URB v1.0 Documentation

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URB v1.0 Documentation

1.1   URB v1.0 Documentation

                                    URB v1.0 Documentation

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 Standard Disclaimer: I wrote it, it works for me, I don't guarantee
 that it will do anything productive for anyone else, etc. etc. ;-)

 HOWEVER, if you do find a use for it: I homeschool my kids and they would
 love a postcard from where EVER you live. Instant Geography Lesson;)

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1.2   Table Of Contents

1.3 Requirements

This program uses MUI ©1992-97 by Stefan Stuntz. If you don't have it,
get it from Aminet:

        mui38usr.lha util/libs

I HIGHLY suggest you also get WBRun by Sylvain Rougier & Pierre Carrette
from Aminet:

        util/cli/WBRun_fix.lha

and install it for use with the WBRun option in URB. This allows
running Workbench programs from a CLI and using its TOOLTYPES.

FILES INCLUDED IN THIS ARCHIVE:

    Catalogs   - directory containing localization pieces
    ReadMe   - short starter version
    URB   - the REAL program.
    URB.info   - for running from an icon
    URB.guide   - this documentation
    URB.guide.info   - multiview guide
    UrbGrabs   - directory of screen grabs to give you ideas

There may be versions of these with a suffix such as '.DK' this
indicates a Danish version for that file. Over time support of
additional languages will be added.

1.4   Description

This program allows you to put a button bar for executing ARexx scripts,
CLI programs, WorkBench programs, and/or Amiga DOS scripts on any public
screen (actually, you could put several on each screen).

The button bars that you can create are only limited by your
imagination. You can have image buttons with and without text,
colored buttons, buttons in columns, across the top and bottom of
the screen, down the sides, or arranged in a frame around another
applications window. The combinations are virtually endless.

Shortcut keys, MUI control codes for colors and images are also
supported. See the example screen grabs for a few of the
possibilities.

There is bubble help available for all gadgets, lists, etc. Place the
pointer above the item and wait;)

1.5   How To Get Started

                Unload all of the URB pieces to a directory of your choice and ←
                  click on
the URB icon. The first time you start an URB it will complain about

```
not finding its configuration and preferences files--ignore the
messages as you have not yet created them.

The
                Configuration
                 options are pretty self explanatory. Play
with them to see how they work and what they do.

From the WorkBench screen you can drop icons on the configuration list.
Remember to
                Update
                 the entry and save the configuration file.

The only supported tooltypes and CLI options are:

   CONFIG=filename    to set which configuration file to use
                      default is PROGDIR:programname.cfg

   HELP=filename      to set where this guide file is
                      default is PROGDIR:URB.guide



                Running from a CLI

                Additional URB bars
```

1.6   Running from a CLI

```
Run >nil: URB [CONFIG=filename] [HELP=filename]
```

1.7   Additional URB bars

```
                To create a new URB bar, just copy this program and icon to a
new name, configure it using MUI and the builtin
                Configuration
                 options,
and you can "instantly" have a toolbar for any screen/application you
desire. The buttons support shortcut keys by specifying an underscore
ahead of the character in the label you wish to make the shortcut.

   Example: _Yam for a button label makes "y" the shortcut

Note: if you specify more than one label with the same shortcut key, then
all of them will be started. This CAN be used to your advantage.
```

1.8   Configuration

          You may open the Configuration window either from the menu or by
using RAmiga-O.

          Commands

          Basic Options

          Advanced Options

1.9 Commands

          This is the main piece of URB. Here you specify which commands, ←
              their type
of execution, how the button will be displayed, etc. The list can be
rearranged using MUI drag and drop facility.

After installing WBrun from Aminet, the fastest way of configuring
most of your buttons will be to drop icons on the list portion of
this page. Modify the settings as desired, highlight the entry where
you want the command to appear, and press Update.

To edit an existing entry, double-click on it, modify the options,
and remember to
              Update
               it.

