWER

  To change the parameters of a drawer you have to click once
  on this drawer, and then select the "Edit Icon" item of the

                        menu
                           But you can either double-click on the drawer icon, if already
  opened.

     (See
                        Editing a Drawer
).

  TO OPEN DRAWER

        Double-click on the drawer you want to open, a new window
  appears. Move this window where you want it to opens in use mode.

  TO CLOSE DRAWER

        Use the Close gadget of the window of the drawer or press
  the "ESC" key or click on the drawer icon again (if you selected this
  option in the
                        Misc. Prefs
                         TO ICONIFY DRAWER

        Use the iconify gadget of the window or press the "DEL" key.

  TO MOVING DRAWER

        Click on the icon of the drawer and move the icon without
  depressing the mouse button (Drag and Drop). The all arborescence
  of the drawer moves with it.

  By th same drag and drop method you can move a drawer at the
  position you want it to be in a window, before or after one or
  another drawer or tool.

  WARNING: you can't move a drawer inside himself or inside
  a "son" drawer.

  TO DELETE DRAWER

Click on the drawer icon. Select the "Delete Icon" in the
                menu
                    answer "Delete" in the requester. All the arborescence of the ←
                    drawer
  is deleted.

 TO ADD TOOL

  To add a tool :

  Select the window where your tool should go and select in the
                menu
                    the "Add Tool" item. A window opens and you can now edit the new ←
                    created tool.
    (see
                Editing a Tool
)

or drop a Workbench tool icon in a an M2I window, the new created tool will
  use the image the name and the TOOLTYPE of the Workbench icon.

 TO EDIT TOOL

  To change the parameters of a tool, you have to click once
  on this tool, then select the item "Edit icon" of the
                menu
                    .

Or Double click on the tool.

    (see
                Editing a Tool
).

 TO MOVE TOOL

  Use the drag and drop method to move a tool from a window
  to another or to place it where you want in a window.

 TO DELETE TOOL

  Click on the tool icon. Select the "Delete Icon" in the
                menu
                    answer "Delete" in the requester.

NOTE : you can drop multiple icons in M2I windows, it recognize
the type of the icons (drawer or tool). They will be installed
in the selected window.

NOTE (2) : Online help

Each edit window has an online help. Just place your mouse on a gadget
and press "Help".

See

Menus Index

1.12 Editing a Drawer

EDITING A DRAWER

To change the parameters of a drawer you have to click once
on this drawer, and then select the "Edit Icon" item of the

menu
, or double-click on the drawer icon, if
already opened.

A window opens, in the top left corner you can see the image
of the drawer and on the right you can read : Drawer Edition.

You can drop a Workbench icon in this window, it will use the
image of this icon and its name too.

If you don't select any icon in a window and use the
menu
item "Edit Icon", you will edit the window drawer.

You can set with this window

- The window label

This is the text that will be written under the icon. It's
not an obligation to give a name.

Arexx users, try to avoid the "*" "?" "/" characters and
if you can the space character. Don't use labels which
begin with a digit.

- The icon name

Name and complete path of the displayed icon, nothing if
you want the deficon. "Choose" opens a file requester.

NOTE : You don't have to add the ".info" extension.

- The way to load icons

Load On First Use : icons will be loaded in memory
at the first time you'll open the window.
(default option)

Load at Start : load the icons when you run m2I.
            It's not very economical for the memory use but
you'll not have to wait (may be good for a floppy
use of M2I).

Load Every Time : Icons are flushed from memory
when you close the window. It's the most economical
            choice and if your HD's speed is good it's OK.

- Display mode (windows contents)

  Icons : you will see icons in the window.

  Buttons : you will see buttons in the window,
   which represent tools or drawers.

  Texts : no icon in the windows, only labels
   (don't forget to give a label to each icon).

- Icons (or buttons) set up

  Horizontal : icons are put horizontally in the
   window (see icons positions)

  Vertical : icons are put vertically and centered
   in the window.

- Icon position (only for horizontal lists)

              Centered : icon are centered (default value).

  Top : The top of each icon is displayed at the
  top of the window.

  Bottom : the bottom of each icon is displayed
  at the bottom of the window.(useful for windows
  with different size icons and labels)

- lines or columns number

  You can choose the number of lines or columns used to
  display the icons, the buttons or the texts.

  Horizontal setup : number of lines
  Verticale setup : number of columns

- Drawer Type (new 5.70)

  Simple or
            AutoScan
              - File Sorting

No, Alphabetical order, by Type (Drawer at the end), Type and
Alphabetical order.

- Files, added to AutoScan Menu

  Icons : Only files with an icon will be added

  All : All files will be added

  Ignore : Icons will be ignored, and all files will
  be added (quick method)

- Filter, for the files

- Directory to scan

- WB, the tool must be executed in Workbench Mode

- Default tool, used when a file doesn't have an icon
  or when a project icon doesn't have a tool. You can
  write "%s" in this line (Ex : Multiview %s).

- Force, the default tool must be used in every case

Select OK to validate your changes.

Select Cancel to cancel your changes.

You can also use the Quit menu item of this window to cancel.

