

AppMenu

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	<i>TITLE :</i> AppMenu		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

AppMenu

1.1 AppMenu.doc

AppMenu
Marius Chwalczyk

\$VER: AppMenu 1.3b (15.06.93)

COPYRIGHT

INTRODUCTION

INSTALLING & RUNNING

THE INTERFACE

PROGRAM & AUTHOR

HISTORY

NOTE: Prefs format changed from ASCII to IFF PREF in version 1.3. ↔

Please use

the program "ConvertPrefs" to convert old prefs files.

1.2 Copyright

Copyright © 1993 by Marius Chwalczyk. All Rights Reserved.

AppMenu is FREeware but copyrighted © 1993 by Marius Chwalczyk. It's freely distributable as long as all of its files are included in their original form without modifications of any kind. Only a moderate copying charge is allowed for its distribution. This program is "as-is", all use is at your own risk.

1.3 Introduction

AppMenu is a utility for Workbench. It runs only under Release 2 (V37) and later versions of the Amiga operating system. It's a commodity that adds menu items to the Workbench Tools menu. When a menu item is activated, AppMenu starts up a program you chosed. You can free define the items and programs to execute. All programs are started as separate, asynchronous processes. You can also choose arguments for these programs through icons or file requester.

1.4 Installing and running

To install AppMenu simple copy it where you want it to have. You can start it from Workbench or from Shell. Or just place it in the WBStartup drawer. The following arguments in the line command or the tool types in the icon are all optional.

```
CX_PRIORITY=n
CX_POPUP=NO|YES
CX_POPKEY=hotkey
```

See Workbench handbook for this commodity tool types. Defaults are pririty 0, popup 'YES' and popkey 'shift f3'.

```
FROM=prefs
```

'prefs' is the preferences file (default "ENVARC:AppMenu/AppMenu.prefs"), where AppMenu saves the items description. Each item contain a menu item text, a command text and a arguments specification.

```
PROGITEM=NO|YES
```

If you don't want 'AppMenu...' item in Tools menu choose NO. Default is YES.

1.5 The interface

AppMenu's window presents a list gadget with its scroller and a ↔ string field below, a separate string field, a cycle gadget, two buttons and a bank of four buttons. It have a menu too. To open the window press the hothey, activate 'AppMenu...' item in Tools menu, run AppMenu again or use the "Exchange" program. "Exchange" can be use for some other things too (see its docs).

The gadgets are:

```
New
Del
Menu Items
Arg
```

```

                                Command
                                Save
                                Use
                                Cancel
                                Quit
                                The menu items are:
Project                                Edit
                                Open...
                                Last Saved
                                Save
                                Restore
                                Save As...
                                ~~~~~
                                Use
                                Copy To Clip
                                About...
                                Paste From Clip
                                ~~~~~
                                ~~~~~
                                Cancel
                                Move Item Up
                                Quit
                                Move Item Down

```

1.6 Menu Items

This listview gadgets show the item list. To change a item just ←
select it.

Now you can update the command text. Press Return or Tab key or change

Arg

gadget to activate the string field below the listview gadget. ←

Here you can

modify the item text and press Return to take the item back to the list.

1.7 Command

Type the program name and its arguments you want to execute. Note that you must specify the full path of the command when you start AppMenu from Workbench.

It's possible to type several files when you separate them with <Ctrl LCommand J>. All programs will be started synchronous. It's made internal through the DOS function System() so you can use it by Workbench's item 'Execute Command...' or in Shell too.

1.8 Arg

Select if and from where you want arguments to a command. The possibilities are:

Requester If you activate the item a file requester appears and you can choose a file name as an argument to the command. You can cancel the execution too.

Icons The names of selected icons in Workbench (if any) will be arguments.

Icons/Req Same as above. If no icon selected as 'Requester'.

None Execute command without extra arguments.

1.9 New

Add a new item to the list. Just type a command text, choose Arg and write

a menu item text. To quick add a program put its icon in the AppMenu window. Its name will be the item text and its path with the name the command. The number of items you can add is limited only by available memory, the system (V37) however creates only 63 selectable menu items. To add a new item before an existing item in the list simple select this item first.

1.10 Del

Remove the selected item from the list.

1.11 Save

Save the item list to the preferences file. Further as Use

.

1.12 Use

Close window, use current list to create item in Tools menu and execute commands of the chosen items.

1.13 Cancel

Undo all changes in the list since the window is open, close it and use the old list. Note that window's Close gadget and Hide from "Exchange" have the equal function.

1.14 Quit

Quit AppMenu. Ctrl-C makes it too. If the changed items are not saved a requester appears.

1.15 Open...

Load new items from a selected file. If the changed items are not saved a requester appears.

1.16 Save As...

Save the item list to a selected preferences file.

1.17 Last Saved

Load the at last saved items.

1.18 Restore

Undo all changes in the list since the window is open.

1.19 Copy To Clip

Copy the command text to clip. You can use it later in Shell with >RCommand V>.

1.20 Paste From Clip

Add a new item to the list. Its command text will be taken from clip.

1.21 Move Item Up/Down

Move the selected item in the list by one up or down.

1.22 The Program and its Author

Yes, yes..., localization should be done but the 2.1 update (in Germany) isn't still obtainable.

AppMenu is written in C and compiled with SAS/C 6.2. It's tested on an Amiga 3000 (KS 37.175, WB 37.71) with "Enforcer" and "Mungwall".

If you have some comments, additional ideas and/or bug reports, feel free to send me a letter or to call me.

You can reach me via

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1.23 History

1.0 first internal release.

1.1 (25.03.93) - first public release.

- Saving preferences in separate file instead of in tool types.
- Added prefs-not-saved-requester.
- Added 'Icons' as arguments.

1.2 (29.04.93)

- No bugs found or reported - no bugs fixed! :-)
- Added possibility to arrange the order of the commands.
(Thanks to Kevin A. Kirk for this suggestion.)
- New argument added: PROGITEM.
- File requester remember previous selections.

1.3 (02.06.93)

- Changed prefs format from ASCII to IFF, "ConvertPrefs" written to convert old
-

prefs files.

- Storing Prefs temporary in "ENV:AppMenu/AppMenu.prefs" now.
- Added new functions: 'Open...', 'Save As...', 'Last Saved', 'Restore', 'Copy To Clip', 'Paste From Clip', 'Move Item Up/Down'.
- Bug fixed: preferences were always saved in "ENVARC:AppMenu/AppMenu.prefs"
- Bug fixed: Enable/Disable from Exchange (the two bugs only in 1.2 - forgot to test the code that I "optimized").
- Some code optimized but tested this time. :-)

1.3b (15.06.93)

- If prefs file doesn't exists AppMenu requests 'Error while loading prefs' and quits. Now it stays running after the message.