          Button Type

          Label Text

          Color

          Background

          Button Image

          Run Type

          Command

          Stack

          Update

          Clear

          Save

          Use

          Test

```
          Cancel
```

1.10   Button Type

Use the cycle gadget to choose to have a button with Text on it or
just an image.

1.11   Label Text

This is the text that will appear on a Text button. If the button is
an image button, this text will appear in the command list, but not
on the button.

The buttons support shortcut keys by specifying an underscore
ahead of the character in the label you wish to make the shortcut.

    Example: _Yam for a button label makes "y" the shortcut

Note: if you specify more than one label with the same shortcut key, then
all of them will be started. This CAN be used to your advantage,
such as starting YAM and an URB bar for YAM at the same time.

Note: Shortcut keys do NOT work with Image buttons.

The buttons also support a method of specifying MUI control codes so
that you can have colored text and MUI images. The '^' character is
translated to ESCAPE. A few examples:

    ^P[15]Text   will make 'Text' appear in pen color 15.
    ^bText   will make 'Text' appear as bold
    ^I[6:30]Text   will place the MUI right arrow before 'Text'

You can specify multiple combinations such as bold, italic, colored.
These can also be used in addition to the shortcut key. See the MUI
docs for possible options and the correct formats.

1.12   Color

Pressing this button opens an MUI color requester. The center of the
button shows the background color currently selected in the
requester; the outer portion of the button shows the background
color of the currently selected command list entry. Open the
requester and select a color using the RGB page. The MUI and
Colormap options are NOT supported.

1.13 Background

This cycle gadget is used to select either a default background for
the button or to use a colored or image background. If you specify
both for a text button, the image is used in preference to the
color. You can also use a custom background color with an image
button. This results in the chosen color appearing as a border
around the image.

To return the background color to the MUI default, it is necessary to
edit the entry (double-click on it), set background to default, and
press the Update button.

There are MANY combinations possible of button type, background,
color, and image. Play with them.

1.14 Button Image

Here is where you specify what image to appear on an image button or
as a background on a text button. Any datatypes image should work,
including gif, jpeg, icon, iff, etc.

The images are not scaled so you may have to modify their size in an
image program. Images smaller than the button they appear on are
tiled, thus making web background images a good choice.

1.15 Run Type

                    Here you specify what type of command is to be executed.

Label   - no command, use for titles, separators on your button bars

ARexx   - either an ARexx script to be executed or an 'inline' ARexx
           command. Example "Address YAM show" entered in the Command
           string gadget would uniconify YAM's screen.

CLI   - run a CLI program. Enter exactly what you would in a CLI.
           You should specify complete pathing information and may
           enter all of the same arguments as you would in a CLI.

Execute - execute an AmigaDOS script. Same format as you would enter
           in a CLI for the script.

WBrun   - run a program as a Workbench program using the tooltype
           information in its icon. You need to install WBrun to be
           able to use this. See
                   Requirements

1.16 Command

Either an inline ARexx command, a program, or a script to be run.
Specify complete path information for best results.

1.17 Stack

If the program or script you are running has special stack
requirements, you can set it here. For WBrun programs, this value is
ignored and the stacksize is obtained from the icon.

1.18 Update

Update the item HIGHLIGHTED in the command list with the values from
the command page gadgets. You MUST press update for changes to be
performed.

1.19 Clear

Clear the item HIGHLIGHTED in the command list.

1.20 Save

Save the current configuration so that it will be used for future
executions of this particular URB program. Configurations generally
will be programname.config and programname.config.prefs and saved in
the directory the program was started from. The configuration window
will close after refreshing the button bar.

1.21 Use

Makes the current configuration the one used for the remainder of
THIS session. The configuration window will close after refreshing
the button bar.

1.22 Test

Use this one a lot when you are starting out. This will modify the
buttons with your choices, but does not save them anywhere.