1.13 The AutoScan drawers

THE AUTOSCAN DRAWERS

PRINCIPLE

With the "AutoScan" type, you won't create the drawer content any more,
but it will be done automatically.

Just create an empty drawer, then change its type to "AutoScan". In the
"Drawer" gadget, type the name of a drawer of your harddisk, for example
"SYS:Prefs".

Change also, the number of lines and columns, or M2I won't have place to
put the icons.

Now, validate the changes: you created a new drawer. It will be empty
till you double-click on its icon.

When doing that, M2I will examine the drawer on the harddisk, and will
place the tools and drawers it will find.

This drawer will funtion as a simple drawer, except that its content
will NEVER be saved in the menu.

A drawer created by M2I will have the same parameters as its parent
drawer. It will have the type "AutoScan" and you'll be able to open
it with the same method.

A tool will be created according to its icon if it has one, or by using
the default tool if you defined it.

SORT

 If you want to, M2I will place its tools and drawers in alphabetical
 order.

FILES

 - Icons : only files or drawers with an icon will be added in the
   menu. The tools will automatically be launched in
   Workbench mode.

 - All   : all files will be added in the menu. Tools without icon
   will be launched in Shell mode, and their input/output
   stream will be the default one.

 - Ignore : icons will be ignored, all tools will be launched in Shell
   mode, without input/ouput stream. It's the fastest method
   to create a menu.

NOTE : You can check the "WB" gadget to force all tools in
  Workbench Mode

DEFAULT TOOL

 This tool will be used when a file isn't executable and when it doesn't
 have an icon with a default tool, or when launched in FORCE mode.

 If you don't type any default tool, non-executable files without icons
 will be ignored. In "Ignore" mode, all non-executable files will be
 ignored.

FILTER

 In this gadget, you can type any valid AmigaDos pattern (for example:
 #?.iff). You can also type more complicated commands after the

pattern.

\pattern the amigados pattern (you can also type only the
    pattern without the \pattern command)

\nodrw   no drawer will be created

\drw   all drawers will be created, even if they don't
    follow the pattern or the date

\after <date> M2I will only select files that have been created after
    or at this date. The date is in the AmigaDos format
    (jj-mmm-aa, for example 7-nov-97)

\before <date> M2I will only select files that have been created before
    or at this date

\today   The today files

\day <xx> Files created for xx days max

\week <xx> The same for weeks

\month <xx> The same for months

\year <xx> The same for years

\century <xx> The same... I joke ;-)

 Abréviations for the dates (AmigaDos format) :

  Jan, Feb, Mar, Apr, May, Jun, Jul, Aug, Sep, Oct, Nov, Dec

Valid patterns examples

~(#?.bak) \nodrw \day 5   All files without .bak, created
          in the past 5 days, without the
          drawers

\drw \month 10   All drawers, and files created in
          the past 10 months.

\after 10-oct-95 \before 25-oct-95 Files created between the two dates
          (10th and 25th included)

Incorrect pattern example :

\drw \nodrw \day 5 \year 1   \drw and \nodrw are incompatible.
          Only one date argument is allowed.

This filter will work this way:

\nodrw \year 1

WHY "AUTOSCAN" DRAWERS

 To create a menu from your disk, without effort. Just change its
 drawer type before saving it.

 To have a view of one of your disk drawer that often changes.

 To have several entries on a single drawer, according to file
 names or dates.

 Etc.

AREXX

 ARexx has a new instruction to open this kind of drawers: AUTOSCAN
 (see ARexx.guide).

 New parameters have also been added to the SET command to manage
 this new option.

1.14   Editing a tool

                    EDITING A TOOL

Double-click on the tool icon you want to modify (edit mode only).

A window is opened, with the tool icon in the top left corner, and
the message "M2I V : Editing a tool" in the top right corner.

You can drop a Workbench icon in the window to set automatically
some parameters.

In this window, you can define :

 - the icon label

 Text that will be put below the icon. You aren't obliged to
 type one, so you save place.

 ARexx users : avoid chars like "*" "?" "/" "." and in some
 cases the spaces. Avoid also labels beginning with a digit.
 This can cause confusion in the ARexx commands.

 - the icon name

 Name and complete path to the displayed icon, or nothing to
 have the default icon. "Choose" will open a file requester.

 Validate in the string gadget to load the new icon from the
 disk (or press TAB).

NOTE : M2I will use the parameters of the icon you load :
Tool, arguments, stack, etc.

- the execution mode

  SHELL : executes a program in a shell. It's the
  surest method to execute a program. Normally,
  you can execute all programs this way.

  WBench : executes a program like the Workbench.
  The "Tooltypes" in the program icon will be
  read by your program (see the note)

  AREXX : lauches the ARexx script typed in the
  "Tool" gadget, without using RX. If ARexx isn't
  active, M2I will try to run the program defined
  in the
              misc preferences
              , (normally RexxMast).
  The default extension for the scripts names is ".rexx",
  but you can change it in the
              misc preferences DIVERS
                - Hotkey

  Hotkey to execute the program directly, from any
  M2I window (in Use mode).