The configuration window remains open making it easy to see the
results of your changes.

1.23   Cancel

Undo any changes since the last save or use. The button bar will
refresh and the configuration window will close.

1.24   Basic Options

            These are the options that you MUST specify to have a running URB
button bar. Here you specify how many buttons, what arrangement they
are to appear in, and what commands to use in executing the various
types of commands.

            Rows of Buttons

            Columns of Buttons

            Display Order

            Async CLI Command

            Arexx run Command

            Execute run Command

            Workbench run Command

1.25   Rows of Buttons

How many rows of buttons to have for this URB bar.

1.26   Columns of Buttons

How many columns of buttons to have for this URB bar.

1.27   Display Order

            Specify the order for placing commands on the buttons and how they
are to appear on the window.

Across - for a standard x across by y down, this will order the
        commands across the first row, then across the second...

Down   - for a standard x across by y down, this will order the
        commands down the first column, then down the second
        column...

```
Top &
Bottom - will place half the rows across the top of the window
        and the remainder across the bottom of the window. This
        option combines with the
               Advanced Options
                to control
        the final appearance. If there are an odd number of
        rows specified, the extra row appears with the bottom
        group.

Sides  - will place half the columns on the left side of the window
        with the other half on the right side of the window. This
        option combines with the
               Advanced Options
                to control the
        final appearance. If there are an odd number of columns
        specified, the extra one appears on the right side.

Frame  - will create a frame of buttons surrounding the central
        rectangle like a picture frame. This one also combines
        with the
               Advanced Options
                to create the final look.
```

1.28 Async CLI Command

```
Specify what command to use to run CLI programs. This should be an
asynchronous command. The default 'c:run >nil:' should be adequate
for most people, but you can use others.
```

1.29 Arexx run Command

```
Specify the command to run ARexx scripts and commands. You would
ONLY have to change this if the rx command is NOT in your SYS:rexxc/
directory. I am unaware of any alternatives to this command.
```

1.30 Execute run Command

```
Specify the command for executing AmigaDOS scripts. I have NO idea
why you would ever have to modify this.
```

1.31 Workbench run Command

```
            Specify the command for running workbench programs from their  ←
                icons.
The only one I'm aware of is WBrun (see
```

```
                    Requirements
                    ). I default
its location to the C: directory. If you place it somewhere else,
you will have to modify this setting.
```

1.32   Advanced Options

```
                These options provide the final touches to your URB bar. You can
control borders, scollbars, the size of the inner rectangle, and
even allow for displaying an image in it for some button
arrangements. Most of these options effect each other. Play with
combinations until you get it the way you want.
```

```
                    Borderless Window

                    No Title Borderless

                    Backdrop Window

                    Use Scollbars

                    Horizontal Weight

                    Vertical Weight

                    Background Image
```

1.33   Borderless Window

```
If the window does NOT have scrollbars, this will remove all borders
except for the title. If the window does have scrollbars, this
removes the left border and the window gadgets.
```

1.34   No Title Borderless

```
Removes the title from the window. Combine with no scroll bars and
borderless to create a bar of just buttons.
```

1.35   Backdrop Window

```
Specify this to 'glue' the window to the background. You probably
don't want to use this until you have the URB bar just the way you
want it. A good use for this is a large frame bar with an
application such as YAM appearing in the central rectangle. With
```

Backdrop specified, the YAM windows will never be hidden behind the
URB window.

1.36   Use Scollbars

Specify whether to have scrollbars or not. You should have this on
while creating your URB bars. You can turn it off after you have
just the look you want, if you do not need them.

Note: Shortcut keys do not work for buttons that are hidden.

1.37   Horizontal Weight

                This controls the width of the central rectangle for the Frame,
Sides, and Top & Bottom options of the
                Display Order
                . The
default value of 10 results in the width of the rectangle equaling
the width of the buttons on the two sides. Increasing the value will
widen the rectangle, decreasing it will shrink it.