  Qualifiers for the kay can be:

  CTRL / LSHIFT / RSHIFT
  LCOMMAND / RCOMMAND
  LALT / RALT,

  followed by a char or a function key (F1-F10).

  Or a combination of several qualifiers.

  Example : LALT CTRL F9

NOTE : if the keys is already used by another tool, M2I
propose to remove it from this other tool.

- check box "Super-hotkey"

  By selecting this box, your hotkey is available even if no
  M2I window is selected (beware of conflicts with other
  applications).

- Tool

  Internal command, program, or ARexx script to launch.
  To have a list of available internal commands, just type
  @ in this gadget, validate and read the error message.
  if you type a space in this line, M2I will automatically

place the rest of it in the "Arguments" gadget.

see command line
          keywords
                .

- Arguments

  Arguments to send to a program or an ARexx script.
  In WBench mode, you can just type one arg, that
  must be a file.

  see command line
            keywords
                  .

- Defaut path (Shell only)

  It the "CD" for the command. The default is the
  program path. But you can define another path
  (for example, for a text editor, the path to the
  text files). Warning: some programs can't be
  executed outside their drawer.

- Input / Output

  (default: NIL:)
  Output stream for the program. If you define an
  interactive stream (for example CON:), this path
  will be used for input too. For example, if you
  execute the FORMAT command, it will ask you
  to press RETURN if you choose an interactive stream.
  Otherwise, it will ask nothing.

  If you type "con:" and validate, M2I will write the
  default output defined in the
              misc preferences DIVERS
                  "Default CON:".

  No output in WBench mode.

- Stack size

  (4000 mini)
  A parameter that can crash lots of programs. The stack
  size must always be a 4 multiple (M2I does it for you).

- Priority (-128 to +127, default: 0)

  Replace the Tooltype "PRI"

- Sound played

        Sound to play when executing the program or the
        command.
        see

                Playing sounds
                Click OK to validate your changes (displayed immediatly).

Click Cancel to go back to previous settings.

Instead of clicking cancel, you can select the window menu, item "Quit".

IMPORTANT NOTE : you aren't obliged, even in WBench mode, to display the
own icon of the program. However, the program lauched in WBench mode
will only read its icon.

M2I doesn't manage the Tooltype "CLI" yet.

M2I doesn't manage "TOOLPRI" neither. Change priority in the provided gadget.

1.15   Keywords of the command line

THE KEY WORDS

 in a command line (Tool + Argument), you can use some
 key words for more interactivity.

 This option is available in Shell mode only.

 For the moment there are 4 Key words

 %reqf "file" (or "")   is replaced by a file
        selected by the user (You !)
        with a file requester.

 %reqm "path" (or "")   is replaced by many files
        selected by the user (still you !)
        with a file requester.

 %dir "path" (or "")   is replaced by a path
        selected by the user
        with a requester.

 %str "Message"   is replaced by a string typed
        in a string requester.

You can use as many Key Words as you want. "" (blank string)
is the last file or path selected by the user.

If the user select the cancel gadget, the tool is not launched.

Some examples of valid command lines :

*********** 1st EXAMPLE ******************

```
Tool     Echo

Argument  %str "Give me a message to write"


Possible result   -> Echo Salut!

**************************************

*********** 2nd EXAMPLE *****************
/* to be tested... */

Tool     %reqf

Argument  Ram:a_file


   -> dh1:show/ViewTek Ram:a_file

**************************************


*********** 3rd EXAMPLE *****************
/* File archive */

Tool     lha

Argument  -r a %str "New archive name" %reqm ""


   -> lha -r a dh3:myarchive ram:t/pipo1 ram:t/pipo2

**************************************


*********** 4th EXAMPLE *****************
/* Extract an archive */

Tool     lha

Argument  x "%reqf """ "%dir "ram:""


   -> lha x "Ram Disk:afile.lha" "DH3:TEMP/"

/* "%dir "ram:"" Sets the doubles quotes around the result*/

**************************************
```

1.16   Opening and Saving Menus

```
                  LOAD

   To open a menu  you must be in Edition mode and select
```

the "Open..." item of the Project menu, or you can use
the "OPEN" internal command.

Later, you'll run M2I from the WBStartup or from the
startup-sequence, and it will be launched in use mode
with your menu loaded.

Remember : to switch in edition mode, use the help key
in a window of m2i and select "Edition".

If you select the "Open" item of the Project menu, a file
requester opens.

You're still in Edition mode when the file is loaded.

SAVE

  To save your menu, select the "Save..." item of the Project
  menu, if your menu as no name, the save fonction acts as
  the "Save as" fonction.

SAVE AS

  To save your menu under a new name select the "Save As"
  item of the Project menu.

  In use mode you can use the "Saveé internal command.

SAVE FROM THE WORBENCH

  In the "Tool" menu of the WorBench, you'll find
  an item called "Save M2I Menu as "

  This is very usefull if you want to save your configuration
  with no opened window.

WARNING : when you'll load your menu there will be no opened
window.

WHAT DOES M2I SAVE

  M2I saves :

  - The windows position

  - The windows state (if it's opened, closed, iconified ...)

  - The window contents (drawers, tools, etc ...)