1.38   Vertical Weight

                This controls the height of the central rectangle for the Frame,
Sides, and Top & Bottom options of the
                Display Order
                . The
default value of 10 results in the height of the rectangle equaling
the height of the buttons above and below it. Increasing the value
will make the rectangle taller, decreasing it will shrink it.

1.39   Background Image

                You can specify a datatypes image to place in the central ←
                    rectangle
for the Frame, Sides, and Top & Bottom options of the
                Display Order
                .
See
                Button Image
                 for more information.

1.40   Menus

```
Menus are:

Project:
   About    - Tells a bit about the various products involved or used.
      MUI    - information about Stefan Stuntz's MUI
      URB    - brief comments about URB
   Quit     - Quit URB


Settings:
   Open     - Open configuration window
   Close    - Close configuration window
   Load     - Load new configuration
   Restore  - Restore to LAST saved configuation
   Save     - Save the current configuration
   SaveAs   - Save the current configuration to a different name
   MUI settings - open the MUI settings window for this application.
```

1.41   Technical Notes and Warnings

```
            This is a random collection of information and warnings.


             Stacksize

             Program and Port Names

             Datatypes

             MUI Control Codes
```

1.42   Stacksize

```
The stack size that URB is started with is the stack used for all programs
run. This value is dependent on how URB is started and shows in the STACK
string gadget on the configuration window.

If you have one that needs a larger stack, specify the Stack size when
configuring the button. This is ghosted for WBrun programs.
```

1.43   Program and Port Names

```
Each URB clone will have its own port. The port name will be the
program name converted to all UPPERCASE. Due to this, you will NOT
want to use any special characters in the URB clone's name.
```

1.44   Datatypes

Datatypes AKxxxxx default to HAM6/HAM8 for version 40.x
picture.datatypes. You need to change this to ORDERED (any method of
your choice, and speed/quality) The symptom of having this set
incorrectly is that images will appear as black or blank.

Datatype akGIF generates Enforcer hits with MUI. I recommend using one
of the others that are available. I am using zgif v39.18 and all seems
fine. It is on Aminet as ZGIFDT39.18.lha in directory util/dtype.

If you don't have a GFX board, be very careful as to your chipmem
use. It has proved rather easy, at least for me, to get addicted to
putting lots of images on lots of buttons:)

Some of the icon.datatypes available result in memory leaks when
used with MUI. Try yours and observe its behavior. If you are seeing
unreasonable amounts of memory not being returned to the system, try
a different one.

1.45   MUI Control Codes

See
Label Text
 for how you can insert MUI images, colors, etc. as
part of the text on a button.

1.46   Hints

 REMEMBER to press
Update
 after setting a button's options.

 Remember that you can use one URB to start other URB's.

 You can use the same shortcut key as a way to start multiple
 applications with one key press. MUI will start them in the order
 that they appear on the buttons.

 Use Backdrop to keep an URB behind another application's window.

 To copy an entry: double-click on the entry, single-click a
 different entry, and press Update.

1.47   History

 v1.0 First release. Not old enough to have a history yet;)

1.48 Bugs

As of the date of uploading this program, I have stopped being able to break
it. This does not mean it is bug free. If you find any, please email me so
that I can correct it for others.

Thanks.

1.49 Translators

```
   Danish          Henrik Andreasen    larsa@post7.tele.dk
   German          Michael Lünse       m.luense@t-online.de

   If you would like to provide a catalog for these, email them to me
   and I'll post it on my web page and include them in the next update.
```


1.50 Thanks

Thank you's to:


```
  All of the shareware, freeware, etc. programmers for the AMIGA
  who make it possible for US to still use our favorite machine;)
```

Special thanks to those who managed to break this program until it
finally worked:

```
   Stefan Akerblom, Charles Cooper, and John Pullicino.
```


```
Dick Whiting
March 6, 1998
```