        - The look of the windows (normal, 3D, locked)

  - The state of the "Sound task" See
                Playing sounds
                    - The content of the tools.

You'll will so find your menu in the same state as it was when you
saved it.

M2I doesn't save :

  – The prefs (they are saved in files)

  – The image of each icon (but only the path to find it)

1.17   M2I Menu Use

                    USING A MENU

 If you run M2I with an argument, or if you click on an M2I
 Menu file icon (.M2i), M2I starts in the Use mode.

 You can switch in Use mode from the Edition mode by using
 the Use Menu item from the Edit menu, or you can press the
 Help key and select the Use gadget.

 In Use mode you can launch your Tools.

LAUNCHING A TOOL

 To run a tool, double-click on its icon. The double-click value
 is the one of the system prefs.

 You can also use the hotkey you've set to the tool.

 You can see the arborescence of a drawer by using the right
 mouse button (RMB)on the drawer icon. You can move your mouse
 pointer and so use M2I as a normal menu. If you depress the right
 mouse button on a tool, this tool will be launched as it happens
 with normal menus.If you depress the RMB on another place than
 on a tool, the menu will get closed.

 By clicking and depressing quickly the RMB on a drawer, if you
 had set the "Click Twice Menu" in the
                MISC Prefs
              , you can
 move your mouse on the menus without pressing the RMB. In that case
 you just have to press the RMB again on a tool to launch it.

THE "TEAR-OFF"

 When you move your pointer on a menu, you just have to
 use the Left mouse Button (LMB) to transform this part
 of the menu as a window.

OPENING A DRAWER

You can open a drawer by the same way you do it in Edition
mode, by double clicking on the drawer icon.

NOTE : an empty drawer doesn't open in Use mode.

 An already open drawer get closed when you double click
 on its icon, if you had set the "Click & close" in the

                MISC Prefs
                    .

 An already open drawer (displayed as a window) doesn't
 open near its icon, but you can open any menu from a
 tear-off window.

THE WORKBENCH

 You can drag and drop icons on an M2I Tool. The Tool
 will be launch with the dropped icon as parameter.
 This is very useful, for example with "Multiview"
 or an image viewer.

 NOTE : this option works even if the file has no
 associated icon, it means it works in the "See all
 files" mode of the Workbenc.

THE LOOK OF THE WINDOWS

 With the TAB key and the "'" key (the one upon the TAB key,
 you can first remove the dragbar of the windows and second
 remove the borders. Try this keys with the shift key too.
 See
                Index of the Keys

1.18   the requesters

THE REQUESTERS

 The requesters are used to display a message or an error.

 The keys :

  "Return" can replace the left gadget selection.
        (more often the "OK" gadget)

  "ESC" can replace the right gadget selection.
  (more often the "cancel" gadget)

 The Help icons :

If you select the little icon (a world map)
you'll have an help about the current message.

If you select the "error gadget" you'll have
an help about the current error.

        In most of the cases, the help message is the
        desault one : it displays the last DOS error
that occurs in M2I, and the quantity of free
memory.

Menu changes :

        If you've change something in your menu, M2I
tells it to you, and it asks you if you want
to save your changes.

Select "Save" to save it, and select "Lost" if you
don't want to save it, "Cancel" if you don't want
to quit M2I.

1.19 Playing sounds

                METHODE

M2I sets an independant task which plays sounds from your
disk, without loading the all sample in memory.

This option is useful if you don't want to waste
memory, but it's not usable for the floppy disks.

With a hard drive, it's the best solution. A small disk
access is enough to load one or more seconds.

PLAYING SOUNDS

To play sounds you need two things :

You must have set the "Sound Play." string gadget
with a valid sample name in the
                Editing a Tool
).

You must have set the "SoundTask" flag in the prefs menu.
See
                Index of the Menus
                 This flag is saved for each menu you create.

The default value of this flag is on.

1.20   Dragging a borderless window

Dragging a borderless window

 When you have a borderless M2I window, you don't have any dragbar. You
 can move this window in all cases, by selecting it and clicking the middle
 mouse button or SHIFT-left mouse button.

NOTE : this option is very useful, but isn't 100% system friendly. In this
case, the window is moved by M2I itself and not by the system.

1.21   the prefs

                    THE PREFS

  You can modify four kinds of prefs and save them
  in the PREFS directory of M2I.

  I don't use the ENVARC: and ENV: assigns, it's a
  personnal choice, my ENV: (in the ram:) has
  already 180Kb so i don't want to add more bytes.

  If you choose to "Use" a prefs, it will be used until
  you quit M2I.

  If you choose to save the prefs, you'll find it back
  everytime you use M2I.

                    The Display Prefs.

                    The Pen Prefs

                    The Sound Prefs

                    The Misc. Prefs

1.22   Display Prefs

THE DISPLAY PREFS

File saved : Prefs/M2I5DSP.prefs

Access : Prefs menu, item "Display prefs"
   or the "PREFS" internal command.

THE PREFS WINDOW

Icon font :

  - Use the "Select font" gadget to select a font
    for the icon label.

  - Use the "Def. font" gadget to select the system
    default font.

  - "Text only / Text & field"

    if you want to have the background
    color behind the icon label (for the
    windows with pattern or ghost).

NOTE : the font of the labels is used in the requesters, and
if possible, in the prefs windows. If the size is too high,
M2I will use the default font in the prefs windows.

MagiWB users : the Xen.9 font is pretty good for M2I.

Background pattern :

  You can choose between :

  - Image
  Select the IFF image file to fill your windows

  - Clear
  Background color in the windows.

  - Ghost
  grey pattern color : one pixel grey
  and one pixel of the color.

NOTE : The picture palette doesn't need to be compatible
  with the Workbench one any more (new 5.64).

  M2I displays the picture you have selected with the
  "Choose..." gadget so you can have an idea of
  the final windows aspect. Click "OK" in the
  requester that will open.

  IMPORTANT : M2I allows you to see your brush. But don't
  forget that the previous picture pens are still locked.
  They will be freed when you will use or save the new
  prefs. So, the new brush will be reloaded, and the colors
  remapped.

Picture precision :

 You are concerned if you use a brush in your M2I windows.

 In this case, you can ask M2I to remap the picture colors,

by allocating new pens if needed.

According to the option you choose, this function will
be more or less successful.

With precision "None", the brush is displayed as it is.

From precision "Interface" to "Exact", your picture will be
better displayed. The more precision you have, the more pens
are allocated in the Workbench.

The default icons :

  The default icons are used to display a tool
  or a drawer if no icon is set for this tool or
  drawer.

  – Def. Icon Drawer
  – Def. Icon Tool
  – Def. Icon Error

NOTE : if M2I cannot find your "Def. Icon Error" it
will search for Deficons/deferror.info

Size of the windows :

  – Max. Width
    Maximal Width of a window set in percentage
    of the visible screen.

  – Max. Height
    Maximal Height of a window set in percentage
    of the visible screen.

  – Margin
          Margin in number of pixels around the icons.

NOTE : M2I will arrange your icons in rows or columns if the size
of the window becomes greater than the Max.

Transparency :

  You are concerned if you use a brush in your M2I windows.

  – Icons

  In this case, the icons background color becomes
  transparent.
  The icons display is a little bit slower.

  – Texts

In this case, the texts background color becomes
transparent.

  - Buttons

In this case, the buttons background color becomes
transparent.

Select "Save" to save your prefs on the disk.

Select "Use" to try your prefs.

Select "Cancel" to forget your changes.

NOTES : When you save your prefs, the position of the prefs
  window is also saved and is used for all the others
  prefs and edition windows.

  All the changes are effective once you saved them, you
  don't need to quit and run again M2I.

1.23 The Pen Prefs

THE PEN PREFS

File saved : Prefs/M2I5PENS.prefs

Access : Prefs menu, item "Pen Prefs..."
  ou internal command "PENPREFS"

THE PREFS WINDOW

Colors setting :

  You can choose the color :

  - For requesters and prefs (colors used for "ghost"
    backgrounds too)

    Texts color
    Background color

  - For icons labels

    Icons labels color
    Fields color

  - For buttons

    Texts color

      Background color

  – For text menus

     Texts color
     Background color

  – For selection (buttons and texts).

     Texts color
     Background color

Click "Save" to save your prefs on disk.

Click "Use" to test your prefs.

Click "Cancel" to keep your old prefs.

LIMITATION : since there was limitations with the gadget used
to select a color, I had to limit the pen selection to the 32
first colors.

NOTE : since version 5.67, the RGB values for each pen are saved in the
prefs file. When you will run M2I later, it will try to use the same pens
if possible, not because they are in the same order but according to
their RGB values. It's very useful when you change the screen depth:
some colors are moved. M2I used the "ObtainBestPen" function with parameter
PRECISION_GUI.

1.24 Sound Prefs

SOUND TASK

 You'd better activate the sound task before modifying
 the sound prefs. This is not an obligation.

 For the moment, the changes are given to the sound
 task once you've quit the sound prefs.

 M2I is able to play all MONO sound, Fibonacci compressed
 or not, IFF or RAW. M2I doesn't play STEREO sounds.

THE SOUND PREFS

File saved : Prefs/M2ISND.prefs

Access : Preferences Menu; item Sound prefs
    or with the "SNDPREFS" internal command

THE PREFS WINDOW

        - Buffer size (Kb)
   Size of the buffer allocated to play a
   sound. The sound task requires 2 buffers,
        one for loading, the other for playing,
   and it requires 2,5 buffers for the Fibonacci
   compressed samples.
   Suggested value : 10

  NOTE : the memory is dynamically allocated,
  only when M2I plays a sample.

  - Def. Period
    period used to play the RAW samples.

  - Delay (/50 second)
    Delay before the task starts to play
    the sample.

  - Volumes

  - Priority
    of the sound task. You'd better use a high
    priority, the CPU time of the task is ridiculous
    but it has to run immediately, in the contrary
    the sample will no be played correctly.
         Suggested value : 50 minima

  - Sound Queue
    It defines the way how M2I handles a new
    sound if a sound is already playing and
    not finished..

    Ignore New
              Break Old
    Wait Queue

  - Filter
    Filter yes or no

  - Dsp. Errors
    M2I always displays errors of the sound task
    if the sound could'nt be find.
    M2I displays no error message if the audio
    chanel have already been allocated.

    If you set this flag, M2I displays a message
    error if the sound task can't allocate enough
         memory for its buffers.

  - Break when quit

         If this flag is set, the sound task will be quit
    if you quit M2I. If the flag is not set, the sound
    task will be quit when it will have finished to play
    a sample.

- Sound Edited (Startup / Bye Bye / Information / Error)
  This allow you to play a special sound for each of
  this 4 event.

- Clear : Clear the name of the edited sound

- Select : select the sample

NOTE : The 'Break when quit' flag is not compatible
with the choice of a "Bye Bye" sample.

Select "Save" to save your prefs on the disk.

Select "Use" to try your prefs.

Select "Cancel" to come back to your old prefs.

NOTE : All the changes are effective once you select Use or Save.

1.25 Misc Prefs

THE MISCELLANEAOUS PREFS

Fiel saved : Prefs/M2IMISC.prefs

Access : Preferences menu, item "Misc. Prefs"
   or the "MISCPREFS"internal command

THE PREFERENCES WINDOW

The Flags :

- Click & Close
  If you set this flag, when you'll select an opened
  drawer, it will close it.

- Click Twice Menu
      If you set this flag, once you press the RMB, you can
  depress it, and then you can move trough the differents
  menus, they will open without needing to press the RMB
  again. Click again onthe RMB to execute a command.

- Auto-Active
  If an M2I window is active, M2I will select

automatically the next M2I window when you'll
move to this window, it's very useful.

  – Make ".bak"
        Saves a ".bak" of your menu.

  – Display Flush
  When you use the "FLUSH" internal command, or
  the "Flush" menu, M2I will display a message
  to tell you how much memory was saved.

  – Save Icons
        If you set this flag, M2I saves icons with
  your menu and your prefs.

Execute Tool :

 You can execute tools with a double-click or a simple-click, on
 an icon or a text.

        Double-Click : click twice on an icon or a
      text to execute tool

    Simple-Click : one click is enought

Iconification :

 Setting for the iconify windows gadget, for the windows
 with a border.

Public Screen :

 You can open M2I windows on an other screen than
the workbench screen. In that case, you'll not be able
to move icons with your mouse. Watch the Arexx
possibilities, it's very useful.

  Public Screen
   If you set this flag, M2I will open on a
   public screen.

  Name
   Give the name of the Public Screen or if
   you don't write anything, it will open
   on the default public screen.

 NOTE : M2I will open on the Workbench screen if it
 cannot find the Public Screen given.

   : If you use "NewIcons", the news icons won't be
     changed using the palette.

Default CON:

 When you edit a tool, if you write "CON:" in the "Input/Output"
 field, it will write the values of the "Default CON:" you set
 in this field.

 NOTE : You can modify this field, it will not modify the
 already edited tools.

M2I Hotkey :

 Hotkey used to make M2I windows coming front of the others windows.

NOTE : For the moment, the Hotkey doesn't work if there's no opened
M2I windows.

RexxMast :

 Write in this field the full path and name of the Rexxmast
 program, this is useful if you want to use the Arexx possibilities
 of M2I .

 Example : "sys:system/rexxmast"

Extension :

 In this field, you can write the extension of your M2I Arexx
 scripts, the default value is REXX, you can for example set it
 to "M2I" your scripts will so have to be named : xxxx.M2I
 You'll not have to add the extension in the "Tool" field of
 the "Tool Edition". If you want to launch other kind of Arexx
 scripts, you'll just have to give the full name.

 Example, if you set the extension to M2I :

 MyScript (will launch MonScript.M2I)

 MyScript.PIPO (will launch MonScript.PIPO)

Select "Save" to save your prefs on the disk.

Select "Use" to try your prefs.

Select "Cancel" to come back to your old prefs.

NOTE : All the changes are effective once you select Use or Save
except for the "Public Screen". For this one, you'll have to

quit and run M2I again.

1.26   to save memory

MEMORY SAVE

 M2I doesn't load an already loaded icon.

 For that reason, it can be useful to use the same icon
 for different tools or drawers (for example the default icon).

 The sounds don't take a lot of memory because of the
 "direct from disk" method.

 On a quick Hard disk, it can be useful to use the "Load Every Time"
 method. Once the window closed, the memory is liberated.

 Make a tool called "FLUSH" which uses the FLUSH internal
 command.

1.27   Use AREXX

PORT AREXX

 The AREXX Port name of M2I is : "M2IPort.Rexx"

 Don't try to use the "M2IPort.private", the result would be
 a guru meditation.

USE AREXX!

AREXX is a perfect complement toe M2I.

AREXX is a very easy language.

With AREXX and M2I you can make a lot of great and incredible
things.

Example : you can open a drawer of M2I on a public screen, you can create
the content of a directory as an M2I Menu dynamically, each time you run
M2I etc...

M2I has 51 AREXX commands.

For more informations, see the documentation (the guide file)
about AREXX and M2I.

1.28   Index of internal commands

```
        INTERNAL COMMANDS

When you edit a tool, you can write an internal command in
the "Tool" field instead of program name.

You must begin the name of the internal command with a "@" character.


        ABOUT

        EDIT

        FLUSH

        ICONIFY

        MAIN

        PARENT

        SNDBREAK

        SPY

        WBINFO

        QUIT

        NEW

        SAVE

        OPEN [Menu name]
          The following commands open the preferences windows :

        PREFS
          Display Prefs (@prefs)

        PENPREFS
          Pens Prefs (@penprefs)

        SNDPREFS
          Sound Prefs   (@sndprefs)

        MISCPREFS
          Misc. Prefs   (@miscprefs)


The commands are not case sensitive.
```

1.29 ABOUT

ABOUT

 Displays the "About..." message

 Syntax   : @about

 Arguments : None

1.30 EDIT

                EDIT

 With this command M2I turns in "Edition" mode

 Syntax   : @edit

 Arguments : None

 Note   : Equivalent to "Help key / Gadget Edition"

See
                M2I menu edition

1.31 FLUSH

                FLUSH

 Close the icons of the opened windows (because of AREXX)
 and liberate the memory of the unused icons.

 Syntax   : @flush

 Arguments : None

 Note   : Displays a message if you want it.

See
                MISC. Prefs

1.32 ICONIFY

```
ICONIFY
```

 Iconify all the M2I windows. Select the icon created in
 the workbench to redraw the M2I windows.

 Syntax   : @iconify

 Arguments : None

 Note   : Equivalent to the "Iconify All" menu

ALTERNATIVE : select the iconify gadget of an M2I window
with the shift key pressed.

1.33   MIN

```
MAIN
```

 Open the "Root" window

 Syntax   : @main

 Arguments : None

1.34   PARENT

```
PARENT
```

 Open the parent window of the selected window.

 Syntax   : @parent

 Arguments : None

 Note   : Useful if you set a hotkey for this command.

1.35   SNDBREAK

```
             SNDBREAK
```

 Stop the played sound.

 Syntax   : @sndbreak

 Arguments : None

 Note   : Send a CTRL-C to the sound task
       Equivalent to the "Miscellaneaous / Break sound" menu item

```
      in "edition" mode.
```

See

              Playing sounds

1.36 SPY

SPY

 Displays informations on M2I

 (Date, hour, tasks, memory, Sound task state...)

 Syntax   : @spy

 Arguments : None

 Note   : Equivalent to "Miscellaneous / Spy..." menu item

1.37 WBINFO

WBINFO

 Same as the 'information' from the Workbench
 "icon / information" menu.

 M2I verify the stack size when you use WBINFO.

 Syntax   : @wbinfo

 Arguments : None

 Note   : Useful if you set a hotkey for this command.

NOTE : be careful the informations are the informations
of the program icon, not of the icon displayed in M2I.

1.38 NEW

NEW

 Equivalent to the menu "Project / New"

 Syntax   : @new

 Arguments : None

1.39 SAVE

              SAVE

 Equivalent to the menu "Project / Sace as..."

 Syntax : @save

 Arguments : None

See
              Load and Save

1.40 QUIT

QUIT

 Use it to quit M2I.

 Syntax   : @quit

 Arguments : None

1.41 OPEN

               OPEN

Opens the menu given in the arguments or opens a file requester.

 Open the "Parent" window of the selected window.

 Syntax   : @open

 Arguments : Name of a menu or nothing

See
              Load and Save

1.42 Index des menus

              MENUS INDEX

You can use the menu when you're in
              Edition

```
             mode.

  /Project/
New                    Clear all
Open...      See
             Load and Save
                Save        See
             Load and Save
                Save as...    See
             Load and Save
                About...              Displays the "About ..." message
Quit      Quit M2I


/Edit/       See
             M2I menu Edition
                Add Drawer...   Add and edit a drawer
Add Tooll...    Add and edit a tool
Duplicate Tool    Duplicate the selected tool
Edit Icon...    Edit the selected icon
Delete Icon    Delete the selected icon
Use Menu     Turn to the
             Use
              mode


/icons/


             Flush...
                Flush the memory of the unused icons.

             WB Info
               Iconify Window    Iconify the selected window

             Iconify All
                Iconify all the windows


/Preferences/   See
             The preferences

             Sound Task
                Activate / Desactivate the Sound Task

             Display Prefs...

             Pens Prefs...

             Sound Prefs...

             Misc Prefs...
                /Miscellaneous/
Edit Root    Edit the Root window
Open Root    Open the Root window
Open Parent   Open the parent window of the selected window


             Spy...
                Display informations about the system
```

```
                    Break sound
                             Stop the sound played by the sound task
```

1.43   Index of the Keys

You can use these keys on every M2I windows.

Keys :

```
  HELP           Quick view of the keys
      Allow you to swap between "Use"/"Edition" mode.

  DEL    Iconify the window.

  Shift-DEL Iconify All.

  ESC             Close the window (= the close gadget).

  Shift-ESC       Close the window and its arborescence.

  `(upon the TAB) Remove or add borders if the window is a
      "fixed" window.

  TAB    Remove or add the dragbar of the window
      With no dragbar the window becomes  a
      "fixed" window. The window is fixed at
      the upper-left position.

  Shift-TAB       Fixes the window at the lower-right position.


  Arrows    In edition Mode only, you can move icons, texts
      and buttons.
```

1.44   Errors and problems

```
                ERRORS AND PROBLEMS

 Did you read the guide ?
 Did you install correctly M2I ?



                M2I doesn't run

                A tool doesn't run

                A sound doesn't play or plays bad
                Your window brush hasn't correct colors :
```

```
in the menu
                Display Prefs
                , select a better
picture precision.
```

```
See
                icons
                 too for all the problems concerning icons.
```

1.45   A sound doesn't play or plays bad

```
                     A SOUND DOESN'T PLAY OR PLAYS BAD

 Is the sound task priority high enough ?
 Is the buffer big enough ?
 Is the volume higher than Zero ?

 - M2I displays an error and doesn't play

       M2I can't find the file or it has not enough
  free memory.

 - Nothing happens and the sound is not played

  The audio channels 0 & 1 are already allocated.

 - The sound "spits" at the beginning.

  The sample is not an IFF 8SVX nor a RAW.

 - The sound always "spits"

  The sample was compessed in a way M2I doesn't know.

 - The "Bye Bye" sound doesn't work

  You've set the flag "Break when quit"

 - The sound is too quick or too slow

  Modify the "Period" field or save your
  sample at the IFF 8SVX format with a
  correct value.

See
                Playing sounds
```

1.46   A tool doesn't run

```
A TOOL DOESN'T RUN
```

```
Are you in "Use" mode ?
```

```
 - M2I displays no error
```

```
   The launched program may have quit without sending
   any error. Add a CON: output in the "Input/Output"
   field, for example : "CON:0/0/400/200//CLOSE" and now
   watch in this window if your program sends any error
   message.
```

```
 - M2I displays an error
```

```
   M2I seems to be unable to find your program, verify
   the path.
```

```
 - Your computer reboot or is blocked
```

```
   Maybe you've try to launch a Workbench command in "Shell"
   mode or a shell command in "Workbench" mode.
```

```
   Verify the size of the stack, it may be to small.
```

1.47   M2I doesn't run

```
M2I DOESN'T RUN
```

```
 - The Workbench displays an error "Impossible to open the tool ..."
```

```
  You've selected an icon of the menu in whixh the path
  is not correct for M2I. Select the workbench menu
  "icon/information" and set the right PATH of M2I
  in the "Default Tool" of the icon.
```

```
 - No error message, the disk is OK but nothing happen .
```

```
  Maybe you've run a menu which windows are invisible.
  Select the workbench menu item "Tool / Open M2I Root"
```

```
 - M2I displays an error message.
```

```
  Library xxx Version xxx not found!
   A library miss you !
   It's certainly the reqtools.library
   Make a copy of this library in your LIBS: directory.
```

```
  Out of memory!
```

  Not enough free memory inyour system !

 Can't get Screen info! (??????)

 File xxxx not found!
  A file couldn't be find in the M2I directory
  (certainly the Prefs/M2IDefCatalog)

 Requires version 39 libraries!
  Sorry guy, but you need the Kickstart 3.0
  minima to use M2I.

- M2I displays an error message "Sorry,M2I V has been Already Launched."

 Another M2I is already running. You can't run twice
 M2I. Quit the first one before running it.
       Watch the Workbench "Tool" menu, maybe you closed
 all your M2I windows, in that case select the
 "Tool / Open M2I Root" item .

- M2I tells you it can't load a file and quit.

 In the M2I directory; you must have a "DefIcons"
 directory. There are some very important files in
 this directory.

 - Other problems

 It's certainly a memory problem, and M2I can't
 display an error.

1.48 History

HISTORY

5.78

- Small bug removed
- New EMail

5.77

- IFF routine improved
- Small bug removed

5.76

- ScreenNotify library (c) Stefan Becker used, if present.
- "Auto-Active" routine rewrited
- English language and guide corrected (big bug!)
- Bug under cybergraphics corrected (wb screen < 256 colors)

5.75b Official Beta release

- Tool execution by simple-click/double-click

5.75

- Move icons with arrows

5.74

- New cybergraphics routine
- Bug of the function "Load At Start" removed

5.73

- Small bugg removed

5.72

- bug in the "edit root" window removed

- new flag "WB" (autoscan)

- Iconify Gadget created only if there is space for it

5.71

- bug in the "background pattern" gadget removed.

- mouse position manager improved.

5.70

- new drawer type added "AutoScan".

- new ARexx command and new args for the SET command.

5.69

- First English release

1.49 The last word

THE LAST WORDS

 M2I has already been adopted around me by very demanding
 users. I hope you'll do the same thing.

 Don't hesitate to write me, and to give me your
 suggestions. M2I advance with its users ideas.

 In the coming months, M2I should evolve, it depends
 of the ideas i'll receive and it depends of the
 shareware too ...

Thomas.